THE AMAZING SHRINKING MAN

Professor Nitro has been working for many years on the reduction of live cells. His research was on the point of completion when, in a state of euphoria due to his imminent success, he drank his preparation believing that it was a glass of water.

Immediately he became so small that he fell into the rubbish bin next to his desk.

So begins his struggle against a multitude of assailants including ants and chewing-gum ! as he endeavours to regain his normal size by gathering the different pieces of his formula, which had been discarded in the rubbish bin, and the different ingredients from which it is made.

The Amazing Shrinking Man will run on Amstrad CPC 464, 664 and 6128 computers, with a disk drive or tape recorder, with or without joystick.

LOADING AND START-UP
AMSTRAD CPC 464, 664 and 6128

The game is in 2 parts :

1 - The Rubbish Bin
2 - The Laboratory.

TAPE VERSION :

Insert your tape. For 664 and 6128 press I TAPE (to get I, press shift and @ simultaneously).
Then, also for 464, press CTRL and Enter keys.

When the program has loaded, press STOP on the tape. To load the second part, press play on tape.

DISK VERSION :

Insert the disk and key in I CPM (to get I, press shift and @ simultaneously).

INTRODUCTION

The Amazing Shrinking Man has been written in 4 languages ; Spanish, French, German and English.
If you want the English version, press E and the bottom of the flag positions itself near the English flag.

If you play with the keyboard, press the 'K' key to define the keys :

← left
→ right
↑ up
↓ down

Or the function keys :

☼ fire, ♣ pause, ♩ music.

To begin the game, press P.

N.B. Press ESC when you are in, a desperate situation.

PRINCIPLE OF THE GAME

When Professor Nitro wants something, the following symbols will appear :
? means he is waiting for something
A glass when he is thirsty.
A roast chicken when he is hungry.

COMMANDS

Professor Nitro can move in four directions. With the joystick you just have to move it in the direction you want. Press the FIRE button to open a bag or to use an object. On the keyboard, use the keys you've defined at the beginning.

1. THE RUBBISH BIN.

The first objective of the game is to gather together the different pieces which make up the formula.

The Professor's enemies are :

The flies.
The ants.
Chewing-gum.
Drops of acid.

Objects which can be used in self defence are found in bags all over the place.

Time is limited and is represented by a burning candle which gradually decreases. This candle is in one of the bags but be careful not to confuse it with the candles you may sometimes find in the bin. These latter ones are useful when you need some light. In order to light a candle, you will need a match which can also be found in one of the bags.

The bags hold different objects :

A candle which represents the time.
Pieces of paper which have already been found.
Different objects. (see later)

The object just above your eyes represents what you have in your hand. You can replace it with another object that you find in the bag. To do this, you have to look at the different objects with the joystick or the keyboard and choose with the FIRE key or the FIRE button and then the selected item comes out of the bag.

GENERAL INFORMATION :

In the bin, Professor Nitro will eat only apple cores and drink the little drops which come out of the thin glass tubes. In order to climb he can collect and pile up ladders.

2. THE LABORATORY :

Once the different pieces of paper are put together, Professor Nitro can reconstitute his antidote.

The pieces of paper must first be stuck on a blackboard and you will need to have light to carry this out. Therefore, you will need to find the switch.

You will need a solution so that you can dilute the invisible ink which covers the formula and makes the different ingredients appear. Each product used in the formula is made up of ingredients which have to be mixed in a certain order and quantity.

Then you have to :

1/ Remember the order and the quantity of each ingredient in a product.
2/ Put the products in the funnel.
3/ Turn the tap on when all the ingredients of each product are ready.

And so on for each product which makes the formula.

You also have to light the bunsen burner and when all the ingredients are mixed up, you must go to the mouth of the container so that Professor Nitro can drink the contents of the glass- The Antidote.

The bags can contain the following :

A bomb for use against spiders' webs.
A bomb for use against flying insects.
A Solution.
A key.
An umbrella.

Tokens.
Matches.

The Amazing Shrinking Man was made by Infogrames.

PROGRAMMING & SCRIPT :

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MUSIC : Charles Callet.