

HOW TO PLAY

The game consists of 32 levels of cuddly-bashing action. You must work through each screen, wopping the nastie sand collect- ing the flowers.

Wop them often enough and you'll pick up a useful weapon, or just tickle them with the rod and see what happens.

To get around the screen you must build ladders either up or down the platforms to collect the flowers. As soon as you build a second one, your first ladder will disappear. If you don't clear the screen of your opponents in time, the game will change to "meany" mode where life will become far more difficult.

Collecting all the flowers switches you into the EXTRA GAME. Here you can collect an extra life by picking up letters to form the word EXTRA.

You can play 1 or 2 players. The second player can join the game action at any time by pressing the fire button.

DOCUMENTS TO RODLAND

SCENARIO

Something very bizarre has happened in the fairy village. What has happened to change the inhabitants from chummy chappies into fluffy fiends? They've only gone and kidnapped the beloved Mom of our angelic fairy heroes, Tam and Rit. She now lies captured in the top of the Maboots Tower waiting to be rescued. There's only one thing for it:

Tam and Rit must put on the Rainbow shoes given to them by the Elder, and armed with the Rods of Sheesanomo, a gift from their Dad, must go and wop anything that moves on the head!

THE STORY SO FAR

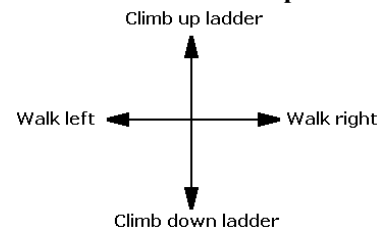
Tam and Rit live in a fairy village. Having led a happy life full of sticky cakes and endless parties, they find that something awful has happened overnight to their fellow inhabitants.

They've turned nasty and captured their Mom and locked her in the top of the Maboots Tower. Luckily for Tam and Rit they've inherited the Rods of Sheesanomo from a village elder and some rainbow shoes from their Pop.

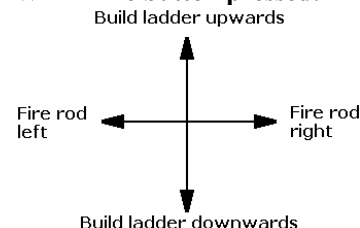
Armed with these they can tackle the tower by wopping cuddly beings on the head with their rods and climbing ladders built with the help of their Rainbow Shoes. It's not easy though, when your former friends have some rather mean surprises in store for you!

JOYSTICK CONTROLS

WITHOUT fire button pressed:-



WITH fire button pressed:-



When holding an enemy with your magic rod, press the fire button to "wop" him on the ground.

KEYBOARD CONTROLS

[H] ... Toggle pause mode on/off

[RUN/STOP] ... Quit current game

INTRODUCING SOME CHARACTERS...

	Tam	
	Rit	
	Spuds	- have a nasty habit of multiplying
	Sharks	- don't be fooled by their tears
	Wasps	- see these and it's time to buzz off
	Nessies	- they've always got the munchies
	Polymorphs	- these contain a hidden surprise
	Bushies	- they're just furry fakes
	Bunnies	- if they reach for the carrot it's time to clear off
	Starfish	- they've got their own Australian hobby
	Blue Meanies	- the name says it all!

HINT

In some later levels there are doors which you can enter by pressing the joystick upwards. But be careful, you never know where you will come out.

THE CAST

Programming by Steve Snake.
Graphics by Robert Whitaker.
Sound and music by Martin Walker and Steve Snake.
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REMEMBER CREDITS

-Disk original supplied by -MAYHEMUK-(thanks!)
-Tape original and documents supplied, disk original cracked, cheatmode hacked,levelpacked, highscoresaver installed and documents typed/improved by -HOK-
-Trained, debugged/improved and Pal/Ntsc fixed by -JACK ALIEN-

DEBUGGED / IMPROVED

- * After completing the game (or even when you died at the last endopponent) and proceeding the highscore entry, the highscorelist showed level number 31 instead of 32.
- * There were also two bugs at the very last endopponent (level 32):-
 - 1 It was possible to hit the 1st last opponent before he was on screen.
 2. It was also possible to hit the 2nd last opponent before he appeared on screen by hitting the disappearing (blinking) 1st last opponent.
- * This version is a real multiloader now. In the original you played until the endsequence appeared on screen and then the only thing left to do was switching the computer off. In other words: No highscore entry on completion of the game. Thus the 10,000 bonus points for the last endopponent were good for nothing. In this version you can press the [C=] key to leave the endsequence and afterwards the game continues like you would normally expect it.

CHEATMODE

When you enter "ONLY JOKING!" in the highscore entry, the entry will change to "OR AM I?" and you'll receive an unlimited credits cheat. This disables also the highscoresaver immediately! Entering "PAUL ROGERS" will change to "BART SIMPSON", but has no cheat action.

(RE)MEMBERSTATUS

Hok
Icon
Fatman
Intruder
Jack Alien
Derbyshire Ram

