

Alternative Software Limited

Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LW Facsimile 0977 790243

The Postman Pat HIT *ollection*

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LOADING INSTRUCTIONS

CBM 64 - Insert rewind tape into player. Hold down SHIFT and press RUN/STOP. Start the tape.

SPECTRUM 48k - Insert rewind tape into player. Type LOAD "*" and press ENTER. Start the tape.

AMSTRAD CPC - (Disk users should type ITYPE and press ENTER before starting). Insert rewind tape into player. Hold down CTRL key and press small ENTER key. Start the tape.

POSTMAN PAT 1

CONTROLS

Joystick only. Restore = Abort game

Postman Pat now comes to your computer screen in this highly entertaining and colourful arcade game. The game has an easy version suitable for younger children and a hard version for the serious gamer, this option is chosen from a menu when the game has loaded.

THE GAME

It seemed like just another day to Pat as he scrambled out of bed. Little did he know that he would be rushed off his feet by all the work that faced him this morning as he did his round of Greendale. Parcels, letters and all sorts of odd jobs would keep him very busy. You can help Pat and Jess to get the job done by guiding his van around the village.

You start the game by finding the Post Office where Mrs. Goggins will tell Pat what he must deliver. It will be either a number of letters or a parcel for one of Pat's friends. You can drive around the village (and can reverse if you need to turn round) in order to find your friend's house and deliver the parcel. Letters are delivered to the houses which flash as you pass them. To deliver a letter just press the fire button as you pass the house. If you miss you have to get Pat out of the van using the fire button and guide him to pick up the letters and then try again.

If Peter Fogg's sheep get loose you can help him by herding the sheep back through the gate (you must find them yourself!). Watch out for oil slicks on the road and try not to knock over Miss Hubbard who is very unsafe on her wobbly bike. Because Pat is such a busy chap you have only got a short time to complete all your tasks. If you run out of time the game is over.

POSTMAN PAT 2

KEYS AND CONTROLS CBM 64 - Joystick only.
SPACE = Deliver letter and pick up object.

PHWE WHAT A SCORCHER!

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 "maggie" - 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.

In the game you play Postman Pat.

The game will start with Pat outside the Post Office. The place he is to deliver the letters 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 you press fire) to collect it. If he is 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 hens, 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 hens (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 SPECTRUM AND AMSTRAD

Q = Abort game • **A** = Down • **O** = Left
• **P** = Right • **SPACE** = Deliver letter and pick up object.

POSTMAN PAT 3

C64

Joystick only with P to pause

Amstrad/Spectrum

Joystick or keys as follows

The story

The phone rings in Postman Pat's house, its his old friend Delivery Man Dan from Pencaster. Dan tells Pat that he has a problem, he has just received a large number of telephone directories that need to be delivered by the end of the week but unfortunately, Dan has broken his leg, can Pat help. Pat, being the good sort that he is, agrees to help his friend by doing the deliveries for him.

The Game

You drive Pat around the streets of Pencaster avoiding the many hazards and obstacles, delivering the telephone directories in the time allowed, without running out of petrol.

Just some of the many features

• Police cars • Fire engines • Cars • Vans • Trucks • Motor bikes • Road works • Nails • Petrol stations • Complaining customers • Cups of delicious tea • Cyclists

Includes

• Easy or hard versions • Original theme music • Sound effects

Playing the game

Deliver a parcel to each house which has a numbered doormat. When delivering a parcel, the van should be on the same side of the road as the house being delivered to.

If a parcel misses the door mat, it may be possible to reverse quickly for another try.

Pat needs to complete the deliveries quickly, but driving too fast makes it difficult to avoid various hazards, such as road works, nails in the road and other road users. Watch out in particular for wobbly cyclists that wander across the road and vehicles that pull out without warning.

The van may need extra petrol to complete the five days, so pull in and stop at the petrol station when the fuel gauge is low.

If Pat fails to do the job properly, the number of complaints will mount as shown by the complaint meter and Dan may lose his job.

CONTROLS

Joystick UP = Forward • DOWN = backward • LEFT = left • RIGHT = right • FIRE = Throw parcel

Keys I = left • O = Right • Q = Move Forward • A = Move Backward • SPACE = Throw Parcel • P = Pause