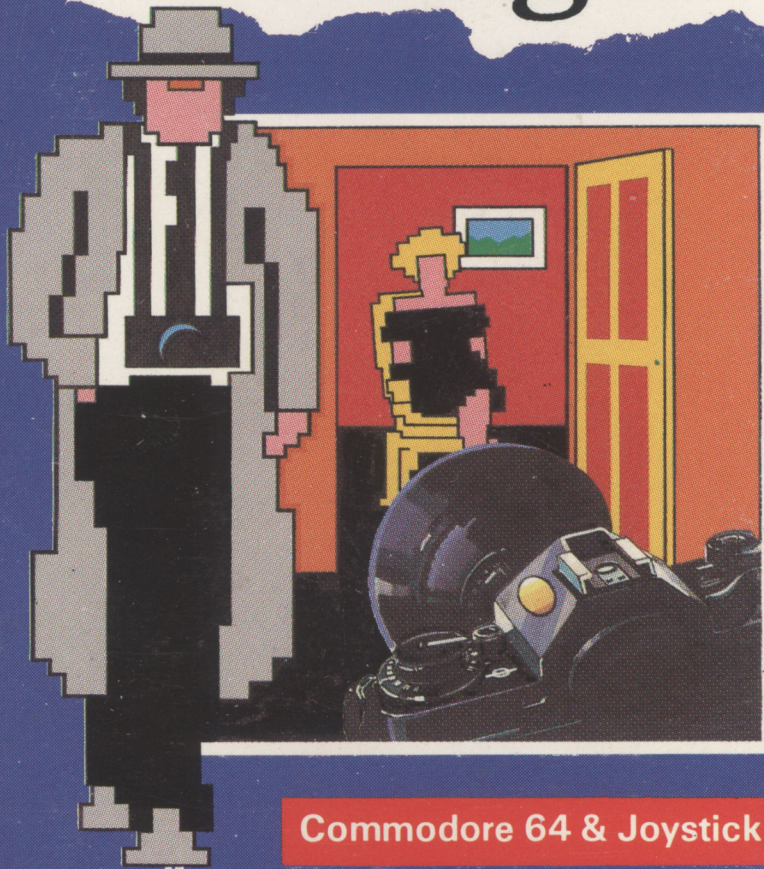


Stringer



Commodore 64 & Joystick

Stringer

Addictive

A14

FEATURES OF THIS GAME:

- CARTOON QUALITY CHARACTERS • MULTICOLOUR SPRITES • MULTISCREEN
- GUEST APPEARANCE BY MR ANGRY! • FULL JOYSTICK CONTROL
- 5 SKILL LEVELS • 1 OR 2 PLAYER OPTION

STRINGER

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OBJECT OF THE GAME

As Stringer, ace reporter for the "Daily Blurb", you have been set the task of snatching an exclusive shot of Polly Platinum who is staying in the penthouse suite of the local hotel.

To achieve this aim you must first collect your equipment – camera, flash bulb, press pass and the key to the Penthouse suite – which have been hidden in various rooms around the hotel.

Your assignment must be completed within your Editor's deadline, which is displayed at the bottom of the screen.

Throughout your mission you are chased by various of the hotel staff – not to mention Mr Angry, the irate guest who is behind one of the doors.

POINTS

Screen number × 100 points are gained for each object collected. On completion of the assignment the remainder of the deadline is added to your points score.

HINTS

It is possible to get past a pursuer by jumping past him in the opposite direction – but be careful, as this is not always successful.

No member of the hotel staff will start to chase you until you move.

Pressing the RESTORE key will freeze the game, until it is pressed again.

If you arrive on a floor where a pursuer is facing the opposite direction he will not detect that you are there.

STARTING UP

Switch on your machine and press the SHIFT and RUN/STOP keys together. Press PLAY on the cassette player.

SETTING OUT

The game has 5 different skill levels and has an option for a one or two player game. The number of the skill level determines the number of hotel staff who will subsequently pursue you throughout your quest. In addition there is Mr Angry in his pyjamas who gets very annoyed if you wake him from his slumber.

JOYSTICK CONTROL

You can change skill level or number of players on the first screen. To increase the skill level, pull back the joystick, to decrease push forward. To change from one to a two player game, move the joystick right, to change back move the joystick left.

To jump – Pace left or right and press fire button. (If Stringer is not moving when the button is pressed he jumps straight up.)

To open doors/pick up objects/take the photo – face doorway and press the fire button.

Finally, to start the game press the fire button.

PLEASE NOTE

To turn the music on/off press the RESTORE key on the High Score screen.

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7A Richmond Hill, Bournemouth BH2 6HE