TERRY'S BIG ADVENTURE

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LOADING INSTRUCTIONS

ST & Amiga	Switch off computer for 30 seconds, insert disc and switch on.
C64 Cassette	Insert cassette and press SHIFT RUN/STOP
C64 Disk	Insert disk and type LOAD "*", 8, 1

CONTROLS

JOYSTICK ONLY FOR ALL MACHINES

Joystick for LEFT, RIGHT and JUMP
FIRE button fires Yo-Yo or throws rocks

SPACE BAR		Toggles between stones and Yo-Yo
	P	Pause
	Q	Quit
	S	Music/FX toggle (NOT on C64)

You may start the game at either the first round or the round you last reached.

GAMEPLAY INSTRUCTIONS

The idea of the game is to guide Terry to his house through 12 levels of obstacles and adversaries. You have 2 choices of ammunition to fend off the relentless stream of creatures, your trusty Yo-Yo or stones that you find along the way. Some of the nasties require more than one hit in order to destroy them and some will have to be avoided altogether.

After each round is completed you are placed in a Bonus level before entering the next round. There are some areas in each section which may only be entered if you have found a key. These are found, as are most of the features, by catching them having hit a baddie. Other features gained in this way are:
Invulnerability for collecting the letters of the word "TERRY"
Extra bonus time by catching the rings
Extra life for finding all the letters in the word "EXTRA"

The white mushrooms should be collected for points whilst the ones moving up and down increase the time alloted for the round. The others however, should be avoided.

The stones can be collected by jumping on the smooth rocks. Collecting the flags will act as score multipliers and for each 20,000 points an extra life will be awarded.

There are a number of other features but you will have to look and learn!