

LOADING INSTRUCTIONS

Reset computer by holding down CTRL,SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 9½ minutes to load.

THE SPLAT CHALLENGE

You must guide Zippy around the Massive Exploration Area which slides around unpredictably intent on turning our hero into Strawberry Jam should he crash into one of the four outside walls.

The aim of the game is to take Zippy through many hazards to the gate on level 8 (no chance). On his way through the levels Zippy must eat as much grass as possible while avoiding other objects such as the water or the drawing pin. You get a bonus for completing each level. The level indicator shows how far through each level you are.

KEYS

UP = ↑ DOWN = ↓ LEFT = ← RIGHT = →

D = TO CHANGE KEYS

SPACE KEY = PAUSE

DEL = CHANGES BACKGROUND COLOUR

I = INSTRUCTIONS

or Amsoft Joystick JY1 to move Zippy

Fire button to pause.