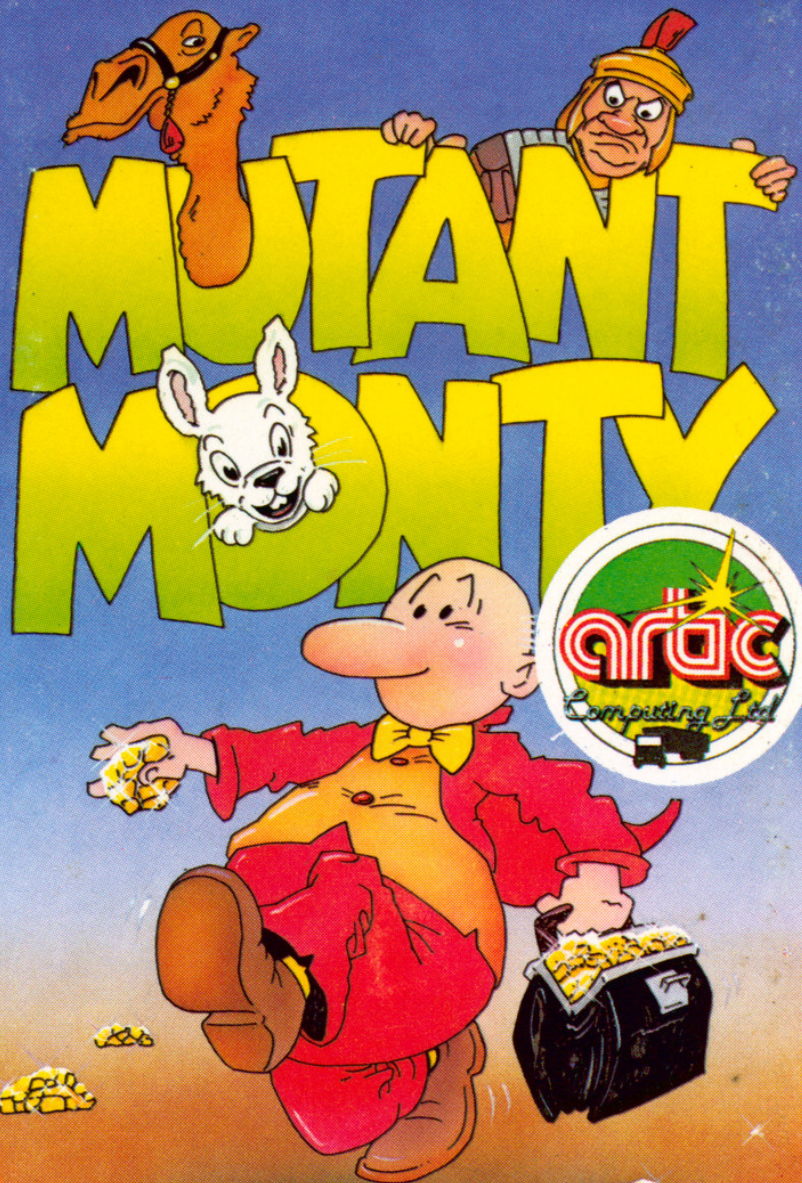




MUTANT MONTY

Commodore 64
ACC 118



Commodore 64

MUTANT MONTY

by JOHN PRINCE

Help Monty achieve his two life-long ambitions. Guide him through 40 terror filled rooms to enable him to become the hero of the day.

LOADING THE PROGRAM

- 1 Set up the computer as described in the Commodore 64 User Manual.
- 2 Insert cassette in the tape unit. Ensure it is fully rewound.
- 3 Press 'Shift' and 'Run Stop' simultaneously. The program will then auto-load.
- 4 On loading, the program will auto-run displaying the title page.

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MUTANT MONTY

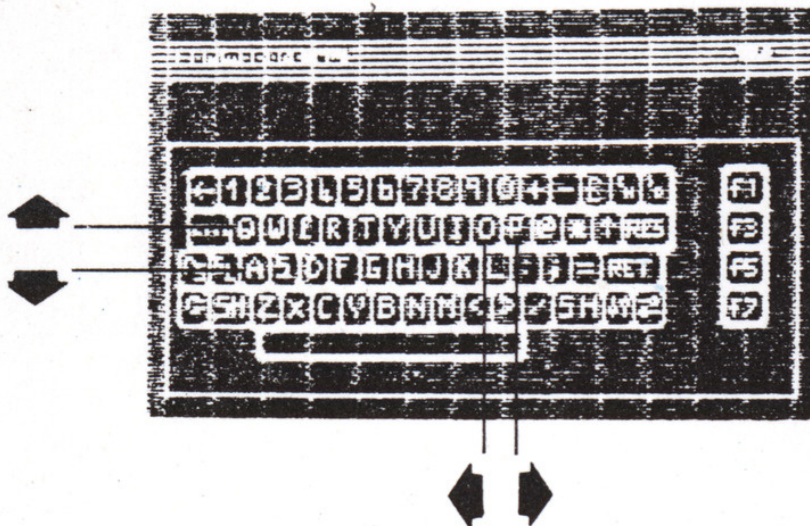
Commodore 64

Like most people Monty has two main ambitions in life, to "get rich quick" and to become a hero. Here he has the opportunity to achieve both.

He has only to make his way through 40 rooms, collecting all the gold en route and rescue the "damsel in distress". What Monty is not aware of are the countless aliens all set to stop him; from the dreaded parallelians to the very beautiful but extremely rare Quantum Leapies (QL?) (Sorry Sir C!) - and also that he has to pass through the Pit of Eternal Slime, the inside of a neutron accelator and cross the desolate wastes of Pithor before he can finally rescue the fair maiden.

All this with only five lives and the clock ticking away against his score, should Monty continue or should he have to stop for a drink at the conveniently placed refreshment bar? Poor Monty, only the brave should play.

KEYBOARD CBM 64



Control Keys:

- F1 - Start
- F3 - Pause
- F5 - Music On/Off
- F7 - Quit Game
- Q - Up
- A - Down
- O - Left
- P - Right

or use Joystick Port 2

Good Luck!

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Written by John Prince

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