

GUTZ

NIGHTMARE

A DREAM COME TRUE!

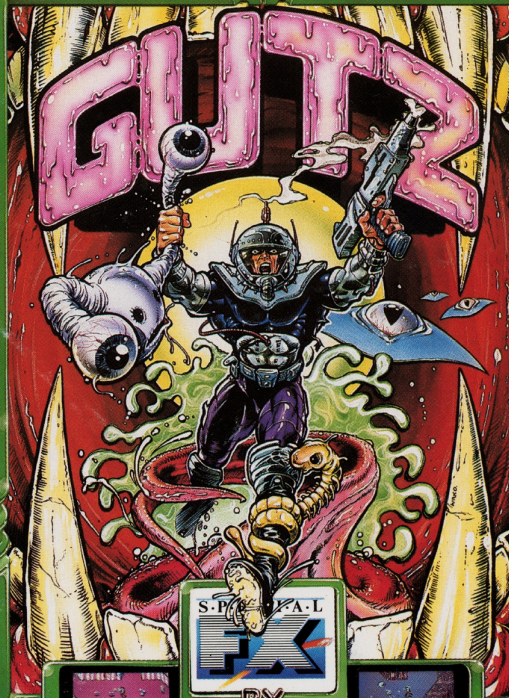
YOU HAVE BEEN SWALLOWED! EATEN ALIVE BY AN EXTREMELY HUNGRY, TEN MILLION TONNE MEGA-BEING, THE SIZE OF THE MOON, ON A JOURNEY TO EARTH FOR ITS MAIN COURSE! NOW TRAPPED WITHIN THIS RAVENOUS MONSTER FIGHT ITS ANTIBODIES TO GAIN ACCESS TO THE MAIN FUNCTIONS IN ORDER TO SHUT THEM DOWN -- AND THAT'S NOT EASY! THEN BUILD A SPECIAL WEAPON, BREACH THE DEFENSIVE DOORS....JUST FOR STARTERS!



Sale of this product is prohibited in the United States and Canada. This Commodore product is intended to be compatible with the European PAL system and will not operate when used on NTSC systems.



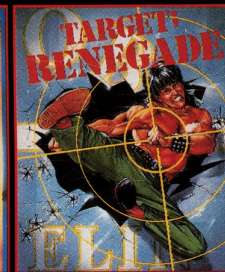
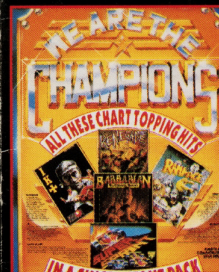
GUTZ



COMMODORE 64:128

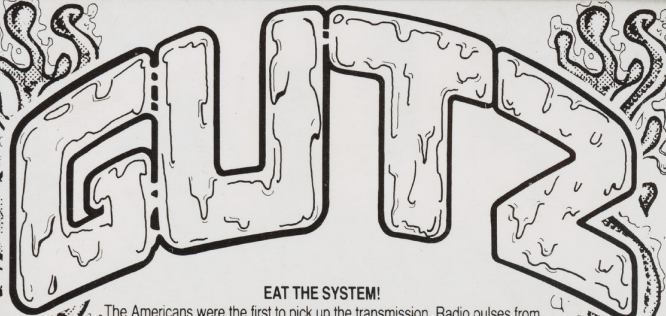
GUTZ

IS JUST ONE OF OUR MANY EXCITING GAMES



LOOK OUT FOR THESE NEW RELEASES AT YOUR LOCAL STOCKISTS

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EAT THE SYSTEM!

The Americans were the first to pick up the transmission. Radio pulses from the vicinity of Jupiter – they had a regular pattern and a very unusual frequency.

The object approached our planet and began to orbit, not a moonlet or captured meteorite, it was an artificial craft, the product of intelligent life.

'Make Contact' they said ...

- Have you ever tried communicating with an extremely hungry ten million tonne megabeing the size of a small moon?

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction – PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

CONTROLS

Control is via the Joystick in Port 2 or the keyboard.

- UP – ;
- DOWN – ' '
- LEFT – Z
- RIGHT – X
- FIRE – RETURN
- PAUSE – INSERT/DELETE
- ABORT – LEFT ARROW
- SHOW MAP – SPACE BAR

THE GUTZ MAIN DISPLAY

IN THE MAIN DISPLAY ARE

THE CURRENT PLAYFIELD OR THE QUADRANT MAP AND ITS DEFENSIVE SYSTEM INFORMATION.

ON THE BOTTOM LEFT

THE CURRENT SCORE/HIGH SCORE. 'TRI-PUZZLE' WEAPON STATUS. CURRENT WEAPON TYPE. (IF ANY).

IN THE CENTRE

MAIN BODY LOCATION SCANNER (CURRENT POSITION FLASHES). KEY/CRYSTAL HOLD.

ON THE BOTTOM RIGHT

HELMET/ENERGY LEVEL INDICATOR LIVES REMAINING DISPLAY.

ORGAN GRINDER

Having been eaten alive by the space alien your main task is really quite simple. . . .

Escape and return to Earth to warn of your deadly discovery. This can only be accomplished by destroying the bodies major functions. I.E. Shutting down it's kidney's, lungs, heart and brain.

Each of these organs can be found in it's own level of intricate arteries and vast complex of inter-connecting tubes and ducts. However:- they are encased in a protective 'womb' which can only be opened using a special 'three piece' weapon. These 'parts' can be found in the scattered boxes on each level.

... Add to this a whole host of slimy, wobbly, creepy crawly nasties, most of which are extremely hungry, and who's only purpose 'in life' is to keep the place free from foreign bodies and ...

AN OFFAL SITUATION!

In each level you may find various items which may be of use to you. . . .

SPARE HELMETS – These will protect you for two and a half minutes each against bullets, gas and a certain selection of creatures.

KEY – This will enable you to open the 'Super-Weapon' door hidden inside each of the main organ rooms.

CRYSTALS – These hold enough energy to give you at least three minutes of 'rapid-fire' but will also act as a 'main organ' repellent.

MAP – This allows you to view the artery quadrant in which you are currently located. It also supplies vital information concerning the various inhabitants and how to kill the 'section' baddies. However it will cease to function if used for more than three minutes.

BOXES – These contain the pieces you must collect in order to build the contraption used to force open the main organ 'rooms'.

WEAPON HOLDS – These are hidden in the artery walls themselves and house the weapons used to destroy the threats surrounding you. Each weapon has different properties and may be useless against some of the 'section' baddies.

An extra life is awarded every 10,000 PTS.

HINTS AND TIPS

- ★ Keep moving
- ★ Use the helmets carefully.
- ★ The way ahead might be a step in the wrong direction.
 - ★ A good explorer misses nothing!
 - ★ If the key fits. . . .
- ★ The way to a monster's stomach is through it's heart.

GUTZ

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS. Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Music by Fred Gray
Graphics by Andy Rixon
Program by Robbie Tinman
Produced by P. J. Finnegan
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