

# RUPERT

and the  
TOYMAKER'S PARTY



Jolly old Rupert can walk, jump, leap, climb stairs – and even fly – but can you get him to the party?

32 challenging screens of animation and fun.

Full instructions appear on the reverse of this sleeve.

Rupert Bear © Express Newspapers PLC.

© QUICKSILVA LIMITED  
Liberty House,  
222 Regent Street,  
London W1R 7DB.  
Telephone 01-439 0666



5

012409 001095

RUPERT  
and the  
TOYMAKER'S PARTY

QUICKSILVA  
From  
CBM64

QSC109



# RUPERT



CBM 64

# RUPERT

and the

## TOYMAKER'S PARTY

Poor old Rupert's been left behind after helping Mr. Bear. His friends have all gone to the Toymaker's party. To help him get there they have laid a trail of invitations pinned to the walls of the Toymaker's castle. Your job is to walk Rupert past the invitations to collect them. When you have cleared all of the invitations from each of the four linked screens in the level, you can pass to the next level by going to the doorway, which will open automatically. There are eight levels for you to walk through before you reach the party.

Each level is a different area of the castle. You start off in the castle grounds, for instance. Every level has a different set of problems for our adventurous friend. Some of the toys he meets on the way will help him and even let him fly, while some will hinder him.

There are four different routes to the party. This lets you explore some of the castle to see what is in store for Rupert.

### LOADING INSTRUCTIONS

Press SHIFT and RUN/STOP

### KEYBOARD CONTROL

|              |                                 |
|--------------|---------------------------------|
| N            | = Left                          |
| M            | = Right                         |
| Either Shift | = Jump                          |
| Space Bar    | = Pause                         |
| Restore      | = Quit game                     |
| 1, 2, 3, 4   | = Different routes to the party |

### JOYSTICK CONTROL

Left/Right and Fire to jump

### COPYRIGHT

The content of this program, including all instructions, drawings, plans, BASIC and machine code routines and all copyright and other intellectual property rights therein belong to Quicksilver Ltd.

All rights conferred by the Law of Copyright and other intellectual property rights and by virtue of international copyright conventions, are specifically reserved to Quicksilver Ltd and all copying and reproduction of this product, by whatever means, either electronic or other media, is expressly forbidden. The prior written consent of the Company is necessary in all cases and the Company will vigorously and aggressively seek to maintain and protect these rights, in all circumstances and whatever the reason for the infringement of these rights.

Quicksilver Ltd is always seeking to expand its range and if you have written any software yourself that you think might be suitable for inclusion in our future catalogue please do not hesitate to contact us. We pay commercial rates for all programs published.