

CBM 64/128

STIFFLIP & CO.™

Stiffip & Co is one of the most accomplished and certainly one of the most enjoyable graphic adventures I've seen....

COMMODORE USER.

Rarely have I seen the idea of the icon driven adventure implemented with such style and sense of humour.... P.C.W.

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STIFFLIP & CO.™

KIXX



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THE SETTING:

Britain rules a mighty empire over which the sun – like bad jelly – never sets. How could such a small island, permanently shrouded in fog, become a great power, and George V the world's largest private landlord? The answer lies in cricket.

For countless years British schools have conducted a gruelling regime: cold baths, corporal punishment and over-cooked cabbage. It is a regime the British do not escape, even in adulthood, except through cricket; a game which can lead to as much as 5 days absence from home or school. Even if played at home, it acts as a powerful anaesthetic.

Whenever possible the British leave their soggy island for good, hence their pre-eminence as a seafaring nation. Far from home they yearn for the sound of willow against leather. But their contempt for foreign languages (on the grounds that they are 'foreign') and the difficulty of translating terms like 'silly mid off' has forced them to colonise other countries as the only way of persuading them to take up the game.

Now disaster looms for the bowler and brolly brigade. The contemptible **COUNT CHAMELEON**, Master of Disguise* and sworn enemy of the establishment, is determined to succeed in his latest and greatest dastardly plot. His sale of rubber goods through mail-order ads in a civil service magazine, has led him to develop the

RUBBERTRONIC RAY. With it he threatens to neutralise the starch in wing-collars, loosen stiff upper lips and generally relax moral standards – leading to the collapse of The Empire. Worse still, it will radically and unpredictably alter the bounce of a cricket ball.

This boulder must be stopped!

LOADING INSTRUCTIONS

CBM64/128

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

INSTRUCTIONS



CHINWAG
talk to / trade with other characters



DO ONE'S STUFF
act



FISTICUFFS
Fight
you will meet up with Chameleon's henchmen throughout your adventure and they will always pick a fight.



BEETLE OFF
move



STATE OF PLAY?
take stock

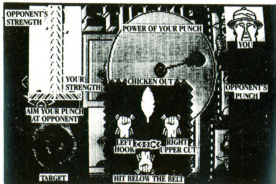


CHANGE BATTER
swap between characters

Your opponents are slow but sturdy and will regularly work up to delivering a bone-jarring punch.

Your options are: to do a bunk; hit below the belt (effective but underhand!) or go for a straight punch. Keep the moving crosshair in the centre to draw the target into the middle. Press **FIRE** to throw your punch.

The closer you get to the centre ring, the more effective your punch will be. Also, the faster your arm swings round, the more powerful your punch.



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SCENARIO:

L'impero Britannico è tanto vasto che il sole – proprio come la buona educazione – non vi tramonta mai. Come potrà mai un'isoletta così sperduta, avvolta dalle nebbie, diventare una grande potenza e Giorgio V diventare il più grande proprietario terriero? La risposta a questa domanda è "il cricket".

Da innumerevoli anni le scuole britanniche hanno condotto un regime rigoroso: bagni freddi, stecca e cavoli stracotti. E' un regime al quale nessuno può sfuggire, neppure in età adulta, tranne che con il cricket: un gioco che può portare fino a cinque giorni di assenza da scuola o da lavoro. Persino se giocato a casa, può servire da potente anestetico.

Non appena possibile gli inglesi abbandonano la loro isola umidiccia, il che spiega la loro reputazione di popolo marinaro. Lontano dalla patria bramano il suono della mazza control la palla.

Il loro disprezzo per le lingue straniere (per il semplice fatto che sono 'straniere') e la difficoltà nel tradurre termini come 'silly mid off', li ha forzati a colonizzare altri paesi, non avendo altra scelta per convincerli ad adottare questo gioco.

Ma un disastro si profila all'orizzonte di questo esercito armato di ombrello e bombetta. Il temutissimo **CONTE CAMALEONE** (Count Chameleon), Padrone del Travestimento, e nemico giurato delle istituzioni, è deciso a riuscire nel suo ultimo e più ignobile dei piani. La vendita per corrispondenza di articoli in gomma, grazie ad uno spazio pubblicitario piazzato in una rivista per dipendenti statali gli ha fatto sviluppare un potente **RAGGIO GOMMATRONICO** (Rubbertronic Ray). Con esso, egli minaccia di neutralizzare l'amido ai colletti, rilassare i denti stretti e, in generale, far decadere il senso morale – cosa che porterebbe al crollo dell'impero. Peggio ancora, altererebbe radicalmente e imprevedibilmente il rimbalzo di una palla da cricket.

Questo mascazone deve essere fermato!

ISTRUZIONI PER IL CARICAMENTO

CBM64/128

Premere **SHIFT** e **RUN/STOP** assieme. Premere **PLAY** sul registratore.

ISTRUZIONI



CHINWAG
(PETTEGOLEZZO)
Parla / mercanteggia con gli altri personaggi



DO ONE'S STUFF
(FA IL TUO DOVERE)
Agisci



MIT DEUTSCHER ANLEITUNG
ISTRUZIONI ITALIANE COMPRESSE

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FISTICUFFS (SCAZZOTTATURA)

Lotta

Incontrerai spesso gli scagnozzi del Camaleone e imparerai presto che sono pronti a tutto pur di farla a botte!



BEETLE OFF (DATTELA A GAMBE)

Muoviti



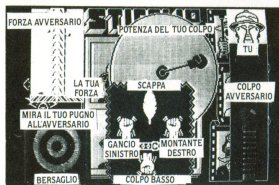
STATE OF PLAY? (SITUAZIONE GIOCO)

Fai inventario



CHANGE BATTER (CAMBIO PANNI)

Fai scambio tra i personaggi



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SZENARIUM:

Großbritannien herrscht über ein mächtiges Weltreich, in dem die Sonne nie untergeht. Wie kann solch eine kleine, dauernd in Nebel gehüllte Insel eine Weltmacht und George V der größte Privatgrundbesitzer der Welt werden? Die Antwort liegt im Cricket.

Seit unzähligen Jahren führten die britischen Schulen ein hartes Regime: kalte Bäder, körperliche

Züchtigung und verkochten Kohl. Ein Regime, dem die Briten auch als Erwachsene außer durch Cricket nicht entkommen, einem Spiel, das bis 5 Tage Abwesenheit von daheim oder von der Schule erlauben kann. Auch wenn es daheim gespielt wird, wirkt es als ein starkes Betäubungsmittel.

Wenn immer möglich, verlassen die Briten ihre regendurchweichte Insel für immer, daher auch ihre Vorherrschaft als seefahrende Nation. Fern der Heimat sehnen sie sich dann nach dem Klang des Auftreffens von Weidenholz auf Leder. Ihre Verachtung für Fremdsprachen aus dem Grund, daß diese eben "fremd" sind und die Schwierigkeiten, Begriffe wie z.B. "silly mid off" zu übersetzen, zwang sie zur Kolonisation anderer Länder als der einzige Weg, sie zum Cricketspiel zu bewegen.

Der Melonen- und Schirmbrigade droht aber jetzt eine Katastrophe. Der verachtenswerte **GRAF CHAMÄLEON**, Meister der Verkleidung* und verschworener Feind des Establishments will mit aller Gewalt mit seinem neuesten und größten niederträchtigen Ränkespiel zum Erfolg kommen. Sein Verkauf von Gummiwaren durch Versandhausanzeigen in einer Beamtenzeitschrift führte ihn dazu, den **RUBBERTRONIKSTRAHL** zu entwickeln. Mit ihm droht er, die Stärke in Vatermörderkrägen unwirksam zu machen, steife Oberlippen erschlaffen zu lassen, Moral zu lockern und damit den Zusammenbruch des Weltreichs herbeizuführen. Schlimmer noch wird dies zu einer radikalen und unberechenbaren Sprungänderung eines Cricketballs führen.

Diesem Schurken muß Einhalt geboten werden!

LADLEANLEITUNG

CBM64/128

Tasten **SHIFT** und **RUN/STOP** gleichzeitig drücken. Taste **PLAY** auf Ihrem Kassettenrecorder drücken.

ANLEITUNG



CHINWAG

mit anderen Charaktern sprechen oder Handel treiben



DO ONE'S STUFF

in Aktion treten



FISTICUFFS

kämpfen

Während Ihres gesamten Abenteuers stoßen Sie auf die Spießgesellen des Grafen Chamäleon, die immer Streit suchen.



BEETLE OFF

bewegen



STATE OF PLAY?

Lage beurteilen

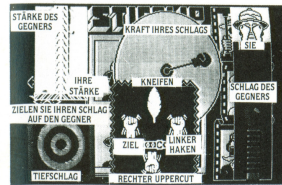


CHANGE BATTER
zwischen Charaktern
wechseln

Ihre Widersacher sind langsam aber kräftig und regelmäßig darauf aus, einen knochener-schütternden Punch anzubringen.

Ihre Optionen sind: sich aus dem Staub machen; einen Tiefschlag anbringen (wirksam aber hinterhältig!) oder aber ein direkter Punch. Das bewegliche Fadenkreuz im Zentrum halten, um das Ziel in die Mitte zu bringen. Zum Loslassen Ihres Fausthiebs "**FEUER**" drücken.

Je näher Sie zum mittleren Ring gelangen, umso wirksamer ist Ihr Punch. Ihr Puch ist auch umso stärker, je rascher Ihr Arm schwingt.



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COLOSSEUM ● TITANIC
SUPER CYCLE ● ROAD RUNNER
HARDBALL ● INFILTRATOR
TRANTOR ● GAUNTLET II
CYBERNOID ● JACK THE NIPPER
MASTERS OF THE UNIVERSE-THE MOVIE
SILENT SHADOW ● ROLLING THUNDER
STREET FIGHTER ● STARDUST
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IF YOU ENCOUNTER ANY DIFFICULTY OBTAINING ANY KIXX PRODUCTS, MAKE OUT A CHEQUE OR POSTAL ORDER FOR £2.99 + 50p (P + P) TO KIXX, UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. ALLOW 28 DAYS FOR DELIVERY. SUBJECT TO AVAILABILITY.

TITLES COMING SOON FROM KIXX

GARY LINEKER'S SUPERSTAR SOCCER

A football game like no other. Pick your team and play the match of a lifetime in the most exciting Football simulation yet!

SIDE ARMS

With well detailed graphics and good animation, this horizontally scrolling game from Capcom blasts its way to the top of the shoot 'em up tree!