

Cosmic Relief™

PROF. RENEGADE TO THE RESCUE



Datasoft®

Cosmic Relief™

PROF. RENEGADE TO THE RESCUE

By
TEQUE SOFTWARE DEVELOPMENT, LTD.

Licensed By
GRAND SLAM ENTERTAINMENTS, LTD.

The Crew

Program byPete Harrap & Shaun Hollingworth
 Music byBenn Daglish
 Parts of the Manual Written byStephen Sustarsic
 Other Parts Written byThomas J. Clement
 All of it Edited byKathi B. Somers & Brenda Franklin
 Parts Illustrated byBonita Long-Hemsath
 Other Parts Illustrated byThomas J. Clement
 Map byKathi B. Somers & Matt Kazanowski
 Manual Designed byKathi B. Somers

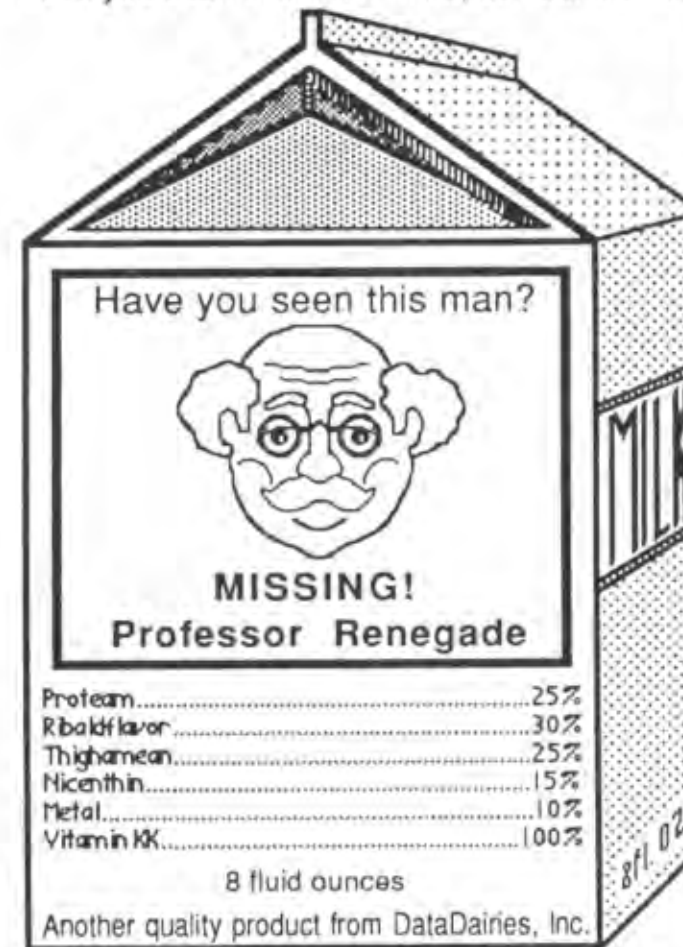
The Players

Professor K.K. RenegadeHeady Noggin
 Big John CaineGuy Maximum
 Fortisque SmytheSir Reginald Hambone Bromwich
 Herr KruscheHans Underfoot
 Henri BeaucoupDuke L'Orange
 Wu PongBurney McNamara
 First BearerVeronica VaVoom
 Second Bearer from the LeftBill F. Buckley
 Bearer of Bad NewsThe Double-Mint Twins
 The League Of Women Votersas themselves

IntelliCreations, Inc. would like to thank the Department of Fish & Game,
without whom this game would not have been possible.

Presented in DataSound® and CosmicScope®

Have you seen this man? If so, contact the nearest law enforcement agency



immediately. The fate of the world depends on it (not to mention the fate of your winning this game).

Forty years ago, Professor K. K. Renegade, the inventor of the Swiss Army Farm Animal (capable of functioning as a cow, a goat, and a chicken), predicted that an asteroid was rocketing toward Earth. Incredibly, no one believed the man behind the milk-producing chicken was also correct about the destruction of the planet.

But time, and a rapidly-approaching piece of space rock the size of Louisiana, would change all that. Realizing that the only man who could prevent the asteroid calamity was the same man who predicted it, the really important people

of the Earth decided to contact Professor Renegade for help. The question now: where is Professor Renegade...and can he be found in time?

You're in charge of the Renegade hunt. Select one of the five most intrepid Adventurers from England, France, Germany, Japan, and the U.S. to spearhead the expedition. Professor Renegade was last seen in an unexplored region of the highest Tibetan ranges; an area populated by creatures and conditions of the Professor's own bizarre design: venomous stone snakes, reptilian birds, and acid storms. Not only must your Adventurer survive these tests of courage, but he must find and properly use such curious objects as spurs, a vacuum cleaner, and a unicycle.

Upon arrival at the Professor's door, the quest is far from over. If you convince Renegade to help, you'll need to help him construct an anti-asteroid deflector. The search now turns to finding such high-tech tools as an atomic pile, a 9-volt battery, and a bent coat hanger!

If your Adventurer fails in his mission, then Earth, and all its neat things, will be obliterated.

C-64/128™ ADVENTURER'S REQUIREMENTS

- Commodore 64/128
- TV or Video Monitor
- Joystick (optional)
- 1541/1571 Disk Drive
- Game Disk
- Ticket aboard anything leaving earth (just in case)

GETTING STARTED ON THE C-64/128

- 1 Turn off the computer and connect a Joystick to Port 2.
- 2 Turn on the power to your TV or monitor, disk drive, and computer (with C-128, hold down Commodore Key while turning on the computer).
- 3 Insert the game disk into the drive and close the door.
- 4 When READY appears on the screen, type LOAD""8,1 and press RETURN. The game loads. Leave the disk in the drive during play.

AMIGA® ADVENTURER'S REQUIREMENTS

- Amiga computer (512k)
- TV or Video Monitor
- Joystick (optional)
- Compatible Disk Drive
- Game Disk
- A lot of life insurance

GETTING STARTED ON THE AMIGA

- 1 Turn off the computer. Connect a Joystick.
- 2 Turn on the power to your TV or monitor, disk drive, and computer.
- 3 Insert the disk at the Workbench™ prompt. The game loads and runs.
- 4 Leave the disk in the drive during play.

ATARI® ST™ ADVENTURER'S REQUIREMENTS

- Atari ST Computer
- TV or Video Monitor
- Joystick (optional)
- Compatible Disk Drive
- Game Disk
- A New Corvette (you don't really need one, but what can it hurt?)

GETTING STARTED ON THE ATARI ST

- 1 Turn off the computer. Connect a Joystick.
- 2 Turn on the power to your TV or monitor and disk drive.
- 3 Insert the Game Disk into the drive and close the door.
- 4 Turn on the computer. The game loads and runs. Leave the disk in the drive during play.

OBJECTIVE

The objective of the game is simple. Find Professor Renegade and convince him to build the anti-asteroid deflector that will save the world! Accomplishing this objective isn't so simple.

Accompanying you on this treacherous journey is the Adventurer of your choice and a team of native bearers (bearers are paid union scale, so the sooner you find Renegade, the sooner you'll save Earth and your bank account). The Adventurer obeys all your commands (even the stupid ones), though not always willingly.

As he passes through uncharted territories infested with disgusting creatures (even more disgusting than TV weathermen), the Adventurer encounters items left behind by less successful expeditions. These trinkets will prove invaluable when Renegade is found, because the Professor is renowned for being able to turn the most useless items into the most awesome creations (have we mentioned the Sub-Atomic, Ultra-Dimension Camera built entirely out of old pipe cleaners, a steel-wool pad, and a paperback of *Catcher In The Rye*?).

The Adventurer collects things by walking over them; then his faithful native bearers carry the items without complaint (considering what a bearer makes, why should they fuss?). When, and if, you locate Renegade, present him with the fruits of your expedition so he can build the Asteroid Deflector. Of course, if you haven't found the correct items, you'll have to hit the trail again and hope Renegade doesn't waste the collection by building a LaCrosse stadium while you're gone.

To determine exactly what the Adventurer needs, guess. Or read the manual and look for hidden clues. Or find someone who's played the game and cheat. Oh, and, by the way, your Adventurer must have a "key" item with him before his mission is considered finito. This item is different for each of the five Adventurers.

One more thing, you have only thirty days to complete the mission. Otherwise, the asteroid will crash into earth like a giant watermelon hurled from atop a skyscraper. The result of such a galactic catastrophe is too gross to imagine. But if you insist on imagining it, picture a colossal mass of red bubbling goop riddled with little black seeds. Is that disgusting or what?

COMMODORE PLAYERS

Once the game has loaded, the Adventurer/Command Menu appears. This is where you select your Adventurer and refer to gameplay commands (which we've graciously listed below).

COMMODORE COMMANDS

- F1** Turns the music on.
- F3** Turns the music off.
- F5** Pauses and unpauses the game.
- Shift/RUNSTOP** To quit the game and return to the Adventurer/Command Menu.

For Commodore players only

If you're using the balloon, you must be facing Right while you ascend or you won't be able to walk right when you reach the top of the mountain. Hold down L or hold the Joystick to the right during your skyward journey.

ATARI ST & AMIGA PLAYERS

Once the game has loaded, the Adventurer Menu appears. This is where you select your Adventurer. Notice that there's also a ?. If you select the ?, a Command Menu appears which shows gameplay controls for the ST and Amiga.

ATARI ST & AMIGA COMMANDS

- F1** Pauses the game.
- F2** Unpauses the game.
- F8** Lets you play in 50 Hz mode (for Europe).
- F9** Lets you play in 60 Hz mode (for the USA).
- Control/ESC** Quit the game and return to the Adventurer Menu.
- Spacebar** To continue playing.

COMMODORE, ATARI ST, & AMIGA PLAYERS

No matter what computer you're using, you need to know these commands:

- Fire** Starts the game (Spacebar, Mouse Button, or Joystick Button).
- J** Moves your Adventurer left.
- L** Moves him right.
- I** Moves your Adventurer up.
- K** Moves him down.

Fire Makes the Adventurer jump (Spacebar, Mouse Button, or Joystick Firebutton).

T Gives your man time to think (this *might* give him clues at this point).

S Lets your man swap items with the Bearer nearest him.

1 Scrolls the Bearers right (so you can move a Bearer near you to swap items).

2 Scrolls the Bearers left (so you can move a Bearer near you to swap items).

THE ADVENTURERS

These aren't the most handsome Adventurers, but don't let their looks fool you. Each man is highly-skilled, resourceful, and fearless...well, nearly fearless, anyway. Each has his own personality, too. To choose an Adventurer, direct the arrow over the man of your choice and press fire.

Note: Some of the information provided below may prove valuable. The rest of it's there to fill up space.

FORTISQUE SMYTHE (English)

Adventurers are people of many talents, and no one exemplifies this like Fortisque Smythe: deep-sea diver, knife catcher, cricket batsman, and Lego weapons expert. But perhaps Smythe's most harrowing exploit was as a rock n' roll guitarist.

"I was the sixth Beatle and contributed several ideas to the band when they were just getting started. I provided the inspiration for some of their greatest hits (why they changed the titles, I'll never know). My masterpieces included "Let It Was," "Hey Jack," "I Am The Seal," "While My Guitar Screams Bloody Murder," and my personal favourite "I Want to Hold Your Ham." If you'd like to hear any of these hot tunes, send \$19.95. Please indicate album, cassette, or CD. Not available in any store. So you don't forget, call before midnight tomorrow (121-555-0101)."

BIG JOHN CAINE (American)

Big John Caine is BIG! Standing 6'14" and weighing a lot—not a pound of it fat—Caine's python strength, eagle eye, and wild-horse speed have earned him a place as one of the most respected Adventurers in North America. Caine carved out a name for himself when he broke 100 mustangs in one hour. What spurs a man to such heights of adventure?

"Howdy! I've explored uncharted regions everywhere--from the African Veldt to Disneyland. And I faced every danger without batting an eye. Except Disneyland where I encountered giant rodents, talking ducks, and assorted dwarves and fairies. I'm not one to scare easy, but I did get a case of the willies when I had to face down the legendary giant dog known only as Goofy!"

HERR KRUSCHE (German)

The bravest Adventurer in all Deutschland is Herr Krusche. During the Great War, the Kaiser awarded him the coveted title of Pink Baron ("Red" had already been taken). When the war ended ("We didn't lose! It was a draw," Krusche claims), he hung up his wings and turned to his first love, forestry. But when the bottom fell out of the timber market in the great tree crash of 1935, he turned to his second love, Adventure work.

"People ask me all the time, 'Why, Krusche, do you do such dangerous work for a living?'. Well, I'll tell you. Because at the age of three, mein younger brother Fritz drowned in a barrel of beer. People called it an accident. But I smelled something Danish in Denmark. So, I investigated the matter and followed clues across the globe, travelling to Africa, Australia, and Akron. It took many years, but I eventually discovered the truth. Mein brother died of an accident. So, I was wrong, but from this I learned something good—that I was born to be an Adventurer! Okay, it's no great story, but it happened."

WU PONG (Japanese)

Wu Pong is known as one of the world's greatest Adventurers. He is proud of his Chinese, Japanese, Irish, Swedish, Tex-Mex ancestry (thus, the name "Pong") and he believes that the long line of famous Adventurers from these cultures smiles down on his dare-devil exploits. Not only is Pong a crackerjack Adventurer, he's also a skilled lensman who's taken pictures for famous mags like Guy's Quarterly, Reader's Digress, Pentup, and Natural Perspirer.

"I received my notoriety as an Adventurer when I began photographing the most dangerous places and events in the world. I strapped myself onto a bull at Pamplona; followed guerilla troops into battle; went face to face with a Barrier Reef shark; I even photographed the Ayatollah sun bathing." Things don't get much more dangerous than that.

HENRI BEAUCOUP (French)

Henri Beaucoup is a man who laughs when his life is threatened and smiles after every brush with death. He's also known to be the most trustworthy of all Adventurers: his lips are sealed against revealing the smallest secret, even if he's subjected to the most excruciating torture. But Beaucoup isn't just your run-of-the-mill Adventurer.

"Sure, I scale mountains and wrestle yaks, but I have my creative side, too. I am an artist, a circus performer, and a world-class chef. When I return from one of my expeditions, I like to bring back with me a strange animal I've captured and prepare it into something absolutely scrumptious. People come from all over the world to try my Platypus Tartare. Mmmmmmm! And it's true, I am trustworthy to a fault. The other Adventurers might reveal what *my* key item is, but I would never reveal their's. For instance, I know Herr Krusche's key item. I could tell you, but it would be unethical. So, I won't tell. Ever! Okay, okay! You dragged it out of me. It's an Umbrella."

Once you choose an Adventurer you have four versions of him to use. Adventurers can sustain three fatal accidents (don't you wish you were that lucky?). After the fourth, it's "Adios Adventurer and Auf Wiedersehen World."

Important Note: Please ignore the recent false reports that the Adventurers are forming a union and plan to strike for less danger!

The Game

Use the joystick and the appropriate keys to maneuver the Adventurer across the landscape. Danger, doom, and death await at every step, so keep your eyes peeled (ever notice how painful that sounds?).

Scores

Every time the Adventurer collects an item, points are awarded and recorded on screen. The highest score is permanently displayed and gives you something to strive for. If you surpass this score, yours becomes highest. Unfortunately, if the world's turned to cosmic dust, high scores become rather academic.

Days

You have 30 days to complete the mission. If 0 hour arrives before you construct the Asteroid Deflector, you can kiss five billion people good-bye.

THE THINK COMMAND

If your Adventurer gets himself into a bind, type **T** to find out what item he "thinks" he needs to solve the problem (a thought balloon shows the item in question). Be warned, though; what he *wants* may not be what's apropos in that situation. Also, the Adventurer may be clueless about what is required and just shrug.

ITEMS

During the expedition, the Adventurer collects various items (a flute, a tea cup, etc.). Some items serve little purpose; others are vital; and others only work in certain places. Yup, it's trial-and-error time.

Here's an example. The Adventurer comes across a vacuum cleaner. He can use the vacuum for spring cleaning or he can use it to fly above the clouds (it's a custom-designed vacuum cleaner with deluxe attachments).

Another example: an umbrella may have other functions besides shielding the Adventurer from hostile moisture. It can serve as a parachute! These specially-designed umbrellas come with one year warranties.

ITEM HELD

This is the item the Adventurer carries. In order to *use* an item, he must be holding it.

NATIVE BEARERS & EXCHANGING ITEMS

Native bearers carry items the Adventurer has collected. These can be used at any time, just by exchanging the Adventurer's item with that of one of the bearers. To look at what each bearer has, type **1** or **2** to scroll through the bearers. Then press **S** to make the exchange with the bearer nearest the Adventurer.

A GLIMPSE INTO THE FUTURE

Fail to carry out your mission and this is what you have to look forward to (for those of you with weak stomachs, you may close your eyes at this time).

IMAGINE STOMACH-CHURNING DESTRUCTION HERE

Okay, it's over. You can open them now. Then again, if you closed them, you couldn't read this and wouldn't know you could open them.

IMPORTANT MESSAGE FROM BEAUDUP

"I can't take it anymore. I lied. Herr Krusche's secret item is not an umbrella. I made that up so you'd be impressed by my knowledge and pick me.

"Why did I lie? When I was a child and played games with all the other children, I was always picked last. I've got this deep-seated complex and sometimes I do things I'm ashamed of just to get attention. I hope you can forgive me.

"By the way, if you pick me, I promise to change. Anyway, I hear Wu Pong wears lifts. There I go again! Sorry. Some habits are hard to break."

CHEAT NOTES

Included with these instructions are a map of the uncharted territory and some information concerning the items. If you look at this, it means you've given up. You're a failure. You'll succeed at nothing in life and will most likely end up selling pencils, collecting aluminum cans, or becoming a journalist.

A real Adventurer would never dream of CHEATING!!! But if you must, go ahead. Don't let us influence you. If you can live with the burning humiliation of not playing fairly, it's no skin off our teeth.

Datasoft[®]

19808 Nordhoff Place, Chatsworth, CA 91311/(818) 886-5922

Datasoft is a registered trademark of IntelliCreations, Inc.

Cosmic Relief is a trademark of IntelliCreations, Inc.

Game © 1987 Grand Slam Entertainment Limited (UK). All rights reserved.

Published under license by Datasoft[®] for North America.

ST is a trademark and Atari is a registered trademark of Atari Computer, Inc.

Workbench is a trademark and Amiga is a registered trademark of Commodore-Amiga, Inc.

Commodore 64/128 is a trademark of Commodore Business Machines, Inc.

© 1988 IntelliCreations, Inc. All rights reserved. Printed in USA.