

CREATURES

64/128

CBM 64/128 Cassette

A unique platform game featuring the cutest furry character around. Guide Clyde through 6 stages and 3 torture screens in a game that will have you running back to your keyboard time and time again!

"The best game ever...brilliant!" 95% ZZAP Gold Medal (C64)

"A corker, one hell of a good game, you'd be daft to miss it!" 91% Commodore Format

"Every C64 owner should buy this NOW!" 90% C&VG (C64)

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CREATURES



Screenshots are intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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AVAILABLE ON
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CASSETTE ONLY



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MULTIMIXX 4



VENDETTA



GUNSHIP



COMING SOON:

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CBM 64/128
SPECTRUM/
AMSTRAD
PROJECT STEALTH
NOT AVAILABLE ON
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CASSETTE



AIRBORNE RANGER



TURRICAN™ II



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH

CREATURES

Insert tape into tape player, making sure it's rewound on Side A. While holding down **SHIFT** key, press **RUN/STOP**. When the screen prompts you, press play on player.

Creatures is a multi-load game: follow all on-screen instructions to play.

Out in the nether regions of deepest space (in the far bottom right of the Milky Way) lies a small, insignificant little planet named **Blot**. Although a pretty place, it's deserted after its inhabitants were forced to flee from an awful fate – being called by such an unhip name as **Blotians**. As soon as they were able, they built a crude but sufficient colony ship and spluttered off into space in search of a trendier planet. Until such a place was found they renamed themselves **Fuzzy Wuzzies** in search of real hipness.

Unfortunately, a collision with an asteroid led to a crash landing on **Earth**. As luck would have it, they landed in some blue wobbly stuff – commonly known as the **Pacific Ocean** – next to an undiscovered island. After the Fuzzy Wuzzies swam ashore they promptly began building a village and named the island **'The Hippest Place in The Known Universe'**.

What the Fuzzies didn't know was the existence of bad tempered **Demons** living on the far side of the island. These demons were enraged by all the noise made by the cheerful Fuzzies, and hated even more the ridiculously silly island name.

The Demons came up with a cunning plan to put an end to the commotion and general good time being had by these intruders – they invited them to the biggest party ever held on the island. Fuzzies cannot resist a good party, and all of them brushed up their fur and attended. But just as they were starting to enjoy themselves the Demons threw a net over everyone and carted them off to their **Torture Chambers**.

The only one who wasn't caught was **Clyde Radcliff**, a tanked up little Fuzzy already throwing up in the bushes. The next morning Clyde woke up with a splitting headache and breath so bad it could scorch a tree at six paces. Nevertheless, our courageous little hero vowed to destroy the Demons and rescue his fellow Fuzzies.

GAMEPLAY

Each stage in the game represents part of the island. Once the end of the stage is reached and completed, Clyde enters a **Witches Hut**. Inside is a good witch who has a Fuzzy fetish and offers to mix **Magic Potions** which, when drunk by Clyde, give him special weapons.

However, to enable the witch to mix any potions, she needs ingredients. These are in the form of **'Magic Potion Creatures'** found during each stage. It's important for Clyde to collect as many MPCs as possible before entering the hut, so that he can obtain better potions from the witch.

An enemy will only be killed if it flashes white when hit. Some enemies that appear to be completely separate from each other will in fact be 'linked'.

If any of these are hit, the rest of the linked enemies will also be hit.

Once two stages have been completed, Clyde is not automatically put onto the next level. He will first find himself in a Torture Chamber. This is the location of one of his friends who must be saved to proceed any further.

CONTROLS

GET READY: Joystick LEFT/RIGHT – music ON/OFF

IN-GAME: Run-stop – pause (move joystick to resume)

Q: (from Pause) – Quit

CLYDE: Pushing **UP** makes Clyde jump. If **FIRE** is depressed, Clyde will fire (using the current weapon). If **FIRE** is held down for a second and then released, Clyde's bad breath will be used and he will breathe a large flame. Pulling **DOWN on the joystick and then pressing FIRE** will present you with the 'weapons tablet'. **Keeping FIRE pressed, pulling LEFT and RIGHT** will enable you to view the weapons, and **releasing FIRE** will select the chosen weapon.

Note: only the weapon purchased in the shop will be displayed in the weapons tablet. The weapon's grade is indicated by its colour: Red – grade 1; Green – grade 2; Blue – grade 3.

SHOP: (When the weapon tablet appears) Joystick LEFT/RIGHT – view all the weapons

FIRE– Buy weapon (at its indicated grade). A weapon will only be added if you have enough Magic Potion Creatures for the witch to use as ingredients, and the weapon is not at its maximum grade (grey).

You can also buy information from the witch by selecting the **'I'** icon. She can give you up to three clues, helping you complete the next Torture Screen. Selecting the **'E'** icon will exit the shop and continue the game.

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ISTRUZIONI PER IL CARICAMENTO VERSIONE DISCO

Inserire il disco e digitare **LOAD """, 8, 1**

Creatures caricherà automaticamente. *Creatures* è un gioco a multi-caricamento: seguire tutte le istruzioni sullo schermo per giocare.