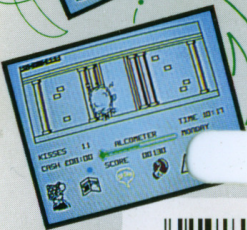
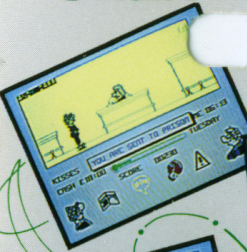
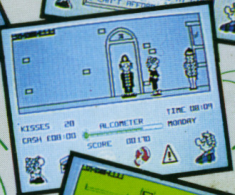
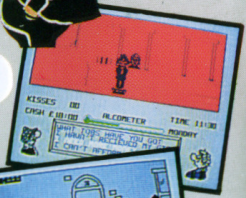


ANDY CAPP

ANDY
FLO
CHALKIE
THE RENTMAN
THE BARMAN
THE POLICEMAN
AND MORE!



Screen
pictures may
be a different
version



5 015103 778874

ALTERNATIVE SOFTWARE LIMITED UNITS 3-6 BAILEYGATE INDUSTRIAL ESTATE
PONTEFRAC T WEST YORKSHIRE WF8 2LN TELEX 557994 RR DIST G



AS759

SOFTWARE

ALTERNATIVE +

ANDY CAPP



CBM64/128



299 RANGE

ANDY CAPP

ANDY CAPP

It's Monday morning and you're in a flat spin. Flo's demanding your dole cheque. She'll be off to her mother's if she doesn't get it soon. And who'll do the washing-up then.

You'll need every ounce of your northern wile and charm to raise the cash to survive, one way or another. Maybe you can extract a quid or two from your friends? Or try your luck on the horses? But whatever you do, steer clear of the rentman and the local copper—they're both after you with a vengeance!

Watch your favourite cartoon characters come alive as you duck and dive, dodge and weave your way through a week in the life of Andy Capp.

LOADING SPECTRUM 48K

Load "" and press enter.

COMMODORE 64/128 TAPE

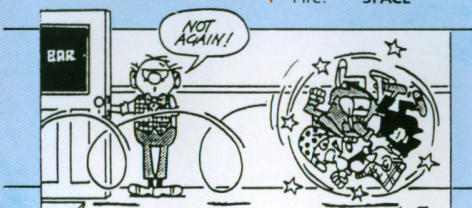
Press SHIFT + RUN/STOP.

AMSTRAD CPC TAPE

Press CONTROL and small ENTER.

KEYBOARD CONTROLS (ALL FORMATS)

Left: O
Right: P
Up: Q
Down: A
Fire: SPACE



JOYSTICK CONTROLS

Normal joystick movements apply.
Compatible Spectrum joysticks: Interface 2, Kempston, Cursor.

PLAYING THE GAME

To move Andy around the town, use left and right movement controls. Actions are performed using the four icons at the bottom of the screen. These are accessed by pressing FIRE, highlighting the appropriate icon using the left and right controls, then pressing FIRE again.

From left to right, the four icons are:

WALLET

For moving money in and out of your pocket and for buying items when possible.

SPEAK

For general conversation and questioning characters during the game.

FIGHT

Sometimes getting into a scrap is the only way to get yourself out of a sticky situation.

ACTION

For examining and using objects and displaying the game options.

Choose from the game options by moving the highlight up and down, then pressing FIRE.

You can blow kisses at characters by using the down control—they'll be so stunned, they'll stop dead in their tracks and you can make your getaway.

To turn a corner or enter a building, turn to face it and press up.

To talk to or fight with a character, you must be touching them (unless they're static characters).

HINTS

Keep your alcometer topped up—the necessary is available from you-know-where, but only during opening hours.

Steer clear of the policeman—you're on the wanted list. If you fancy a flutter, remember you don't only get tips from inlay card.

If you get involved in a fight, watch you don't lose your wallet.

After all, if things get desperate, you could always get a job . . .

CREDITS

Andy Capp: The Computer Game was conceived, designed and programmed by Blitter Animations. All characters are based on the original creations of Reg Smythe and are the property of Mirror Group Newspapers.

© Mirrorsoft Ltd 1987. The computer game contained in Andy Capp and its associated documentation and materials are protected by National and International Copyright Law. Storage in a retrieval system, reproduction, translation, copying, hiring, lending, broadcasting and public performance are prohibited without the express permission of Mirrorsoft Ltd. All rights of author and owner are reserved worldwide.

E lunedì mattina e sei al verde. Flo vuole i soldi, e se non glieli dai subito minaccia di tornare da sua madre. E a quel punto chi laverà i piatti?

Dovrai far ricorso a tutta la tua astuzia e al tuo fascino nordico per trovare i soldi per sopravvivere, in un modo o nell'altro. Forse potresti scroccare qualche sterlina agli amici? Oppure tentare la sorte ai cavalli? Ma in ogni modo, stai alla larga dall'esattore e dal poliziotto di quartiere—ti stanno entrambi cercando e sono furibondi!

Osserva il tuo personaggio preferito che si anima, mentre ti abbassi e ti tuffi, schivi e serpenteleggi per una intera settimana nella vita di Andy Capp.

ISTRUZIONI DI CARICAMENTO
COMMODORE 64/128 CASSETTA
Premi SHIFT e RUN/STOP.

CONTROLLI TASTIERA (TUTTI I FORMATI)

Sinistra: O
Destra: P
Su: Q
Giù: A
Fuoco: BARRA

CONTROLLI JOYSTICK

I controlli si eseguono con i normali movimenti joystick. Joystick Spectrum compatibili: Interface 2, Kempston, Cursor.

PER GIOCARE

Per muovere Andy in giro per la città, usa i controlli dei movimenti sinistra e destra. Le azioni vengono eseguite mediante la quattro icone in basso sullo schermo. Queste si accendono premendo FUOCO, evidenziando l'icona appropriata, e poi premendo di nuovo FUOCO.

Da sinistra a destra, le quattro icone sono:

PORTAFOGLIO

Per per mettere e tirare fuori i soldi dalle tasche e per acquistare oggetti quando possibile.

PARLARE

Per conversare in genere e per interrogare personaggi durante il gioco.

LOTTARE

Qualche volta una rissa è l'unico modo di uscire da una situazione difficile.

AZIONE

Per esaminare e usare oggetti e far apparire le opzioni di gioco.

Scegli tra le opzioni muovendo l'evidenziatore in alto e in basso e poi premendo FUOCO.

Puoi inviare baci ai personaggi mediante il controllo GIÙ—rimarranno esterefatti e tu potrai scappare.

Per girare un angolo o entrare in un edificio, mettili di fronte e premi SU.

Per parlare o lottare con un personaggio, devi toccarlo (a meno che non siano personaggi fermi).

SUGGERIMENTI

Mantieni il tuo alcolometro al pieno—sai dove trovare l'occorrente, ma solo durante l'orario di apertura.

Stai alla larga dal poliziotto—sei sulla lista dei ricercati.

Se hai voglia di scommettere, ricordati che le soffiate non vengono solo dal botteghino.

Se sei coinvolto in una rissa, stai attento a non perdere il portafoglio.

Infine, in caso disperato, puoi sempre trovarti un lavoro . . .

FEATURING ALL
YOUR FAVOURITE
CHARACTERS FROM
THE DAILY MIRROR
CARTOON STRIP



Es ist Montagmorgen, und du sitzt ganz schön in der Klemme. Flo, deine 'bessere Hälfte', verlangt dein Arbeitslosengeld, und wenn sie es nicht bald bekommt, geht sie zurück zu ihrer Mutter! Und wer macht die Aufwäsche dann?

Mit deinem ganzen Geist und Charme mußt du versuchen, das Geld irgendwie zusammenzukriegen. Vielleicht kannst du ein paar Mark von deinen Freunden pumpen? Oder dein Glück bei der Pferdewette versuchen? Was immer du auch tust—meide die Polizei und den Mietkassierer—sie sind beide hinter dir her!

Als Andy Capp mußt du dich wohl oder übel durchschlagen, mußt dich ducken und wehren, laufen und springen—und manches mehr.

LADENANWEISUNGEN
COMMODORE 64/128 CASSETTE
SHIFT und RUN/STOP drücken.

STEUERUNG (ALLE FORMATE)

Tastatur:
Links: O
Rechts: P
Aufwärts: Q
Abwärts: A
Feuer: LEERTASTE

JOYSTICK

Der Joystick ist auf die übliche Weise zu betätigen. Kompatible Spectrum Joysticks: Interface 2, Kempston, Cursor.

DAS SPIEL

Andys Bewegung durch die Stadt dirigiert man über die Rechts-/Links-Steuerung. Die 4 Symbole unten auf dem Bildschirm dienen verschiedenen Tätigkeiten. Hierzu drückt man FEUER, hebt das gewünschte Symbol mittels der Rechts-/Links-Steuerung hervor und drückt erneut FEUER.

Die 4 Symbole sind, von links nach rechts:

BRIEFTASCHE

Hiermit steckt man Geld in die Tasche oder nimmt es heraus und kauft Gegenstände, falls möglich.

SPRECHEN

Zur allgemeinen Unterhaltung und zum Befragen von Personen während des Spiels.

KÄMPFEN

Manchmal kommst du nur durch eine kleine Handgreiflichkeit aus der Klemme.

AKTION

Hiermit werden Gegenstände untersucht und verwendet, sowie die Spieloptionen angezeigt.

Die gewünschte Spieloption wählt man durch Auf- und Abbewegen der Schreibmarke, gefolgt von FEUER.

Mit Hilfe des Abwärts-Cursors kannst du den Personen Küsse zuwerfen. Sie werden derart in Erstaunen versetzt, daß sie wie versteint stehenbleiben, so daß du entkommen kannst.

Um in ein Gebäude oder um eine Ecke zu gehen, stellt man sich davor und drückt 'Aufwärts'.

Um mit einer Person zu sprechen oder zu kämpfen, muß man sie berühren (außer wenn es sich um stillstehende Personen handelt).

TIPS

Der Alkolometerstand darf nie zu stark fallen—wo es das Notwendige gibt, weißt du ja—aber nur während der Öffnungszeiten!

Der Polizist ist unbedingt zu meiden, denn du bist auf der Liste der gesuchten Personen. Wenn dich die Pferdewette lockt, bedenke, daß Tips nicht nur von der Anzeigetafel kommen.

Wenn die ins Handgelenke kommt, paß auf deine Brieftasche auf!

Wenn's schließlich gar nicht mehr anders geht, kannst du dir ja immer noch Arbeit suchen . . .

© Alternative Software Limited 1990

PROGRAMMERS—If you have written a good programme for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!! SEND TO: The Evaluation Department, ALTERNATIVE SOFTWARE Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.

AS 759