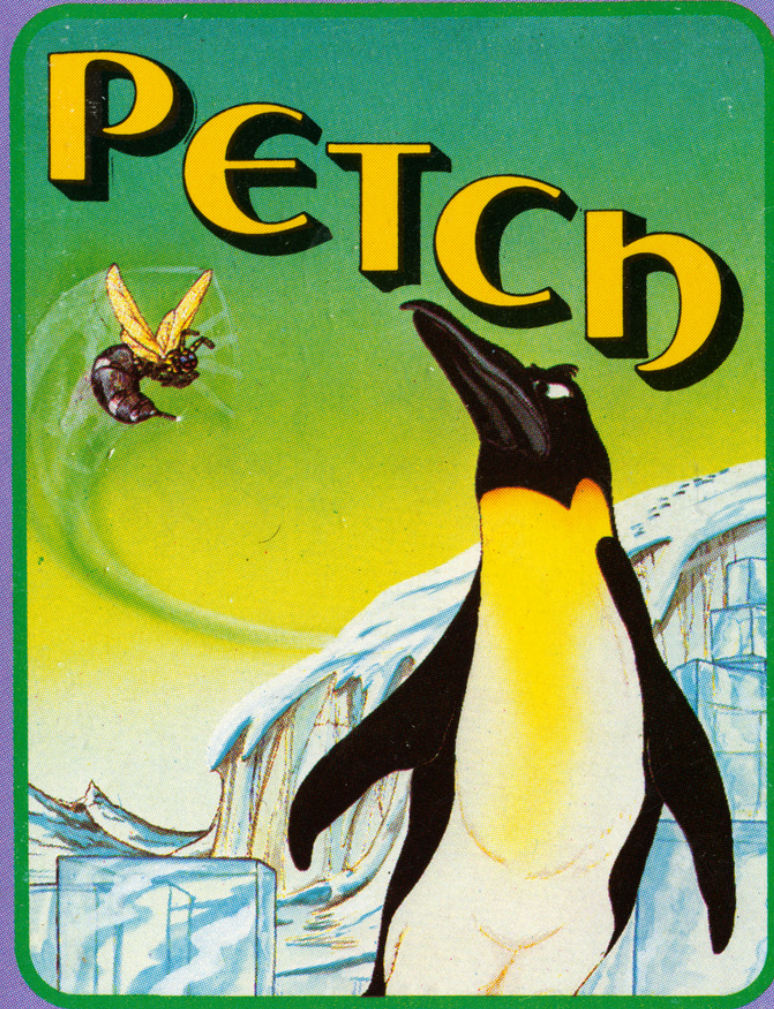


AR

ANIROG



PETCH

Petch, the plucky little penguin, has amassed a fortune in diamonds which he stores for safe-keeping in a fenced enclosure that was once the garden of an old Eskimo hunter. The ice blocks from the Eskimo's igloo have been scattered about the garden, forming an intricate maze. Petch has hidden his diamonds amongst these huge ice cubes, hoping that any intruders who manage to enter the enclosure will be unable to discover his treasure. Unfortunately for Petch, the climate is becoming warmer, causing some of the ice cubes to melt and the eggs that were hidden inside them to hatch. The eggs produce two types of Arctic monster: the Snowbow and the Snowbox. The Snowbox is the most dangerous of the two: he has a voracious appetite and is able to eat his way through the icy walls of the maze. However, both types of monster are carriers of the killer Arctic disease, invariably fatal to penguins - the Common Cold! Therefore, Petch must be careful not to come into contact with either the Snowbow or Snowbox unless the deadly germs are first inactivated.

Loading:

Cassette - Type LOAD and press the RETURN key. This cassette has been recorded using a Turbo-Loader. This enables the program to load faster than the 1541 Disc Drive without using additional hardware. Always place your cassette as far away as possible from your TV and the computer. Clean the recorder heads regularly.

Program By TEQUILA SUNRISE

PETCH

TURBO

C.B.M.

64

COMMODORE 64

ANIROG SOFTWARE

29 West Hill, Dartford, Kent

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WARNING

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PETCH

Playing Instructions One or two player option)

Destroying Snow Monsters: Petch has two methods of destroying the monsters.

a) He can crush them either between two blocks of ice or between an ice block and the enclosure fence. To slide a block across the ground Petch must be positioned behind a cube, the joystick pushed in the direction he wishes it to travel, and the fire button pressed. Petch can only slide one block at a time; if he attempts to push more the heat from his body will melt the cubes until only one remains.

b) By standing against any one of the enclosure boundaries and pressing the fire button. Petch is able to activate an electrical current along that side of the fence. Any Snowbow or Snowbox in contact with the boundary at the time will be temporarily stunned and the dangerous germs that they carry will become harmless. For a few seconds only, Petch is able to touch the monsters without risking harm to himself, and can now crush the monsters by walking over them.

Destroying Eggs:

From time to time Petch will see four flashing red cubes. These contain unhatched eggs and extra points can be gained if the eggs are destroyed before they hatch. Petch should use the same method for this purpose as he would to slide an ice cube.

Arranging Diamonds:

The diamonds can be moved in the same way as the ice cubes (although obviously they cannot be melted!). Extra points are awarded if Petch can arrange the diamonds in either a horizontal or vertical line.

Scoring

Petch must survive each level for two minutes before he can proceed to the next. When he first enters the enclosure four yellow snow monsters will be displayed at the top of the screen (the number increases by one each time a level is successfully completed). Whenever a Snowbow or Snowbox is destroyed the number is reduced by one. Petch can gain bonus points if the display is cleared within sixty seconds. The scale of the bonus is as follows:

10	seconds—	6000 points
10 - 20	seconds —	5000 points
21 - 30	seconds —	4000 points
31 - 40	seconds —	3000 points
41 - 50	seconds —	2000 points
51 - 60	seconds —	1000 points

Additional points are awarded for the following:

Destroying an egg - 800 points

Destroying a snow monster - 400 points

Arranging diamonds against a fence - 5000 points

Arranging diamonds within enclosure - 10000 points

Controls:

- P - Up
- Down
- ; - Right
- L - Left
- F - Slides ice cubes/activates electrical current

OR USE JOYSTICK

No

F1 ONE player

F3 TWO players

SPACE BAR Pause the game. Press space bar to restart the game.

RESTORE Start the game at the beginning.