

MAYHEM



IN MONSTERLAND

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SCENARIO

Mayhem didn't enjoy living in Monsterland; it was always cold, it was always windy, and it rained every Sunday. It was clearly no place for a cute baby dinosaur.

However, rumour has it that Monsterland has not always been such an unpleasant place to live. The sun used to shine onto green fields with lush vegetation and scenic mountains... until an apprentice magic dinosaur had too much cactus juice and decided to practice a few of his master's spells. The next morning, when all the monsters awoke, Monsterland had been transformed into a very dark and unhappy place. Mayhem wants to change Monsterland back, but

has no magic powers to do this, so he enlists the help of his friend Theo Saurus, the dinosaur responsible for Monsterland's ghastly state. Theo lives below Monsterland in a hidden cave to avoid the wrath of the monsters - here he waits for Mayhem to collect magic dust. With this in his possession, he flies across Monsterland sprinkling the magic dust in order to transform it back to a happy place.

However, because Theo is only a trainee, his magic doesn't always work as well as he'd like it too. Some of the magic dust that he spreads over Monsterland is a little excessive, and clumps together to form magic stars. This magic could be dangerous in the wrong hands, so Mayhem must collect any magic stars he finds to prevent any further disasters.

GAMEPLAY

Monsterland consists of five different levels; Jellyland, Pipeland, Spottyland, Cherryland, and Rockland. When Mayhem starts a level, the land is dark, dismal, and downright miserable - the aim of each level is to find all the bags of MAGIC DUST and give them to Theo to make the level 'happy' again. Each level has a

different quota of magic dust bags to collect, and only certain monsters leave them behind. When all the dust has been collected (see STATUS), the entrance to Theo's cave will start to animate - Mayhem must find this entrance and drop down to hand over the dust.

Once the land has been converted, Mayhem will re-emerge in the happy version of the level. His task here is to collect a designated amount of stars. Again, each level has a different quota, but bonus points can be earned by collecting more stars than necessary (see STATUS). The rotating stars spin at different speeds - the faster they spin, the more points they are worth. As well as the rotating stars, certain monsters leave stars behind when killed (see BONUSES). Once the star quota has been collected, Mayhem must find the 'finish line' (which is surrounded by black & white checkers) and cross over it. Skidding over the line will result in an extra bonus (see CONTROL).

CONTROL

IN GAME

RUN STOP - Pause (move joystick to resume)
Q (from pause) - Quit game

MAYHEM

Pushing left/right on the joystick will make Mayhem walk left/right, increasing in speed the longer the joystick is held left/right. When Mayhem is walking at his fastest, pressing fire (still holding the joystick) will engage his charge mode - if the charge icon has been collected (see BONUSES). Pushing the joystick in the opposite direction to the charge will make Mayhem skid (the longer the joystick is held, the shorter the skid).

Pushing up on the joystick will make Mayhem jump up, increasing in height the longer the joystick is held up. Mayhem can also jump up through certain platforms during the game, and these vary from level to level.

Pulling down on the joystick will cause Mayhem to duck. Pulling down and pressing fire will make Mayhem drop through certain platforms (again, these vary from level to level).

Mayhem is also equipped with a 'half life', which effectively gives him two chances. If hit by a monster, Mayhem will lose his half life. If he gets hit again, he will die (unless he picks up another half life - see BONUSES).

BONUSES

Certain monsters, when killed, will leave behind a bonus icon for Mayhem to collect...

MAGIC DUST [DUST BAG] - Found only on the sad levels, these must be collected for Mayhem to progress to the happy version.

CHARGE [LIGHTNING BOLT] - This enables Mayhem to charge around at immense speeds, and is only collected once during the entire game (on the happy version of Jellyland).

SCORE MULTIPLIER [RABBIT] - When collected, this will multiply any points collected, starting with 2 and up to a maximum of 5 with each subsequent multiplier. The multiplier will decrease after a short time.

SHIELD [SHOOTING STAR] - This gives Mayhem temporary invincibility, allowing him to kill most monsters on contact.

EXTRA TIME [ALARM CLOCK] - This will freeze the time counter for a short time.

HALF LIFE [BLUE HEART] - This restores Mayhem's half life (if previously lost).

EXTRA LIFE [RED HEART] - This will add an extra life to Mayhem's current reserve.

CONTINUE [RAINBOW HEART] - This increases Mayhem's supply of continues.

STARS [BIG STAR] - This rewards Mayhem with 10 extra stars.

STATUS PANEL

SCORE - This shows the player's current score. Score multiplier grades (x2, x3, x4, and x5) appear alongside this.

MAGIC (SAD ONLY) - This shows the amount of magic dust bags still to be collected, and flashes when they have all been recovered.

STARS (HAPPY ONLY) - This shows the amount of stars remaining on the level, and flashes when the quota of stars has been collected. Any further stars collected will earn Mayhem extra bonus points.

TIME - This shows the amount of time remaining on the current level, and flashes when the time reaches 60 seconds and 30 seconds (which is accompanied by a warning alarm).

LIVES - This shows the lives left, and flashes if Mayhem loses his 'half life' (see CONTROL).

MONSTER FEATURES

SPRINGBOARD MONSTERS - These fling Mayhem high up into the air, and are especially useful for reaching those places which other monsters can't reach.

INFLATORS - These have the same effect as springboard monsters, but are equipped with deadly spikes. Mayhem must land carefully on

this monster when his chest is inflated, and not when the spikes are showing.

BANDITS - If Mayhem collides with this monster, it will steal stars from him (up to a certain amount, which varies from level to level).

SPIKES & SHELLS - Mayhem will die if he runs into (or lands on) spikes. Likewise, running into a shell or an indestructible monster will cause him to bounce off.

CREDITS

Conceived, designed, and created by
APEX COMPUTER PRODUCTIONS.

Design and programming by
John 'ICE-TNT' Rowlands

Design, graphics, music and SFX by
Steve 'JACK D' Rowlands

Additional design, code, and playtesting by
Andy 'SPECIAL K' Roberts

Ultra jumbo-sized shout-outs to:
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In the unlikely event of this superlative product being faulty, please return the whole package to Apex Computer Productions, enclosing your name & address and a description of the fault.

Audiovisual concept, label, and program

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PO BOX 100

South Ockendon

Essex

RM15 5HD



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