

Can you fly a helicopter and use it to build a hotel on an island paradise?

Can you build high and strong in six days to beat earthquakes, floods, storms and lightning?

Play against the computer or another player, in this original game of tactics and dexterity.

SLIDE OUT THIS CARD AND SEE BACK FOR INSTRUCTIONS

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CATASTROPHES

CBM 64

MIRRORSOFT

CATASTROPHES



by Andromeda Software

JOYSTICK ONLY

**CBM 64
SPEEDY
LOADING**

CATASTROPHES

HOW TO START

- TO LOAD: Cassette – Hold down **Shift** and press **RUN/STOP** key.
- Disk – See disk label.
- Connect Joystick – Note that 2 players can play simultaneously provided two joysticks are connected.

When the title screen appears, press the fire button and instructions will appear. Press the fire button to choose the player level, and then press again to start the game.

Control the helicopter to pick up bricks from the barge and place them on the building. Pressing the fire button picks up or places the brick.

If you are hit by an aircraft you have up to 4 spare helicopters which can be brought in from off the screen. Each day you must build as large a building as possible to meet the target set.

SCORE : EACH BRICK – 100 Points
A NEW STOREY – 500 Points

Pressing the **RUN/STOP** will return you to the title page.

TACTICS

You are liable to suffer from the following catastrophes – storm, lightning, earthquake or flood. Each will damage your building in a distinctive way.

However, if you watch carefully you will see that warnings are given that a particular catastrophe is imminent. Knowing the damage characteristics of this catastrophe will enable you to minimise its effect by sensible last minute positioning of bricks on your building.

If after starting the game you stop playing you will find that the computer will take over and you can watch a demonstration game. However, do not expect to get a high score this way!

Build well and hit the headlines!