PNEUMATIC HAMMERS

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THE GAME

RED ALERT! The Lee Valley gold research base is under threat of destruction. The electrical power lever has broken off and there is no other way of switching off the plant's pneumatic hammers. The hammers were installed to hammer bridge pillars into the river bed. The continuous operation of the hammers is causing the rockface to crack and crumble into the valley floor, threatening the base.

Red O'Blair, famous trouble shooter, is choppered in to save the day. Your job is to help Red cast a new lever, but the only available material is gold, which first has to be found. The gold nuggets have to be pure in quality and exact in quantity to make the required lever.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Pneumatic Hammers can be played with a joystick connected to the port of your Amstrad computer or with the following keys.

Z=Left X=Right |=Up \=Down

Return (fire button on joystick)=Pick up/Drop/Jump

Esc=Abort/High Score Table

The game begins with options offered on playing modes and difficulty levels.

The gold is buried amongst the rockslides either side of the river. The nuggets can be found by use of a metal detector, obtained on the 1st floor of the base. When a nugget has been located, it can be made visible by pointing the hand at the spot and pressing fire. A sack is provided for collection. Take care, both detector and gold will be lost if there is a rockslide and they are not held in the hand. The number of buried nuggets is displayed in the bottom corners of the screen.

Movement across the river is made by jumping from pillar to pillar, hammers should be avoided though! The pillar will gradually be hammered under the water, but time can be extended by placing logs on top of the pillars. Log piles can be replenished by use of the crane on the ground floor of the base.

Recovered nuggets of gold can be weighed and checked for purity on the 2nd floor. Nuggets come in sizes of 9, 10, 11, 18, 20, 22, 45, 50, 55, 90, 100, 110 grammes. Only 10, 20, 50 and 100g are pure enough for moulding. Every nugget placed in the furnace must be pure, otherwise all the gold will be lost. The player must also take care to weigh in the correct amount of gold needed for the handle.

The furnace will heat up until it reaches 1000 c when a thermostat will turn on and maintain the temperature at between 980 c and 1000 c. Gold will melt at 1063 c and cast at 1120 c, so until the correct amount of gold is present, do not switch the furnace above 1000 c. This is achieved by pressing the HEATING switch when the temperature is rising, if it is dropping the furnace will switch off.

Once a handle is cast, go to the top floor and switch the power off and the base will be saved. The exit to the base is on the ground floor opposite the lift.

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★ Denotes availability of game to your computer

Correct at time of printing

	Amstrad	Atari 800/ 800XL/ 130XE	CBM 16	CBM 64/128	Spectrum
Bombscare	★				★
Booty	★		★	★	★
Buccaneer					★
Caverns of Eriban		★		★	
Chickin Chase	★			★	★
Chimera	★	★		★	★
Collapse	★	★		★	
Cylu	★			★	★
Freak Factory				★	
Fury			★		
Galaxibirds				★	
Goldrush			★		
GoGo the Ghost				★	
Gunstar				★	★
Gyron Arena					★
Happiest Days of Your Life				★	★
Harvey Headbanger	★		★	★	★
Helichopper	★				★
Imagination	★			★	★
Into the Deep			★		
Kai Temple					★
Kings Keep					★
Mad Nurse				★	★
Megabucks					★
Microrhythm				★	
Netrun 2000			★		
Ninja Master	★	★	★	★	★
Olli and Lissa				★	★
Oriental Hero					★
Park Patrol				★	
Pneumatic Hammers				★	
Raging Beast				★	
Rebelstar	★				★
Runner			★		
Seabase Delta	★			★	★
Shorts Fuse	★				★
Shark			★		
Special Agent				★	
Spike					★
Spiky Harold	★	★	★	★	★
Star Firebirds	★				★
The Prince				★	
Think	★				★
Thrust	★	★		★	★
Thrust II	★				★
Thunderzone	★				
Torpedo Alley			★		
Tubaruba					★
Twinky Goes Hiking				★	
U F O				★	
Warhawk		★		★	
Wild Bunch	★				★
Willow Pattern	★			★	★
Zone Ranger				★	

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