

THE QUEEN'S CLONED HIGHLANDERS



Name.....

Regimental Handbook

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CONGRATULATIONS!

OK, so it was only a **routine tonsillectomy**. Bet you never guessed you'd recover consciousness on **another planet**, did you? Or that when you **did** come round, you'd **still** have your tonsils? Plus **another body** into the bargain? Surprise, surprise!

Relax! Being hi-jacked on the operating table by an intergalactic Clone-Combat Press Gang isn't **all bad!** The fact that you're reading this means your operation was a **complete success** (sorry about the kidneys) and we're sure you're getting along just dandy with your **new pal**. And if you're not...tough. The process is **irreversible**. If all that's got you sweating under your **collars**, just turn to page 6 for the **Regimental History**. Meanwhile, be NICE to each other, OK? And...oh yes...welcome to

THE QUEEN'S CLONED HIGHLANDERS

Now check out:

- **Page 4** for Rules of Engagement;
- **Page 5** for Rules of Conduct;
- **Page 6** for the Regimental History (plus some tips)

...and **JUMP TO IT!**

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. Please see page seven of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game...Please see page seven for more information regarding viruses and your warranty.

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...

REGIMENTAL HISTORY

The QUEEN'S CLONED HIGHLANDERS have an honourable and glorious tradition stretching back over many years. The Regimental Founder, Dr. Johan Ellison, was the first military operative to turn a run-of-the-mill NHS subcontract into a source of superlative, unprincipled fighting machines (and large amounts of cash). Seized with compassion for those whiling away the months awaiting minor operations, he offered them the chance of a new identity as cloned intergalactic stormtroopers. By offering this opportunity AFTER the operation, he ensured a steady flow of recruits.

Ever since, the QCH have carved for themselves a reputation second to none. The mission to Planet Icarus is a perfect example of double-death-dealing, in which operatives progressed through different levels to destroy the Master Computer. By destroying the alien generators on each level, collecting keys and other objects, and by working out how to disarm the planetary defences, the operatives were able to ascend through the floors by means of special lifts.

During the struggle, audio signals often indicated the accomplishment of some objective, enabling the operatives to enter lifts, cross barriers and solve puzzles. Tactical challenges included the proper distribution of keys between combatants, plus knowing when to fight together...and when to fight alone.

WARRANTY LIMITATIONS

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CREDITS

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