

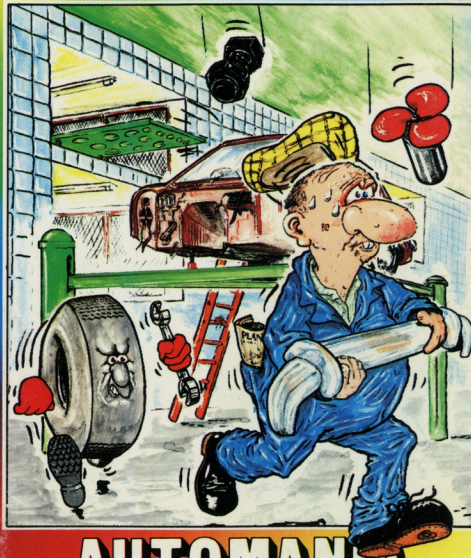
AUTOMANIA (MANIC MECHANIC)

To Load Press the Shift Key
+ Run Stop Together.

O.K. Wally try and get it right this time! All you have to do is get these car parts from the store, take them to the assembly area and put 'em together. Simple, INNIT? If you had bought decent shelving units things wouldn't keep falling off would they Wally, and if the gangplanks seem to have a mind of their own 'appen it's 'cause you're a Wally, Wally. If you put things back in their right places you wouldn't have to jump over them to get what you want. With your flat hat, beer belly and over-size boots you really are a Wally, Wally.

You as Wally Week have ten cars to build, each consisting of 6 parts. You will begin in the store area with tyres bouncing around and a tidy robot to harrass you. You must go to the stock room, identify the parts required, and go up the ladders to each level to collect them (moving over the part will collect it). The gangplanks are none too safe and you must jump the gaps to reach the relevant parts. There are various items

SENSATIONAL SOFTWARE FROM MIKRO-GEN



AUTOMANIA

(MANIC MECHANIC)
FOR COMMODORE 64

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MIKRO-GEN

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44 The Broadway, Bracknell, Berks.

0344 427317

strewn on the floors which again you have to jump over. These appear in different places on each screen, so the game is a constant challenge.

You will then return to the assembly area to place the parts in their correct position on the car, but to deposit the upper parts of the car (e.g. windscreen, roof etc.) you will have to jump in the correct position.

When loaded the programme automatically enters a demonstration mode (which shows you what you will encounter in the game), and this will continue until you press any key to exit. This will return you to the menu screen:—

Key 1	Music On
Key 2	Music Off
Key 3	Joystick (Must be in port 1)
Key 4	Demonstration Mode
Key 5	Define your own Keys

The programme automatically sets:

Q-UP	O-LEFT	SPACE BAR	JUMP
A-DOWN	P-RIGHT		

You will start with 3 lives and gain an extra life for each car you complete. However, you also have a time limit on each car part and will lose a life if you exceed this limit.

Right Wally, away you go!!

Watch out for Wally Weeks other wacky adventures.

COMPETITION RULES

Each month Mikro-Gen agrees to award £100 in prize money which will be paid to the person achieving the highest verified score to that date.

Should one month's highest score not be surpassed, the prize money for succeeding months will be awarded to the previous verified highest score, until it is beaten.

Entries will only be accepted when accompanied by the code that appears on the screen. Please state that your code and score was achieved on a Commodore 64.