



CUTE AND CUDDLY CHAOS!

LOADING INSTRUCTIONS CBM64/128 Cassette

Insert tape into tape player, making sure it's rewound. While holding down the **SHIFT** key, press **RUN/STOP** key. The game will now load.

Disk

Insert disk into drive. Enter **LOAD "A", 8, 1**. The game will now load. Due to the nature of the program it takes longer to load than normal. Sorry!

CONTROLS

Joystick Port 1:

Left, right, up, down, fire
Amiga

Switch on TV/Monitor, then computer. Insert disk into drive. The game will load automatically.

Atari ST

Insert game disk into drive. Switch on TV/Monitor, then your computer. The game will load automatically.

SUMMER'S HERE!

Isn't Summer Camp wonderful? Plenty of fresh air, water sports, ball games, and barbeques — the good life. One problem: the camp flag, the **Stars and Stripes**, has gone missing and there are only 24 hours before the Summer Camp's **Opening Ceremony!** You're **Maximus Mouse**, the Camp's resident rodent who is bound to get the blame! The next thing cooking on the barbeque could be your goose unless you find a replacement flag pretty quickly.

But where can a replacement be found? And another problem: when you're only a few centimetres in height every journey seems like a million miles! What Max needs is transport, a vehicle.

What he needs is **HELP!!!**

GAMEPLAY

The game consists of four large levels. On each you have to help Max collect **Acme** crates which contain the parts to build into a vehicle which will carry him to the next level and finally back to the camp for the Opening Ceremony. As the crates are collected a blueprint of the vehicle will

assemble on-screen and when the blue print is completed so is the level.

THE BONUS SCREEN

At the end of each level is the bonus screen. Here is your opportunity to boost your score by several thousand points. Simply find the correct combination by standing over your chosen switch and pressing fire. A correct selection is rewarded by a vehicle component being fitted in the right place. A wrong selection results in all the components being put back in their boxes. A bonus is given for every correct part assembled.

HINTS

- Every screen is littered with **icons** to help you in your quest. Some have more than one use. Find out what each one is for and how best to use it on a particular screen.
- Don't stop and play with strangers.
- Every screen has more than one **entry/exit point**, if one route proves difficult try another.
- Don't let your energy drain to zero, eat something.
- Eating while your energy level is a

waste of good food and you should know better.

- Falling from a great height hurts.
- Some equipment requires a change of joystick direction mid-jump, practice when a screen is cleared of nasties.
- Any icon can be used as a platform.
- You may need to jump from one screen to another.

SUMMER CAMP is another in an on-going series of entertainment software to excite and thrill brought to you by

THALAMUS
and

John Ferrari concept, code, gfx, Max's agent

with assistance from
Dynamo **David JLG Birch** for working his tail off on Max's behalf

Crucial **Mark Clements** and friends — two great tunes and sound fx and testing
Franco Frey without whose financial assistance camp would not have opened
Oli Frey for air brush welding beyond the call of cuteness, design and packaging
Richard Eddy who recognised *Summer Camp's* potential. The fool.

Tony Ferrari for ideas and testing

Pauline 'Yummy' Ferrari for starting me up in the morning, messages, aspirin and switching me off at night.

Thanks also to **Mojo, Cal, Vicky, Billie, Bobbie, Luke, Alan, Kyle, Jarred, Chris** and **Graham**, without whom this game would have been entirely possible.

In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiovisual concept, label and program
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If you have written any computer software you think is up to **THALAMUS** standards, contact **David Birch** at the above address for a confidential assessment.

Thank you and goodnight.