

LOADING

464: Press CTRL and small ENTER.

6128: Type |TAPE and press RETURN. Press CTRL and small ENTER.

CONTROLS

Left/Right to face Left/Right Fire to shoot

Down to increase height of bounce

Up to reduce height of bounce

M = Toggle Music R = Redefine Key

MAIN BLURB

Strange things happen in the world of Dreams (a small planetoid about half a light year from the centre of the Belt of Unreality, second on the left past Andromeda and keep going for two parsecs). Strong improbability fields wash the planet's surface and make Dreams a rich person's playground – ideal for taking adventure holidays with a difference.

For instance, an adventurer on his Dream Holiday could easily find himself bounding around a network of caves and crags astride a giant bubble filled with poison gas. In the Season of High Unlikelihood, even stranger things can happen. Our bubble-riding adventurer might have to deal with a horde of creatures taken straight from ghostie 'n' ghoulie type horror movies – suddenly bats, goblins and witches might materialise and do their darndest to pop the giant bubble he's riding. . .

In case you hadn't guessed, dear reader, it is indeed the Season of High Unlikelihood on the Planet Dreams. And yes, you are a holidaymaker dallying in the ultimate holiday location, equipped with a blunderbuss (now where did *that* come from?), a strong will to survive and a bouncebubble filled with deadly, but very bouncy, gas.

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Your mission, now you have no option but to accept it, is to avoid death while bouncing a path through successive chambers of a fantasy castle. Only by collecting all the valuables on one level can you proceed to the next, and only by travelling through every zone can you find your way home. . .

BOUNCING ALONG

Shoot or avoid those mobile nasties – each time they touch you or your bubble they get a little bit closer to popping the membrane that's holding in that deadly gas. (Koff!)

Make progress as fast as possible – the bubble's membrane is gradually dissolved by the poison gas it contains, so there's a time limit in which each level has to be completed. Time left on the clock at the end of a level is converted into bonus points.

Watch out for aggressive bits of landscape, remember that you might have to shoot inanimate objects as well as mobile ones, and plan a route through each level once you've learnt the geography.

Programmed by M.C. Lothlorien

FRENCH AMSTRAD

Enrichissez-vous rapidement! Voyagez à travers des niveaux infestés de créatures, sur votre fidèle Bounce Bubble (Bule Bondissante), et ramassez des articles de grande valeur. Evitez ou tuez les extra-terrestres qui veulent faire crever votre sauteur. Un jeu amusant et irrésistible!

CHARGEMENT

464: Appuyez sur les touches CTRL et petit ENTER.

6128: Tapez |TAPE et appuyez sur la touche RETURN. Appuyez sur CTRL et le petit ENTER.

LES COMMANDES

Gauche/Droite pour faire face à Gauche/à Droite

Feu pour tirer

Bas pour augmenter la hauteur du saut

Haut pour réduire la hauteur du saut.

GERMAN AMSTRAD

klappentext-Rückseite:

Werden Sie schnell reich! Reisen Sie auf Ihrer sprungkugel durch die mit Kreaturen verseuchten Levels und sammeln Sie wertvolle Gegenstände ein. Die Aliens Wollen Ihre Kugel zum Zerplatzen bringen – weichen Sie ihnen also aus oder töten Sie sie. Unwiderspringliche Unterhaltung!

LADEN

464: Auf CTRL und die kleine ENTER-Taste drücken.

6128: TPAE eingeben und auf RETURN drücken. Auf CTRL und die klein ENTER-Taste drücken.

STEUERUNG:

Links/Rechts, um nach links/rechts zu schauen.

Feuer zum Feuern.

Runter für eine größere Sprunghöhe.

Hoch zum Verringern der Sprunghöhe.

ITALIAN AMSTRAD

Fascetta di retrocopertina:

Arricchisci alla svelta! Passa per livelli infestati di mostri, a cavallo della tua fida Balza Bolla, raccogliendo oggetti di valore. Scansa o uccidi gli alieni che vogliono far scoppiare il tuo mezzo.

Un divertimento. . . Irresistibolla!

CARICAMENTO:

464: Premi CTRL e il tasto piccolo ENTER (invio).

6128: Batti |TAPE e premi RETURN (invio). Premi CTRL e il tasto piccolo ENTER.

CONTROLLI

Sinistra/Destra per rivolgersi a Sinistra/Destra

Fuoco per sparare

Giù per aumentare l'altezza del rimbalzo

Su per ridurre l'altezza del rimbalzo

Q.

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A.

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