THE STORY

The scene is set ... Having conquered the musical world nearly 200 years prior, fate has given you a second chance!

Mysteriously brought to life, you find yourself imprisoned, alongside other great composers of the past, in a musical detention camp of the future. Spiritual darkness threatens to beat down the souls of aspiring talents here, under the regime of an Elvis wanna be. Who is this audacious »Mike the Guitar«, erecting barriers before the musical genius of such masters, declaring »Thus far and no farther«?

Break out of prison and collect the necessary instruments to rescue your fellow composers. Perhaps then, you can »seize fate by the throat«, and maybe even the one who captured you ...

FEATURING

♪ Beautiful Graphics by ZX Artist Lobo

♪ Kempston Joystick or Redefinable Keys

♪ Large, detailed and smooth sprite movement with colourful map design

♪ 48k version with awesome music by Tufty

♪ Enhanced and extended 128k version with extra rooms and music by master musicians Yerzmyey and Pedro Pimenta

THE GAMEPLAY

In our play the curtain is raised, and we see the main character, Beethoven, already free from the shackles of his cage. He must now race around the retirement home and caverns beneath assembling his orchestra and freeing his fellow composers Mozart and Chopin. First locating his musical ear and trusty piano before moving onto the other instruments and special food items to temp away Mike's hounds of Hellfire. They are particularly fond of Polish sausage and Mozart-Kugel fine confectionary. The items are unlocked in a particular order. Beethoven can replenish his musical energy along the way with notes scattered throughout the scenes.

The dastardly Mike the guitar's henchmen patrol the maze, including his picks, speakers and microphones, ready to drain our hero of his vital essence. When the orchestra is ready, he must find the exit and a happy ending to our tale will ensue before the curtain is lowered.

This is the latest addition to the Mike the Guitar series of ZX Spectrum productions which also include Mike the Guitar and Mike the shooter. The axeman won the previous war to rid the world of classical music and let rock prevail, but Beethoven is not going down without a fight, and he wants revenge!

Ta Ta Ta Taaa!!!

LOADING INSTRUCTIONS

The game is compatible with
Spectrum 48k/128k and
Spectrum Next machines.

Spectrum 48k/+

Type LOAD ""
and press [ENTER]

Spectrum 128k/+2/+3/Next

Select Tape Loader option
from the main menu

CREDITS

Design and Code: Sebastian Braunert

Graphics and Cover Art: Lobo

Music: Tufty (48k), Yerzmyey and Pedro Pimenta (128k)

Font: Damien Guard

Musicizer : David Saphire

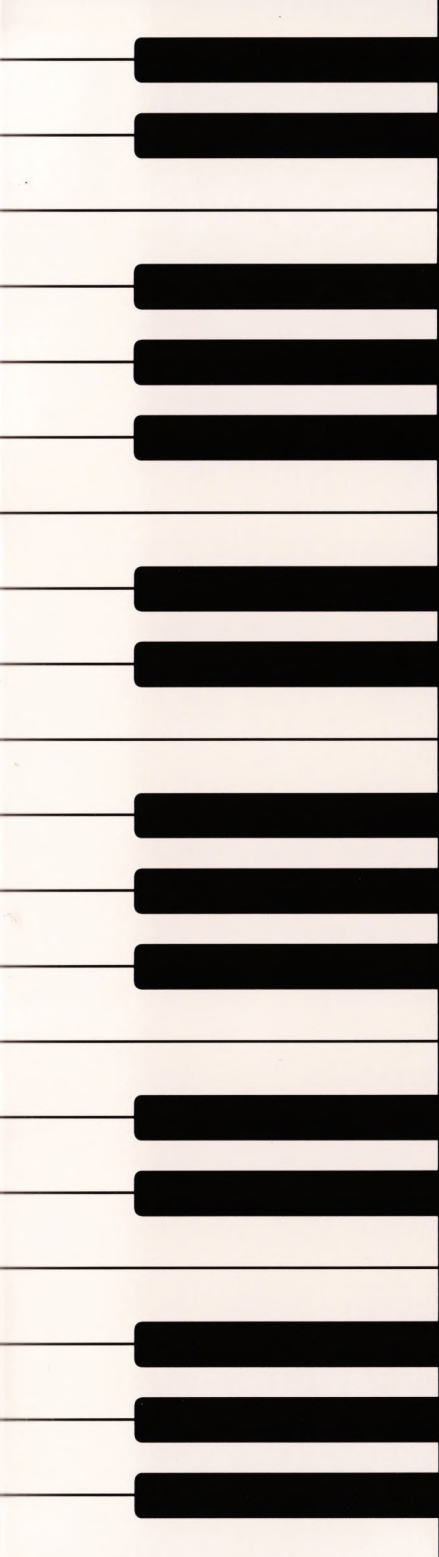**AGDx Code :** Allan Turvey

Box and Print Design: Sebastian Bach (poly.play)

Thanks to: Jonathan Cauldwell for the awesome AGD