

Jeremy "The Glowing Punk" — The Truth Revealed

At last the real story can be told. Don't believe everything you read in the papers. Reader items, editor of the Daily Shocker, wouldn't print the truth if his job depended upon it. But the story is stronger than most. It began like this...

Jeremy wasn't the "Shocker's" real photographer — he was out taking pictures of Prince Barry's fed beast! Jeremy was a VOP's trainee but as he was in the darkroom, with bars from windows, when the editor needed a camera down Jeremy got the assignment.

His task was to get pictures of all the Party Professor's inventions before the opposition found out. That's how the contest started. The editor sent him to the hidden labs under Hyde Park and he had to make the best of it.

The hide out was protected by a number of genetic mutants developed by the Professor in his spare time. All Jeremy had to do was work into one of the detector devices and out came the aggressive track. When he touched Jeremy his record and film were ruined making him return to the lab for more.

The professor was a careful man. All his inventions were hidden in the various objects around his subterranean cave system. Jeremy had to check each one before taking the pics. Some contained other mutants that stole his time and wasted even more valuable time. It was enough to convince Jeremy that the anti-establishment had a good case.

As you can imagine Jeremy soon found that he was constantly needing to return to the darkroom for more film and for a wash and brush up. The problem was how to get up from the lower levels. After about half an hour Jeremy came across a key and found that if he got close to the fan units under each hole that he could turn them on and that they would then carry him heavenward.

There weren't just one invention however, there were 16 of them! As you can imagine with each one taking over 20 shots on the film this was going to take a great deal of time. What no. 16 told Jeremy was that the whole career was ridiculous and that the longer he stayed in the cave without returning to the darkroom the more rotten his body would be. The professor had a nifty little gadget to judge this problem and it sounded likely condemnation. A reading of over 25 suggests difficulties and a reading of 30 spells death to genetic mutation.

That was the beginning of Jeremy's new career — at a stage and screen — the only act in the world that doesn't need any stage lighting! The rest is pure history.

GAMEPLAY

Loading instructions:

Commodore — SEFT and INTRSCP
Spectrum — SCAD " " followed by 16/100

Control Functions

Operation	Keyboard Commodore	Keyboard Spectrum	Joystick
Left	Commodore	Q	Push left
Right	Shift	P	Push right
Jump	Space bar	W	Fire button
Icon mode	1	A	Push back
Scroll icons	1 & 1	Q & A	Push & Pull
Activate	Space bar	W	Fire button
Reset game	—	NA	NA

Screen Display



Main screen showing Jeremy in the cave and all the objects he can see.

Lower Left screen shows only pictures developed but not yet positioned.
Center screen shows all pictures developed and placed in position.
Lower Right screen shows control icons currently active.

Icon Descriptions



Movement icon



Take photo



Fight



Music on



Look into object



Pick up or set on fan



Music off

If the selection of any particular icon is (incorrect) eg. you try to take a picture when you have had your film stolen a "T" will appear in the window and the movement icon will be re-selected.

Developing film

To get your film developed you must return to the extreme left of the upper level. There are 16 shots on each film and developing one film automatically reloads your camera.

If your film is stolen then returning to the extreme left hand of the top level will reload your camera.

After developments the shot appears in the left window and you can select the shots to move around by pressing the. Then move to any position on the grid and press the right to try the position. Only when the shot is in the correct position will the picture appear.