

COMMODORE 64/128

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TITANIC

Blinky

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Rescue the
widowed
orphan
back to a
Secret
Street
secret
see
to
save
the
World
from
the
evil
designs
of
Arthur
I.
Haddock,
the
mad
Texas
billionaire.

Using
a
Matter
Transformation
Weapon,
Haddock
is
holding
the
World
to
ransom,
and
only
the
super
skills
of
secret
agent
Blinky
can
save
the
day.

Fitting
into
Haddock's
skin,
the
evil
rascal
SS
Doodle,
is
the
easy
part.
Overriding
the
horrible
benchmarks
and
mounting
missions
is
going
to
be
a
whole
lot
harsher!

Program:
Brian Southon
Graphics:
David Taylor
Music & FX:
Andrew Rodger
Made in UK



ZEPPELIN GAMES

COMMODORE
LOADING
INSTRUCTIONS
Press **SHIFT** and
RUNSTOP
together. Press
PLAY on the tape.



Crash - 85%

"Will Blinky become as popular as Dizzy?..... I'd say a resounding YES. Puzzle fans as well as platform junkies will love Titanic Blinky-it's fun, fun, fun all the way."

Your Sinclair - 88%

"The game is very quick, responsive and smooth. It's cram-jam packed with details!"



THE PLOT

Arthur J Hackensack, powermad oil billionaire, Texan landowner, Chairman of several major film studios, and proprietor of the Ritz Bingo Hall in Milton Keynes (open most weekday nights from seven thirty onwards), craves World domination.

To this end, he has kidnapped the World famous paranormal scientist Professor Frobisher Goonhilly, forcing him to work on a weapon of awesome destructive power. (During his years of psychic research, the professor had perfected a means of storing the negative energy produced in haunted buildings, hoping this would lead to a new, non-polluting power supply).

Using the strange matter warping properties of negative psyche, Goonhilly's super weapon changes the Isle of White into a large Custard Slice as a demonstration to the World of Hackensack's evil intent.

At first it seemed as though nothing could stop Hackensack, with New York being turned into an enormous Bath Sponge (except curiously no-one noticed), Paris refused to capitulate until the Eiffel Tower was turned into a toast rack and two piece Condiment set. Neither was the Tower of London spared, as the Ravens were transformed into Ostriches which rather surprised the Beefeaters, but not half as much as it surprised the Ravens!!

With conventional forces being useless against psychic energy the World Governments looked to a new breed of hero, and so Blinky, spooky star agent of S.P.E.C.T.R.E. is immediately put on the case. Armed only with an ectoplasmic gun and a case full of disguises, the courageous spook is parachuted onto the deck of Hackensack's base ship, the newly raised SS Titanic.

S.P.E.C.T.R.E. is the Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment

GAMESPLAY

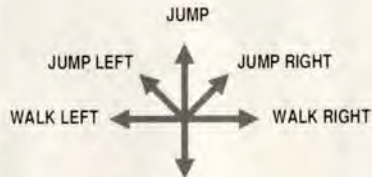
TITANIC BLINKY allows the player to control SPECTRE's top agent using a JOYSTICK connected to the relevant port on the Commodore 64/128.

Blinky moves quickly through the various decks on the Titanic, collecting objects that will help him to stop Hackensack in his tracks.

But beware! There are intricate traps and minions that will sap Blinky's energy if they manage to get their hands on him.

Welcome aboard.....

JOYSTICK CONTROLS



COLLECT OBJECT

FIRE - ACTIVATES GUN

Quit - Press "F1"

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