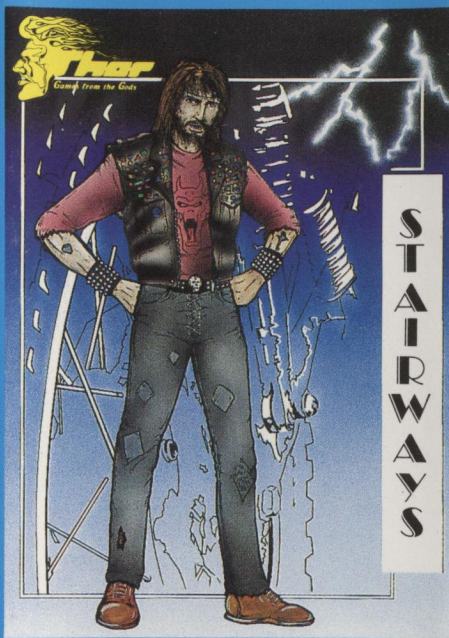




STAIRWAYS

COMMODORE C64

FOR ANY C64

STAIRWAYS

Stairways © 1985 by **Thor Computer Graphics Ltd** The game **Stairways**, its program code, game mechanics, audio-visual presentation and documentation are protected by National and International copyright laws. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of the computer for the purpose of executing the program. This product may not be stored, translated, transmitted, reproduced or distributed in any form or by any means or offered for hire or for sale on any optional buy back basis without the express written permission of Thor Computer Software Ltd. All rights of author and owners reserved worldwide.

Stairways is a registered trademark of **Thor Computer Software Ltd**.

The night was young, the music loud and heavy, the joint was as they say, jumping. I had arrived at the club (Stairways) after a bracing ferry ride from the Pier Head in old Liverpool, a seemingly innocent start to what was to prove a night of terror.

"The band played on."

Music swam into my head, the several drinks of which I'd partaken bringing drowsiness in their wake. Suddenly the room began to swish around in time with the rhythm of the sounds coming from the band, then it all became clear, I was alone but for the band and the euphemistically named doorman, there were drinks a-plenty on the bar, food in abundance in the Burger Kiosk; all to the good you might think, but there was a sinister side to my surreal situation ...

Around the almost deserted club were glasses, half empty, left where their previous owners had abandoned them; amongst the glasses I could see the unmistakable glitter of gold, with a shudder I realised these were none other than the lost pieces of the legendary amulet of the great budge WONGA. I knew then that I must collect these together in order to escape from this nightmare. As I moved amongst the discarded glasses and empty chairs, I was horrified to see huge ill-cobbled brown boots flying through the air towards me: the only thing I could do to avoid being trampled by them was to project the bubble-like thought forms which had been fermenting in my brain. This however, had the effect of sobering me up which made the bubbles harder to project – back to the bar; I had managed to avoid or disperse most of the boots, but when one or more of them hit me, I felt myself slipping ever closer to death, a feeling accentuated when I was hungry – to the burger bar to replenish my tummy – accidentally I knocked over a glass. This was a mistake, the doorman loomed large. As he approached I stood quaking – rooted to the spot – the next thing I remember was spinning through the air – then the whole nightmare began again. Help Me!!!!

STRATEGY

1. Collect the pieces of the Golden Wonga whilst avoiding glasses, shooting and avoiding baddies.
2. When all pieces are collected, get back to the bars for a drink and some food.
3. Wait for the time to reach 000.

STATUS LINE

On the status there are the following controls:

1. Hunger level – When this reaches zero you will start to lose energy. It is therefore essential to keep this level as high as possible. This is done by visits to burger bar. Here the level will 'increase'. Don't get too full, otherwise you will be bounced out of the club.
2. Sober level – This works identically to the hunger level except one must visit the drinks bar for some 'falling down pop!'
3. Energy level – This cannot be increased in any way as you have a set amount of energy to complete each level. Energy is lost however, by:
 1. Being hit by baddies
 2. Zero sober level
 3. Zero hunger level.
4. Lives – Believe it or not this informs you of how many lives you have left.
5. Box at bottom – This contains the name of your current level. It has little importance to the general play of the game, other than to indicate how far into the game you are.

LOADING INSTRUCTIONS

1. Plug cassette deck into appropriate port on back of Commodore.
 2. Put cassette into cassette deck making sure the lid fastens down properly – note if the lid does not close either.
 1. Take cassette out of its case.
 2. Try putting cassette into deck the correct way.
 3. Once this has been accomplished, the rest is straightforward.
- Enter Load " " and press return key or shift-run. If this is unsuccessful, switch computer On and try again.
4. The rest is automatic, but I felt like having a 4th instruction.

KEYBOARD

- Z = Left
- X = Right
- L = Fire
- P = Jump
- + = Music on during game
- = Music off during game play.

STAIRWAYS FEATURES

- Full colour smoothscroll.
- 45 Different levels.
- Bouncer.
- Fully animated Rock group.
- Head Bangers.
- Burger Bars.
- Dance Floor.
- Drinkies Bar.
- Mushrooms.
- Glasses.
- Golden Wonga.
- Scrolling Message – So what's new?
- Fast bouncy music.
- Sarcasm.
- Budgies.

STAIRWAYS DOES NOT FEATURE

- Flickering Sprites.
- 10 Million different screens.
- Bum Notes.
- Pictures of Llamas.
- Platforms.
- Zandoff the Mongolian Yeti.
- Neil.
- Mega large heros.
- The Word 'Mega'.
- Pictures and life story of author – unfortunately!
- Holograms on the cover which you can't read.

GAME CREDITS

- Original concept and design – Wonga.
- Game coding – Wonga.
- Grafix – Stoografix, Paul Salmon B.A.
- Scenario – I'm not telling you.
- Rest of instructions – Wonga (So he's to blame if you don't understand them).
- Music – Fred Gray.

JOYSTICK

- Use joystick in port 2
- up – invokes a jump
- + and - are as above.