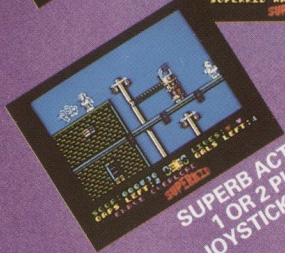


Screen shots may be
from different
computer version



**SUPERB ACTION FOR
1 OR 2 PLAYERS
JOYSTICK REQUIRED**

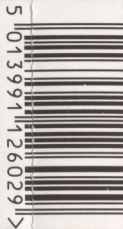
Set in New York in the year 2089, the city has become a no-go area for ordinary citizens as the street gangs conduct open warfare. Crime is rampant and the streets are littered with the dead bodies of innocent citizens and gang members alike.

A super hero is needed to clean up the city. Enter...Superkid



COMMODORE
64/128

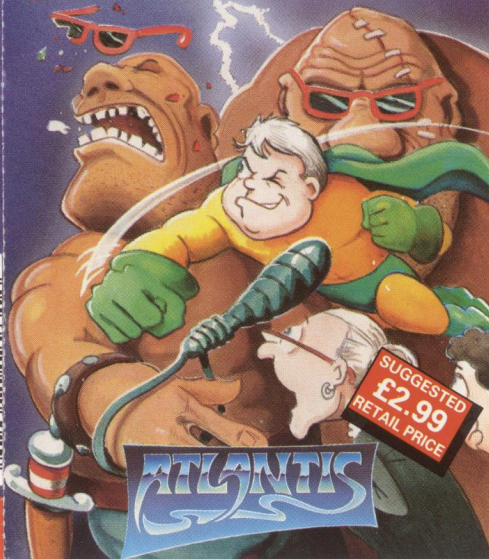
SUPERKID



AT 126x

COMMODORE 64/128

SUPERKID



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£2.99
RETAIL PRICE**

LOADING:

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically. (The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

CONTROLS:

Joystick in Port 2.

H = Pause, **S** = Resume, **F1** = Quit.

GAME:

The Mayor of New York is desperate for help. Warring street gangs have turned his city into a no-go area for ordinary citizens, young and old alike. Someone is needed to protect these citizens from the violence of the gangs, someone who has the power to defeat the gangs and make the city safe again.

His call is answered by Professor Ian Stein, an eminent scientist who has dedicated his life to finding the secret of human flight. Yesterday, the professor's young nephew, Tom Essex, wandered into the laboratory and drank a complete bottle of the latest formula, mistaking it for a bottle of lemonade. The effect was instantaneous. Not only could Tom fly freely but he also had amazing strength. Now he has a mission in life. A super-hero who can clean up the city.....Superkid.

INSTRUCTIONS:

The city is split into 3 areas, each of which has a number of citizens to protect. Young girls must be rescued from the roofs of tall buildings and senior citizens must be escorted safely back to the rest home. To kill the gang members you must use

Continued

your new super-powers to fly into them with your fists. Although your new powers give you some protection, you can still die if you are shot too often. Your strength is shown on the 'Crimewave Overload' meter and if you allow this to fall too far you will lose one of your lives.

When the 3 areas of the city have been completed by rescuing all the young girls and seeing the senior citizens safely back to the rest home, you must enter the areas again but this time in twilight. The gangs become even more vicious and your super powers will be tested to the full.

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If you have written a good programme and would like to discuss marketing, please write to:

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