

FISH ENTERPRISES AND THE SHAWBROTHERS
PRESENT

FISH Paste Volume One
Or "I Shaw The Light" Part One

The best of the Shawbrother's unreleased stuff

1 *The Invasion Of The Intergalactic Mutant Halibut (From Mars)/Gadtek*
1986

Three mutant halibut have invaded England (the tinkers) and you, yes you, are the only hope for civilisation. You must destroy them before they turn everybody into mutants before the timer ran out and you get mutated also. You do this by collecting the three bottles of vinegar (I'm not making this up, honest), go to the mutant energiser (scary), stand on top of it, *et voila!* you have destroyed the level's mutant. Sounds easy? Tragically not so. Y'see, the mutant's cronies are wandering about the place getting in the way, and if you touch them you lose a life, unless you are carrying a bottle of vinegar, which will kill them. Ammo, knives and parachutes (which you need for dropping off platforms) are to be found lying about.

Controls: Joystick or keyboard (details given in game). Normal loading instructions.

2 *20-20 Vision/Redwood* 1986

You are on an island, surrounded by big bast fish that will eat you given the opportunity. To escape you must find the lifejacket, steering wheel, petrol, and a mystery secret object (well, Graham forgot what it was, actually. What a buffoon, eh, viewers?), and then go on to find the boat with which you can escape. All these things are scattered over the 400 (count 'em! If you're a really pedantic sort, that is) screens. To hinder all this there are assorted baddies wandering about trying to kill you in the time-honoured fashion, and obstructions preventing you to get into screens (so you have to work out another way). To aid you, however, are some bonuses such as immortality, smart bombs and so on. Coo, eh?

Controls: Joystick or CAPS SHIFT (left), Z (right), X (down), C (up) and V (fire, when you're standing still - it's automatic when you're moving). Normal loading instructions.

3 *Shaws III/Skogrssoft* 1994

Quality entertainment! Especially commissioned for us at *FISH*, you have to zap the fish attacking the beach before they eat the holiday makers. If they a fish the shore, you lose a life. *Space Invaders* meets *Baywatch* (but there's no Pamela Anderson - hurrah!).

Controls: D (left), F (right), SPACE or any key on the bottom row (fire). Must be loaded whilst standing on your head.

4 *Random Insult Generator/Really Useless Software* 1995

Are you an illiterate dullard? Do you aspire to have the same biting wit as Dorothy Parker and Oscar Wilde? Can you never think of a crushing put-down at the vital moment? Then this is the one for you.

No real controls. Must be loaded in Cuba.

FISH ENTERPRISES AND THE SHAWBROTHERS
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FISH Paste Volume Two

Or "I Shaw The Light" Part Two

The best of the Shawbrother's unreleased stuff

1 *Demonslair/Redwood 1987*

Simple pimple flip-screen platform job. And it's rather good. Hurrah! Simply collect the four letters that make up the password to the next screen (in their correct order, mind you), whereupon a key will appear. Get this, make for the door and you're onto the next screen. So much fun you'll probably wet yourself and be socially humiliated forever more!

Controls: Joystick or D (left), P (right), M (fly), Joystick's fire button emulates M, Press CAPS and BREAK to quit, Normal loading instructions, as ever.

2 *Rakattak!/Redwood 1987*

Natty bat and ball game you can play against a friend (or hardened enemy come to that), or one of a plethora (about half-a-dozen) of computer-generated personas. Tremendous fun, and more simple than John Selwyn Gummer!

Controls: Joystick or keyboard (details in game), Really abnormal, wacky loading instructions, and just to annoy you we're not going to tell you what they are, Ah! Ah! Ah!

3 *FISH2 Issue 5/Really Useless Software 1995*

The latest (and possibly last, sob) silly tapezine from those whacky *FISH* bods, exclusive to this cassette and not available from any PD libraries. Enjoy us giving Keith Chegwin a nervous breakdown, more of Lizzy's crap jokes, excerpts from the *FISH* encyclopaedia, some of poems, the sequel to *The Poddington Peas*, a taster of Steve Trower's epic spoof play *A Coroner Calls*, the best of the *FISH* letters collection from the last year, and more! More! More!

Controls: Move through pages with left and right cursor keys, Select a page by pressing G, bring up menu by pressing M, All extra controls given in program itself, Load any damn way you want.

4 *What's Your Name? Simulator/S.H. Eye-Tea Productions 1994*

Just about the first thing everyone learns to program in BASIC is how to get the computer to ask someone their name, or something similar. Now S.H. Eye-Tea Productions bring a new dimension on this. Sort of. Well, not at all, really. "Bonus" "features" include the computer resetting if you type in a rude word, no high score table, and advice on giving up smoking, or something.

Controls: Any you like, Loading instructions: Don't bother.

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We are doing these tapes so that the Speccy-owning public can get their mitts on some never-before-seen (much) games at a knock-down price and for very little profit. If the idea proves popular, we may well do it again. However, it would help if people didn't copy it - this is not PD. Think before you copy. OUR CAUSE IS JUST, WE MUST PREVAIL.