

BONE CRUNCHER



SUPERIOR SOFTWARE
Limited

ACORNSOFT

PLAYING INSTRUCTIONS

The Scenario

You play the role of Bono, an amiable dragon who lives in a castle by the sea. As a shrewd business-dragon, keen on "nice little earners", you make your living by selling soap to the giant monsters who bathe in the sea surrounding the castle. The monsters are so large that they need plenty of soap, and in order to keep their business you must supply them regularly.

Your Objective

Your castle is the headquarters of "Bono's Bathing Company". Inside the castle are 24 increasingly hazardous chambers where you and your business partner, Fozzy, produce soap by an age-old recipe: collecting skeletons and boiling them in a cauldron. Five skeletons are needed to make one bar of soap. Once you have collected five skeletons, simply move to a cauldron and touch it.

Before you move into the next chamber you must produce five bars of soap; you must also deliver each bar in turn to the bathing monsters by climbing up the staircases which exit from the castle chambers. However, your employment is hampered by the deadly creatures that inhabit the chambers, and you will also encounter many obstacles in your path.

The Deadly Creatures

There are three types of deadly creature that reside within the castle chambers:—

Monsters

If a monster catches you it will kill you immediately. There are three ways to deal with monsters:—

- (1) Trap them in by using a glook. If a monster is unable to move it will die and you can then collect its skeleton.
- (2) If you only need to pass by a monster, your friend Fozzy can assist. He is capable of holding the monster so that you can pass unharmed. Fozzy will hold a monster only if he is directly in between you and the monster.
- (3) Lure the monster into a trapdoor. However, the monster will then disappear without trace — you will be unable to take its skeleton.

Spiders

Spiders love to eat skeletons. Spiders always follow the left-hand edge of the chamber, unless they become stunned. They cannot be killed themselves but their venomous bite is fatal to you. Fozzy, incidentally, is invulnerable to their poison.

Glooks

Glooks are unusual creatures who are attracted to the smell of the soap being used by the bathing monsters; they always move towards this aroma. The direction in which the glooks move is determined by the current aroma direction, which changes each time a bar of soap is delivered up the stairs. The direction you enter the stairs will be the direction of their next aromatic inclinations. You can push glooks out of your way.

LOADING INSTRUCTIONS

CASSETTE

If you have an Econet or Disc Filing System fitted, type the following:

*TAPE

and press the RETURN key.

If you have Econet, type the following:

?&224=&A6

and press the RETURN key.

Now type CHAIN"" and press the RETURN key.

Press PLAY on your cassette recorder and wait for the program to load.

If you have loading problems:

Try adjusting the volume level on your cassette recorder.

If it has tone controls, they should be set to output the maximum treble. In the unlikely event of the cassette failing to load, return the cassette to us and we will immediately send a replacement.

DISC

If you have Econet, type the following:

?&224=&A6

and press the RETURN key.

Now press SHIFT-BREAK and wait for the program to load.

In the unlikely event of the disc failing to load, return the disc to us and we will immediately send a replacement.

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GAME CONTROLS

Keys

Z Move Left
X Move Right
* Move Up
? Move Down
RETURN Action (see below)

P Enter Password (at start of game)
ESCAPE Kill Yourself (useful if you become trapped)
SHIFT and R Restart Game

COPY Pause On
DELETE Pause Off
S Sound On
Q Sound Off

D Increase Music Volume
W Decrease Music Volume } BBC Micro version only

If you press the RETURN key and momentarily press the appropriate direction key, Bono can push glooks or dig earth without actually moving from his current position.

GAME CHARACTERS



Bono



Fozzy



Skeleton



Key



Door



Cauldron



Stairs



Earth



Trapdoor



Monster



Glook



Spider

The Chambers of the Casile

As you journey through the chambers you will come across a number of doors. To open each door you will need to use a key.

In each chamber there is a hidden volcano full of glooks. The volcano is "uncovered" by treading on a certain part of the ground, and an active volcano may spell disaster for your business enterprise. If you become trapped, you do have the option to commit suicide — thereby losing one of your lives.

Trapdoors, if used correctly, can swallow up pesky monsters, but watch your own step too!

In some parts of the chambers, you will see monsters trapped in by the surrounding earth. You should usually aim at ensnaring these monsters by removing some of the earth and trapping them in by using a glook. The maximum number of skeletons, soap and keys you can carry is nine of each.

Your Partner: Fozzy

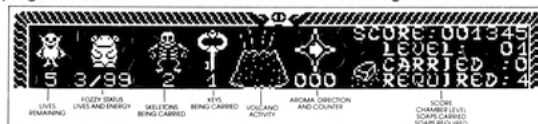
Your friend Fozzy is a useful guy to have around, although he is rather dim. He usually keeps to the right-hand edge of the chamber, unless he becomes dazed. If he does, give him a push and you will soon bring him round. He is strong enough to be able to hold monsters whilst you pass by, and he can also protect you from the spiders. Fozzy has a limited amount of energy and he will die if it runs out. This will occur if he is trapped. Fozzy has three lives.

The Password Feature

On completing a chamber, a password will be shown on the screen. Use this password in future if you want to skip previous chambers, and start the game at the chamber of your choice. However, in order to enter our competition, you must complete all of the chambers without making use of passwords.

The Status Screen

At the bottom of the game screen, you will see the status section — where your progress is monitored. The indicators show the following information:—



Fozzy's
Status Indicator



DEAD



TRAPPED



HOLDING
A MONSTER



ACTIVE