

MUGGINS THE SPACEMAN

© M. FOX

THE GAME

Muggins has been sent to recover the new wonder spaceship which has crashed during a large meteorite shower. In the crash and commotion many vital pieces of engine and such-like were redistributed around the ship. You, Muggins, have to replace all the parts in the correct places, then take off and fly back to the space docks for proper repairs.

However, all the security systems are still working. The ship is divided into many different security zones, only one of which, with the aid of the computer terminals, can be made into a safe zone at any one time. A safe zone is depicted by a blue border to the room, whilst red is a security zone.

Green patrol robots are harmless, but if one spots you in a security zone, it will summon the yellow security robots in an effort to dispense with you.

It takes five hits for them to kill you, shown on your life marker and you start off with three lives. When you lose a life you go back to the start room but you do not lose your possessions. You are also equipped with a gun but this needs its power pack charged up before it will fire.

Certain rooms have holes in the top wall, causing a vacuum. Whilst in a vacuum, your space helmet will automatically flip on and start using your internal oxygen supply. Holes can be repaired with patches from dispensers scattered around the ship. Holes are continually appearing and if too many are left unpatched (represented by the image of your ship disappearing) the ship will disintegrate. Also, if you are shot whilst in a vacuum, you will die instantly.

If you are too successful at destroying security robots then faster battle robots will be deployed against you.

Spread about, there are map terminals which can show which local rooms are safe, linking doors and the position of objects.

Secure lockers, which you may come across, after printing up their name, will display a clue as to how their contents can be released.

Credit card style passes can open certain locked doors. Press fire at the autopilot to take off. Ordinary doors open automatically. You can carry up to four objects.

LOADING

AMSTRAD 464 OWNERS

1. Place the reword cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.


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 reword 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.

CONTROLS

Joystick only: (Up, down, left, right). Fire=Fire, except when touching a piece of furniture where an object may be picked up or dropped.

SPACE=Pause Small ENTER=Abort



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computer***

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Imagination	Think
Megabucks	Thrust
Mission Genocide	Thrust II
Ninja Master	Thunderzone
Olli and Lissa	Ultima Ratio
Parabola	Willow Pattern

* Correct at time of printing