

Jackle & Wide

At last after years of research Dr tackle has finally acquired the formula for the transforming potion. Without knowing how long the transformation process will last or even if it is possible to reverse the effects, he mixes the elements together and watches, transfixed, as the liquid bubbles and foams in the glass. This is the moment he has been waiting for. Locking and bolting the doors to his laboratory. Dr Jackle raises the glass and swallows the potion...

The transformation is a success. the potion actually works, but if Dr tackle could possibly have known beforehand that he would assume the personality and characteristics of Mr Wide he would never have taken it. Mr Wide is a completely evil man, the exact opposite in every respect of Dr tackle - the transformation process must be reversed, but how?

In his eagerness to experiment with the potion Dr Jackie neglected to prepare an antidote, but there is one person who might just be able to help him. Dr Piqued his sworn enemy and rival created the formula, so he may have an antidote. The problem is finding it. Dr Piqued's secret laboratory lies below ground, hidden in a maze of sewers below Hyde Park. The antidote must be kept there, but getting to it is no easy matter.

GAMEPLAY

The game is comprised of 2 sections, above ground in Hyde Park and below ground in the old converted sewers Dr Piqued uses as a hideout and secret laboratory.

Part 1-The Park

Your progress through the park depends on how good you are at solving the various puzzles which crop up along the way. You must solve these in order to progress and to help you there are a few hints scattered around. Just to give you an idea of what you're likely to come up against, one task you will be set is to gain entrance to the quarry. To do this you need to go into one of the underground labyrinths, to do this you need to cut a path to it, and to cut a path you need... got the picture?

Most of the objects you will come across do have a use and you are able to Take, Drop and List these.

Part 2-In the Underground Labyrinth

There are nine sewers for you to get lost in before you reach the hideout containing the all important antidote -and as if that wasn't had enough the sewers abound with all sorts of nasty creatures who don't take too kindly to strangers nosing around. They will do their level best to prevent you from reaching the antidote -so keep a lookout. If you do happen to come into contact with any of them your energy level will decrease. A word of warning, try not to let it get too low!

Should you decide you want to leave a particular labyrinth, you will find yourself back in the park and you will not be able to re-enter that particular labyrinth.

HINTS

1. Beware the rising floodwater, the intelligent spike, the green bottle and the room full of time increase gas.
2. You can decrease your rate of energy decrease, if you know how!
3. You can also regain energy. (Fire a certain object at the intelligent spike).

CONTROLS

Keyboard or Joystick Option

Use the joystick to move in any of the 8 directions and FIRE to enter the labyrinth or;

Q – Up

A – Down

O – Left

P – Right

Use SPACE to enter the underground and to FIRE.

To collect the various objects you come across, press 'T' to take an object, 'D' to drop the object, and 'L' to list the objects you are already carrying.

In the Labyrinth

Use the joystick to move left, right, jump straight up or to jump left and right. Press FIRE to throw a certain object and pull back the joystick to go UP or DOWN a level, but you must be standing over a staircase in order to do this. The keyboard keys have the same function below ground as above, but use Q to jump up and A to go through a doorway.

In order to successfully shoot at all the nasty creatures lurking in the underground labyrinth, you will need to collect the three stones you find in the park.

You can save a game by pressing COPY.

LOADING INSTRUCTIONS

Amstrad 464: Press CTRL and small ENTER

Amstrad 664/6128: Type |TAPE and press RETURN. Press CTRL and small ENTER

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