



FURIOUS FUN!

"Playability beyond compare ... the best fun you can have with a computer ... the most addictive, playable, fun game ever. Miss it at your peril!" **CRASH SMASH**

STUNNING GRAPHICS!



Screen shots taken from various computer formats



ENGLISH



DEUTSCH



ITALIANO



HEAD OVER HEELS



JOYSTICK ONLY

LOADING

Press the SHIFT Key and the RUN/STOP key simultaneously.

For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

CONTROL SENSITIVITY MENU This enables skill in control to be built up - the main difference being the way diagonal control is interpreted. The default controls have been defined as follows:

LEFT	Joystick - Left
RIGHT	Joystick - Right
DOWN	Joystick - Down
UP	Joystick - Up
JUMP	COMMODORE KEY
CARRY	COMMODORE KEY, F3
FIRE	LEFT SHIFT
SWOP	F5
	Joystick - Fire

NOTE ESC is permanently defined as Pause. Once pressed a screen message will appear offering the options of either aborting or continuing the game. COMMODORE KEY is defined as Jump and Carry, this allows both actions with one key depression. At some parts of the game it is essential to use jump and carry together so leave at least one key defined as both.

THE GAME

Head and Heels have been captured, separated and imprisoned in the castle headquarters of Blacktooth. Their cells contain 'keep fit' equipment, including a wall ladder that Head really must learn to climb. Your job is to get them both out of the castle and into the market place so they can join up again. From there, the journey leads to Moonbase Headquarters, where you will have to decide either to try to escape back to Freedom or to be a true hero and teleport to one of the slave planets to search for its lost crown!

PENITENTIARY - The empire's prison planet

Millions are imprisoned here. A harsh planet, very mountainous, much climbing, skill required. The worst place is The Pit, try not to fall into it!

SAFARI

A densely vegetated planet, mainly used for hunting. The natives live in wooden forts in the jungle, beware traps!

BOOK WORLD

The emperor is very keen on cowboy books, and has devoted an entire world to a western library. Only the emperor's minions are permitted to read them. Information is rigorously suppressed in the empire. The emperor built a castle on Blacktooth and used it as his headquarters. The castle is surrounded by a small market, and then a range of impassable mountains. The only way to leave is via teleport to one of the three lunar space stations.

BLACKTOOTH

This planet has a large moon with three lunar space stations on it, the larger of these, Moon station HQ, is the teleport centre for the empire, with a direct teleport to all the slave planets.

HEAD (HEADUS MOUTHION) This creature is a symbolic partner to Heels and will normally be found sitting on top of one.

HEELS (FOOTUS UNDERIUM) During Heel's evolution the arms have totally disappeared while the legs have become very powerful.

REINCARNATION FISH The strangest animal in the known universe! This fish likes to be eaten. There have been cases of it jumping on to plates! But there is more: when you eat one, its memory remembers everything about you. Its memory is so good that if you die at a later date, you will be reincarnated at the very place you ate the fish. You must be very careful to check that the fish is alive and wriggling as dead fish decompose very quickly and it rapidly turns so poisonous that a single lick can kill. **WARNING!** Even living reincarnation fish taste horrible!

CUDDLY STUFFED WHITE RABBITS The cute toy bunnies, magically enhance your powers. If Head and Heels are connected when they pick up a Life or Iron Pill they will both get the enhanced power. There are four types: 1. Two extra lives. 2. Iron Pill's (to make you invulnerable) (Shield Icon) 3. Jump Higher Bunny. This only works on Heels (Spring Icon). 4. Go Faster Bunny. This only works on slow-moving Head (Flash Icon).

If Heels picks up a "Go Faster Bunny" or Head picks up a "Jump Bunny", the Bunnies powers are wasted.

HOOTER The hooter may be used by Head to fire doughnuts at attacking monsters. This will freeze them in place as they lick the doughnuts off their faces. The Hooter may only be used by Head and requires a tray of doughnuts to be of any use.

DOUGHNUTS Trays of six doughnuts are few and far between so don't waste shots. Only Head may pick up doughnuts.

BAG The bag may be used to carry small objects around the room. It is essential for Heels to find and get the bag as it is impossible to get far without it. The object in the bag will be displayed immediately above the bags icon at the bottom right hand of the screen. To pick up an object just stand on top of it and press the CARRY key. It is not possible to drop an object in a doorway.

CROWNS Find a crown and start a revolution. At the beginning of each game a screen showing all five planets with a crown above each will be displayed. As each crown is collected this screen will be shown again with the appropriate crowns in a bright colour.

TELEPORTS Standing on a teleport will activate its mechanism, this will sound a warning siren. Pressing the jump key will cause you to teleport.

SPRINGS Jumping from a spring will give extra height to your jump.

SWITCHES Simply push the switch to switch things off and on!

WARNING: Switching a deadly monster of will stop him moving but he will still be deadly to touch.

CONVEYOR BELTS The rollers on the conveyor simply push you along it. If you wish to go the opposite direction you have to jump along.

HUSH PUPPIES They are often used as tables and even used as building bricks. They are a native of Freedom and for many thousands of years Head and his ancestors have been mistaking them for Heels and causing so much trouble to the poor old hush puppies that they evolved a defence mechanism, they somehow learned to teleport themselves away. Nobody knows where they go but the instant they see any of Head's race they disappear and won't return until they are sure the coast is clear.

THE EMPEROR'S GUARDIAN The guardian blocks the door to the throne room in Blacktooth castle, he is very dangerous and he doesn't like doughnuts. Only a true hero may pass the guardian.

SWOP KEY If Head is sitting on Heels the swop key will, on each push, give you control of:

(1) Heels. (2) Head & Heels. (3) Head. (4) Head & Heels. If Head is not on Heels the swop key will, on each push, give you control of:

(1) Head. (2) Heels. At all times the character(s) whose icon is lit is under player control. When Head and Heels are joined together all their abilities are combined.

It is not possible to swop if standing in a doorway.

Both Heel's bag and Head's hooter must be collected at the initial

stages for there to be any chance of completing the game.

To discover if there is a room above, pile objects as high as possible and jump from the top. If there is a spring in the room, put it on the top for extra jumping height.

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