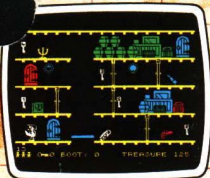




Screen pictures shown  
may be different machine  
versions of game.



**firebird**

Get rich on the pirate treasure hidden in 150 holds of the galleon.  
Arricchitevi con il tesoro del pirata nascosto in 150 punti diversi del galeone.  
Hazte rico con el tesoro del pirata escondido en las 150 bodegas del galeón.  
Win een fortuin en vind de piratenschat, verborgen in 150 ruimen van het galjoen.  
Bliv rig på pirat skatte, gemt 150 forskellige steder på gallajen.  
Schauffen Sie ein Vermögen mit dem Piratenschatz, der in den 150 Lukken der Galeere versteckt ist.  
Faites fortune avec le trésor d'un trésor recélé dans les 150 cales de leur galion.  
Keyboard or Joystick

AMSTRAD 464  
664 6128

**SILVER**  
**199**  
**RANGE** AMSTRAD 464/664/6128



**Booty**



**firebird**

**firebird**

**Other exciting games in the Firebird  
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**Spectrum**

- Booty
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- Spiky Harold
- Seabase Delta
- The Wild Bunch
- Helichopper
- Spike
- Ninja Master
- Star Firebirds
- Buccaneer
- Rebelstar
- Thrust
- The Happiest Days  
of Your Life
- Gyron Arena
- Olli and Lissa
- Bomb scare
- Kai Temple

**CBM 64/128**

- Booty
- Cylu
- Seabase Delta
- Raging Beast
- Thrust
- Collapse
- Caverns of Eriban
- Freak Factory
- Ninja Master
- Harvey Headbanger
- The Happiest Days  
of Your Life
- Warhawk
- Galaxibirds
- Spiky Harold

**Amstrad**

- Shorts Fuse
- Seabase Delta
- Spiky Harold
- Thrust
- Harvey Headbanger
- Star Firebirds
- Ninja Master
- Collapse
- Bomb scare
- Wild Bunch
- Helichopper

**CBM 16**

- Runner
- Shark
- Booty
- Torpedo Alley

**Atari**

- 800/800XL/130XE**
- Thrust
  - Collapse
  - Ninja Master
  - Warhawk

<http://www.replacementdocs.com>

\* Correct at time of printing

## HEY THERE!!!

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# BOOTY

© 1984 J. CAIN & K. MOUGHTIN  
Amstrad Conversion by P. JOHNSON

## THE GAME

Jim the Cabin Boy must make his way below decks to collect various items of booty (automatically picked up when he walks past them) strewn around the ship. When you have collected all the items from the Black Galleon's 20 holds, you will be given 45 seconds to locate the Bronze key to the next pile of booty. Clearing all booty a second and third (impossible) time causes a search for the Silver and Gold keys, each increasing the game's speed and hazards. Jim will meet an untimely death if he falls through a trap door, drowns, is bitten by a ship's rat or pecked by one of the Captain's parrots, or cut down by a Ghost Pirate, or blown up (some pieces of booty are booby-trapped so step lively mates), or steps through a hold door into mid-air (heh! heh!).

## LOADING

### AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

### AMSTRAD 664, 6128 AND 464+DISK

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

*NOTE: Full loading instructions can be found in your Amstrad Manual.*

## PLAYING THE GAME

Z=Left X=Right ]=Up/Climb Ladder  
/=Down Ladder Enter=Through Door  
Esc=Abort  
Keyboard or Joystick

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