



BOZO'S ~ NIGHT OUT ~



Amiga
ULTRA FAST LOAD

Requires Joystick

BOZO'S NIGHT OUT

by TASKSET

commodore
64

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BOZO'S NIGHT OUT INSTRUCTIONS

LOADING

1. Check that the tape is fully rewound. Keep the deck as far from the TV as possible during loading.
2. Hold down SHIFT and press RUN/STOP. Press PLAY on the deck and the program will load and run. The screen will be blank during loading (14 mins).

SETTING UP

Use joystick port 2 (nearest the back) to control Bozo's direction. Press FIRE to start or pause.

THE GAME

The object of this game is to get Bozo safely home having drunk as many pints of wobble juice as possible. He may walk either left or right along the street to get to his house, or he may go through Weirdo Park either as a shortcut or to avoid the hazards of the street. But be warned, the park contains an unbelievable variety of hideous nasties, of nightmare intensity, but he may escape them by playing hide and seek around the vegetation.

He starts with five pints and successfully home he may end the game and record his score in Bozo's famous league of inebriates, or try again with five more pints. Failure to get home will result in the loss of pints, and losing all pints will end the game.

This game features state-of-the-art interrupt driven graphics, split screen scrolling with 3D backgrounds and sprites, as well as professional arrangements of well known drinking tunes.

HINTS

Avoid bumping into anything inanimate as this will temporarily increase Bozo's wobble.

Devised and programmed by Gibbo, Illustrated by Mark Harrison.