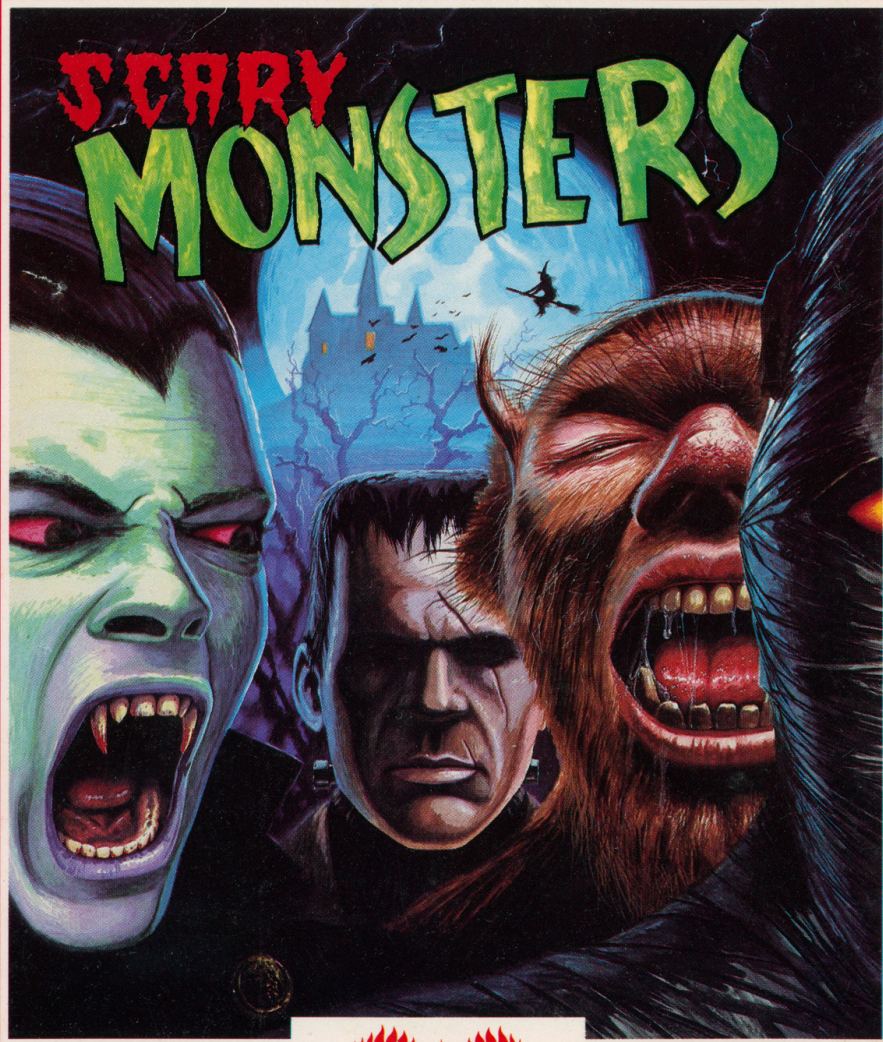




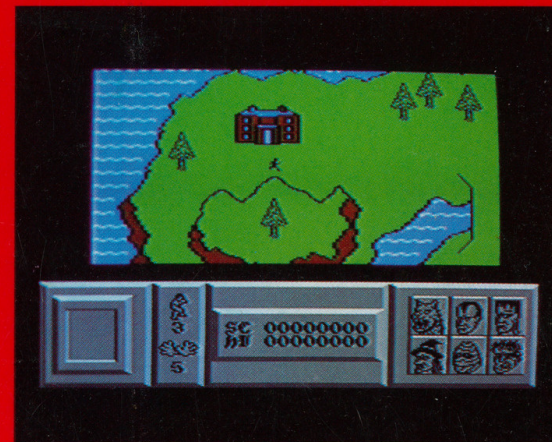
SCARY MONSTERS

COMMODORE 64.128



SCARY MONSTERS

A GOTHIC MYSTERY



STARRING (IN ORDER OF PREDICTABILITY)

JASON CRYPT – As Harry Johns
 Norma Siams – As Conny
 P. Bonham-Elliott – As Dr Graves
 Lorris Tombs – As Jasper

A historical account of the last days of the Graves' dynasty, featuring some of the most spectacular special effects to come out of the Wright studios since its heyday ("I married a teenage Donkey", "Accountants from Mars", and the unforgettable "Johnny meets a thing from somewhere very horrible").

© British Telecommunications plc. 1987

5 012439 003236

COMMODORE CASSETTE

Jason Crypt stars as ex-football star and adventurer, Harry Johns, stranded on Graves' Island after a boating accident. Here he meets the lovely Conny (played by an exciting new starlet Norma Siams) and discovers a sinister web of terror perpetrated by the mad Dr Graves (P Bonham-Elliott at his best!). The island has turned into a prison populated by mutated victims of Graves' experiments in genetic science. The remaining dwellings are haunted by the dead ancestors of the victims in search of ghastly revenge for the atrocities Dr Graves committed since he first obtained his grant from Hackney council and began experimenting. Now all that Jones can do is rescue Conny from this horror be travelling from dwelling to dwelling and eradicating the evil spirits that inhabit the houses. Scared though he is, he knows that he must prevail...

"Another Wright masterpiece! Norma Siams certainly lives up to her name"

(Florida Evening Gazette)

"A real thriller... Miss Siams is as young and firm as ripe mango"

(Fruit Times)

"Don't go alone...Best to take someone as obviously eager to please as young Norma..."

(New York Tribute)

HOW TO PLAY

Six of the greatest monsters ever to grace the silver screen are alive (almost) and well on Graves Island, where they inhabit six of the eight mansions on the island. However, for every force there is an equal and opposite. When the monsters arrived, they were forced to bring with them the means to their undoing. Six weapons are to be discovered around the island, each weapon specifically tailored to its target. The undead roam throughout the mansions, and you may destroy these with a single shot (or a peek-a-boo in times of emergency). But beware of the crawling hands – they'll duck beneath your shots. If the undead touch you, you'll be sent reeling out of control, and your power to shoot may diminish. Should too many touch you then you'll be joining the undead in their endless search. And remember, the peek-a-boo's are limited.

KEYBOARD CONTROL

- Q UP
- A Down (when outside mansions)
Peek-a-Boo (when inside a mansion)
- Z Left
- X Right
- C Fire
- 9 Abort game
- 8 Pause game (inside only)

Or use joystick in port one.

LOAD INSTRUCTIONS

Commodore C64 Cass

Hold down SHIFT and press RUN/STOP Then press PLAY

Commodore C64 Disc

Type LOAD '★',8,1

Firebird is a Registered Trademark of British Telecommunications plc

Guarantee

If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

© BT 1987

Copyright Notice

Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out without the express permission of the publisher.