



SNOOPY - THE COOL COMPUTER GAME!

LOADING THE GAME:

For both the ST and AMIGA versions, simply have the game disc in the drive when you power up your computer. The game will automatically load and run.

CONTROLS:

This game is designed to be played with a joystick only. However you can toggle on and off the music which plays during the game by pressing F2. F1 will pause the game. You can restart the game from the start by pressing F10 at any time. Use the SPACE BAR to move in to the screen. You can only move in at the middle of a screen where you see a path.

PLAYING THE GAME:

Linus has lost his blanket. The world is ending for him! Linus is trying to be patient, though, and Snoopy has offered to try to find it for him.

You control where Snoopy goes in this game, and what he does in his search for the missing blanket. You can control Snoopy going left and right in the usual manner with the joystick. Pushing the joystick up will cause Snoopy to jump up, and pulling it down will allow him to pick up up the nearby object. If you want Snoopy to try to use the object he is carrying then press the 'fire' button on the joystick. If you press the fire button when Snoopy is not actually carrying something, but he is standing next to it, then he may tell you about it!

You will have to use all the ingenuity at your disposal to find Linus' blanket. Many things you see around will have more than one use, so you'll have to experiment to discover the solutions! In fact to ensure that this is probably one of the most challenging games you've ever played, we've in fact hidden the blanket in at least two places! So solve this game once, and you've still got at least one more solution to discover.

This game has a time limit of a 'real' 45 minutes. You can see the time by picking up the watch and using it. The game starts at 10am. You can also see your score by either going to the score board at the game field (look for it!), or by picking up the clipboard and using that – Snoopy will then tell you your score.

If you want to try to give an object to one of the characters, then you'll have to drop it very near to the character in question.

Good luck, Joe Cool!

CREDITS:

Game coding: Sean Griffiths

Graphics: Jack Wilkes

Music/Sound: David Whittaker

Game Design: Sean Griffiths, with Jack&Tim

Peanuts Characters (c) 1958, 1965 United Features Syndicate Inc
Game design/coding (c) 1989 The EDGE(Softek Intl Ltd)

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