

THE QUEEN'S CLONED HIGHLANDERS



Name.....

Regimental Handbook

RULES OF ENGAGEMENT

Operatives should check the following instructions before committing any act liable to cause a breach of the peace on alien territory:

First: always switch off your machine **for at least 30 seconds** before loading. Then...

ATARI ST owners: Insert *Captain Fizz* disk into Drive A. Switch on the monitor/television followed by your computer.

AMIGA owners: Switch on. If the display prompts for a Kickstart disk, insert one into the internal drive.

When the display prompts for a Workbench disk, insert the *Captain Fizz* disk into the internal drive.

VIRUS WARNING!

This product is guaranteed by Psygnosis Ltd to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game.

RULES OF CONDUCT

*The **QUEEN'S CLONED HIGHLANDERS** must at all times conduct themselves in a manner befitting their Regiment. Her Galactic Majesty particularly requires her subjects to:*

- Greet all aliens **with respect** and at least five blasts of blistering white death. For a **particularly** respectful occasion (a funeral, for example) press **F7** to detonate Player 1's **blitter bomb** (**F8** for player 2's).
- Kick ass (where ass can be seen, otherwise kick **nearest** protuberance).
- Press **F1** to **start** the top player, **F2** for the bottom player, and the fire button to communicate with aliens (see above). **Preserve appearances** and exercise a shoot-to-kill policy at all times.
- Keep a stiff upper oral appendage and press **F10** for a hard game, **F9** for **baby stuff**.
- **Never** to retreat under any circumstances (OK, **F4** - restart, **F3** - pause). **Masochists** can return to the highest level previously completed during the current session (in units of 5) by hitting the HELP key when on the game difficulty select screen.
- **Save on regimental expenses** wherever possible (**F5** - player 1 suicide; **F6** - player 2 ditto).
- Yes, you can **play** this game on your own. No, you can't **win** on your own. Prove us wrong...

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