

RODLAND

C64/128

CBM 64/128 Cassette

"First class playability, endearingly cute nature and a great sense of fun the conversion just can't be missed."
90% ZZAP (CBM 64/128)

C64

"Great cartoon graphics...the most enjoyable bash I've had in ages!" 91% Sinclair User (Spectrum)

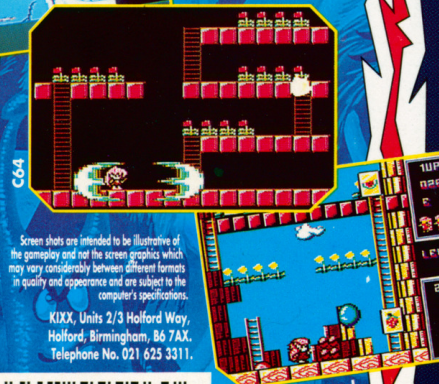
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RODLAND



RODLAND



Screen shots are intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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Amstrad

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HEROES OF THE LANCE



TURRICAN™



DRAGONS OF FLAME



MULTIMIXX 4



VENDETTA



GUNSHIP

COMING SOON:
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD
PROJECT STEALTH
NOT AVAILABLE ON
AMSTRAD CPC
CASSETTE



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH



AIRBORNE RANGER



TURRICAN™ II



PROJECT STEALTH

RODLAND

LOADING INSTRUCTIONS

CBM 64/128 Cassette

Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette deck then follow on-screen prompts.

SPECTRUM 48/128K, + 2 Cassette

Type LOAD"" and press ENTER. Press PLAY on the cassette deck. Use LOADER option on +2 computers.

AMSTRAD CPC Cassette

Press CTRL and small ENTER keys simultaneously. Press PLAY on the cassette deck. Follow on-screen prompts.

THE STORY SO FAR....

Tam and Rit live in a fairy village. Having led a happy life full of sticky cakes and endless parties, they find that something awful has happened overnight to their fellow inhabitants. They've turned nasty and captured their Mom and locked her in, at the top of the Maboot's Tower. Luckily for Tam and Rit they've inherited the Rods of Sheesanomo from a village elder and some rainbow shoes from their Pop. Armed with these they can tackle the tower by wopping cuddly beings on the head with their rods and climbing ladders built with the help of their rainbow shoes. It's not easy though, when your former friends have some rather mean surprises in store for you!

How to play:

The game consists of over 40 levels of cuddly-bashing action. You must work through each screen, wopping the nasties and collecting the flowers.

Wop them often enough and you'll pick up a useful weapon, or just tickle them with the rod and see what happens.

To get around the screen you must build ladders either up or down to collect the platforms. As soon as you build a second one, your first ladder will disappear. If you don't clear the screen of your opponents in time, the game will change to "meany" mode where life will become far more difficult. Collecting all of the flowers switches you into the EXTRA GAME. Here you can collect an extra life by picking up letters to form the word EXTRA.

Introducing some of the characters...



BUSHIES

- THEY'RE JUST FURRY FAKES



POLYMORPHS

- THESE CONTAIN A HIDDEN SURPRISE



BUNNIES

- IF THEY REACH FOR THE CAR ROT IT'S TIME TO CLEAR OFF



NESSIES

- THEY'VE ALWAYS GOT THE MUNCHIES



WASPS

- SEE THESE AND IT'S TIME TO BUZZ OFF



SHARKS

- DON'T BE FOOLED BY THEIR TEARS



SPUDS

- HAVE A NASTY HABIT OF MULTIPLYING



STARFISH

- THEY'VE GOT THEIR OWN VERSION OF AN AUSTRALIAN HOBBY



BLUE MEANIES

- THE NAME SAYS IT ALL



-TAM

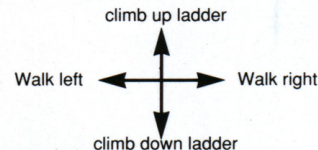


- RIT

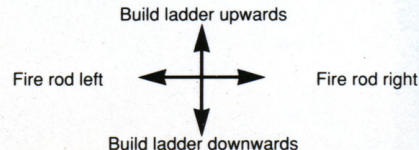
You can play 1 or 2 players, but 2 player games can only be started on the 1st screen.

Joystick Controls

without fire button pressed:-



with fire button pressed:-



When an enemy with your magic rod, press the fire button to "wop" him on the ground. keyboard control.

	C64/128	SPECTRUM
UP DOWN LEFT RIGHT FIRE PAUSE QUIT	Joystick only H RUN/ STOP	Redefine Keys

LADEANWEISUNGEN

CBM 64/128 Cassette

SHIFT- und RUN/STOP - Tasten gleichzeitig drücken. PLAY - Taste auf Kassettenrekorder betätigen und den Bildschirmanweisungen folgen.

ISTRUZIONI DI CARICAMENTO

CASSETTA CBM 64/128

Premi contemporaneamente i tasti SHIFT e RUN/STOP. Premi PLAY sulla piastra di registrazione e segui i solleciti dello schermo.