



### *Loading and Starting the Adventure*

Place the cassette in the cassette recorder with the side you wish to load uppermost, rewind if necessary. Enter LOAD"" from the keyboard and press play on the cassette recorder. Do not stop the tape until the program has finished loading (approximately 5 minutes for each side).

### *Side One*

A menu with 5 options is presented. Pressing 1-4 will allow you to practice the rescue of each of Charlie's four companions. When you are confident, select option 5, the GAME option. You will now be given 9 lives with which to rescue Augustus, Violet, Veruca, and Mike in turn. If you succeed you will be given a special code. You will need this code to embark on the spectacular adventure on side two.

### *Side Two - The Chocolate Factory*

There are two options on the menu. You can only select the GAME option if you have the code from side one. Without this code you can only explore the factory in PRACTICE mode.

### *The keys*

The same keys are used in all five games.

**6** - move left

**7** - move right

**8** - move up

**9** - move down

**0** - jump (or drop a nut when helping Veruca)

Not all the games require all the keys. The keys used in each game are listed at the end of each game description.

#### *Using a joystick*

All the games work with a Kempston Joystick. But always remember to hold down the fire button when selecting an option from the menu.

#### *Augustus Gloop*

Augustus has become a purple blob in one of the sweet machines. By twisting the pipes of the fantastic machine you must steer Augustus into the safety of the bottle (bottom right). But be careful. One false move and Augustus will emerge from an open pipe as a sticky cloud!

Move Charlie backwards and forwards and the pipes above him will swing round and change the direction of the flow. You can gain extra points by steering Augustus past the Wonka Bars (W) which are located throughout the machine.

*Keys used* **6** (left), **7** (right)

#### *Violet Beauregarde*

Violet is having some trouble with bouncing blueberries. You must help Violet bounce the blueberries off her shield and into the juicing machine. The juice gauge will get higher as each blueberry is bounced into the juicer. Violet will always hold her shield to face in the direction she is moving.

*Keys used* **6** (left), **7** (right), **8** (up), **9** (down)

#### *Veruca Salt*

Veruca has enraged the squirrels in the nut room. If they catch her then she will be thrown down the rubbish chute with the nut shells. She can leave poisonous nuts in their paths. Unfortunately for Veruca the nuts will only have their special powers for a few seconds. Veruca is only safe when all of the squirrels have gone. As each squirrel disappears the ones that are left will speed up, even more determined to catch her.

*Keys used* **6** (left), **7** (right), **8** (up), **9** (down), **0** (drop nut)

#### *Mike Teavee*

TV cameras with deadly shrinking rays are chasing Mike. The only way to stop them is to collect all the Wonka Bars (W) scattered about the different levels of the TV studio. Mike can run backwards and forwards on each level to collect the Wonka bars and can also change level by using the lifts - green lifts go up, red lifts come down.

*Keys used* **6** (left), **7** (right), **8** (up), **9** (down)

#### *The Chocolate Factory*

If you managed to rescue Charlie's companions on side one of the cassette you will have been given the code you need to enter before you can help Charlie find the golden keys in the enormous chocolate factory on side two.

Even if you have not managed to complete the games on side one successfully you can still explore the factory by selecting the PRACTICE option from the menu. In PRACTICE mode Charlie has an infinite number of lives but will not be able to find the six gold keys.

The object of Charlie's explorations is to find the six gold keys so that he can enter the Great Glass Lift.

Charlie has 12 lives but 43 challenging rooms to explore.

*Keys used* **3** return to menu, **5** switch music on or off, **6** move left, **7** move right, **0** jump