

THE MASTER GAME

If you succeed in completing level 10, you are allowed to compete in the Master Game. In the Master Game you are faced with a screenful of question blocks. Hidden under some of the questions are gems. To complete the Master Game you must uncover all of the gems before the timer runs out. If you succeed a secret password will be revealed - write this password down, together with the amount of money you have in the Bank, and send it to:

Arcade Quiz Competition
Audiogenic Software Limited
Unit 27, Christchurch Industrial Centre
Harrow HA3 8NT

Include your name, address and telephone number. Six lucky entrants will be invited to the finals of the competition to be held in London.

QUESTIONS

When the game begins a number of questions selected at random are held in memory. When the questions begin to be repeated extra questions will be loaded in - if your computer has a disk drive this may happen without you noticing. On some computers you are also offered the option of loading in new questions in between levels.

The questions are graded into three levels of difficulty, and on 8-bit computers (C64, Spectrum and Amstrad) the game begins with the easiest questions, then gradually progresses through more difficult questions until the most difficult ones are reached. On 16-bit computers the questions are chosen at random.

ADDITIONAL QUESTION SETS

Additional sets of questions may be offered from time to time. Watch the press for details, or write to Audiogenic at the above address.

HINTS AND TIPS

- Learn the layout of the tracks so that you don't go down blind alleys.
- Picking up lots of low value coins may make it more difficult to win the higher value coins in the Cash Game.
- Experiment until you discover the secret combinations that reveal invisible blocks.
- Use your judgement when deciding whether to detour to pick up a coin or bonus. It isn't always worthwhile.
- You can force the track to scroll by pressing the fire button when you are on a square next to the WIN bar. All special features are cancelled.

If you play using the keyboard then on an Amiga, Atari ST or IBM PC you should use the cursor keys to move, and space to enter your answers. On other computers you can choose the keys you wish to use - select the appropriate option from the menu.

To quit the current game press Q. On an IBM PC you can turn the music and sound effects on or off by pressing S, or exit to DOS by pressing Esc.

You can move in any of four directions along the track - but not diagonally. When you have answered a question correctly don't expect to move automatically - you have to move by using the controls manually.

HOW TO PLAY

You begin the game on level 1 - there are ten levels in all, and if you succeed in completing level 10 you get the opportunity to play the challenging Master Game.

Each level comprises a zig-zag pathway with questions to answer, coins to collect, fruit to pick up, and numerous special blocks. Some special blocks are there to help you on your way - but others are quite the reverse!

KICKERS throw you off in a random direction, **BLOCKERS** get in your way - and watch out for the **INVERTER!** When Emlyn's thumb points down you must get questions wrong, instead of right, until the thumb goes back up again.

Don't miss the **CLOCKSTOPPERS** - they'll stop the track moving for a few precious seconds. **BLASTERS** blow up all the questions in the vicinity - it's a lot easier than answering them - and **BONUS** squares allow you to play a sudden death bonus game against the clock.

ZAPPERS give you special powers that allow you - for a short time - to move freely over unanswered questions blasting them as you go. **SUPERZAPPERS** are the ultimate weapon, allowing you to move freely for a time anywhere across the visible track. They even stop the track scrolling. Be careful, though, because they don't blast questions so you could find yourself trapped when the power is exhausted.

You can spend as long as you like working out the answer to each question - but beware, every few seconds the pathway moves towards the **LOSE** bar. Land on the **WIN** bar and you get an opportunity to play the **CASH GAME**, which allows you to put the money you have collected safely in the **BANK**. But land on the **LOSE** bar, and the game is over. You'll keep any money that is in the **BANK** - that's your score - but the money you've collected on that level will be lost.

THE CASH GAME

On each level there are 10p, 20p, 50p and £1 coins to collect, although the higher value coins are mainly found on the higher levels. Each coin that you pick up adds to the **CASH** meter, but it's not yours until you put it in the **BANK**.

When you complete a level by reaching the WIN bar then provided you have collected one or more coins on that level, you enter the CASH GAME. The coins that you have collected are piled up, and each question that you answer correctly wins a coin. There seems to be plenty of time to answer all the questions - but beware, if you get a question wrong the timer speed doubles!

When the CASH GAME is over, you've got a difficult decision to make? Do you stop while you're ahead, or do you play on? If you decide to play the next level you must pay the entry fee - if you complete the level the fee will be returned, should you fail it's lost for ever!

If you have won enough money, you may be able to skip over the next level. To skip a level you must have enough money to pay the admission fee for both the level you skip and the one after. However, only the fee for the level you actually play is returned on completion of the level.

THE FRUIT MACHINE

Fruit that you collect appears automatically in the right hand slot of the fruit machine display. Any fruit already in the display moves across to the left. If the fruit you collect completes a winning combination then the winnings go straight into the BANK. Here are the winning combinations:

CHERRY	ANY	ANY	10p
CHERRY	CHERRY	ANY	20p
CHERRY	CHERRY	CHERRY	30p
LEMON	LEMON	ANY	20p
LEMON	LEMON	LEMON	40p
ORANGE	ORANGE	ANY	20p
ORANGE	ORANGE	ORANGE	50p
MELON	MELON	ANY	20p
MELON	MELON	MELON	£1
GEM	GEM	ANY	20p
GEM	GEM	GEM	£1 times level

INVISIBLE BLOCKS

Scattered amongst the ten levels there are a small number of INVISIBLE blocks. Most levels have at least one, and some have two, three, maybe more. You cannot move onto an invisible block unless it is revealed by assembling a secret combination in the fruit machine. These secret combinations are different from the winning combinations listed above, and only work on the current level (collecting a combination on level 5 cannot reveal an invisible block on level 6).

By revealing invisible blocks you will be able to collect coins and fruit that otherwise could not be reached. However, you may also find that on some levels there are coins which are totally inaccessible.

EMLYN HUGHES ARCADE QUIZ

There's fun for all the family in this quiz game designed specially for the home computer. Knowing the right answers isn't the only thing that matters - fast reactions and skilful judgement are just as important.

There are ten challenging levels, each with coins and fruit for you to collect - but whenever you land on a block with a ? symbol you'll have to answer a question correctly before you can continue. To complete a level, all you need to do is reach the WIN bar on the right hand side of the screen. Easy? Well it would be, if the track didn't scroll every few seconds, taking you further away from your goal! So, if you don't move fast enough you could end up on the LOSE bar.

There are over 2000 questions divided into six topics - *Pop & Rock*, *Sport*, *Entertainment*, *Arts & Literature*, *People & Places*, and *Trivia*. Each category is colour coded to help you choose a path that avoids the subject you really hate!

LOADING

When the program has loaded it will proceed to load the first set of questions (these are chosen at random and will not be the same every time!). If you are using cassette, the questions are on the second side of the cassette (or on cassette 2). Make sure that the tape is rewound to the beginning. If you are using disk, leave the disk in the drive.

When most or all of the questions in the current set are used the game will automatically load a new set of questions. When the last block of questions has loaded rewind the tape to the start again when prompted, or after block 6 (Spectrum/Amstrad).

Atari ST/Amiga

Insert the program disk in the internal drive and reset the computer.

IBM PC and compatibles

The program supports both EGA and CGA graphics: to load the program type QUIZ and press Enter.

Commodore 64

To load from tape hold down the shift key and tap Run/Stop; disk users should type LOAD:"",8,1 and press Return.

Spectrum

Type LOAD"" and press Enter, or use the loader on a 128k machine.

Amstrad CPC

Type RUN" to load from tape, or |CPM to load from disk, then press Enter.

CONTROLS

You can play using a joystick or using the keyboard. If you choose a joystick use the fire button to enter your answers to the questions.