

RUFF and REDDY™
IN THE SPACE ADVENTURE

Ruff and Reddy have agreed to test Professor Flipnoodles Pocket Rocket. At blast off, something goes terribly wrong and the rocket spins wildly out of control, heading off into deep space.

SCREEN SHOTS FROM C64 VERSION.

5 019393 900502

Hi-TEC SOFTWARE LTD.
4-5 BARMOUTH COURT,
BARMOUTH ROAD, SHEFFIELD S7 2DH
TELEPHONE: 0742-587555 FAX: 0742-580547

Hi-TEC Software

HT050

RUFF and REDDY™
IN THE SPACE ADVENTURE

Hi-TEC Software

Hanna-Barbera

HT050

RUFF and REDDY™
IN THE SPACE ADVENTURE

Ruff and Reddy have agreed to test Professor Flipnoodles Pocket Rocket. At blast off, something goes terribly wrong and the rocket spins wildly out of control, heading off into deep space.

It crash lands on a planet inhabited by small blue aliens known as Lilli-Punies. Some of these have decided to go exploring on a nearby planet and have become either lost or captured.

The Lilli-Punies kidnap Ruff and Reddy and tell them that the only way to regain their freedom is for Ruff to go and rescue all the missing aliens.

Without much of a choice the Lilli-Punies take him to the planet where their friends are.

THE SEARCH BEGINS!

YOUR MISSION
Ruff has to search through four areas of the alien planet, beginning on the surface and working his way underground.

Each level comprises of various puzzles to solve and varying amounts of Lilli-Punies to find - 20 in all.

© 1990 HANNA-BARBERA PRODUCTIONS INC.

Hi-TEC SOFTWARE PRESENTS
A Series of Games Based on Famous
Hanna-Barbera
Cartoon Characters

HONG KONG PHOOEY

YOGI'S GREAT ESCAPE

RUFF and REDDY

"ATOM ANT"

Hi-TEC Software

© 1990 HANNA-BARBERA PRODUCTIONS INC.

**A FANTASTIC SERIES OF NEW AND ORIGINAL
GAMES BASED ON THE FAMOUS HANNA
BARBERA CARTOON CHARACTERS BROUGHT
TO YOU BY HI-TEC SOFTWARE**

**Yogi's
GREAT ESCAPE**

**BEST BUDGET
GAME OF THE MONTH**

AVAILABLE ON:
SPECTRUM, C64, AMSTRAD CPC, ATARI
XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

The fun begins when Yogi and Boo Boo wake up from their long winter's nap and find out that their beloved home Jellystone Park must close, and that all of the bears will be sent to a zoo. Yogi cannot bear the thought of being cooped up, and so he and Boo Boo must make their escape.



**HONG KONG
PHOOEY**

AVAILABLE ON:
SPECTRUM, C64, AMSTRAD CPC, ATARI
XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

Baron Von Bankjob has escaped from jail! Who comes to the rescue? It's Hong Kong Phooey, emerging from the sticky top drawer of his special file cabinet, with the help of trusty police cat, Spot. The latest living legend of our time emerges, mask and kimono askew, the indispensable Kung Fu manual tucked firmly inside his pocket.

**RUFF
and
REDDY**

AVAILABLE ON:
SPECTRUM, C64, AMSTRAD CPC, ATARI
XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

Ruff and Reddy have agreed to test Professor Flipnoodles Pocket Rocket for him. This blasted off but something went wrong and the rocket went out of control leading them out into deep space. The rocket crash landed on an alien world inhabited by aliens called Lilli-Punies, who are small, blue, but very very wary of their visitors. In fact they capture Reddy and tell Ruff that he can get his friend back when he rescues their trapped alien friends.

**AND
COMING SOON**

AVAILABLE ON:
SPECTRUM, C64, AMSTRAD CPC,
ATARI XE/XL (8 BIT MACHINES)

© HANNA BARBERA PRODUCTIONS INC.

"ATOM
ANT"



Controls: Joystick in Port 2
Fire = Jump except when under water

Quit: Run-Stop

Pause: Space

Collect all Lilli-Punies in a section to complete it. Bouncing objects are score bonuses. Watch the time limit doesn't run out.

SCORING

50 Points per bouncing object
100 Points per Lilli-Puny
500 Points for using a puzzle item
500 Points for collecting a puzzle item

Time left is multiplied by 10 when a section is completed.

LOADING INSTRUCTIONS

Hit SHIFT & RUN/STOP keys together.

Programming, Design & Graphics by: Twilight.

Design & Print: FHD Sheffield.

Illustration: Julie Hebdon.

© P.A.L. Developments 1990.

RUFF UND REDDY

Ruff and Reddy haben versprochen, Professor Flipnoodles Taschenrakete zu testen. Doch beim Start geht etwas total schief, und die Rakete schwirrt völlig außer Kontrolle geraten umher und verschwindet im All.

Die Rakete zerschmettert auf einem Planeten, der von kleinen blauen Lebewesen bewohnt wird, die als Lilli-Punies bekannt sind. Einige der Lilli-Punies haben sich bei der Erforschung eines nahegelegenen Planeten verirrt oder sind gefangen genommen worden.

Die Lilli-Punies kidnappen Ruff und Reddy, und um ihre Freiheit wieder zu gewinnen, muß Ruff alle vermißten Lilli-Punies finden.

Es bleibt Ruff keine andere Wahl, und die Lilli-Punies bringen ihn zum Planeten, auf dem sich ihre Freunde befinden.

Die Suche beginnt!

Ihre Aufgabe

Ruff muß vier Abschnitte des fremden Planeten durchsuchen, auf der Oberfläche beginnend und sich bis unter den Boden vorarbeitend.

Auf jeder Stufe müssen verschiedene Rätsel gelöst und Lilli-Punies gefunden werden, 20 insgesamt.

Punkte

50 Punkte für einen springenden Gegenstand
100 Punkte für einen Lilli-Punie
500 Punkte pro Gegenstand, der zur Lösung eines Rätsels verwendet wurde.

Bonuspunkte für ein durchsuchtes Gebiet: restliche Zeit multipliziert mit 10.

Steuerung: Joystick in Anschluß 2

Feuer = Springen (außer unter Wasser)

Pause: Leertaste

Verlassen des Spiels: Run/Stop-Taste

Finden Sie alle Lilli-Punies, die sich in einem Abschnitt befinden. Springende Gegenstände bringen Ihnen Zusatzpunkte. Passen Sie auf, daß Sie das Zeitlimit nicht überschreiten.

LADEN

Shift-Taste und RUN/STOP Taste gleichzeitig drücken.

RUFF E REDDY

Ruff e Reddy hanno acconsentito a collaudare il Razzo Pocket del Professore Flipnoodles. Al lancio qualcosa va terribilmente storta e il razzo ruota velocissimamente fuori controllo, dirigendosi verso lo spazio.

Fa un atterraggio di fortuna su un pianeta abitato da piccoli alieni blu conosciuti come Lilli-Puni. Alcuni di essi hanno deciso di andare ad esplorare un pianeta vicino e si sono perduti o sono stati catturati.

I Lilli-Puni sequestrano Ruff e Reddy e dicono loro che l'unico modo per riconquistare la libertà è per Ruff di andare a liberare tutti gli alieni mancanti.

Senza dargli molta scelta, i Lilli-Puni lo portano sul pianeta dove si trovano i loro amici.

Incomincia la ricerca!

La vostra missione

Ruff deve cercare in quattro aree del pianeta alieno, incominciando dalla superficie e andando verso il sottosuolo.

Ogni livello comprende diversi problemi che deve risolvere e diversi numeri di Lilli-Puni - 20 in totale.

ISTRUZIONI DI CARICO

Premete i tasti SHIFT & RUN/STOP insieme.



Comandi: leva a cloche nel Porto 2

Fire = salto tranne che sotto l'acqua

Abbandono: Run-Stop

Pausa: Spazio

Per completare una sezione dovete raccogliere tutti i Lilli-Puni. Gli oggetti rimbalzanti vi danno punti premio. Fate attenzione che il limite di tempo no espiri.

Punteggio

50 punti per un oggetto rimbalzante
100 punti per un Lilli-Puni
500 punti per uso dell'oggetto nel completare il problema.

Punti premio per il completamento di una sezione: tempo restante * 10.

OUT NOW

POSEIDON
PLANET ELEVEN

GREENHOUSE PLANET EARTH IS
DEAD, THE HUMAN RACE HAS MOVED
TO POSEIDON. A NICE PLACE TO BE?

**AMAZING GRAPHICS
SUPERB ARCADE ACTION**

HT050