

HOT

COSTA CAPERS



FIREBIRD

COSTA CAPERS

Costa Capers is based on a small, lively character who hails as Ted Blewitt. He is obviously overworked and underpaid and decides that a holiday is in order.

España is the place to be, thinks Ted and off he goes.

Predictably, Ted's luggage goes astray including his money.

In order to enjoy his hols, it is first necessary to locate his possessions, particularly his trusty Brownie Box camera complete with 36 exposures...

Ted will encounter many varied items which may help him. On the other hand they may not...

His workmates however, will not believe that Ted's been on holiday to Spain unless he can show them his holiday snaps. Trouble is the camera went walkies with the rest of his gear.

Ted starts with no **money**, and so, as each item has a price, a credit card would be quite useful. Ted may carry up to

eight items in any one time, so be sure to choose carefully before you buy!

Objects may be dropped, but if Ted drops something in the path of an animated character, the character will pick up that object and it will be lost from the current game forever. Be careful!

Ted, in his travels must take care to avoid getting too sunburned or too de-hydrated during the hot, sweltering daytime. A parasol is pretty useful here, as is the odd can of lager.

Drinking too much will have obvious effects on Ted.

Drinking far too much may have unexpected effects!

Some items may be hostile towards Ted, whilst some are not. Others may just be downright pushy... There are even some that will assist Ted in his search for pleasure.

Collecting an item from one place could have strange effects in another place, due to some shift in the fabric of

time in some other dimension...

All objects will inform Ted of what they are when he is close enough to them, just in case that last can turned his legs to jelly and took his brain for a hike in Outer Mongolia!!

A few tips which may be of some use.

Some of the objects are guarded by hostile nasties and will be impossible to get at under normal circumstances. Booze could solve the problem owing to the 'Dutch Courage' phenomenon. However, once Ted has sobered up somewhat, he'll be suffering from 'The Hangover' syndrome...

COSTA CAPERS (II)

The camera is particularly important. To take pictures simply drop the camera (it is a Brownie Box camera after all!). The screen will flash to indicate that a picture has been taken, and when all 36 snaps have been taken, Ted has to locate the not-so-well-signposted developing shop to get his film processed

– provided that Ted has got the right snaps...

The only other important thing to remember is that Ted's period of leave from the Chip Factory ends on August 10th 1985, so he must have all his snaps developed by that time – or else!!

CONTROLLING OUR HERO TED

	KEYBOARD	JOYSTICK
Left:	Q	LEFT
Right:	W	RIGHT
Jump:	Z to M	UP
Drop item:	S,D,F,G	DOWN
Pick up item:	H,J,K,L	FIRE
Pause/unpause:	A	—
Tune toggle:	ENTER/RETURN	—
Game start:	ENTER/RETURN	—

INVENTORY

To select an item from the inventory, pause the game ('A') and use left/right to select the object required. When 'A' is pressed again to un-freeze the game, the item selected is the current one.

If you have a Spectrum type printer attached (ie. one that works with the COPY command) you have the facility to

dump the screen at any time by doing the following;

- 1) Pause the game.
- 2) Type in the word 'PRINT'.
- 3) To stop the printer, either press 'SPACE' or the pause key.

But above all, this is Ted's holiday, so have max megafun!!

INTOXICATION LEVEL

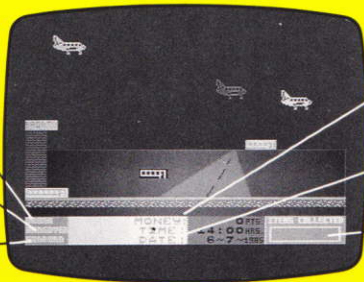
Ted will need to get drunk to fully enjoy his holiday.

HANGOVER INTENSITY

When Ted does get drunk, he will have to suffer the consequences.

SUNBURN INDICATOR

Avoid bad sunburn in sunny España or Ted's performance will be badly effected.



MONEY

You need money to buy any object.

TODAY'S DATE

Ted must complete his mission by 10.8.85

CURRENT OBJECT

Scroll through inventory to select new object

LOADING INSTRUCTIONS

SPECTRUM

Type **LOAD** " " "

Press the **ENTER** key.

Press the **PLAY** button on your recorder.

COMMODORE

CASSETTE

Hold down the **SHIFT** key and press the **RUN/STOP** key.

Press the **PLAY** button on your recorder.

DISC

Type **LOAD "*" , 8, 1**

Press **RETURN**.

AMSTRAD

CASSETTE

CPC 6128, 664 and CPC 464 with disc.

Hold down **SHIFT** and press the **@** key.

Enter **TAPE** then press **RETURN**.

Now follow the following CPC 464 cassette loading instructions.

CPC 464 CASSETTE LOADING

Hold down **CTRL** and press the small **ENTER** key. Press the **PLAY** button on your recorder.

DISC

Enter **RUN "DISC"**

Press **RETURN**.

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