

**Voted "Strategy Game of the Year",
MUGSY is now back with a
vengeance.**

**Join our dubious hero as he struggles
to regain control of his underworld
empire by
any means
at his
disposal.**

**More strategy,
thrills and
excitement in this
new animated
comic strip –
includes a full
arcade game
sequence and
stunning graphics.**



C64

C64



Melbourne
House

**MUGSY'S
Revenge!**



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Revenge!**



LOADING INSTRUCTIONS

1. Place the cassette in your Commodore data recorder and ensure that it is properly connected and that the tape is fully rewind.

2. Press PLAY on the data recorder.

3. Press the SHIFT and RUN/STOP keys simultaneously. The computer will now automatically start the data recorder and the program will load.

4. MUGSY'S REVENGE uses the 'PAVLODA' fast loading system and the entire 64K program will load into your computer in approximately 3 minutes. The program is loaded in short blocks to minimise loading errors. There are three border 'modes' used in the loading process:

FLASHING BORDER - Loading data

BLACK BORDER - Searching for data

WHITE BORDER - Loading error

If the border turns white during loading, just rewind the tape very slightly and press PLAY to continue loading.

5. Often, loading errors can be reduced by ensuring that the data recorder is as far away from your TV as possible.

6. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the office nearest to you. We will gladly replace it. PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE.

(This notice does not affect your statutory rights)

Times may have changed - but not our Mugsy!

It's 1919 and Mugsy is finally out of the slammer. But since he went away, there's been one big change - booze has become illegal.

Mugsy's had plenty of time to consider ways of making a lot of money, and what better than to supply illicit booze to the thirsty throngs.

Some of Mugsy's faithful cronies have stuck by him and together they must rebuild their shattered empire.

YOU ARE MUGSY:

You are Mugsy and you must take all the decisions that determine Mugsy's chances of getting back to the top. There promises to be a lot of action, danger and strategy on the way.

One of your loyal hoods will inform you of your progress, and ask your advice on such matters as smuggling booze (mooshine), hiring hoods, rubbing people out, setting up speakeasies and the many other issues that continually confront gangsters.

All you need to do is to answer the questions that appear in the cartoon talk bubbles with the appropriate answers (Y for yes, N for no, or the amount you wish to indicate). Remember that you must press RETURN after each answer.



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ARCADE SEQUENCE:

While the game is proceeding, you may be ambushed by your opposition and enter into an ARCADE gang fight.

What you need to do is get all the wandering hookers in the neighbourhood out of the way, and demolish the opposition. Hookers tend to panic in a gangland fight, so to rescue them you need to take them by the arm and walk them out of the way. Once they reach the footpath, they tend to calm down.

Hookers may be killed in the action, and if you let too many of the neighbourhood's ladies die as a result of your actions, your rating in the community is likely to fall.

As the opposition gets more desperate, they may send a car full of hoods to get you as well. You will need to shoot this down as well.

The number of hits you can take and still survive is shown at the bottom of the screen. The controls are as follows:

Q - up
Z - down
I - left
P - right
space - fire

A joystick may also be used.

PLAYING THE GAME:

In order to speed up the display of the text, you may press the space bar.

To delete any entry you have made before pressing enter, use the normal delete key.

Best of luck, Mugsy - you're going to need it!

Program Copyright ©Beam Software, 1986

Game logic & program control - Andrew Davie &
David Pentecost

Music - Neil Brennan

Storyline - Paul Kidd & Jeff Evans

Graphics - The Pixel Brothers -

Russel Comte, David O'Callaghan, Mike Robinson

Published by:

Melbourne House (Publishers) Ltd

60 High Street, Hampton Wick

Kingston-upon-Thames

Surrey KT1 4DB

United Kingdom

96/100 Tope Street, South Melbourne

Victoria 3205, Australia

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