

HUNCHBACK

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The object of the game is to rescue Esmerelda from her castle keep, avoiding all the obstacles in Quasimodo's path. The program runs on the 48K ZX Spectrum.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

TYPE LOAD " " <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing the SYMBOL SHIFT and P KEY simultaneously, (for further instructions consult chapter 6 of your manual.) Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. Follow instructions on screen.

PLAYING

QUASIMODO must rescue the imprisoned Esmerelda from the castle stronghold. Jump along the Ramparts, swing over the fiery pit, dodge the Arrows and Fireballs and remember to keep ahead of the chasing Knight. 15 Screens each one more difficult than the last. A Demonstration Mode is available to view the completed game – GOOD LUCK!

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STATUS AND SCORING

On screen scoring shows current score, number of lives remaining and Super Bonus. Points are awarded at the end of each completed screen and bonus points if no lives are lost. Hall of Fame feature for best score.

CONTROLS

Quasimodo is guided by either joystick or keyboard controls

Left – Q

Right – W

Jump – SYMBOL SHIFT

Follow screen menu for demonstration or type of joystick interface.

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If you've written a good program why not contact us, without obligation, to discuss marketing. Write to:

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PRODUCED BY D.C. WARD

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