

MONTY ON THE RUN

AMSTRAD

49 screens

Instructions to Play

Gameplan

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

The Freedom Kit:

- | | | |
|----------------------|-----------------|-----------------|
| 1. Compass | 2. Jet Pack | 3. Disguise |
| 4. Rope | 5. Generator | 6. Laser Gun |
| 7. Watch | 8. Ladder | 9. Hand Grenade |
| 10. Gun | 11. Floppy Disc | 12. Passport |
| 13. Gas Mask | 14. Telescope | 15. Tank |
| 16. Bottle of
Rum | 17. Axe | 18. Kit Bag |
| 19. Map | 20. Hammer | |
| 21. Torch | | |

General tips for object selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

Freedom Kit Selection

On the opening screen, use the Left and Right keys to place the required item in the central position (item will flash) and press the Down key to select. When five items have been selected, press Fire to start. The numbers on the items correspond with the numbers on the inlay card.

How to Move

Keyboard:

Q

Up

O

Left

A

Down

P

Right

SPACE

Jump

ESC

Abort Game

H

Pause On/Off

or use joystick

How to Load

Press Shift and Ctrl keys together.

Press

Shift

and

Ctrl

keys together.

**Produced by DJL Software for
Gremlin Graphics Software Limited
Alpha House, 10 Carver Street, Sheffield S1 4FS.**

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