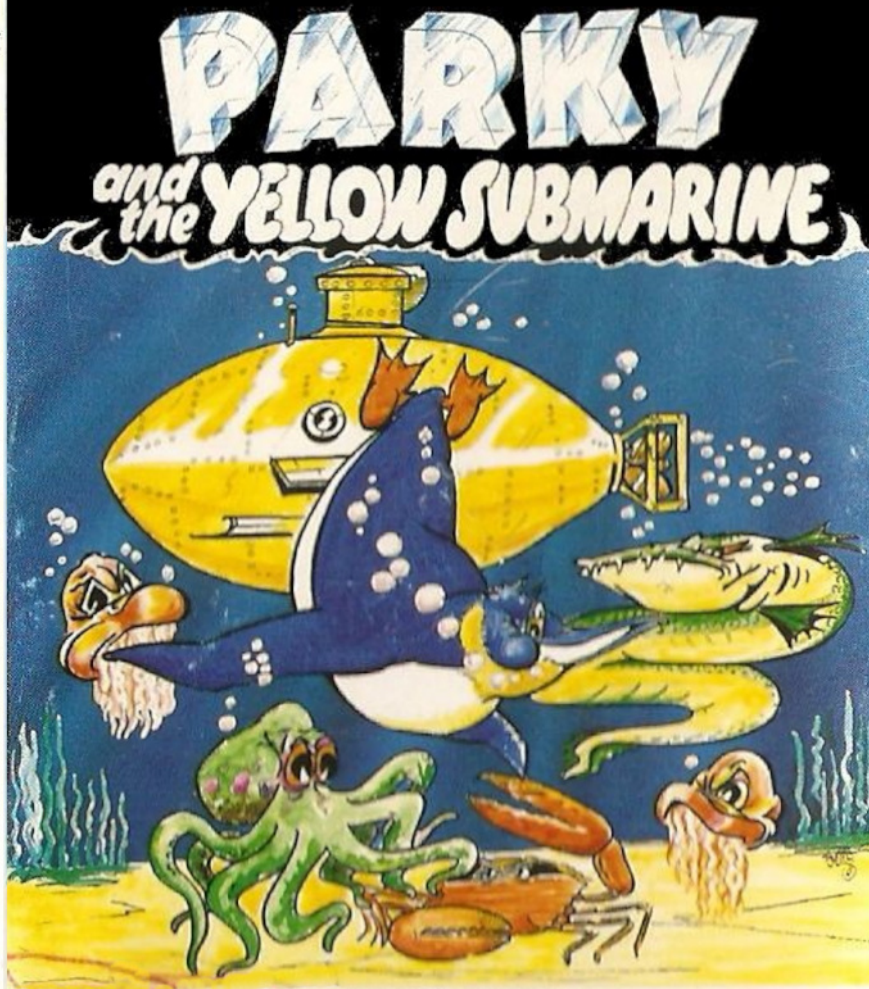


CheetahSoft

PARKY and the YELLOW SUBMARINE

GAME FEATURES

- 91 SCREENS
- JOYSTICK/KEYBOARD
- 3 SKILL LEVELS
- MAP ENCLOSED
- 100% MACHINE CODE
- FAST LOADER



COMMODORE 64

CheetahSoft

Soft we're not



PARKY and the YELLOW SUBMARINE

LOADING

Place the cassette in your Commodore Tape Recorder with the printed side upwards and ensure that it is rewound to the beginning. Make sure that all the leads are connected. Press the shift key and run/stop key simultaneously. The screen message will appear then press play on the recorder. The program will now load automatically using FAST LOADER. When loading is complete a table will appear.

Use the Q key to select the option. The space bar will allow you to change levels. You can set the number of lives you wish to play with, up to a maximum of 5.

If you wish to use the keyboard you may define the keys to suit.

Skill Level 1	Starts you on 9000 Bonus Points
Level 2	on 8000 Bonus Points
Level 3	on 7000 Bonus Points

Thus making it more difficult to survive.

PLAYING

You control little Parky our famous South Atlantic Penguin. In this adventure Parky dives to the depths of the ocean to rescue his twin brother Perry, trapped amongst the endless maze of subterranean caverns.

However, creatures of the deep along with many other obstacles and dangers are out to make sure your trip is hazardous.

In many of the 91 caverns you will find objects to aid your progress. Eat fish 'n' chips to provide extra energy and bonus points, which are added to your score. Collect "smart" bombs which can be used at any time during the game and which kill all the creatures and destroy all the obstacles within a particular cavern.

Rub the magic lantern which makes Parky temporarily invisible. You will also find the letters H E L P scattered about the maze. If they are collected in the right order then all the bombs, lanterns and fish 'n' chips re-appear, providing you with a better chance of completing your task and scoring massive bonuses. You will also encounter several closed doors which cannot be opened unless you have collected the relevant coloured key.

Hidden in the caverns are the three parts of Parky's yellow submarine which you **MUST** collect in order to rescue Perry.

A map of the maze is included for your help, but YOU will have to plot the exact locations of the items. The cavern numbers are displayed on the screen.

Beware, Parky's life expectancy can also be shortened by touching the walls of the caverns and by lack of oxygen (when the bonus counter reaches zero).

CONTROL KEYS

F1 Abort game
F3 Pause On/Off
F5 Explode 'Smart' bombs
F7 Turn off music during game
Joystick Port 2
1 or 2 players
High score display

SCORING

You can only score by eating fish 'n' chips. 9000 points will be awarded in addition to the bonus score that is on the screen at that moment. Therefore the quicker you eat the fish 'n' chips the higher your score. 8000 points will be awarded on Level 2 and 7000 points on Level 3. 100,000 extra bravery points will be amassed when Perry is saved.

Parky's next adventure is now available and we will give away 1 free game to the first 50 totally correct maps which plot the location of every item.

For those who are still tearing their hair out, fill in the coupon at the bottom of the map for a 10% discount on the sequel.

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