

It's Clean-up Time



Clean-up Time

CBM
64/128

PLAYERS

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Wow! What a mess your rooms are in and you must open your hotel to the public tomorrow. The only staff you can find to help you are Otto and his friend and they are only as good as the player. Will you get beyond the seventh floor, or will you simply be overwhelmed by the trash? It's clean up time, and only you can find out!

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LOADING INSTRUCTIONS

Hold down **SHIFT** press **RUN/STOP** and the game will load automatically.

THE STORY

A new hotel has just been built in town, but a gang of vandals have broken in the day before it's due to be opened and littered the place with paper.

None of the employees start work until the next day - so the owner has only one choice - to employ Otto and Bobban, two 'cowboy' cleaners.

Equipped with brooms, guns, some smart-bombs and a promise of a large sum of money, they must clean each apartment within a limited period of time.

They think it will be easy, but each time a piece of paper is swept away, the vandals try to put it back. There is also an added danger - the vandals are radio-active and deadly to the touch.

As an incentive, the owner has placed two 'bonus buckets' in each apartment. Otto and Bobban can also get a bonus by shooting each other.

THE RULES

You can select one or two players. If you choose the one player option, you will be playing Otto in joystick port ✱2. Bobban is played in joystick port ✱1.

Moving the joystick right/left while pressing the fire button will make Otto/Bobban fire a bullet. You can't fire more than one bullet at a time, so if you have accidentally shot at Otto/Bobban, you can turn, fire another bullet and the last one will disappear (if you are fast enough). Just pressing the fire button will cause Otto/Bobban to sweep with the broom. Pressing the fire button and moving the joystick down simultaneously will release a smart-bomb, (providing that you have some left).

When an apartment is cleaned, you can proceed to the next one (there are eight in all). And beware - strange things happen every second level.

PLAYERS - Mercury House, Calleva Park,
Aldermaston, Berks. RG7 4QW

wordt Otto in Joystick port No. 2 gespeeld en Bobban in joystick port No 1. Door de joystick van rechts naar links te bewegen en tegelijkertijd op de afvuurknop te drukken, kunnen Otto/Bobban een kogel afschieten. Je kunt niet meer dan één kogel per keer afschieten, zodat wanneer je per ongeluk naar Otto/Bobban hebt geschoten, je kunt omkeren, een andre kogel afschieten, en de vorige zal verdwijnen (als je vlug genoeg bent). Wanneer men alleen op de afvuurknop drukt kan men Otto/Bobban met de bezem laten vegen. Door middel drukken op de afvuurknop en tegelijk de

joystick naar beneden te brengen, laat men een bom afgaan, (mits je er een over hebt).

Wanneer een vertrek schoongemaakt is, kan je naar het volgende overgaan (er zijn er in totaal acht). Let er vooral op dat er vreemde dingen gebeuren in elke tweede fase.