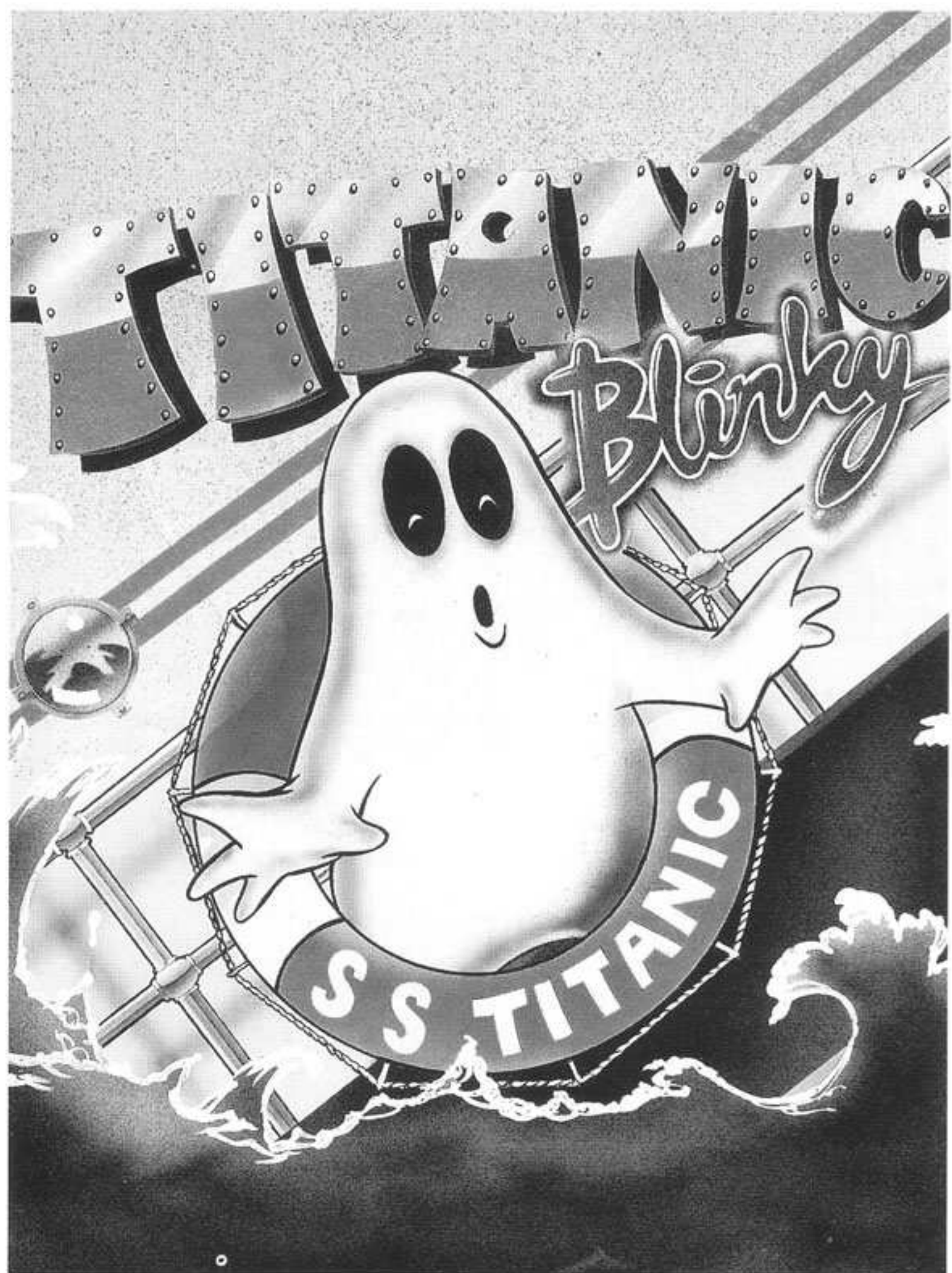




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# TITANIC BLINKY

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## ATARI ST LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer and place the **TITANIC BLINKY** disk in the drive. The game then loads automatically.

## AMIGA LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer. When the "**Workbench**" prompt appears, insert the **TITANIC BLINKY** disk in the drive, and the game then loads automatically.

## 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

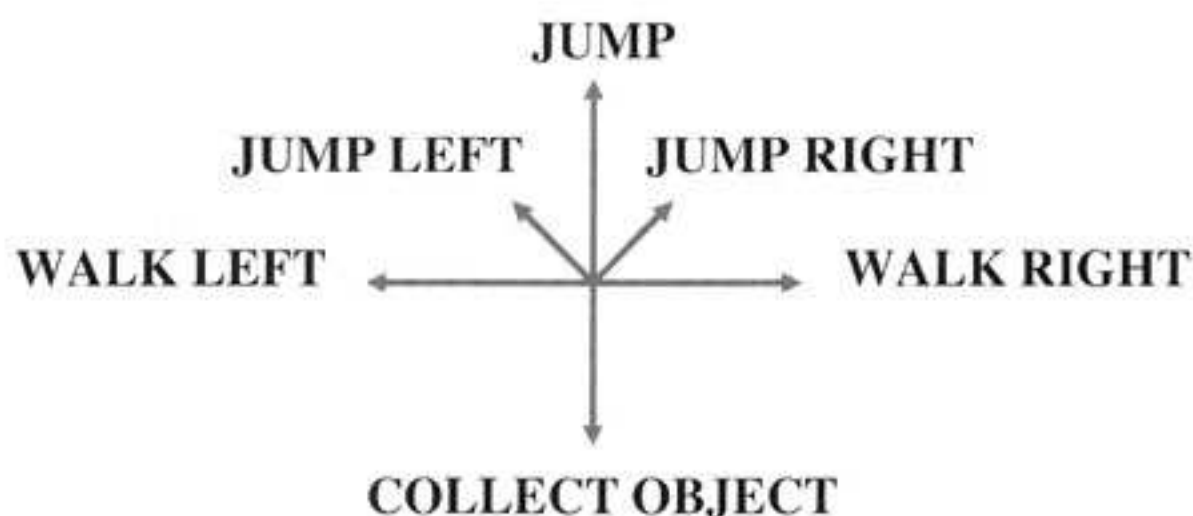
## **GAMESPLAY**

**TITANIC BLINKY** allows the player to control **SPECTRE**'s top agent using a **JOYSTICK** connected to the relevant port on the 16 Bit machine. 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**



**FIRE - ACTIVATES GUN**

|            |                         |
|------------|-------------------------|
| Freeze -   | "P"                     |
| Quit -     | Press "Q" when on pause |
| Unfreeze - | Space                   |

## **AMIGA OWNERS**

Using the up and down cursor keys allows the screen to be scrolled vertically, whilst hitting "L" and "H" toggles between High- and Lo-Res modes.

## **ATARI ST OWNERS**

Pressing **F1** enables the screen to be expanded on applicable monitors.

|                        |              |
|------------------------|--------------|
| <b>Program:</b>        | Ian Copeland |
| <b>Graphics:</b>       | David Taylor |
| <b>Music &amp; FX:</b> | Adam Gilmore |
| <b>Made in UK</b>      |              |

**"Zeppelin Platinum"** is a trading name of Zeppelin Games Limited.

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