

BANGERS & MASH

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Here we are at Number 3, Tree Street, Chimpton, breakfast has just finished and those two cheeky chimps Bangers and Mash are about to get up to all sorts of tricks, but before they can start, Mum sends them out of the house to collect loads of fruit for a big pie she's making.

Our two chimps swing off through the trees in search of fruit. Unfortunately for our two pals it isn't going to be easy, and there are lots of hazards to overcome.

Luckily Mash is very good at making (and throwing) mud pies so he drops these through the trees to keep the creepy crawlies occupied while Bangers collects the fruit, after all Bangers can only throw a few mud pies whilst he is so busy.

Oh Dear! Oh Dear! Mrs. Snitchnose (the bad tempered old witch) spots the two chimps, and sends her pet ghosts after them. Bangers will need to throw his mud pies for all he's worth, perhaps he can hide inside a hollow tree trunk.

The flowers and other animals in the forest aren't very pleased with Bangers for creating all this commotion, so he leaves the forest, sneaking past Mrs. Snitchnose's house, but she sees him and sends some wobbly skeletons after him. Gulp - Back to the forest!

Mash has blown up a large balloon, and if Bangers catches it, it should take him to another part of the forest for more fruit and then perhaps home to mum for some dinner, and a big reward for our Chimp Champs.

GOOD LUCK CHIMPS!

FEATURES

Naughty Cheeky Chimps
Banana Skins
A Bad Tempered Witch
Ghosts
Skeletons
Hedgehogs
Pretty Flowers and not so pretty flowers
Chimp biting plants
Balloons

Rickety old log bridges
Mud pies
Ladybirds

HINTS AND TIPS

Keep an eye open for the flowers!

White ones: go bang! and all fruit on screen is collected.

Purple ones: give bonus points.

Blue ones: reverse your controls for a while.

Red ones: They aren't nice at all.

When all your fruit counters are at zero, Bangers will be able to leave that level.

Wow it's enough to send you ape! So don't monkey about get playing.

LOADING INSTRUCTIONS

C64

Press SHIFT/RUN STOP.

Spectrum 48k

1. Type LOAD"" and press ENTER.
2. Stop the tape when requested, and press FIRE or ENTER.
3. Restart the tape to load the main game.
4. Stop the tape when requested and reset the tape counter to zero.
5. Press FIRE or ENTER to play.
6. To load level 2, start the tape and leave it running until requested to stop the tape.
7. If "rewind tape" is displayed, rewind until the tape counter is zero and press play again.

Spectrum 128k

Switch on and press ENTER then follow steps 4 to 7 of 48k version.

Amstrad 464/664/6128

Press CONTROL/ENTER and follow steps 2 to 7 of Spectrum 48k version.

CONTROLS

C64

Joystick (port 2) only.
Commodore key – Freeze

Spectrum 48k/128k

Z - Left
X - Right
ENTER - Fire
L - Jump
F - Freeze

or use a Kempston or Sinclair joystick.

Amstrad 464/664/6128

Z - Left
X - Right
RETURN - Fire
SHIFT - Jump
F - Freeze

Bangers & Mash devised by Paul Groves and Edward McLachlan

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