

JACK THE NIPPER™

Jack was tired of all the wimps in his town. Their boring goody, goody ways sent him to sleep. "Time to liven things up a little", Jack thought.

Control Jack in his antics, creating mayhem through the small town. Peashooter in one hand and whatever he can find in the other. The naughtier you are, the higher your score. So get out there and do your worst!!



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MIT
DEUTSCHER
ANLEITUNG
ISTRUZIONI
ITALIANE
COMPRESE



CBM 64/128

JACK THE NIPPER™



CBM 64/128

He's wicked. He's evil.
Can he ever be stopped!



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LOADING INSTRUCTIONS

CBM 64/128: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

SCENARIO

Jack was tired of all the wimps in his town, their boring games and goody, goody ways sent him to sleep. So Jack, being of a rather naughty disposition, set about livening things up a bit, he picked up his trusty pea-shooter and scarpered off to cause some trouble.

This is where you come in to take on the role of Jack and use your imagination to be as naughty as possible doing the things you always wanted to do but dare not! (YOU WIMPI!) Jump on things, pick them up and drop them, use your pea-shooter to create smashing effects and toot your horn at the cat.

USEFUL ITEMS

Use the items you pick up wisely then you must work out where you have to drop them to cause ultimate havoc. For instance what would you do with a tube of glue?

Flower Killer ✓	Horn ✓	Fertiliser
Soap Powder ✓	Battery ?	Weight
Glue ✓	Floppy Disk ?	Credit Card
Bomb ✓	Key ✓	Potty
Clay ?		

CONTROLS

Keyboard	FIRE & DIRECTION – Shoot ◯ – Fire
Z – Left	1 & 2 – Pick Up/Drop
X – Right	ENTER – Enter Door

H – Up	H – Pause On/Off	FIRE & UP – Jump
K – Down	Q – Quit	

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ISTRUZIONI DI CARICAMENTO

CBM 64/128: Premi contemporaneamente i tasti **SHIFT** e **RUN/STOP**. Premi **PLAY** sul registratore.

LO SCENARIO

Giacomo era stancato di tutte le femminucce nel suo paese; i suoi giochi noiosi ed i suoi modi di fare da santerello lo facevano addormentare. Allora, siccome aveva un temperamento piuttosto birichino, Giacomo cominciò ad animare le cose un pò. Sollevò la sua cerbottana fida e scappò per creare fastidi.

Questo è il punto dove tu entri per prendere la parte di Giacomo. Usa la tua fantasia per essere tanto cattivello quanto possibile, facendo tutte le cose che volevi sempre fare ma non osavi (femminuccia!). Salta su cose, tirale su e lascia-le cadere, usa la tua cerbottana per creare effetti favolosi che frantumano, e sona il tuo clacson al gatto.

COSE UTILI

Usa le cose che sollevi con buon senso e poi devi determinare dove vanno lasciate cadere per causare il massimo caos. Per esempio, che faresti con un tubetto di colla?

Erbicida	Un clacson	Fertilizzante
Sapone in polvere	Una pila	Un peso
Colla	Un dischetto flessibile	Una carta di credito

Una bomba
Argilla

Una chiave

Un vasino

CONTROLLI

Tastiera

Z – a sinistra

X – destra

O – su

K – giù

FIRE & DIRECTION – sparare Ø – fuoco

1 & 2 – sollevare/ far cadere

ENTER – entrare in porta

H – pausa accena/
spenta

FIRE & UP – saltare

Q – smettere

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LADEANLEITUNG

CBM 64/128: Die **SHIFT-** und **RUN/STOP-**Tasten gleichzeitig drücken. **PLAY** auf dem Kassettenrecorder drücken.

SZENARIO

Jakob kam aus dem Gähnen gar nicht heraus. Er hatte genug von den ganzen Langweilern in seiner Stadt, hatte die Nase voll von ihren phantasielosen Spielen und den brav-biedereren Spießerallüren. Schließlich packt ihn ein unwiderstehliches Verlangen, seiner schlummernden Neigung nach einer gewissen Bösartigkeit nachzugeben. Mit der Absicht, ein wenig Leben in die schläfrige Stadt zu bringen, holte er sein Pusterohr und machte sich auf den Weg, augenzwinkernd und voller Unsinn im Kopf.

So, und hier darfst Du in die Rolle von Jakob dem Bengel

schlüpfen. Dieses Spiel gibt Dir die einmalige Chance, einmal all das zu tun, was Du schon immer mal tun wolltest, ohne jedoch den Mut aufzubringen. Du kannst Dinge zertreten, sie aufheben und mit einem Knall fallen lassen oder Dein Pusterohr mit großem Effekt verwenden, oder, wenn Du's nicht lassen kannst, dem Kater mit der Tute einen Schreck einjagen.

NÜTZLICHE OBJEKTE

Wähle Deine Gegenstände mit Pfiff und überleg Dir genau, an welcher Stelle sie die größte Verwirrung anstiften. Wozu ist zum Beispiel eine Tube Kelbstoff gut?

Blumenvertilger

Düngemittel

Batterie

Leim

Kreditkarte

Schlüssel

Lehm

Tute

Seifenpulver

Gewicht

Diskette

Bombe

Nachttopf

BEDIENUNG

Tastatur

Z – Links

X – Rechts

O – Hoch

K – Nach unten

FEUER & PFEIL – Schießen Ø – Feuer

1 & 2 – Aufheben/ fallenlassen

ENTER – Durch eine Tür eintreten

FEUER & O – Sprung

H – Pause ein/aus

Q – Beenden

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