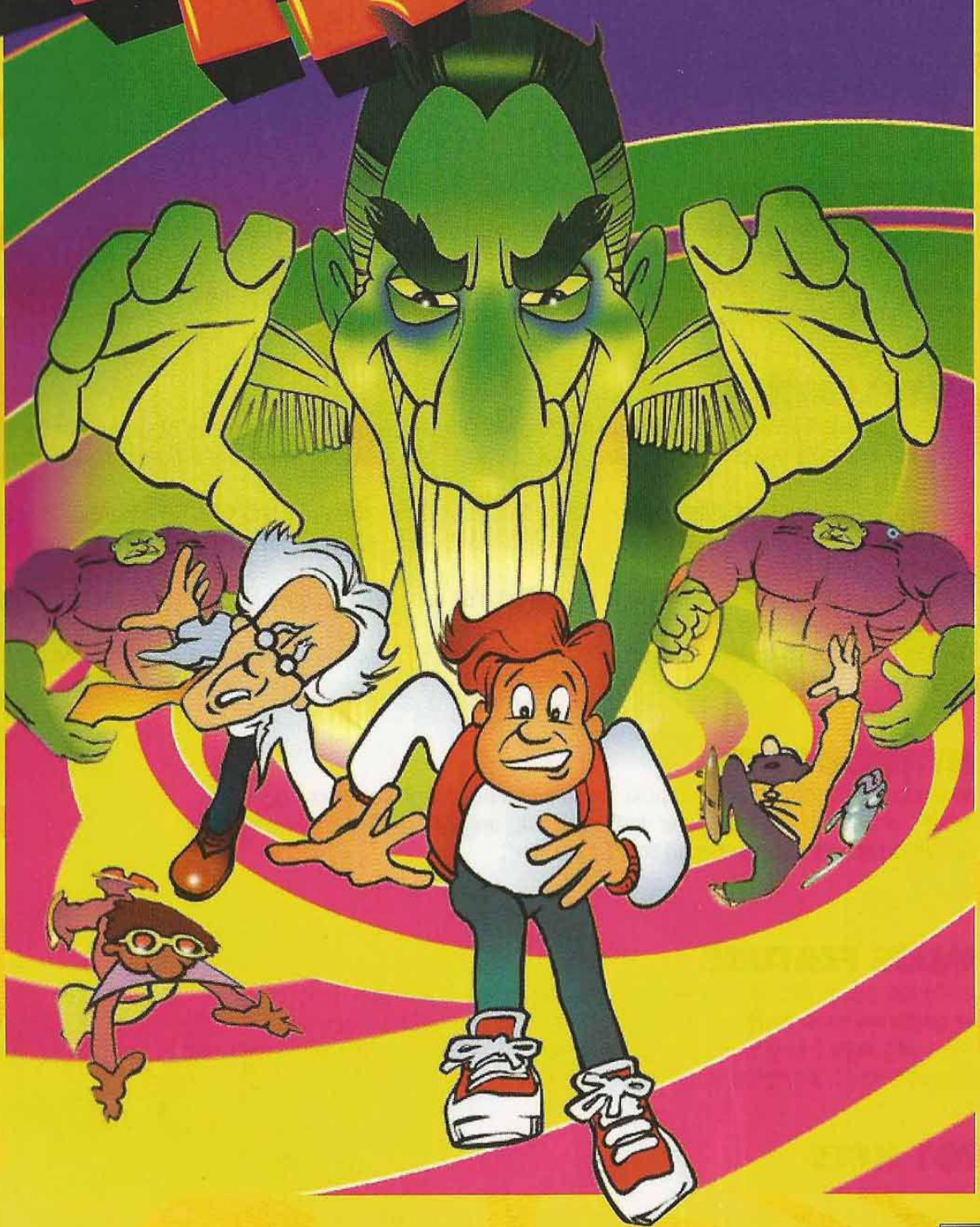


PC
CD-ROM

STARRING RIK MAYALL AS DICK TATE & MICHAEL NEILL AS BUD TUCKER

Bud Tucker
IN

DOUBLE TROUBLE



MERIT
STUDIOS
Merit Studios (Europe) Limited.

THE WORLD IS IN DANGER AND THERE'S NOTHING IN THE FRIDGE
- CALL THE PIZZA GUY!

FUNSOFT

● PC CD ROM - DOS - INSTALLATION GUIDE

Place the Bud Tucker in Double Trouble CD Rom in your CD Drive.
Then select the letter of your CD Rom Drive, eg D:\ [ENTER].
Then type INSTALL [ENTER].

● PC CD ROM - WINDOWS'95 - INSTALLATION GUIDE

Use Explorer or the "My Computer" Icon from the desktop.
Then select the letter of your CD Rom Drive, eg D:\.
Then double click on INSTALL.
Alternatively, shut-down Windows 95, and select
"re-start the computer in DOS mode."

SOUND SET UP

Use the Arrow Keys and Enter to select the desired options. The Bud Tucker in Double Trouble set up program will automatically detect your Sound Card Board and Settings.

In case of difficulty, select the sound card and settings using the manual option. When the detection process has been successful, select DONE to enter the installation guide.

INSTALLATION

There are different levels of Installation involved in Double Trouble. The indicator at the top of the screen shows the available space on your Hard Drive. Beneath the indicator, there are different installation levels available for selection.

To select the desired installation level, using the arrow keys and then press ENTER. Double Trouble will run happily on Minimum Installation, although performance may be improved by selecting higher installation levels.

If you wish to change the directory the installed files are saved to, simply type in the desired directory name using the keyboard and ENTER.

To play the game at a later date, type "BUD" in the TUCKER directory (DOS mode), or double click "BUD" (Windows 95 mode).

INTRODUCTION

The animated introduction to Double Trouble can be skipped by pressing "Escape" at any time. If the player wishes to skip only one part of the introduction, this can be achieved by pressing the "Space Bar".

PAUSE FEATURE

During the game, the action can be paused and restarted by pressing "P". The game will then pause after the current speech has been completed.

Pressing keys 1 to 5 whilst the game is paused, will re-play the last 5 sections of speech, key 1 being the most recent speech.

HOT KEYS

In game keys are:-

- F1 Swaps Icons to Text on Bud's action screen
- F2 Switches character on-screen text ON and OFF
- F4 Quick quit out of the game

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Rik Mayall
"Dick Tate"

Rik is the co-creator and star of such hit sit-coms as "Bottom" and "The Young Ones". He has also won acclaim for his TV roles in "Rik Mayall Presents..." and "The New Statesman", and for his numerous stage appearances, including "The Government Inspector", "Waiting for Godot", and "Cell Mates." He played Fred in the movie "Drop Dead Fred", has just completed filming "Remember Me" for Channel 4 and has toured Europe and Australia with his stand-up show.



Michael Neill
"Bud Tucker"

Masachusetts born Michael made his debut at the age of twelve playing the title role in a youth theatre production of "Hamlet". His subsequent theatrical decline includes the appearance in the West End with Dawn French in "Me and Mamie O'Rourke", appearing on television with Jimmy Nail in "Crocodile Shoes" and regular radio work both as a writer/performer in the comedy-variety show "30 Something Else" and in the cult comedy series "Satellite City". Thanks to a friendly production team and the unavailability of Keanu Reeves, he is currently starring as Randy in the BBC television adaption of "Satellite City".



George Roubicek
"Professor Frobisher
Goonhilly"

George has reached the stage when films in which he appeared, such as "You Only Live Twice", "The Dirty Dozen" and "Star Wars" are regularly shown on television. He now spends his time writing, directing and recording voice overs and commentaries, occasionally escaping to produce plays such as the hit adaptation of Shnitler's "Lieutenant Gustl." George was born in Austria, so "nya-nya-nya!" to anybody who doesn't believe his accent is authentic.



Jules de Jongh
"Lola"

Jules has appeared in many hit TV shows in her native America, including "Fame", "Hill Street Blues", "Highway to Heaven" and "St. Elsewhere." As well as TV roles, Jules has also appeared on stage in "The King and I" and "A Midsummer Night's Dream." She is a talented singer, and had a clubland hit last year with her single "Love Me, Leave Me Alone."



Josh Moran

Josh's hazel eyes have been seen on Yorkshire TV's "Heartbeat", Granada's "Coronation Street" and in the movie "Robin Hood." He was for a time one of the few fluent French-speaking house clearers in the Blackpool area. Josh believes Newcastle-upon-Tyne to be a great place and heartily recommends the town for a night out.



Michael Brent

Michael has appeared in many roles on stage and television, including "A Video Diary of a Nobody" and "Coronation Street." He was also a member of the improv comedy group "Comedy Express."



Kate Layden

A second generation tinker, Kate has appeared in Yorkshire TV's "Heartbeat", "Emmerdale" and "Vic Reeves' The Weekenders" as an alien queen. As well as being a busy stage actress, Kate has also earned a living as a fortune teller and a museum exhibit(!).



Stephen Finegold

When not starring in computer games, Stephen has had a very varied career. He has worked on television and stage, has given opera recitals, directed at the Mill Theatre in Bradford and taken part in many acting workshops.



Robert Garrett

With an ear for regional accents, Robert has been seen in television productions as diverse as "Elizabeth R", "All Creatures Great And Small" and "Brookside", in which he played the father of religious leader-cum-psychopath Simon.



Kennie Andrews

After several hit records with the pop group Darts and a role in the prestigious Channel Four Opera Company, Ohio born Kennie decided to take up acting as a career. His stage credits include "The Little Shop of Horrors" in London's West End and "One Flew Over the Cuckoo's Nest" at the New Vic Theatre. Kennie is probably best known for his four year stint as the original "Big Moe" in the hit West End stage musical "Five Guys named Moe".



Nathan Osgood

New York born Nathan is a dual National US/UK and has been seen most recently in Brian de Palma's "Mission Impossible" and "Alone" for the BBC/PBS in which he plays the lead role. Other credits include "Urban Myths", BBC, "The Affair", BBC/HBO, National Theatre "Sweet Bird of Youth", "Wind in the Willows", "The Matchmaker", Sam Shepherds "True West" and "Chicago", David Mamets "All Men are Whores", Woody Allens "God and Death",



Corey Johnson

New Orleans-born Corey has a very successful stage career, with roles in many theatrical productions, including "A Midsummer Night's Dream" and "The Tempest". He also appeared in the BBC programme "Casualty", starred as Sergeant Al in the World Premiere of "Birdy" by Naomi Wallace and recently appeared in the BBC production "Over Here" as Captain Webster.

plus many others!



BUD TUCKER: A SLICE OF THE ACTION

Creator of the infamous - in some countries actually illegal - Anchovy and Chocolate Pizza, and four times winner of the Baseball Jacket Wearer of the Year award, Bud Tucker is a familiar sight in his home village of Muddy Creek.



delivering pizza. The Professor, recognising the creative genius behind the Anchovy and Chocolate Pizza, quickly asked Bud to be his part time assistant. Working with the Professor during his many experiments, Bud quickly flowered - a fact that really

His happy childhood in the Tucker family home could almost be described as reminiscent of Tom Sawyer's and Huck Finn's. But Mark Twain's lawyer wouldn't let us. So we won't.

surprised everyone concerned (including a passing horticulturist). Over the many years of their partnership, Bud has proved to be an excellent foil for the Professor and is a willing participant during his research - though he did draw the line in the Professor's brain swap experiment involving a whelk.

Bud discovered his talent for all things pizza, after an attempt at sponge cake went disastrously wrong during a fraught home economics lesson. Though given ten out ten for originality, the tomato and cheese icing was not appreciated by many.



Being of an adventurous bent (it was that shape due to an unfortunate accident with a door), Bud can often be seen flying over Muddy Creek Gorge in a hang-glider made from the cellophane used to wrap sandwiches.

Bud met his friend, Professor Frobisher Goonhilly BSc. while

THE PROFESSOR: A LIFE IN SCIENCE

Born at a very early age, Professor Frobisher Goonhilly was a precocious child whose talents became quickly apparent. At the age of five the Professor surprised his kindergarten teachers by building a particle accelerator out of an old colander and a fifty foot hose.

His intellectual capabilities were to stand him in good stead during his years at the prestigious Heidelberg Institute for Really Clever People. It was at the institute that the Professor

discovered an elementary particle that was to confirm his growing reputation. With bizarre characteristics - including for personal reasons an ability to be in two places at once - the particle quickly became known as the Quirk. However it's very existence was denied by the sceptical Professor Handelbach who claimed that the Quirk particles were merely the remains of a week old egg sandwich carelessly left on a microscope.

Controversy dogged the Professor, when in the early 1950's he was dragged in front of Senator McCarthy on a charge of maliciously eating beetroot and driving a tractor. However, the Professor lightened the proceedings by placing a whoopee cushion under the Senator's seat. Throughout the subsequent jail sentence, the Professor could be heard chuckling quietly to himself.

After a lifetime pushing back the frontiers of science, the Professor is now quite content to spend his time producing wonderful new inventions for the betterment of mankind. With the development of such delights as the inflatable Cottage loaf, he has almost fulfilled his wish.



THE STORY SO FAR..

"Double Trouble" as recounted by the eminent historian, Nobby Pringleberry, in his seminal work, "Barryville: Why?"

The Double Trouble affair proved to be a turning point in the history of Barryville. Did Homer not say after the sacking of Troy "Neum dormi rejecti?" What profundity. What prescience. Whatever prescience means. I must remember to look it up.

As can be seen by the following extract, events started with the completion of Professor Goonhilly's Duotronic Replicator.

Taken from the notebook of Professor Frobisher Goonhilly



After many disappointments and the rebuilding of Goonhilly hall, it would appear that the duotronic replicator machine is

complete. All that remains is the final test. I will order extra sandbags tomorrow when I phone Bud to tell him the good news. I wonder if he would bring one of his delicious pizzas? If the machine works I could duplicate as many pizzas as I could possibly eat. Oh happy days!

This optimism was to be short lived. Unknown to the Professor, nefarious plots were being hatched by the criminal: Dick Tate.

Extract from Dick Tate's personal diaries Vol. MCMXV

Wednesday: The Professor has completed his machine. The fool has used his telephone, the one that I ordered to be bugged. Tomorrow I shall steal his duplicator! But first to bed for my beauty sleep (not that I need that much beauty sleep). Brushed my teeth just like Nanny taught me. It is thanks to her, that my smile is as wonderful as it is. And it is beautiful. Like purest marble. Egbert tried to read a bedtime tale tonight, but got the story book confused with a telephone directory and didn't realise until he reached the number of a Mr Z. Kowalski. Why am I surrounded by idiots?

Thursday: It was a lovely sunny..No try again..It was a gloriously, wonderful day. Yes that's better. It was a day of destiny fulfilled. Oh yes, that's good. I'm such a great writer. It was the day that I, Richard Tate took my rightful place in the pantheon of history's great and glorious leaders. Yes I can see it now. Alexander the Great. Caesar. Napoleon. Me. Oh I've got goosepimples with excitement. With the Professor and his duplication machine in my possession, I can begin the plan. The great plan. No, no..My great plan! No-one can stop me. I shall rule the world! Let those who mocked me - and lets face it there were quite a few - let them tremble in their bed-socks! For I shall not be forgiving. Oh no. They shall have the punishment that fits their crime. Bobby Williams. You will learn to regret what you did with that eraser. Sam Snodgrass. Let us see how far your ears stretch! Brad Turner. We'll see how well you fare without dinner money. Vengeance will be mine!!!!!! Yes that's about the right number of exclamation marks.

Note: Egbert is due a payrise. Must remember to invent a better excuse than last year.

Friday: Drat! And double drat! The finest minds in the land - except yours truly of course, I am much too busy to bother with such trifling matters - have failed to get the Professor's machine to work. Why won't he tell us how to switch it on? Oh this sort of thing always happens to me. It's just not fair. Doesn't he realise that he is stopping my rise to greatness? But I'll find a way. Oh yes. The course of fate can not be diverted! Hmm that sounded really rather good. But enough of this praise! I think it is time that the Professor met Egbert!



Hahahahahahahahahahahahahahahahahahaha!!!!!! Ow! Now I've got writer's cramp.

As well we know, every hour of need brings forth a hero. In this narrative our hero was Bud Tucker, friend and assistant to the Professor. How was he able to stop Dick Tate and save the world from unknown terrors? Only he knows the full story, and sadly for us, modesty prevents him from telling.

CONTROLLING BUD

All of Bud's actions during his adventures in Double Trouble are controlled using the PC's mouse. In the bottom third of the screen is the control panel. This panel contains nine icons, each icon representing a particular action. These actions allow Bud to interact with the various people and inanimate objects that he encounters in his search to find the professor.



- 1: Move** **2: Open** **3: Look at**
4: Walk to **5: Close** **6: Use**
7: Give **8: Pick up** **9: Talk to**



To select an action click on the icon with the left mouse button. A description of the action will appear above the control panel.

The crashed TAXI behind the door has now been selected and so Bud walks across the room toward the doorway. Sometimes Bud will not be able to walk to the area selected on screen. He would not be able to walk on the ceiling for example! In this case Bud would walk to an area below that selected.

In this example WALK TO has been selected by clicking on the "walk to" icon with the left mouse button, and the words WALK TO have appeared on the text line. Now the area that Bud will walk to must be selected by clicking with the left mouse button somewhere within Bud's current location.



During the game there will be many objects that Bud can PICK UP and move from location to location, or pick up to use with other objects. These objects are displayed in the storage area on the right side of the control panel. Bud uses the Professor's patented Multi-Dimensional Personal Pocket Transporter™ that is believed to be infinite in size due to the curvature of the space time continuum. In practical terms this

means that any number of objects, of any size can be stored there - all without spoiling the lining of Bud's jacket. Clicking on either of the two arrows at the left side of the storage area will move through the objects currently held inside Bud's pocket.

All the objects that Bud can interact with can be used with each other. Here Bud is trying to use the strange fishing hat with the taxi that he walked to previously. To do this, the USE icon was first selected, then the taxi and finally the fishing hat. However if the combination of objects is too strange Bud will complain in no uncertain terms!



Each of the other icons works in a similar way. So in the first example, to look at the taxi, the icon LOOK AT would be used instead of WALK TO. In looking at an object, Bud would then give what he considers a helpful description.

During his adventures, Bud will need to talk to the people he encounters, perhaps to seek help or to ask about the Professor. Here Bud has a more pressing problem. Due to using the taxi with the fishing hat he has been squashed by an elephant. This sort of thing happens to Bud all the time.



When talking to others (after selecting the TALK TO icon and the person to talk to), the control panel changes to display a list of possible conversational phrases. Again the mouse is used to select one of the phrases that Bud will speak. Moving the mouse pointer up & down the list will highlight each phrase in turn, the highlighted phrase being the current possible choice. Clicking on the left mouse button will select that choice.

Bud is now attempting to talk to the elephant, and the normal mouse pointer has changed to a "mouth" pointer. In this example there are three



possible questions that Bud can ask, the first line "Could you please get off" being the current (and most sensible!) choice.



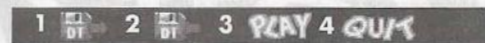
Once a conversation between Bud and another character is over, the normal control panel and mouse pointer is restored. Fortunately for the Professor, the elephant was friendly and so Bud escaped with only cuts and bruises and a strange new ability to walk through cracks in walls and doorways.

Saving and Loading other things:

Throughout the game it is advisable to save Bud's current position, so that it is possible to return to that point at some later date. This can be done USING the computer options icon (left) that is always held in Bud's storage pocket.



To access the computer options select USE on the control panel and then the options icon. The options panel temporarily replaces the action



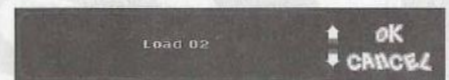
control panel. There are four options:

- 1: Load game file**
- 2: Save game file**
- 3: Play**
- 4: Quit game**

The options are accessed using the left mouse button in the same manner as the action icons on the control panel.

Load game file:

Clicking on the load game file icon will allow a previously saved game file to be reloaded. Each file is saved as a number on the PC's hard drive, with 01 being the first file saved, continuing to a



maximum possible 99 files. When loading a file the PC will search for the highest numbered file and this will be presented for selection (as below).

Clicking with the left mouse button on OK would then load this save file. The game will now restart from the position that the game was previously saved. It is possible however, to load any of the other save files by scrolling through the save file list. This is done by clicking on the up and down arrow icons and then selecting OK when the desired file name is displayed. Selecting CANCEL returns back to the options panel without altering the current game position.

Save game file:

Saves the current game position to the PC's hard drive. Though the game files are saved numerically, it is possible to save over an old file by clicking on the arrow icons to scroll through the list of previously saved games and then selecting OK. The game will now restart. Selecting CANCEL returns to the options panel without saving the current game position.

Play:

Returns Bud back to the adventure

Quit Game:

Resets the PC back to MS-DOS/WINDOWS 95



As Bud progresses in his adventures, a map will be built up showing the areas of Barryville that he has visited or has found out about from

conversation. The map is held in Bud's storage pocket. USING the map icon will show the current map. The map can be used as a quick way to move from location to location. To move to a location click with the left mouse button on the location name. Selecting exit will return Bud back to his current position.

BARRYVILLE TOURIST GUIDE

A thriving coastal town, Barryville was founded by orphaned twins Romulus and Barry. Suckled, so legend has it by a giant maternally-minded lobster. It is in honour of this benevolent beast that the Barryville one dollar piece sports a fetching lobster design.



For those of a romantic nature we can heartily recommend a slow twilight walk around the Barryville docks. Watching the rising moon glinting seductively

on the freshly frozen fish will prove to be an unforgettable experience.

The nervous traveller will surely be reassured to learn that Barryville's police force is both helpful yet efficient. The recorded crime rate in Barryville has never been lower, thanks in part to the urbane leadership of Flint Holster. Indeed so courteous is Flint that even the criminals have been known to smile whilst being led into the police station.

Barryville is also a haven for culture vultures. The Museum of Modern Thingies, centrally located in the middle of Barryville, is a veritable feast of cultural bits, including famous paintings, sculpture, large slices of toast, and more besides. The friendly curator will be only too pleased to elaborate at great length on the historical history of any of the museum's exhibits.

For those more inclined to the shopping experience, there is a modern, up-to-date, just been built, advanced, new, current and - for those with slightly larger dictionaries - neoteric



shopping mall. Which if not literally bursting at the seams with consumer items, is certainly feeling distinctly bloated. There is Plugs, a plug shop for all your plug needs. The ubiquitous Burger, a

delight for epicures and gherkin lovers everywhere. And of course not forgetting "70's" the funkiest record store in town, whose proprietor Doctor 7 (known to his friends as Doc 7 and to any visiting tax inspector as Arnold

Sproggit) also grooves the night away as presenter of "Funky Dudes" on Radio Barryville 107FM.



Of course no trip to Barryville would be possible without the eager visitor finding suitable accommodation. Although there are a wide range of hotels to suit every pocket, probably the best value for money can be found at the Hotel Splendid, situated on the corner of Seedy Street and Crummy Crescent in down town Barryville. Indeed the Hotel Splendid is such good value, that the owner and manager - Osbert "Sharkface" Hanrahan - took the prestigious "Best Hotel of the Year Award" three times in a row, though each time he was stopped at customs and made to bring it back. We have absolutely no reservations about this hotel!

We hope you enjoy your stay in Barryville and look forward to your lovely money..sorry..your return for many years to come.



PROF'S HOME GROWN CLONE ZONE HONED ALONE

If jungles were grown from lengths of copper wire and small brass cogs, then Professor Frobisher Goonhilly's laboratory would be a small slice of Amazon rain forest. He sits in the middle of this electronic overgrowth beneath a powerful spotlight, his hands busily adjusting a tappet with a jeweller's screwdriver. Scattered around his feet are the rough outlines and blueprints of his latest creation. Regular readers of this column will be aware of the Professor's previous work. Who can forget his solar powered torch? His infamous dehydrated water or the nuclear powered nail file? Certainly not the unfortunate secretary at the patent office. With this in mind, it is with a certain amount of trepidation that I ask the Professor what marvellous machine his plans describe.



The machine. Will it work?

example you would need only build one car, which could then be duplicated as many times as necessary. My latest invention uses the very nature of quantum indeterminacy theory to achieve this very thing!"

There is a stunned silence, punctuated only by the soft wheeze of hidden machinery.

Quantum indeterminacy theory?

"Ja. You've heard of Schrodinger's cat? Nein? Well it isn't that important. Well obviously the cat thought it was important. Being stuffed inside a box in the name of science. What would that mean to a cat? But ach! Who listens to cats? Where was I? Oh ja! The machine takes advantage of the many possible states in the quantum flux between the muons and gluons and other elementary particles by...Ah but that is my little secret! Suffice to say that all will be revealed once I have completed the forty seven volume instruction manual."

Forty seven volumes? Forty seven volumes?

"Ja. Though that does not include the index."

How long has it taken you to develop the machine?

"I had the basic idea when I was a child of ten. But sadly the materials I had then were not up to the construction of a machine. The cardboard tubes and egg cartons would burst into flames, and the plasticine would melt into little brown puddles. Ach it was hopeless."

So in simple terms, how does the machine actually work?

"It is powered by this small lemon and these two metal electrodes. Though any citrus fruit could be used to energise the duplication chamber", the professor looks thoughtful for one moment, "except grapefruit for some reason..The object that is to be duplicated is placed on this dais here. This switch is activated here. And then.."

There is a sad gurgle. A rather distressing pop. Followed by a melancholy crunch.

"Hmm..I think perhaps some adjustments are needed in the primary flange plate. This will merely take a few days. Would you like some cold pizza in the meantime?"

Thoughts of missed deadlines and angry editors cause a hasty exit. On the road back to Publishing House a loud explosion is heard and the sky turns briefly pink. So..Professor Frobisher Goonhilly. Madman or genius? Yes. Twice over.

Text courtesy of "Crazy Scientist Weekly."



Professor phones clone



Home sweet home

MERIT STUDIOS: THE UNTOLD STORY

Merit Studios (Europe) is a software publishing company based somewhere in the Arctic Circle.* There is also a Merit Studios (US). They are nowhere near the Arctic Circle and are based in Dallas, Texas, which can be found by turning left at Oklahoma.

Bud Tucker in Double Trouble was produced by quite a large number of people. It was all a bit like a film really. Except we didn't have cameras. Or sets. Or clapper loaders**. We did have actors though. Bud Tucker for example was played by Michael Neill who also starred in the BBC's "Crocodile Shoes" and "Satellite City". There was also George Roubicek, who was born to play the part of Professor Frobisher Goonhilly. George was also in "Star Wars" and "You Only Live Twice", both of which are seriously good movies. And then there's Rik Mayall. We're all big fans of Rik Mayall and can even now recite lines from "The Young ones" and "Bottom". In Double Trouble, Rik plays the evil (but tragically misunderstood) Dick Tate.

Other actors who lend their voice talents to Double Trouble include Jules De Jongh who has appeared in "St. Elsewhere" and "Hill Street Blues", Josh Moran who was in the movie "Robin Hood", Michael Brent, Kate Layden, Stephen Finegold, Robert Garret, Kennie Andrews, Nathan Osgood, Corey Johnson and Michael Breen.

There were three principal designers of Double Trouble. They were (and indeed still are) Tim Haywood, Kev Shaw and David Taylor (in order of shoe size). They are a bit like the Three Stooges, only without the poise and sophistication.

The script to Double Trouble was written by Derek Mante, who - not being from the Arctic Circle - would sometimes travel north across the tundra to laugh at our accents. Derek has written for several popular comedy shows on British and German television.

There was also additional dialogue by David Taylor, Kev Shaw, Tim Haywood and Paul Jobling (in order of hat size).

Of course Double Trouble could not have been completed without a programmer. Derek Brewster neatly filled this requirement, bringing much needed intelligence and sanity to the entire project. Derek has written many

things over the years including several notes to the milkman.

All the graphical stuff was done by artists. They were (and still will be) Rachel Bamford, Adam Burnett, Les Burney, Michael Cairns, Malcolm Chater, Steve Dietz, Paul Docherty, Brian Howie, Jonathan Jones, Mark Jones (no relation apparently), Kevin Mountjoy, Rob Nash, Anthony Thornton (who tried to use bribery to have his name written in bold type), John Southgate, David Taylor and finally Dean Turner (in order of ice cream preference). They were all academically trained and know about perspective and stuff.

Music and Sound Effects were produced, arranged and recorded by Tim Haywood. We could insert a musical joke here, about him being crotchety. But we won't.

The quality of Double Trouble was assured by the keen eye of James McCreadie. Having spent so many hours playing the game, James can now recite every single gag in Double Trouble and does so frequently. James doesn't get invited to many parties because of this.

Overseeing the production team was the task of Malcolm Montgomery and David Taylor. By applying methods first developed by the Spanish Inquisition, Double Trouble was actually finished in the same decade that it started.

Involved in the ceaseless promotion of Double Trouble were Catherine Barrett, Paul Jobling and Kev Shaw, who ran up a thirty two volume telephone bill in the process. And then there was Darren Jobling who braved the winter weather conditions to fly across the North Sea to talk to some very important people.

Finally, there are lots and lots of people who are too numerous to name but to whom we are eternally grateful. They know who they are. Hopefully.

* Well okay - to be more precise - the North East of England. It just sometimes feels like the Arctic Circle.

** Neither did we have a Best Boy, which will disappoint a great many people.



TROUBLESHOOTING

Despite a remarkable talent for spoonbending and reading tea leaves our troubleshooting expert needs your help if you have any technical problems with Double Trouble. Before calling the Bud Hotline number below (or even if sending a letter) please make the following information available..

1. The exact specification of your PC. This would include the processor type and clock speed (ie. 486 running at 33mhz). Total ram size and available free memory. Soundcard type. CD ROM type (ie. Quad speed). Details of your Config.Sys and Autoexec.Bat files. And most importantly, the colour of your computer case.*
2. The nature of your problem. Well those pertaining to Double Trouble anyway. Not those messy personal ones.**

We sometimes work during office hours. Which is 9.30 to 17.00 weekdays. Occasionally we sometimes work weekends but don't quote us on that.

Telephone: +44 (0191) 4606060 or Fax +44 (0191) 4602266

Or write to us at..

Merit Studios (Europe) Ltd.
Double Trouble Helpdesk
Metro Centre East Business Park
Waterside Drive
Gateshead
Tyne and Wear
NE11 9HU
England

* Well actually we don't really need to know this.

** Unless they are really, really interesting

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