

SCENARIO

JACK AND THE BEANSTALK

Jack and his mother are poor. They own a cow Daisy which would give them milk, but now she is growing old and weak. So Jack's mother has decided to sell her, but because Jack's mother is ill, Jack will have to go.

On the way he sees a strange looking man who offers to buy the cow.

'How much will you give for her?' asks Jack.

'I'll give you something more valuable than money. Here's a magic bag of beans, plant them in your garden and a miracle will appear', says the man.

'What kind of miracle?' asks Jack.

'You will see a giant stalk stretching into the sky and at the top you will see a giants castle full of treasures for the taking'.

I'll have em' snaps Jack. He grabs the beans and runs off home.

Jacks mother was delighted when she saw him returning home without Daisy, but when she realised what Jack had been paid with, she was furious.

She flung the beans out of the window and sent Jack to bed with no supper.

All through the night strange things happened, and when Jack woke up and looked out of his window he saw...

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GAME STRATEGY

You as Jack must find the correct path through each screen and collect the objects which you will find there, but beware of insects and low flying birds.

The final screen has a time limit in which you must collect the axe and climb back up the Beanstalk to kill the giant Good luck, we think you'll need it!

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LOADING INSTRUCTIONS

Reset the computer by holding down the CTRL, SHIFT and ESC keys in that order. Insert cassette in datacorder and ensure it has been rewound press CTRL and small ENTER keys together, press PLAY when prompted by the computer then any key.

The message 'Loading "JACK & BSTALK" block 1 should appear on the screen. The loading is now automatic and will take about 8 mins.

TO PLAY

You are Jack and you have to collect objects as you go, but beware of the meanies. Can you collect the money and the golden goose, before the giant gets you.

CONTROLS

The game may be played using either the keyboard or a joystick.

KEYBOARD

J – Left
K – Right
L – Fire
A – Jump
S – Up
X – Down

JOYSTICK

Left + Fire button – Jump Left
Right + Fire button – Jump Right
Fire button only – To Fire

JACK AND THE BEANSTALK by Chris Kerry
COMPUTER GRAPHICS DESIGN by Steve & Chris Kerry
FRONT COVER DESIGN by Frankie Carney

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