

# NIP! PACK!

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 FIREMAN SAM PRISM ART & DESIGN LTD. LICENSED BY BBC ENTERPRISES LTD.

## COUNT DUCKULA 2

**Count Duckula's** arch enemy **Von Goosewing** has fixed a rocket to one of the **cosse turres**, blasting the vegetation **Vampire** and his cronies into outer space.

**Duckula** though, thinks the motion of the turret is a side effect of drinking **Nanny's** potion (understandable really), but she soon realises their true predicament when they hit an asteroid field!

Fortunately **Tremendous Terence**, **Count Duckula's** hero, comes to the rescue, knocking their 'turret spacecraft' on to a nearby planet surface.

Oh dear though if's the planet **Cute**! — Yuki! **Duckula** hates cute things, and he soon realises that if he and his pals stay on this planet for any length of time, they too will become... **Cute**... oaggh!

All the **cutes** dollies and **teddybears** want to give our pal a big wee kiss (hah!) to speed up the **cuteness** process. There's only one thing for it **Duckula**, **Igor** and **Nanny** have got to get off this planet and quick, but they have lost the lightning conductor in the crash landing and they will need this to escape. Can **Tremendous Terence** help, will they get away, it's up to you.

### GAME PLAY ASTEROID SECTION

You have to guide the 'space turrs' through the asteroid field by skillfully moving to avoid asteroids or blasting them to pieces by firing electric bolts at them with the **turrets** lightning conductor. The negotiation of the asteroid field is made more difficult by the appearance of **satellites** and these must also be avoided.

### GAME PLAY PLANET CUTE

You have to guide **Duckula** past various obstacles and cute toys to find the lightning conductor. On the way you collect **card** packet tops which help **Duckula** become like his hero **Tremendous Terence** for a short time and be invulnerable to the effects of the **cutes**. You can also pick up bottles of **ketchup** that **Duckula** can squirt at the 'cutes', rendering them temporarily harmless.

**Duckula** can call on **Tremendous Terence** to help him get past really awkward obstacles, but only a limited number of times, and when **Duckula** meets up with **Igor**, he is refreshed with broccoli sandwiches, so allowing his search for the lightning conductor to continue.

Finally, if you have successfully kept **Duckula** from becoming **cute**, the lightning conductor is seen, but a large lovable puppy toy is in the way. **Igor** has already done all he can and **Tremendous Terence** cannot be contacted at the moment, that just leaves **Nanny**. Will she be able to help get **Duckula** past the puppy and retrieve the lightning conductor?

### CONTROLS JOYSTICK

UP  
DOWN & FIRE  
LEFT  
RIGHT  
FIRE

Jump  
Call Tremendous Terence  
Walk left  
Walk right  
Fire source

NB. Spectrum 48k and Amstrad versions do not have an asteroid section.

### HINTS AND TIPS

In the main game, you have plenty of time so don't rush. Time you jumps to the movement of the platforms, which follow a set pattern. Fire source at 'Cutes' to get past them. Top up your supply of sauce by collecting sauce bottles. Collect four **card** packet tops to gain temporary invulnerability. If you find a screen too difficult, call **Tremendous Terence**, but remember you can only use him once.

## FIREMAN SAM

You help **Fireman Sam** everyone's favourite fireman, as the stars in this highly entertaining game, featuring a host of delightful characters from **Pontypandy's** small town somewhere in the hills and valleys of Wales. Join the crew on **Jupiter** the fire engine, and drive around **Pontypandy**, answering the distress calls. You will have a limited time to complete each task and to return to the station, or **Fire Officer Steele** will give you a warning. Three warnings and it's game over for you and **Fireman Sam**, and you will have to start again.

### GOOD LUCK

#### THE TASKS INCLUDE

- FIRE, FIRE!**  
A blazing fire has broken out. Quickly speed to the scene and douse the flames, but hurry up! Time is running out!
- HEAVE HO!**  
**Naughty Norman**, has been up to mischief as usual. This time his antics have caused him to get his head stuck in the railings. You must rescue him, enlisting the help of your friendly crew, by pulling the railings apart to free him.
- GRIP AND CLIMB**  
You must help **Fireman Sam** climb the northface of **Price's Shop**, using the ladders to retrieve the twin's kite which is stuck on the roof causing all sorts of havoc as it blows around. Be careful to avoid all the obstacles, and to keep your balance. Here's hoping you have a head for heights... whoops!
- LOST AND FOUND**  
Drive **Jupiter** through **Pontypandy** to find various lost items, when **Jupiter** approaches them, they will be automatically collected and points will be awarded to you.

### THE GAME SCREEN

The upper part of the screen shows the playing area. The lower part of the screen shows your score, and is the information panel. On the left is the **Teletypewriter** which displays important messages, there is also a **Fire Bell** which will 'ring' when an emergency occurs. You will also see a series of small **Envelopes** that light up each time he gets a warning. Underneath the picture of Sam a **Timer Bar** shows the time remaining to complete a call.

### CONTROLS JOYSTICK

UP  
LEFT ← RIGHT  
DOWN

The Fire Button = Jump in Grip and Climb.

Please note **C64** and **Amstrad** versions are joystick only, but the **Spectrum** version has a keyboard option as well.

**KEYBOARD CONTROLS** (Spectrum Only)  
 (SPACE) DUPLICATES FIRE

## LOADING INSTRUCTIONS

**C64**  
 Press SHIFT/RUN STOP.

**Spectrum 48k**

- Type 'LOAD' and press ENTER.
- Stop the tape when requested, and press FIRE or ENTER.
- Restart the tape to load the main game.
- Stop the tape when requested and reset the tape counter to zero.
- Press FIRE or ENTER to play.
- To load level 2, start the tape and leave it running until requested to stop the tape.
- If 'rewind tape' is displayed, rewind until the tape counter is zero and press play again.

**Spectrum 128k**

Switch on and press ENTER then follow steps 4 to 7 of 48k version.

**Amstrad 464/664/6128**

Press CONTROL/ENTER and follow steps 2 to 7 of Spectrum 48k version.

## BANGERS & MASH

Here we are at Number 3, Tree Street, Chimpston, breakfast has just finished and those two cheeky chimp boys, **Bangers** and **Mash** are about to get up to all sorts of tricks, but before they can start, Mum sends them out of the house to collect loads of fruit for a big pie she's making.

Our two chimps swing off through the trees in search of fruit. Unfortunately for our two pals it isn't going to be easy, and there are lots of nazzards to overcome.

Luckily **Mash** is very good at making (and throwing) mud pies so he drops these through the trees to keep the creature crawlies occupied while **Bangers** collects the fruit, after all **Bangers** can only throw a few mud pies which he is so busy.

Oh Dear! Oh Dear! Mrs. **Smithnose** (the bad tempered old witch) spots the two chimps, and sends her pet goats after them. **Bangers** will need to throw his mud pies for all he's sorry, perhaps he can hide inside a hollow tree trunk.

The flowers and other animals in the forest aren't very pleased with **Bangers** for creating all this commotion, so he leaves the forest, sneaking past Mrs. **Smithnose's** house, but she sees him and sends some woobly skeletons after him. **Galp! Back to the Forest!**

**Mash** has blown up a large balloon, and if **Bangers** catches it, it should take him to another part of the forest for more fruit and then perhaps home to mum for some dinner, and a big reward for our Chimp Champs.

### FEATURES

**Naughty Cheeky Chimps**  
**Banana Skins**  
**A Bad Tempered Witch**  
**Goats**  
**Skeletons**  
**Hedgehogs**  
**Pretty Flowers and not so pretty flowers**  
**Chimp billing plants**  
**Satellites**  
**Rickety old log bridges**  
**Mud pies**  
**Labdybirds**

### HINTS AND TIPS

Keep an eye open for the flowers!  
**White ones** — go bang! and all fruit on screen is collected.  
**Purple ones** — give bonus points.  
**Blue ones** — reverse your controls for a while.  
**Red ones** — They aren't nice at all.  
 When all your fruit counters are at zero, **Bangers** will be able to leave that level.

### CONTROLS

**C64**  
 Joystick (port 2) only.  
 Commodore key = Freeze  
**Spectrum 48k/128k**  
 Z = Left  
 X = Right  
 ENTER = Fire  
 L = Jump  
 F = Freeze  
 or use a Kempston or Sinclair joystick.  
**Amstrad 464/664/6128**  
 Z = Left  
 X = Right  
 RETURN = Fire  
 SHIFT = Jump  
 F = Freeze

## HUXLEY PIG

It's not easy being a pig, all you want to do is eat your sandwiches, get to your room and have a super daydream about being,

- a pilot - "Up and away Huxley"
- a sailor - "Sliver me timbers Captain Pig"
- a chef - "One Huxley Special Pizza coming up, Sir"

Unfortunately **Horace**, (that rotten rodent), has left the front door open and all the **Creepy Crawlies** are running around the house. Also **Vile Vincent**, the **Vampire Pig**, has hidden all your favourite toys and **Sidney the Snake** isn't helping 'he's hidden your pilot's, chef's and sailor outfits. Will Huxley ever get to bed? Every pig needs his beauty sleep.

You have to guide Huxley through his house, to find toys and items of clothing which he needs for his daydream adventures.

### MAIN GAME

The game starts with Huxley standing in his bedroom. Your first objective is to get a toy from the toyroom at the end of the corridor. In order to do this you must find a Cross which has been hidden somewhere in the house. Finding the Cross will enable you to pass **Vile Vincent** the **Vampire Pig**, who is standing guard outside the toyroom.

On your travels you will encounter many hazards:

**Horace the Rodent** in the attic won't let you pass until Huxley finds a spanner. This will only happen once in a game, and you may pass Horace any time after the spanner is found.

**Sam the Seagull** on the ground floor will steal Huxley's toy - but only if you haven't found the set of clothes which relate to the toy. Huxley may get the toy back after Sam drops it in one of the ground floor rooms. The only way to avoid Sam is by making Huxley stand on a chair or table until Sam passes.

In the cellar **Sidney the Snake** may bite you causing dizziness. This will cause the joystick/left/right directions to be reversed until Huxley finds the first aid box. Sidney may be avoided by standing on boxes.

Last, and most irritating of all are the **Creepy Crawlies** on each floor level of the house. These repulsive arachnid pests zip across the floor at lightning speed causing Huxley to lose points away, time they touch him. They may be avoided by standing on objects, or jumping over them.

### A NOTE ABOUT COLLECTING OBJECTS:

The thought bubble always tells you what to collect.

It is possible that Huxley may need to get into the attic in order to find the Cross, and on his way encounters **Horace the rodent** who asks for the Spanner. Whilst looking for the Spanner, Huxley is bitten by **Sidney the Snake**. In such a case Huxley would first have to locate the first aid box, the Spanner, and finally the Cross. At times like this, the small pictures in the thought bubble will change to show you what to collect next. The only exception is when Huxley is bitten by the snake; then the bubble will simply display the word "OUCH!" You then need to find the first aid box.

### SCORING

Huxley starts with 250 points and gains more points as follows:

- 50 points - Cross.
- 50 points - First Aid Box
- 100 points - Spanner
- 100 points - Toy (from toyroom)
- 150 points - Clothes.
- 1000 points - End of level bonus.

An additional 50 points may be gained for recovering a toy stolen by **Sam the Seagull**.

Points are deducted for contact with **Creepy Crawlies**.

### ENERGY

On the left of the information panel is a sandwich on a plate. As the game progresses the sandwich will be eaten until only crumbs remain on the plate. To keep his energy topped up Huxley must visit the kitchen table from time to time. There is a loaf of bread on the table which will restore Huxley's plate of sandwiches

### END OF GAME

This may happen in one of three ways:

- Huxley's energy may run out
- Huxley's points diminish to zero due to repeated contact with **Creepy Crawlies**.
- Huxley successfully completes the game, finding 3 toys and 3 sets of clothing. When this happens the easy/hard display at the bottom of the screen will

display a code number which is to be used to gain access to part 2. The code will be used to determine the score and difficulty level. It is strongly recommended that the code is written down for reference.

Should the game end due to energy or point loss, you will have the option to play again and select the difficulty level.

### DIFFICULTY LEVELS

The 'easy' option:

Slows down **creepy crawlies**, slows down sandwich meter and places the **cross** in the same location every time, and the clothes in one of two locations.

The 'hard' option:  
Speeds up **creepy crawlies**, speeds up sandwich meter and places all objects in random locations.

**Side 2: Contains 3 other games you can play once you have completed the main game. You have to play the main game first.**

### 1. Huxley Airways

Guide Huxley in his plane avoiding the oncoming planes, and help him collect the hearts

Collision with other planes will reduce your fuel so be careful - The number of hearts you have to collect is shown in the thought bubble.

### 2. Pizza Pizz!

Pigs like pizza too!

Help Huxley guess the pizza ingredients. Huxley loves pizzas.

Choose the ingredients shown at the top of the screen.

You will play 10 rounds against the computer, in each round you will get 8 attempts to get it right.

The computer screen will show:

✓ = correct

? = correct but in wrong place.

X = wrong.

On the left of the screen will be the number of attempts you have left and on the right the number of rounds remaining.

### 3. Speedboat

Help Huxley steer his speedboat avoid oncoming speedboats, turtles and logs. Collect as many tuna fish as you can.

Collision with turtles, logs or other speedboats will use up fuel.

### CONTROLS

#### MAIN GAME

C64 joystick only

Control Joystick Port 2

Abort Press the 'A' key

Pause Press the 'Q' key

#### For Huxley Airways and Speedboat:

C64 Joystick only

↑ up

← left

→ right

↓ down

#### SPECTRUM AND AMSTRAD

#### MAIN GAME

Z left

X right

Enter (Return) Jump

or Joystick

#### For Huxley Airways and Speedboat:

Z left

X right

P up

L down

#### For Pizza Pizz!

C64 Joystick only

select item.

← left

→ right

↑ move on.

↓ move on.

← move on.

→ move on.

↑ move on.

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← move on.

→ move on.

In the game you play Postman Pat.

The game will start up with Pat outside the Post Office. The place he is to deliver the letter to will start to flash on the map and the player has to decide the best way to go. He can choose to either try to walk to the address or try to intercept Sam's van. If he walks onto a screen containing one of the items he needs to pick up, he has to walk over to it (then he's past fire) to collect it. If he's already carrying an item then that one is dropped and the second one takes its place. (i.e. they swap over).

If Pat meets any of the Hogs, and they touch him, then the letter he is carrying is stolen; and the hen will run away with it, eventually dropping it. Pat must find the letter before doing anything else.

In the bottom half of the screen you will find a map of Greendale with flashing markers on it showing Pat's position, where he must go to deliver a letter, the position of items to be avoided, where Ted Glen is and the position of Sam's van.

The game features an easy and hard version so all can play. To complete the game Pat has to carry out all the tasks and deliver all the letters—so go for a high score but watch that "tea meter" and you will have LOTS OF FUN!

### KEYS AND CONTROLS

CBM 64—Joystick only.

SPACE = Deliver letter and pick up object.

SPECTRUM AND AMSTRAD

O = Up

A = Down

Q = Left

P = Right

SPACE Deliver letter and pick up object

## POPEYE

Life's not all a bowl of spinach for Popeye as he hunts for hearts to win the love of Olive Oyl. His rival, the macho Bluto, is not amused. He thumps around making pulp of Popeye.

Olive Oyl demands a never-ending supply of love! Keep her sweet by collecting 25 scattered hearts and handing them over. Take care to check-Olive's love-meter. When her love level starts to fade you must restore it by delivering some of the hearts you have collected.

The task is not easy. Hearts can be anywhere—up the lightning-house, on board the ship, under the ocean, locked in the cupboard, on the roof, inside the fruit machine ...

It's not just the right door keys that Popeye needs to collect on his way.

The coin is for the fruit machine—but what's the lucky combination you must 'hold'? And why is there an explosive fuse below the lightouse? It could have something to do with Popeye firing the cannon—but don't let him jump onto a red flame!

Don't get bowled over by the flying saucer as it passes the roof, but hop on and see where it takes you.

The sailor man is not the only one seeking Olive Oyl's love. Bluto is his rival, pacing up and down outside Olive's house. Avoid Bluto and all the other moving objects—giant birds, flying witches, snoring dragons and gnashing sharks—as they have a habit of knocking Popeye for six. He'll survive if you have a tin of spinach in store for him, of course, but you can only carry 8 things around with you—including hearts and keys as well as tins of the life-giving green stuff.

Remember that as well as climbing up and down the stairs and ropes, Popeye can move backwards and forwards. He can step into doorways out of harms way, go in and out of buildings and explore behind objects. This takes care of most of his problems, but watch out for Bluto who switches from layer to layer on his patrol.

You score 1000 for each heart delivered, with a time bonus for delivering them all—and a special reward from Olive!

### KEYS REDEFINABLE

#### DEFAULT KEYS:

A Down

Z Left

X Right

Q Up

Or Joystick Port 2

S Start Game

H Hold

R Redefine Keys

## POSTMAN PAT 2

It is a very hot day in Greendale and Pat's van has broken down, so he has to walk to deliver all the letters. Pat will get very thirsty so he needs lots of cups of refreshing tea, otherwise he will have to go to bed to recover!

Luckily Sam, will kindly offer Pat a lift in his van, if they meet on their rounds. Pat must watch out for the "magpie" hens who will try and steal his letters.

When Pat reaches the house of one of his friends, he may find they need his help to solve a problem, so he will have to collect an item seen on his rounds. If the item is broken Pat will have to find Ted Glen the handyman to fix it.