

HIDEOUS BILL AND THE GI-GANTS:
IS HIDEOUS BILL'S LOVE FOR GRETA A MATCH
FOR THE GI-GANTS? AN ACTION-PACKED ARCADE WINNER
FROM THE AUTHOR OF FALCON PATROL by Steve Lee

HIDEOUS BILL AND THE GI-GANTS



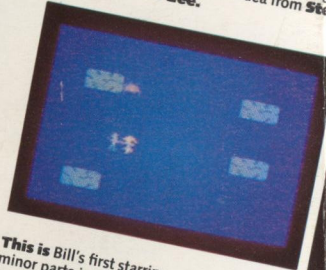
HIDEOUS BILL AND THE GI-GANTS

Joystick Control



VGA 6003 FOR THE COMMODORE 64

Welcome to Hideous Bill and The Gi-Gants. A gripping three part tale of **heroism** and **romance**.
Can you help **Hideous Bill** pit his wits against the **Gi-Gants** to rescue his true love Greta.
This game is based upon an idea from **Steve Lee** with original music and 'a great deal of help' from **Dave Lee**.



- **This is Bill's** first starring role in a computer game. He has appeared before in anonymous minor parts including a reckless frog-squashing lorry driver and the rear end of a giant pantomime camel for which he received an Ernie award nomination as Most Unrecognisable Character.
- **The Nickname** 'Hideous' was given to him by his father, 'Happy' Dan Granite out of simple but accurate malice. He met his charming wife Greta at an agricultural machinery exhibition and they now have two reassuringly despicable children, Justin and Lulu who have appeared on TV as members of Vera Trappist's Tumbling Teenies. Bill is also no slouch on the dance floor, combining a dashing 'random-leg' style with a total lack of musical awareness.
- **Bill** still works at the local baked bean factory as a lavatory attendant which of course means a lot of overtime. In his spare time, Bill likes to relax by listening to his collection of tape-recorded shipping forecasts or just tinkering with his unique 'friction' bike – the harder he pedals, the slower it goes. He is also a keen windsurfer.
- **If his** career takes off and the money rolls in, he plans to buy himself a pair of carbon-fibre cycle clips and Greta a long holiday in Australia.



- **The Laughing Shark** invites you to join the **Virgin Games Gang** for 1 year – **absolutely free** – if you complete the application form overleaf and send it to him at 61/63 Portobello Road, London W11 3DD.
- Gang members receive a **quarterly newspaper** packed with irrelevant pictures and information and lots of **special offers** to encourage you to send us money – but there's no need to if you don't want to. So why not **join the Gang** anyway.
- **P.S.** You get a little badge too!

GANG MEMBERSHIP AND GAMES DRAW ENTRY FORM

NAME _____

ADDRESS _____

AGE _____

MALE/FEMALE _____

WHERE DID YOU BUY THIS CASSETTE? _____

WHEN DID YOU FIRST BUY A COMPUTER? _____

HOW LONG HAVE YOU HAD YOUR PRESENT COMPUTER? _____

WHAT TYPE OF SOFTWARE DO YOU LIKE MOST? _____

WHAT IS YOUR OCCUPATION? _____

WHICH MAGAZINES DO YOU READ REGULARLY? _____

HAVE YOU ALREADY JOINED THE GANG? _____

**SORRY TO BE SO NOSEY BUT
IT SHOULD HELP US TO
PROVIDE MORE SOFTWARE
THAT YOU LIKE!**

VGA 6003

Instructions

Joystick Control only

Press **SHIFT & RUN/STOP** keys to load the cassette
Plug your joystick into Port One,
Loading time is about 8 minutes.

NOTE: If you have a high score — select your name by moving the white cursor left or right by moving the joystick, and when it is over the letter you require, press the fire button. When your name is complete move the cursor to the Up Arrow symbol at the end of the alphabet (e.g. XYZ↑) and press the fire button.
If you complete all three scenarios, you obtain an **extra life** and, the bonus will re-set to **1000 points**.

1st Screen — You are in the first level of the Gi-Gant's nest. Your task is to **save Greta** (your true love) from becoming ant food. To complete this phase you must crush all the eggs. Gi-Gant's shells are covered in a **poisonous slime**. One touch is **fatal** unless you have an **antidote tablet**.
The **spears** are there to help you but have only a limited life.
Points are awarded for **crushing eggs** and **killing Gi-Gants** plus a time bonus.

2nd Screen — On this level there are **no weapons** to help you. In the centre are the **magic baked beans** needed for the next level.
The doors can be opened by collecting a **lever** and running past the **mechanism**. Once the lever is in place the doors will operate every time you pass them. **Gi-Gants** can be trapped behind the doors and this will make it easier for you to squash all the **Inf-ants**. Squash all the **Inf-ants** and complete this phase. Extra points are given for operating the doors.

3rd Screen — The object of your true love is now in sight! **Greta** can be seen imprisoned in the **Gi-Gant's** tomb. However, all is not lost. The tunnels on this level are still under construction, and with effort, you can break through the walls and gain more points. By breaking through the walls you will create **escape routes** for yourself as you pit your wits against the **Gi-Gants!** The eggs on the screen will hatch soon so you must clear them all from the screen before you can rescue **Greta**. When all the eggs have been crushed, you can then tunnel through to release **Greta** and get a **surprise!**



Eggs



Antidote tablet



Spear



Lever



Mechanism



Lever in Place



Steve Lee bought a ZX81 in 1981 but traded it for a Vic 20 early in 1982. In his spare time, he taught himself Machine Code programming and wrote a couple of games. To his amazement, they were snapped up for sale.
Since leaving his last job in November 1982, Steve has concentrated exclusively on games programming for the Vic 20 and Commodore 64.
He spends most of his time tinkering with a very old Ford Escort but what he really enjoys is spending a summer's day in the countryside fishing a nice river and then relaxing in a quiet pub with a pint of real ale. He also enjoys bird-watching and photography.
At the age of 24, Steve is probably regarded as over the hill by the "brainbox" teenagers that you hear so much about, but there are a few more years left in him yet!
He finds that programming requires the ability to go without food for long periods, and a patient girlfriend, since once he starts on a good idea, he loses all track of time until it is finished. It is a life or death struggle between him and the machine — will he finish the game before his brain gets scrambled? Luckily in the past he has always won!
Steve is also the author of **MISSION MERCURY** available from Virgin Games for the Vic 20 and **FALCON PATROL**, a best seller for the Commodore 64.
Look out for the next Falcon Patrol adventure, coming soon from **VIRGIN GAMES**.

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