

P A R A S O L

S t A r S™

A M I G A

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PARASOL STARS

ST AND AMIGA INSTRUCTIONS SCENARIO

After rescuing the inhabitants of Rainbow Islands in their last hair-raising adventure, BUB and BOB are enjoying a well earned vacation. However, their peace is shattered when the warmongering warrior Chaostikahn unleashes a magma of menacing monsters throughout the universe.

With their magic parasols in hand (gifts from the grateful Rainbow Islanders)
Bub and Bob must defeat the monsters and free the universe.

Bub and Bob depart from Rainbow World to take on the monsters of seven wildly differing planets:-

World One - Music World

Bub and Bob must battle mutant grand pianos, accordions, trumpets and other musical instruments in this cacophony of chaos!

World Two - Woodland World

Seemingly innocent woodland creatures have been warped by Chaostikahn into deadly monsters, even the trees have a wicked streak.

World Three - Ocean World

The inhabitants of the deep rise up at Chaostikahn's command.
Hordes of hermit crabs, seals and even penguins have become aquatic assailants.

World Four - Machine World

Mechanoid madness!

World Five - Casino World

Every devious device from the casinos is brought against you.
One-armed bandits, playing cards, mounds of gold coins; even humble chessmen are making their move.

World Six - Cloud World

Even high above the ground Chaostikahn prevails over all manner of flying devices - planes, helicopters, satellites - are on the rampage!

World Seven - Giant World

Seemingly his last stronghold, Chaostikahn has mustered his most powerful forces here - giants walk this world - lots of them!

World Eight - Rainbow World

At last Bub and Bob return home for a well earned rest.....if Chaostikahn doesn't get there first!

Are there more worlds beyond these eight?

Only you can find out, and only if you can unlock the secret of the Parasol Stars!!!

LOADING

Insert the Parasol Stars disk into the internal disk drive of your computer and switch it on.

The game will then automatically load and run.

The disk must be in the disk drive at all times whilst the game is running.

CONTROLS

This is a one or two player game controlled by joystick only.

To start a one player game press fire on joystick one.

To start a two player game press fire on joystick two.

Whilst either player is playing, the other player can join in at any time by pressing fire on his/her joystick, providing there are sufficient credits available.

JOYSTICK CONTROLS

LEFT/RIGHT - Move Bub (or Bob) left or right

UP - Makes Bub jump

FIRE - Makes Bub put up his parasol in front of him

FIRE+DOWN - Makes Bub put his parasol up above his head

RELEASE FIRE - If Bub is carrying anything this will make him throw it.

HELP on the keyboard will pause the game. Press HELP again or FIRE to resume.

STATUS AND SCORING

When Bub or Bob is playing he will have a status display at the top of the screen showing his name, how many lives he has left and his score.

If neither of them are playing then this space will be occupied with the message PRESS FIRE and the number of credits.

If there are no credits left then GAME OVER will be displayed.

If both Bub and Bob are playing then you will not be able to see how many credits you have until one player dies.

In the centre of the status area is a blank space where the miracle icons will be displayed when you collect them.

Points are scored by collecting objects and by destroying the monsters.
Every food item collected will score between 10 points and 10,000 points.
All big food items will score 100,000 points.

To get points for destroying baddies you need to throw monsters against each other when they are paralysed (green or blue).
You get 2000 for the first monster you destroy this way, then 4000 then 8000, doubling all the time up to 100,000 if you destroy seven or more monsters with a single throw.

An extra life is awarded after 100,000 points and then after every 1,000,000 points.

As the food you collect becomes more valuable then watch out for the 100 coin - it's only worth 100 points, but it gives you an extra credit!

HOW TO PLAY

To get past each level you have to clear it of all monsters before your time runs out.
If it does run out the foul Gaiko will begin its relentless pursuit from which there is no escape!

HOW TO DESTROY THE MONSTERS

To destroy the monsters you first have to paralyse them. This is done by hitting them with your parasol, or for the stronger monsters by throwing objects at them. When a monster is paralysed then it will turn green (if Bub paralysed it) or blue (if paralysed by Bob). When a monster is paralysed you can destroy it, either by picking it up and throwing it against the wall, or by throwing something else at it.

HOW TO USE THE DRIPS AND DROPS

Most levels have some sort of magic droplets dripping and rolling around them.

You can collect these drops on top of your parasol and throw them at the monsters.

But best of all, if you collect five small drops on top of your parasol they will merge to give you a mega-drop.

There are four types of mega-drop:

Water Drop - Unleashes a torrential cascade, washing everything before it!

Fire Drop - Forms a deadly field of fire wherever it falls!

Lightening Drop - Shoots an unstoppable bolt of lightning across the world!

Star Drop - Sets off a spiral of deadly spinning stars!

HOW TO KEEP YOUR PARASOL UP

The most important technique to master is attacking monsters from below. If you are standing below a monster then put your parasol up by pressing fire and holding the joystick down. Then jump by quickly moving the joystick up.

Your parasol will remain up and you should paralyse the monster. If you jump up with the parasol up above your head then you can keep it there by quickly moving the joystick down whilst still pressing fire.

HOW TO COLLECT OBJECTS

You can collect objects by walking over them or by throwing something over them.

You can often find new objects by throwing something over the ground.

Some objects just give you points, some give you special powers such as:-

Magic shoes - Helps you move up to twice as fast.

Hearts - Gives you bonus food when you finish a level.

Crooks - Like a heart but more!

Power heart - Give you deadly powers for a limited time.

Clock - Stops time for everyone but you.

Diamond ring - Unleashes a deadly glowing star to aid you!

Bomb - Explodes with catastrophic effect!

There are four very special items - the Miracle Icons. Every time you collect one of these it will appear at the top of the screen when you have collected three you will get a miracle. If you get three correctly then this will open doors for you!!!

The most powerful miracle icon is the Parasol Stars!

End of Planet

Each planet has seven levels, on the last level of each world there is a special planetary guardian. This cannot be defeated by normal means. Bub and Bob must collect the power flagons to give them temporary special power. If you put your parasol up above your head (down+fire) then you will generate droplets on it which can be thrown at the guardian, or you can continue generating droplets to get a mega-drop.

HINTS AND TIPS

1. Use your parasol to the full, it can be used as a weapon and as a shield.
2. Destroy the most dangerous monsters first, remember the most dangerous is not always the one that moves the fastest!
3. Collect food, find out where food is generated when you throw things across the ground, use these to get credits as you will need them later.
4. Use the Mega-drops, especially the water, to flush out monsters in difficult to reach places.
5. You can jump on lots of things - drops, paralysed monsters and the other player's parasol. Quite often you need to remember this when getting out of a seemingly impossible situation.
6. Watch the demo mode to see how it is done by an expert!
7. There is a way in - somewhere!



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