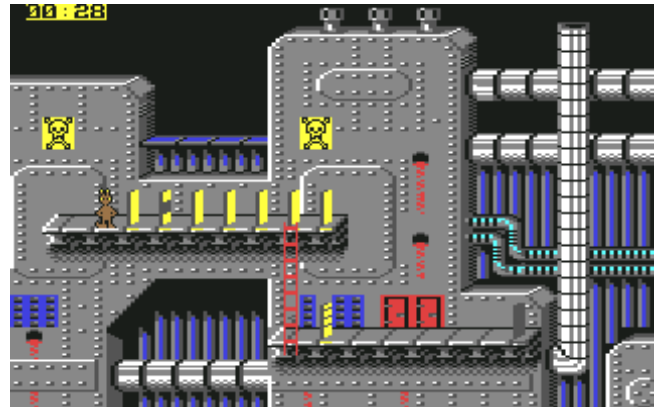
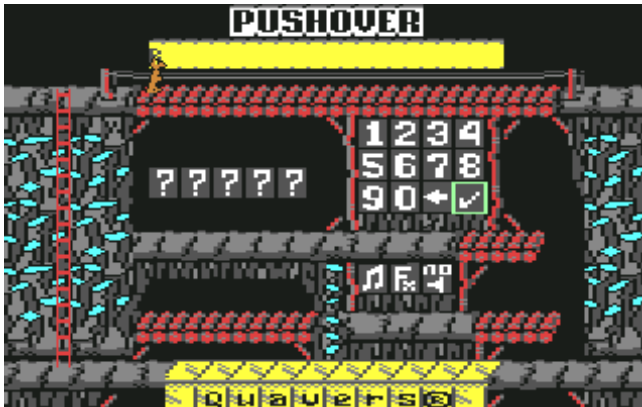


Pushover Manual



This Game is no PUSH-OVER

G.I. ANT_, a soldier ant, is extremely clever, and highly trained in tactical maneuvers. What's more, he's extraordinarily strong, and super smart. His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. Straightforward, huh?NOT!

You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of mindteasing problems. Each level has a door to the next. To open the door, the 'Trigger' domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level. Easy, huh?.....NOT!

Your Controls

Push-Over can be played using the joystick.

Joy up: CLIMB LADDER, GO BETWEEN BLOCKS TO PUSH, ENTER DOOR

Joy down: DESCEND LADDER, STEP OUT FROM BETWEEN BLOCKS

Joy left: WALK LEFT

Joy right: WALK RIGHT

Joy up + right or left : GO BETWEEN BLOCK (IF LADDER IS IN THE WAY)

Joy left + Fire: PUSH BLOCK LEFT

Joy right + Fire:: PUSH BLOCK RIGHT

Fire: PICK UP BLOCK, DROP BLOCK

F1: PAUSE GAME/HELP SCREEN

Q: ABORT LEVEL

Joy can be used on the Option Screen, with Fire to Select Option.

Option Screen

Using the joystick or keyboard, this allows you to:

- 1) Input a password number for you to gain access to any level you have previously reached.
- 2) Turn MUSIC and/or SOUND EFFECTS on or off.

Playing the Game

The object of the game is to manipulate the blocks in order to achieve a 'chain reaction' of falling dominoes. The LAST domino to fall, however, must always be the TRIGGER block. ALL other blocks, apart from the red STOPPERS blocks, must have fallen before the TRIGGER block. G.I. ANT can pick up and carry, then drop, any of the blocks into different positions, except for the TRIGGER block which cannot be moved. Many blocks have different symbols, signifying the particular property of that block. At any time during play, pressing F1 or P will pause the game and bring up the help screen, showing you the symbols and their meanings.

When you're sure you have positioned all of the blocks correctly, you have just ONE push to succeed. If successful, you must exit the open door within a time limit, otherwise the screen will have to be replayed. If you are unsuccessful at completing a screen, use the arrow keys to select REPLAY PUZZLE.

G.I. Ant

G.I. ANT is tough, and can fall from a pretty good height with just a dazed head. However, there is a limit, and if G.I. ANT falls too far, he will disintegrate. The level will have to be restarted if this happens. Similarly, he can get crushed if caught under a toppling block. He is also quite happy to run up and down steps with blocks, if necessary.

G.I. ANT is strong enough to carry blocks along the surface, and even up and down ladders. Basically, the only thing too heavy for him to move is the TRIGGER block. Due to the energy exerted to manipulate all the blocks, G.I. ANT only has enough strength for ONE push per screen.

Pause / Help

When F1 is pressed during gameplay, this will PAUSE the game, and bring up a help screen, showing and describing the 'Special' domino-block. Additionally, once you have overrun the time limit, this screen will also display a HINT on how to complete the current screen.

Tokens

When you complete a screen successfully, and within the time limit, you will be awarded a TOKEN. TOKENS can be used in two ways:

- 1.) If you complete a screen but have gone beyond the time limit, you will be allowed to use a TOKEN to allow you to progress to the next level.
- 2.) If you fail a screen for any reason other than overrunning the time limit, you can use a TOKEN to replay the screen from the point at which you 'pushed' - i.e. the screen will be set up as you arranged previously.

NOTE: the time will also be reset to the time at which you made the push.

Passcodes

After each screen is complete, you will be given a number, which will allow you to play the game from the level you last played. The passcode number contains information relating to:

- 1) The screen you have progressed to.
- 2) The number of bundles of cash collected.

The passcode does NOT contain information relating to TOKENS, so when you restart using a passcode, you will have no TOKENS.

Dominoes

There are 10 types of dominoes:



Standard

These dominoes have no special abilities or features. When a domino hits a standard it will fall over, knocking over the domino next to it. If there is no ledge to fall onto, the domino will continue falling until it reaches a ledge or falls off screen.



Stopper

Stoppers cannot be toppled. They are the only type of domino that does not need to be toppled in order for the level to be completed. When a domino hits a stopper, the stopper rebounds it, making the other domino fall the other way.



Vanisher

Vanishers act like Standards, except they disappear when they are knocked over. They still knock the next domino in the chain over.



Tumbler

When a tumbler gets knocked over, instead of falling flat on the ledge it will rise up again in the same direction. It will carry on like this, rolling along the ledge.



Bridger

If you knock a bridger into a gap in a ledge that is one space wide, the bridger will fill the gap in. G.I. can then walk across the ledge or place dominoes there.



Ascender

When an ascender gets knocked into, it will defy gravity and float upwards. It then falls flat against the ceiling like a normal block would against the floor.



Delay

When a delay is hit, it will stay standing for a short while before falling over. The block that hits it will be rebounded in the same way that a stopper would rebound it.



Exploder

An exploder blows up instead of falling over when it is hit. This creates a gap in the ledge where it was standing. The explosion will also destroy ladders that are close by.



Splitter

Splitters are activated by dropping a block on them from above. The splitter becomes two dominoes, one falling to the left and one falling to the right, continuing the chain of dominoes in both directions. A splitter will also split in two if it is hit by a domino from the side - resulting in rubble.



Trigger

The trigger is the target domino - the one that the chain of dominoes must eventually topple. The trigger must be the last to fall in each level, and must fall flat on the ledge. Also G.I. must not be holding a domino when the trigger is knocked over, or the level is failed.

Hints & Tips

- 1) Although you have only one PUSH, the results can sometimes be achieved in other ways.
- 2) No matter how many blocks are on the screen, you only need to rearrange a few --sometimes no blocks need to be moved, it is just a question on which to push.
- 3) It is possible (and sometimes necessary) to move standing blocks after a cascade has started!
- 4) Always ensure G.I. ANT has access to the exit, although he CAN move faster than toppling blocks.
- 5) If you run out of time, you can always access the PAUSE/HELP screen for a HINT.

Do's & Don'ts

DO ensure that the TRIGGER block is the last block to topple.

DON'T allow a block to fall directly onto another block, unless the lower block is a SPLITTER.

DON'T allow any block to fall onto another to create rubble.

DO keep your exit door clear.

Credit

Game Concept and Design Copyright _ 1992 Red Rat Software-Ocean Software Limited.

Original concept by Charles Partington.

C64-Conversation (Preview) by Raffox / Magic Cap

(<http://ready64.altervista.org/hosted/pushover64/>)

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