CLOUDkingdoms

by Electralyte

A game for the Atari ST, Commodore Amiga, Commodore 64 and IBM PC and compatibles from Millennium.

Game Design by Dene Carter of Electralyte.
CBM 64 programming by Dene Carter.
ST and Amiga programming by John Gibbons and Wing Lai of Trigram.
PC programming by Stephen Grand of Brainware.
CBM 64 graphics by Dene Carter.
ST, Amiga and PC graphics by Paul Docherty.
CBM 64 music and sound effects by Dene Carter.
ST and Amiga music and sound effects by David Whittaker.
Package and instruction design by Simon Smith at Dancing Bear.
Package artwork by John Smyth.
Documentation by Tony Beckwith.
Published by Millennium label.

© MILLENNIUM/Electralyte 1990.

MILLENNIUM
Chancery House
107, St Pauls Road
Islington
London N1 2NA

Talent wanted - Apply within!

If you have some software that you feel we may be interested in, then why not send it to us. You'll be under no obligation to publish with us and all submissions will be treated in the strictest of confidence. Please mark all submissions for the attention of Tony Beckwith at our London address.

Loading Instructions
Atari ST and Commodore Amiga

1. Turn off the computer and disconnect all unnecessary peripherals. We recommend that you leave your computer switched off for thirty seconds in case a virus has installed itself into your computer's memory. This will kill a virus if one is present.
2. Insert the Cloud Kingdoms disk into the drive and switch the computer on. The game will now begin to load. Do not remove the disk from the drive whilst the game is playing.

IBM PC and compatibles

1. Insert the Cloud Kingdoms boot disk into the drive and from the MS-DOS prompt, select the correct drive specifier.
2. Type clouds and press RETURN. The game will now begin to load.

CBM 64 on tape

1. Switch your computer on and insert the Cloud Kingdoms tape into your CBM cassette player. Rewind the tape to the beginning.
2. Hold down the SHIFT key and press RUN/STOP.
3. Press PLAY on your cassette player. The game will now begin to load.

CBM 64 on disk

1. Switch your computer on and insert the Cloud Kingdoms disk into your CBM disk drive.
2. Type LOAD "*",8,1 and press RETURN. The game will now begin to load.

Terry was a small, green, eight-way rolling, rubber bottomed ball. In his hands was a note. It read "Ha Terry! I have all of your magic crystals and I have taken them to the land of the Cloud Kingdoms so that I can use their magic powers to enslave the Cloud Fairies. Goodbye Terry. You shall never see your crystals again! Signed the really very nasty Baron von Bonsai."

There was only one thing for Terry to do. He would have to go and get them back himself. He climbed into his super-giant green skycopter and flew way up into the Clouds to the once happy land of the Cloud Kingdoms. But the evil Baron von Bonsai had used the magic of Terry's crystals to turn all of the Happy Cloud Fairies into Bad Insect Monsters and Giant Rolling Blackballs. The Baron had known that Terry would try to get his Magic Crystals back and had laid many traps to stop him. Can you defeat the evil Barons' traps? Will you be the winner?

Hero wanted - apply here!

You must help Terry to collect all of the crystals hidden in each Kingdom. As you start the game you will be given a choice of which Kingdom to go for first. There are fifteen Kingdoms in the CBM 64 version and thirty-two Kingdoms in the ST, Amiga and PC versions. To select a Kingdom, press fire whilst pointing at a Kingdom. Four Kingdoms surround you at the start. We recommend that beginners start on the Cloud Kingdom to get into the swing of the game.

Note that when you have completed a Kingdom, you will return to this part of the game to select a new Kingdom. Kingdoms that have already been completed by you will be marked with a flag or a cross depending on which version you are playing. It is possible to select one of these Kingdoms and you will be repositioned at that Kingdom as if you had just completed it. Using this method it is possible to backtrack through the Kingdoms and change your route through them.

When you start each Kingdom, Terry will materialise on screen in front of you. By pressing fire you can make him bounce. Each computer version has a different status panel:

On the CBM 64, the two digit number between the CLOUD KINGDOMS text is the clock which counts down. Below this is your score (the eight digit number). To the left of your score are the number of keys carried (this is always reset to zero at the beginning of each Kingdom). To the right of your score are the number of crystals that are left to collect in this Kingdom. Finally, at the bottom of the panel is your energy level bar. If this ever runs low, Terry will start to flash and if it ever runs out, you're dead!

On the ST, Amiga and PC, the two digit number above the CLOUD KINGDOMS text is the clock which counts down. Below this is your score (the eight digit number). To the right of your score are the number of crystals that are left to collect in the Kingdom. At the bottom of the panel is your energy level bar. If this ever runs out, you're dead! As you collect keys, these will be shown in the bottom-right hand corner of the status panel (this is always reset to zero at the beginning of each Kingdom).

The clock will start on ninety-nine Manukas (a time unit of about four Earth seconds) and will count down. If the clock reaches zero, the game will end. Every time you complete a Kingdom you will gain twenty Manukas, You can also top-up your time limit by collecting clocks - each one of these will add five Manukas to the clock. Every time you die, from either falling down a hole or having your energy drained, you will lose ten Manukas on the clock and you will rematerialise at the beginning of the Kingdom.

Scattered around the Kingdoms you will find keys. These may be used to open a door by simply looking at a locked door and -providing you have a key - pressing fire.

Insects and Blackballs (these vary between computer formats) will drain your energy if you come into contact with them and they should be avoided at all costs. This can be done by jumping over them. Some levels have acid pools on the floor which also drain your energy if you touch them. It is best to jump over these as well - if you can!

There are various other objects lying around each Kingdom which can be collected to help you. These are:

Fizzy Pop Bottles
that recharge your energy bar to maximum.

Paint Pots
that enable you to draw magic bridges across huge gaps and holes in the ground. You can only make bridges in the direction that you are looking and this ability only lasts whilst Terry is white on the CBM 64 version or covered with magic dust on the ST, Amiga and PC versions.

Wings
enable you to fly above the ground for a split Manuka. This is very useful as it enables you to fly over walls and large holes in the ground. Be careful that you don't get caught in a room without an exit or you will have to reset the level (see Controls). Don't run out of Wings as you pass over a wall either, or you will lose a life. Wings are the only collectables which don't disappear when you use them.

Shields
will make your eyes close and you will be impervious to attack from monsters that inhabit the Kingdoms. However, you will not be able to open doors in this state. The shield's effect wears off after about four Manukas, so be quick!

Fruit
(not available on all computer versions) can be collected for bonus points.

XX Beer Bottle
(not available on all computer versions) will make you 'Super Drunk', so don't pick it up or you will wander out of control.

The Secret Door
(not available on all computer versions) must be found if you wish to enter the magic crystal chambers for more bonus points.

There are various other landscape features that will affect you in each Kingdom, including floors that fall out from beneath you (you will just have to find out where these are), slippery icy floors, repelling pinball bumpers, directional thruster tiles, magnetic suction tiles and more to discover.

The Controls

Use a joystick for movement and press FIRE to jump. CBM 64 players should use a joystick in Port One. PC Players can also define the keyboard controls if they do not own a joystick.

	CBM 64	ST/Amiga	PC & Compatibles
Pause game			
Press	RUN/STOP	P	P

When in Pause mode, use the R key to reset a Kingdom back to how it was when you first started it. It will cost you five Manukas to use this function and is best used only when you are totally stuck.

You can also quit from the game in Pause mode by pressing Q.

On the CBM 64 there is a further option to change Terry Ball's colour by pressing the Commodore sign key whilst in Pause mode