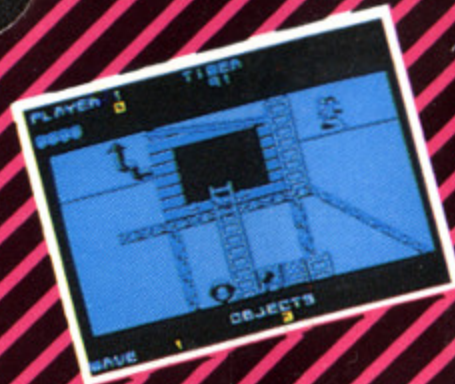




Help Peter Packrat in his pick-up pandemonium.

Screen pictures shown may be different machine versions of game.
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CBM
64/128

Peter
PACK RAT

SILVERBIRD



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PETER PACK RAT

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THE GAME

Peter Packrat is a cute little rodent who lives in a Junkyard, he likes nothing more than picking up all the nice things people don't mean to throw away. He runs around his neighbourhood collecting all the trash-treasures he can lay his hands on and carries them back to his nest, where he can look at them in peace. However, the Junkyard is not such a safe place, and is patrolled by Riff Rat - the leader of the Rats of Flatbush, his minions, and various other villains including Scrapper the Junkyard dog, Sticky the spider, Nite Owl, Slugger the bat, Big Al the alligator, Diamond Jim the snake and Clawd the Cat, all these guys are very nasty pieces of work (boo, hiss!). When Peter has collected everything from the Junkyard, he hunts the Sewer, and when he has all the treasures from there, he can look in the Tree. By the time he has searched there, someone is sure to have dumped something wonderful back where he started...So, Peter Packrat, get collecting!

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the user manual.
2. Place the rewind cassette in the cassette unit and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch off your Commodore 128 and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Controls

You may redefine the keys from an option on the title page, or use a joystick.

- | | |
|--------------|--|
| Up | Climb up a ladder, or jump. |
| Down | Climb down a ladder, or duck. |
| Left | Move Left |
| Right | Move right |
| Fire | Throw a stone or treasure, or let go of flying animal. |

What you need to do

Peter Packrat must collect all the treasures on the level and take them all back to his nest. The number of items he needs to gather is shown at the top of the screen. He must either avoid the evil animals, or stun them by throwing stones or treasures at them. Flying animals that have been stunned can carry him, but not for long, so let go when the creature that is carrying him starts flashing. He can climb up or down ladders, slide down slides, bounce across gaps on planks, and climb through pipes. He can swim, but not very fast, so avoid a dip whenever possible.

5 FREE GAMES

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