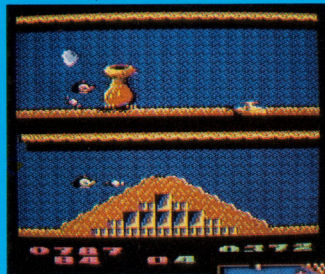


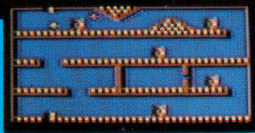
KETTLE



2 PLAYER



1 PLAYER



SECRET MAP

Two screens. Two players. Two battles. A truly amazing, interactive, all action arcade spectacular with a unique gameplan.

Trapped in a complex underground system your only means of escape is a hidden tin opener. Hidden but where? Deep in a bubbling bowel. Which one you don't know and in finding out be careful there are a few surprises lying wait!

Split screen vision lets you study your opponent's progress. If you're kind you can assist. If you're ruthless you can wait and plunder.

"Action packed. Nerve tingling excitement set in an unusual game scenario. You've never seen a game like this before."

Tony Crowther

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KETTLE



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KETTLE



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CBM 64/128

KETTLE

CBM64/128

30 levels

Gameplan

Your Kettle is trapped in a complex underground system and you have to break free. There are 30 levels each getting bigger as you progress to higher levels. On loading you are offered two start levels – level 1 and level 4. Should you reach higher than level 4 a third option of this level will be offered as your next start point.

To escape from each level you must locate the tin opener hidden in one of the bubble emitting bowels. Collision with bubbles drains energy. Your only protection is your orbiting "Crizza". 10 hits on the bowel (crizza) and this changes to a diamond, one more hit will reveal either a tin opener; an alien; a bonus, an energy giving jug of water. An alien is destroyed by 10 hits of the crizza.

Your split screen view allows you to monitor your opponents progress and to help him, hinder him or if you're clever watch him do all the work then nip in to collect the spoils.

Once the tin opener has been collected you move towards the exit, which will open as you approach. In the 2 player mode the 2nd player can follow the player in possession of the tin opener through the already opened exit.

To Move Joystick only

Player 1 – Joystick Port B (Top screen)
Player 2 – Joystick Port A (Bottom screen)

Playing Options

2 player mode

1. Just see your own bubbles
 2. See both players bubbles
- a) Kill all bubbles
 - b) Kill your bubbles only

1 player mode

1. One kettle
 2. Two kettles
- a) Kill all bubbles
 - b) Kill your bubbles only

Select options by using joystick to move pointer to required option and press fire to accept option.

Note

Crizza Mode

Proceed – doesn't return until fire is released
Retreat – Crizza returns to its orbit

Points

Bowels	1 per hit
Aliens	1 per hit
Bonus	10-50 points
Water	40 or more energy points
Opening shoot	50 points

Loading

TO LOAD HIT **SHIFT / RUN/STOP** KEYS TOGETHER