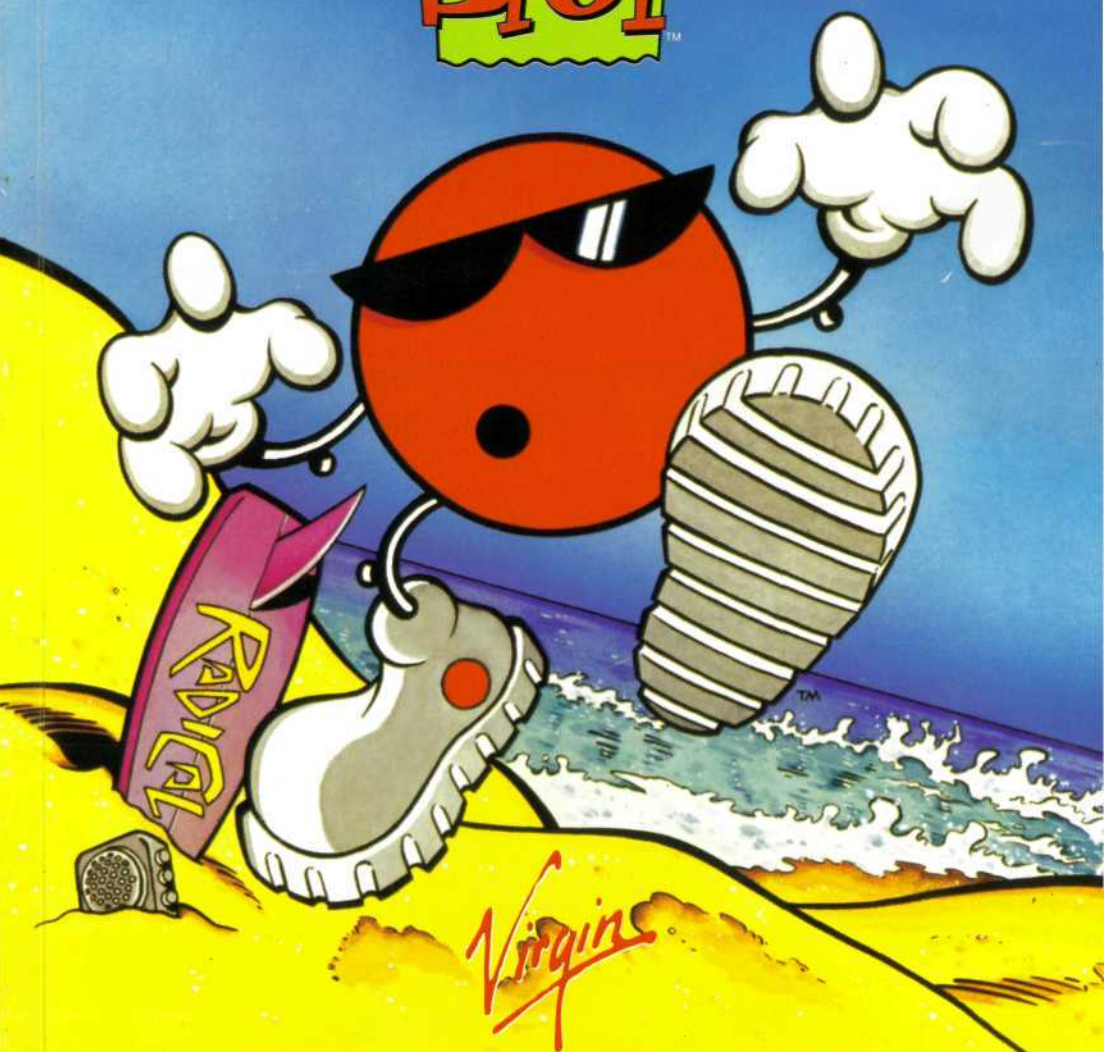


# COOL SPOT™



english, deutsch, français, español, italiano



**Virgin Interactive Entertainment  
Presents**



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Virgin Interactive Entertainment Ltd, 338A Ladbroke Grove, London W10 5AH.  
Customer Services/Technical Support (081) 964-8242.

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**EPILEPSY WARNING**

**PLEASE READ THIS BEFORE PLAYING COOL SPOT**

A very small percentage of people have a condition which causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen or monitor and while playing computer games. Please take the following precautions to minimise any risk:

**Prior To Use**

- If you or anyone in your family has ever had an epileptic condition or experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 8 ft (2.5 m) away from the television screen or monitor.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the computer game on as small a television or monitor screen as possible (preferably 14" or smaller).

**During Use**

- Rest for at least 10 minutes per hour while playing a computer game.

- Parents should supervise their children's use of computer games. If you or your child experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your doctor.

**WELCOME!**

Welcome to Cool Spot. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation *unsatisfactory in any way*, do not hesitate to drop us a line detailing in full the reasons for your dissatisfaction. This will help us to avoid repeating any similar hiccups in the future. Queries, opinions and complaints should be sent to

**CUSTOMER SERVICES,**  
Virgin Interactive Entertainment, 338A Ladbroke Grove,  
London W10 5AH.

**CAUTION!**

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.



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## A TOTALLY BOGUS TRIP!

Cool Spot's Cool Chums (all called Spot) have been kidnapped and locked in cages. No-one knows who did the dirty deed, but one thing is for sure: Cool Spot's Spot Shots aren't powerful enough to bust open the locks on the cages. What he needs is Cool Shots, and the only way to get those is to take a walk on the wild side and collect enough Cool Points.

Help Cool Spot watch out for Uncool Characters (a Spot Shot or two should take care of them) and collect the Cool Counters for Cool Points. But can you pick up enough Cool Points to qualify for the fizzin' Bonus Game?

## BOX CONTENTS

Accompanying this manual inside this box you should find three (3) Cool Spot program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

## LOADING COOL SPOT

Note that Cool Spot is for one player only.

- Set up your computer as described in its instruction manual. Plug your joystick into the port '2 JOYSTICK'. Cool Spot supports certain nine pin Joypads (call our Customer Services on 081 964 8242 for further information). If you wish to use one of these, insert it into port '2 JOYSTICK' and select JOYPAD from OPTIONS.
- If your computer is turned on, turn it off. Wait for at least thirty seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your Cool Spot disks.
- Insert the Cool Spot Disk 1 into the computer's internal disk drive (DF0:). The program will load and run automatically. When you are prompted to insert the Cool Spot Disk 2 or 3, do so. If you have a second or a third disk drive, insert Cool Spot disks into these to reduce any disk swapping.



- You will know that Cool Spot has loaded when you see the Title Screen.



Title Screen

### AMIGA HARD DISK OWNERS

**PLEASE NOTE:** Cool Spot cannot be installed on a hard disk drive.

## TROUBLE-SHOOTING

In the unlikely event that Cool Spot fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

If Cool Spot still refuses to load then pop the faulty disk (not the packaging) into a suitably-sized jiffy bag or padded envelope along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices).

Send the package to:  
**THE RETURNS DEPARTMENT,**  
Virgin Interactive Entertainment,  
338A Ladbroke Grove, London W10 5AH.

Virgin Interactive Entertainment will endeavour to replace the faulty disk within 28 days of its receipt.

## THE TITLE SCREEN

After the Virgin Games Credits have been shown, you will be presented with the Cool Spot Title Screen.

Look, there are two options: 'START GAME' and 'OPTIONS'. The Cool Hand points to the option to be selected.

- Press the firebutton to skip the Credits.
- Push the joystick up or down to move the Cool Hand between the options.
- Press the firebutton to select the option.

Note that if the joystick is not used for approximately 30 seconds a demonstration of Cool Spot in action will be shown.

- Press the firebutton to quit the demonstration and return to the OPTIONS Screen.

## THE OPTIONS SCREEN

When you select 'OPTIONS' on the Title Screen you will be presented with five new options (Fig 3).



Fig 3: the Options Screen

- Push the joystick up or down to move the Cool Hand between the options.
- Press the firebutton to select the highlighted option.

**DIFFICULTY : NORMAL** Life's a game of numbers, dude, and these three levels of difficulty determine them. You can choose between 'EASY', 'NORMAL' and 'DIFFICULT' to affect the number of Cool Spot characters you start with, the number of Cool Points you need to collect to complete a level, the number of Cool Points you need to qualify for the Bonus Game and the number of points you need to score to earn an extra Cool Spot character. The 'DIFFICULTY' setting also determines the number and

type of Uncool Characters you will meet in a level, and the possibility of an Uncool Character removed from play leaving behind a Cool Glass (see APPENDIX TWO: COOL COLLECTIBLES on page 19).

**MUSIC IS : ON** Select 'OFF' if you don't want to listen to the music, though quite why you wouldn't want to is a mystery. Tommy the musician will cry if he ever finds out, and who could blame him?

**SOUND FX ARE : ON** Select 'OFF' if you don't want to listen to any noises. This is not a wise move though, as it helps to hear what's around the corner, so to speak.

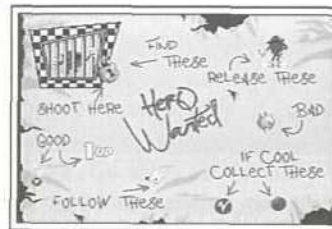
**CONTROL:** Select JOYSTICK or JOYPAD. A Joypad enables you to jump from a button giving more control over Spot.

**EXIT** Select this to return to the Title Screen.



## HERO WANTED!

It was a piece of paper which caught Cool Spot's eye and alerted him to the situation. You are shown that piece of paper before you get to tackle Level One for the first time.

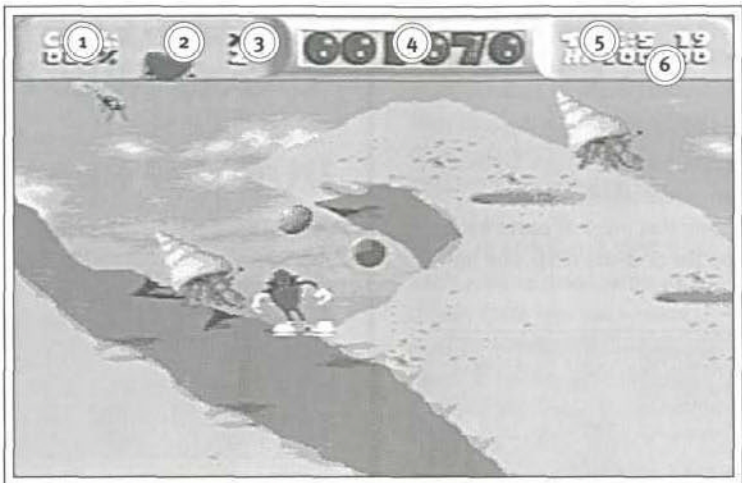


## WHAT YOU CAN EXPECT TO SEE DURING PLAY

Before Cool Spot's quest begins you are shown the number of Cool Points you need to collect to give Cool Spot the power of Cool Shots. The number of Cool Points you need to collect (30, 60 or 90) depends on the 'DIFFICULTY' setting ('EASY', 'NORMAL' or 'DIFFICULT'). You will qualify for the Bonus Game (see BONUS GAME on page 19) if you collect 75, 85 or 99 Cool Points, depending on the 'DIFFICULTY' setting.

All the action happens in the Playfield which takes up the best part of the screen. The Status Panel at the top of the screen shows everything you need to know about the state of play.





- 1 - COOL POINTS
- 2 - COOL SPOT'S HEALTH
- 3 - COOL SPOT CHARACTERS REMAINING
- 4 - YOUR SCORE
- 5 - TIME REMAINING
- 6 - HI-SCORE

**COOL POINTS** Every Cool Counter collected increases Cool Spot's Cool Points by a single percentage. Collect 100 per cent for an extra Cool Spot character and 10,000 bonus points.

**COOL SPOT'S HEALTH** Represented by this Spot. If Cool Spot bumps into an Uncool Character, his health deteriorates a little and the Spot peels off the Status Panel. The Spot falls off when Cool Spot's

health has all gone, and a Cool Spot character is lost.

**COOL SPOT CHARACTERS REMAINING** When no more Cool Spot characters remain, it's Game Over. You start with 5, 4 or 3 Cool Spot characters depending on the DIFFICULTY setting. There are three ways to earn extra Cool Spot characters: collect 100 Cool Points or the hidden 1-Up tokens, or score 50,000, 75,000 or 100,000 points, depending on the DIFFICULTY setting.

**YOUR SCORE** You score points for removing Uncool Characters from play and acquiring Cool Collectibles (see APPENDIX TWO: COOL COLLECTIBLES on page 19). Live that dream. Chase that Hi-



Score. Win. Be best. But above all ... be cool.

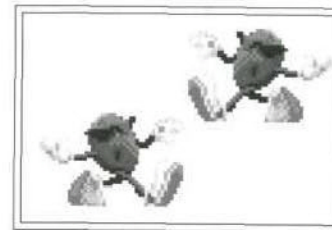
**TIME REMAINING** That's right, you don't have all the time in the world to stroll through a level. When time is running out, a jingle plays. The jingle gets faster and faster until no more time remains. You then lose a Cool Spot character.

If you have any Cool Spot characters remaining you will resume play from the beginning of the level or the last Restart Flagpole touched (see APPENDIX THREE: SPACIOUS SPECIAL SCENERY on page 21). Note that you can increase your time limit by collecting Stopwatches (see APPENDIX TWO: COOL COLLECTIBLES on page 19).

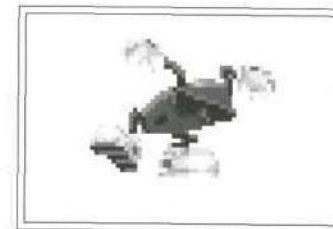
**HI-SCORE** When you loaded Cool Spot, the Hi-Score was set at 100,000 points. You can beat this. Note that your Hi-Score will be lost when the Amiga is turned OFF.

**COOL HAND** A Cool Hand always points the way to the cage. Should you spot the cage before you have Cool Shots you will see a large Cool Hand pointing back to the level. Now get back there and collect enough Cool Points.

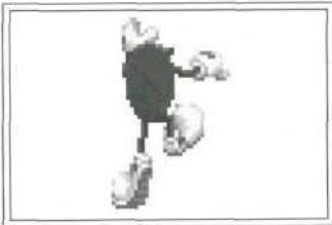
## CONTROLLING COOL SPOT



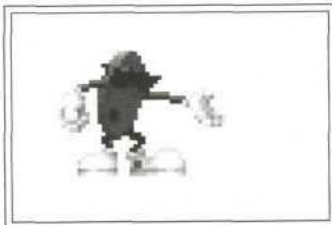
- Push the joystick left or right to move Cool Spot in those directions whether he is on solid ground or in the air. Note that when the joystick is held left or right, Cool Spot will eventually run along solid ground.



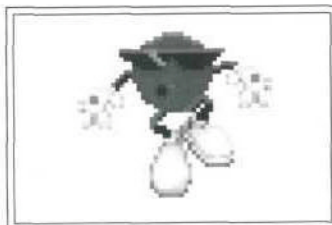
- Push the joystick down when Cool Spot is on solid ground to make him look in that direction. The screen will move slightly so you can spot what is below.



- Push the joystick up or down when Cool Spot is on a rope of any description to make him climb in those directions.

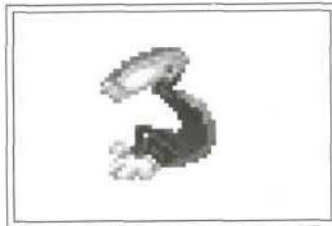


- Push the joystick in any direction at any time then press the firebutton to make Cool Spot throw Spot Shots.



- Push the joystick up to make Cool Spot jump straight up, whether he is on a rope of any description or on solid ground. Note that the longer

the joystick is held up, the higher Cool Spot will jump. If you are using a Joypad, press the appropriate button to jump.



- Push the joystick up and left or right to make Cool Spot perform a somersault in those directions. If you are using a Joypad, press the appropriate button and left/right.

## HOLD IT!

You may wish to put play on hold for a while, in which case ...

- Press the P key during play to freeze the action. A pause message will appear on screen.
- Press the P key to resume play when the action is frozen.

## COOL BONUS SCREEN

So you did it, you completed a level - cool. When the celebrations are over, you will be given a Time Bonus for any time remaining and a Cool Bonus for the number of Cool Points collected during the level.

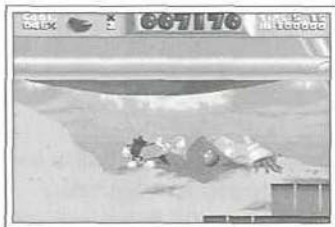
Look, there's Cool Spot, hanging around on a Balloon. The Balloon rises as the Bonus points are awarded. The more Bonus points you earned, the higher the Balloon rises. If the Balloon carries Cool Spot all the way up to the 1-UP token, he collects it and you get an extra Cool Spot character to play with.

## LEVELS OF COOL

Cool Spot's quest takes him through 11 increasingly testing levels. A signpost is shown before each level (Fig 4). Note that some Uncool Characters are tougher than others and it can take more than a single Spot Shot to remove them from play.

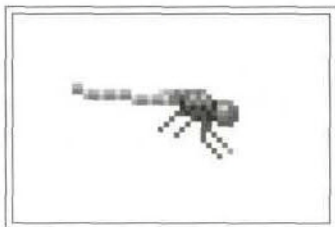


Fig 4: ah - the first level's this way

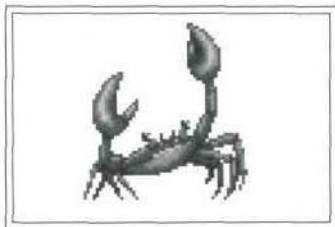


### SHELL SHOCK

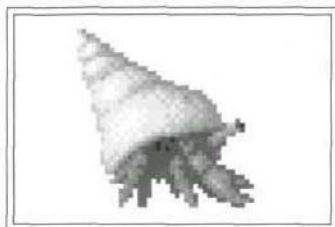
Life's a beach, especially when it's full of sand dunes and sand dudes. Look out for Balloons and Bouncy Bubbles - they can help Cool Spot reach new heights.



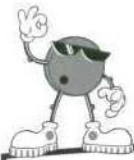
**DRAGONFLIES** Watch out for their shooting stings.



**CRABS** They hide in holes in the sand, popping up occasionally to exercise their pincers.

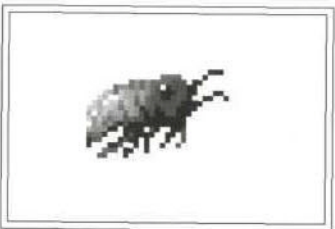


**HERMIT CRABS** These shy little beggars hide in their shells. Let them have a Spot Shot when they poke their heads out of their portable homes. But beware: without a shell Hermit Crabs run riot.

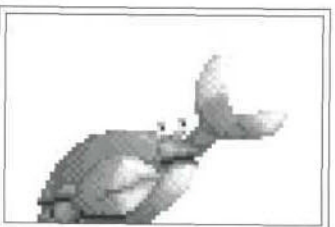


### PIER PRESSURE

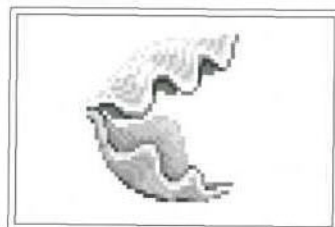
Take a boardwalk along the pier and make the most of the ropes to pass the posts (note that some of them have holes through them).



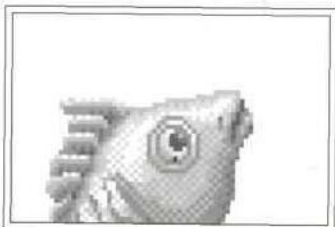
**BEEES** Don't they have anything better to do than dive bomb at Cool Spots?



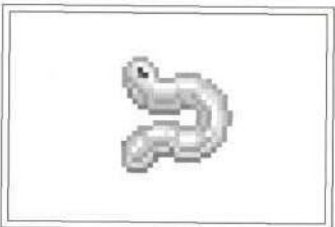
**CRABS** They are red not with embarrassment but anger, which is why they nip anything cool nearby.



**OYSTERS** A noisy noise annoys an oyster which is why they don't open their shells often, but when they do, let them have it with a Spot Shot.



**FISH** They spit water.

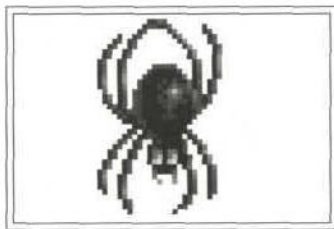


**WORMS** Remove them from the ropes before climbing.



### OFF DA WALL

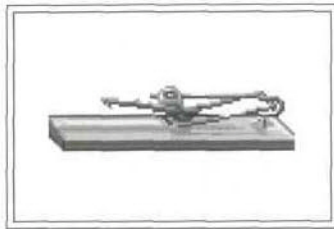
Use the wiring to climb but don't walk on the barbed wire, nails or tacks.



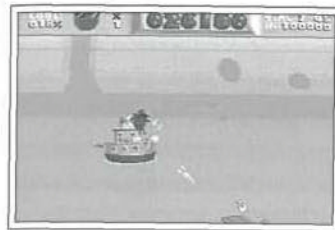
**SPIDERS** They creep and crawl along the ceiling before dropping down.



**MICE** The ratty rodents aren't happy with Cool Spot's intrusion into their domain so they throw lumps of hard cheese at him.

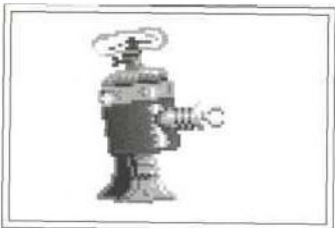


**MOUSE TRAPS** You can use these to propel Cool Spot to new heights, but if he jumps on one the wrong way - SNAP!

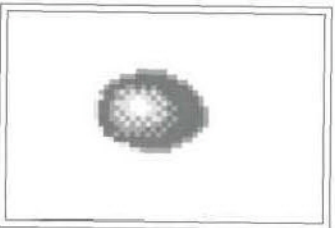


### TOYING AROUND

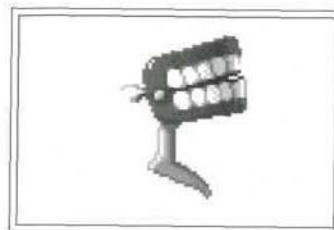
With so many psychotic playthings around this toy shop's not such a fun place to be. The tiny tilting toy UFOs can be used as platforms, but don't fall off them.



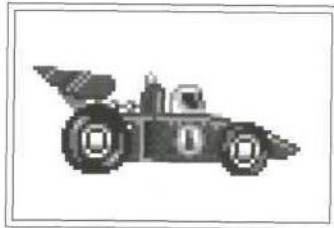
**ROBOTS** They patrol platforms and are stupid but tough.



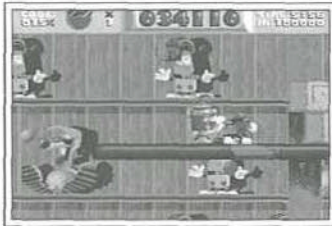
**SLIME BALLS** Ugh. These are nasty bouncing blobs which explode into small pieces.



**TEETH** Chattering clockwork ones with a bite worse than their bark.



**CARS** They drive along platforms.

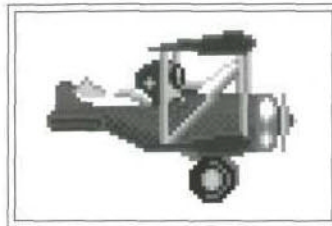


### WADING AROUND

Use the lily pads, toy boats and rubber ducks to help Cool Spot get out of the rubber ring full of water. It's a pity Cool Spot can't swim (that's why he's such a cool surfer - he can't afford to fall in the sea). Outside the ring, toy blimps and rockets suspended from the ceiling make handy platforms. The rockets' spikes don't hurt but they are slippery.



**FROGS** They live on lily pads and spit water.



**BIPLANES** When you hear a buzzing overhead, beware, for these Biplanes drop bombs.

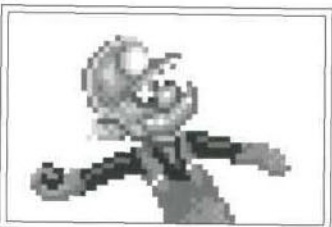


### LOCO MOTIVE

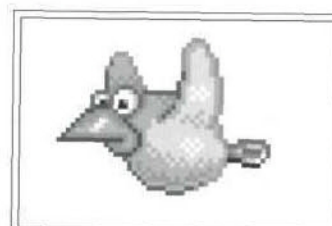
Take a radical ride on a toy train then use the goofy balloons to make it to the top (the UFOs and Bubbles will help here).



**COWBOYS** These boys are rootin' tootin' 'n' shootin' - water from their rifles.



**TRAIN DRIVERS** Where? Oh, there! Watch out, they throw coal.



**BIRDS** Mind they don't drop their load on Cool Spot's head.



## RADICAL RAILS

A far-out version of Snakes & Ladders with a network of slippery slidey slopes and vacuum tubes. It's kinda fortunate there are no Uncool Characters to worry about.



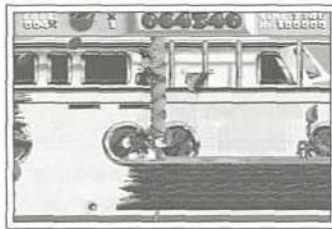
## WOUND UP

You gotta get outta this place if it's the last thing you ever do. Now Cool Spot has to make his way through another side of the Toy Shop, with more Robots, Teeth, Slime Balls and bomb-dropping Biplanes.



## BACK TO THE WALL

Not only are there more Spiders, Mice, Mouse Traps, Barbed Wire, Nails and Tacks to contend with - there are also bouncing Electric Sparks which are sure to shock.



## DOCK & ROLL

Oh no, not more Bees, Crabs, Worms and Oysters ... 'Fraid so!

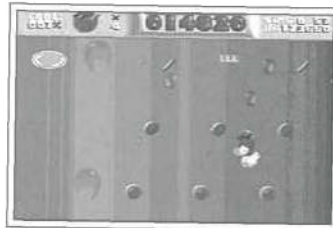


## SURF PATROL

Hang on in there, the end is in sight.

## BONUS GAME

This takes place in a bottle of fizzy pop full of Cool Counters and Bouncy and Blobby Bubbles. Use the Bubbles to help Cool Spot collect the Cool Counters but more importantly to reach the top of the bottle ... where you will find a Cool Letter from the word 'VIRGIN'. Get that Cool Letter - and be sharp about it! (There's a time limit.)

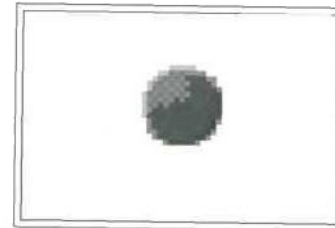


## The Bonus Game

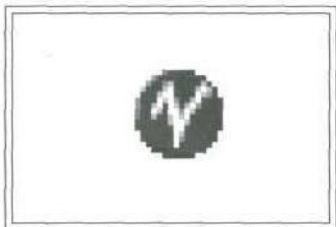
When the Bonus Game is over, Cool Spot will receive a Cool Bonus for the number of Cool Points acquired. He will then store the Cool Letter. If you have a Cool Letter and lose all your Cool Spot characters you don't start from the first level - instead you will continue from the level on which you lost your last Cool Spot character. Note that your score is reset to zero. Beware! Some Bonus Games feature bombs.

## COOL COLLECTIBLES

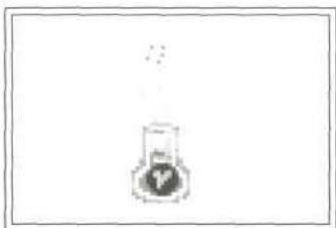
The following items are found on every level. All Cool Collectibles are most useful, so pick them up when you spot them.



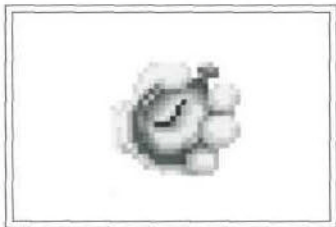
**COOL COUNTERS** Each red spinning disc like this one is worth a Cool Point which is represented as a percentage.



**SUPER COOL COUNTERS** Seven (count 'em) Cool Points packed into a single disc. You won't spot many of these, but when you do, don't walk on by.



**COOL GLASS** Usually left behind by some Uncool Characters removed from play. A Cool Glass boosts Cool Spot's health.



**STOPWATCH** An extra 30 or 60 seconds of time could spell the difference between success and failure.

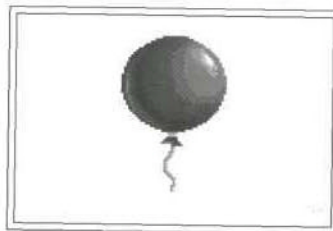


**1-UP** They are usually hidden behind certain parts of the scenery. An extra Cool Spot character is yours if you can discover a 1-Up token.

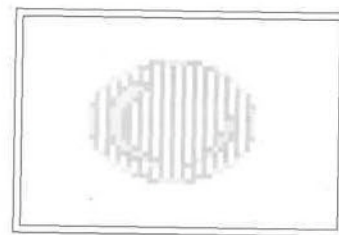


### SPACIOUS SPECIAL SCENERY

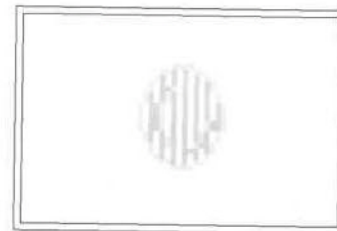
Cool Spot can run and jump on the scenery - he can even jump through some of it. Sometimes though you will spot the following Special Scenery. Take advantage of its most useful nature.



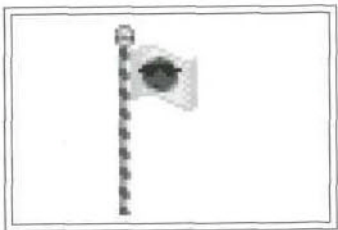
**BALLOONS** Some of them simply hang in the air, others float around, but all of them are useful. Cool Spot will grab a Balloon's string when he jumps near it. He can still throw Spot Shots. Cool Spot will let go of a Balloon's string when he jumps left or right or is hit by an Uncool Character or its shots.



**BOUNCY BUBBLES** They burst when Cool Spot shoots them or lands on them. But! When Cool Spot lands on a Bouncy Bubble he is bounced upwards. Bouncing from Bubble to Bubble is fun AND useful.



**BLOBBY BUBBLES** Smaller but better than Bouncy Bubbles. Cool Spot doesn't jump on to Blobby Bubbles - he jumps inside them. You can then determine the direction of the Blobby Bubble's movement as it floats upwards, just like you'd control Cool Spot. Note that after a few seconds Cool Spot will struggle and break free from the Blobby Bubble. To burst the Blobby Bubble beforehand, jump!



**RESTART FLAGPOLE** Touch it and watch the flag rise to show that Cool Spot's position in the level has been remembered. Now if Cool Spot were to lose all his energy he wouldn't be returned to the beginning of the level, oh no, he'd instead be placed at the last Restart Flagpole he touched.

### COOL PLAYING ADVICE

Cool Spot can throw his Spot Shots in almost any direction. Rotate the joystick in a clockwise or counter-clockwise direction and keep pressing the firebutton as quickly as possible. And remember: practice makes perfect.

Spot Shots ricochet off a Hermit Crab's shell ... and they might perhaps be deflected to hit a Dragonfly.

Small jumps are usually useful for jumping from one rope to another, but they are invaluable when it comes to throwing Spot Shots into an Oyster's open shell.

In the Bonus Game, try to jump through Bouncy Bubbles from below as Cool Spot will fly a little bit higher. And if Cool Spot jumps out of a Bloppy Bubble into a Bouncy Bubble above he will fly way high.

Cool Spot cannot walk through most walls, but he can throw Spot Shots through them. Take advantage of this to take out Uncool Characters on the other side.

If you want to get high scores, collect everything, shoot everything and pay no attention to the time.

*Don't stand on the tiny tilting toy UFOs for too long - Cool Spot will get tipped off.*

### A COOL CHALLENGE

So you managed to complete Cool Spot on all three Difficulty settings? Nice one. Now try the following challenge and prove just how super cool you can be!

If you can collect all six Cool Letters and then complete Cool Spot on the 'DIFFICULT' Difficulty setting without ever losing all your Cool Spot characters you will see a special secret ending!



*Virgin*

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