Mr.WIMPY

The program runs on the 48 ZX SPECTRUM.

LOADING
Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.
Type LOAD "" <ENTER>. (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P KEY simultaneously. For further instructions consult your manual. PRESS PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. When loaded follow screen instructions.

PLAYING
Mr. Wimpy's task is to make the best Burgers in town and you must guide him around the screen to achieve this. First assemble the ingredients avoiding the moving manholes and Waldo the burger-thief. Now make the Wimpy Burgers avoiding the kitchen rebels by directing the ingredients into the tray. If you are trapped by the rebels you can pepper them into oblivion but only three times unless you pick up the bonus gems, the ice cream or the cup of coffee, which give you more chances to shoot.

STATUS AND SCORING
On screen scoring shows current score, hi-score, number of lives remaining and number of peppers. Points are scored for the delivery of ingredients and completing of the Burgers as shown on the screen.

CONTROLS
Mr. Wimpy is guided around the playfield using your selected joystick or the following keyboard controls.

N	- Left	M	- Right
S	- Up	X	- Down
A	- Pepper		

Mr. Wimpy is one of many exciting games from Ocean Software. Please ask your local dealer for other titles in our range.
If you've written a good program why not contact us, without obligation, to discuss marketing it for you.
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