



At last the **MESSIEST** game show on TV, is now on your computer.

We will tax your brain cells in the **QUIZ!**

We will test your reactions in the **PHYSICAL CHALLENGES!** —and if that's not enough . . . we will **SLIME YOU, GUNGE YOU** and rattle your nerves in the **ASSAULT COURSE! . . . PHEW!**

## GAMEPLAY

The questionmaster will ask a variety of questions with multiple choice answers. Using the joystick, you may select any of the three answers (your choice will be highlighted), or move across the board to **'Dare'** the answer to the other team.

The other team may then answer the question or **'Double Dare'** it back. Then you may answer the question or take the **'Challenge'**. If you answer the question correctly, you will be awarded points, and will be asked another question. If you answer incorrectly, or if the other team answers correctly when dared, or if you do not complete the challenge, the other team will be awarded the points and will be asked the next question.

## PART ONE – THE CHALLENGES

### 1. PLACE THE FACE

The left hand side of the screen shows a scrambled picture of a famous person. On the right side is shown the completed picture for reference. Use the joystick or keyboard controls to re-arrange the blocks into their correct order within a given time. The time remaining is shown by a gradually diminishing line underneath the pictures.

## 2. FOLLOW THE LEADER

The screen shows 4 coloured lights which will light up in random sequences. You must copy the sequence of lights by moving the joystick in the correct directions or by pressing the appropriate directional keys. The light sequence will increase in complexity up to a maximum of 6 steps. If you do not repeat the sequences correctly, the challenge will end there and then.

## 3. PYRAMID POWER

The screen shows 3 wooden pegs, on the left most peg are stacked a set of coloured hoops which are arranged in order of size. By using the number keys to select firstly your start peg then your destination peg, you must stack up the hoops on the right most peg in the correct order without putting a larger hoop on top of a smaller one. A diminishing coloured bar shows the time remaining.

## PART TWO – THE ASSAULT COURSE

If you are lucky enough to win the questions and challenges round, you will be invited to take on the Double Dare assault course. you must collect all ten flags which are hidden around the course. Not all of the locations are obvious, so try **everything!** A word of warning — avoid the gunge tanks or **you'll be slimed!**

## LOADING INSTRUCTIONS

### Spectrum:

128k mode: Press (enter) on loader.

48k mode: Press 'J' then ' key twice, followed by (enter). Follow on screen instructions for multiloader sections.

### C64

Press (shift); (run/stop) together, then (enter). Follow on screen instructions for multiloader sections.

### Amstrad

Press (control); small (enter) the large (enter). Follow on screen instructions for multiloader sections.

## GETTING STARTED

After the game has loaded, you will be asked if you wish to load new questions. If you answer 'Yes', follow the on-screen instructions. If 'No' the game will progress to the control set-up.

## CONTROLS (MAIN GAME)

### JOYSTICK



### KEYBOARD

Q = UP. A = DOWN. O = LEFT. P = RIGHT.  
(SPACE) = SELECT.

## CONTROLS (ASSAULT COURSE)

### JOYSTICK



### KEYBOARD

Z = LEFT. X = RIGHT. P = REACH. L = JUMP.

In all challenges, controls are same as main game, except for the 'Pyramid Stacking' game in which you use the number keys 1-2-3.

## SCORING

10 Points Each correct answer.

20 Points Answering 'Dared' question.

40 Points Answering 'Double Dared' question or completing a challenge.

These points are doubled during 'Double Double Dare'.

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