

# CONTRAPTION

The potty professor has invented the craziest crankiest machine ever devised - the Contraption!

Enter his zany world and explore the weird and wonderful rooms of his mansion. Experience some of the best graphics ever seen on the Amstrad, and feverishly search for the golden apples which feed his wonderful invention.

Encounter poisonous plants, bouncing bombs, pumping pistons, devious devils, swooping spiders, diving dodos, sneaky snowmen, plunging platforms, jiving jellyfish.... in fact, you name and it's here!

## LOADING INSTRUCTIONS

First make sure your Amstrad is in disk loading mode, then type...

RUN "" [ENTER]

or press CTRL and the small ENTER key simultaneously.

## PLAYING INSTRUCTIONS

The mad professor has invented the ultimate machine - the Contraption. To keep it going he must feed it with Golden Apples. There are ten zany screens each representing a different room in his mansion. Collect all the Golden Apples from these within the time limit shown by the gauge on the right. Then in between each of those screens there is another in which you must feed the apples into the Contraption to keep it going. Climb up to the chute at the top left to feed the apples in.

## CONTROLS

Select joystick or keyboard control at the start of the game. The keyboard controls are...

Z - LEFT

X - RIGHT

SHIFT - JUMP

H - HOLD

S - RESTART

GAME CONCEPT : Helen & Dave Mann

PROGRAMMING : Peter Fothergill  
of the Art Crew

© 1986 A.S.L.

The programs recorded on this cassette and the packaging are copyright. No reproduction of the programs is permitted without the written approval of A.S.L.

Published and distributed by A.S.L.  
P.O. Box 88, Reading, Berks. England

Duplicated and manufactured by Datagenic Ltd.