

Punchy

LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run. Amsoft JY1 Joystick compatible.

DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

The Game

Nasty PUNCH has locked JUDY away in the Punch & Judy booth. You must rescue her by guiding brave BOBBY the policeman across the stage.

To achieve success you must, amongst other challenges, make Bobby leap the obstacles, land on a flying carpet and ROCK THE BABY.

All the well known characters from the traditional Punch & Judy show make an appearance in this unique game. The graphics produce one of the best programs available for the Amstrad.

Playing Instructions

Punch has locked Judy away in the Punch & Judy booth and Judy has called upon the brave Bobby to rescue her.

In true Punch & Judy tradition you the audience can help by guiding Bobby over the stage, telling him when to jump the many obstacles which are in his way.

Jump over the gaps in the stage and leap over Punch himself, whilst dodging the rotten tomatoes and the custard pies which are thrown at Bobby from stage left and stage right.

With perfect timing, land Bobby onto the flying carpet to cheat the alligators and death. Then at the end of each screen 'Rock the Baby', before moving on.

Every once in a while Judy will send a sausage, which Bobby can catch. When 3 have been caught, pressing keys will magically transport Bobby to the next screen unharmed. This magic should be saved for really tough sections.

Bobby's progress is shown on the  scroll scanner which depicts the stage and booth. Each screen has a time penalty which is shown top right - this varies with the level selected. As each screen is completed a bonus helmet is awarded in the top left scroll.

For every five helmets collected, a bonus is added. However each time Bobby fails, he loses all bonus helmets and sausages collected at that stage in which he failed. At the commencement of the game Bobby can survive 3 failures. This rises by one when a score of 30,000 points is achieved.

There are 16 screens to pass through before reaching the booth and the rescue of Judy.

Should you succeed then you get 100,000 bonus points but you will find that Punch once again abducts poor Judy and so you and brave Bobby are destined to fight for eternity - or until you switch off the computer!

Controls

Press Fire or copy key to start.

USE JOYSTICK: Left and right as usual

FIRE = JUMP BACK = DUCK FORWARD = USE SAUSAGES.

OR KEYBOARD: CURSOR PAD CAN BE USED AS BELOW:

↑ (USE SAUSAGES)

← (LEFT)

COPY (JUMP

→ (RIGHT)

↓ (DUCK)

H = HOLD GAME G = GO AGAIN

For DEMO press H and CTRL D.