

FLIMBO'S *Quest*



Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.

Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game - par excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT
OH SO SERIOUSLY CUTE...**

ACTUAL AMIGA SCREENSHOTS



S Y S T E M 3

THE STORY....

The day began just like many other perfect days in Dewdropland but that was soon to change.....The fiendish Professor Fransz Dandruff was going to see to that.

The Professor had been working for many years on a life extension machine. It works by slowly draining the life-force energy from one person's body into another. While the victim's body shrivels up and dies, the other body becomes young and strong again. And who is going to get rejuvenated?..... none other than the evil Fransz Dandruff.

But who would be the victim?. The perfect person is Pearly, Dewdropland's reigning beauty queen. She is young, healthy, particularly good looking and best of all - easy to kidnap. Without a second thought, Fransz Dandruff whisked Pearly away. Little suspecting that her boyfriend was Dewdropland's resident superhero Flimbo.

Flimbo is quickly in pursuit of his beloved Pearly. He must get to Dandruff Manor before her life-force is drained away.

Hearing of Flimbo's rescue mission, Fransz Dandruff releases a horde of creatures to stop Flimbo. Bred in his laboratory, the Genetically Undesirable Mutants (G.U.M.s) soon block every way into Dandruff's estate. All would be lost for Flimbo if it weren't for the greedy magician Dazz Bazian, whose only loyalty is to the money in his pocket.

Dazz Bazian agrees to help Flimbo in his quest, on the understanding that a regular supply of money will be coming his way. In each of the seven sections of the Dandruff estate, Dazz opens up a shop. Here Flimbo can purchase and exchange money and gadgets for items that will help him rescue Pearly.

At one of Dazz's emporiums Flimbo can buy precious time because Pearly's life-force will only last as long as it takes the professor to charge up his wicked machine. Also, Flimbo can purchase different things from the shop like a potion that makes him invulnerable to attacks from G.U.M.s for a short time, and another item that increases the shooting range of his weapon.

The most important thing about one of Dazz's shops are the scrolls. There are two types of scrolls both of which can either be bought from Dazz or collected around the estate. The ordinary scroll contains a letter of a spell and a super-scroll contains a complete magic word. A complete magic spell is the only way Flimbo can get from one part of Dandruff's estate to another.

One of the strangest things about Dandruff's G.U.M.s is that when they are killed they sometimes turn into different objects like: money, scrolls, weapons and so on. In fact, all the things you can buy in a Dazz shop. Occasionally, some G.U.M.s turn into hearts which change their colour when shot. Collecting the right number of different coloured hearts gives you an extra life.

Even though Flimbo is a true super-hero (at least in Pearly's eyes), he does have one shortcoming in that he is a bit clumsy when it comes to carrying things around. It is unwise to trust him with more than one object at a time, because he will always drop whatever he is carrying when he picks up something else. To avoid embarrassment, he has to make frequent trips to one of Dazz's shops to drop of his booty. Fortunately, Flimbo does manage to overcome his little problem when it comes to money and magic potions and keeps a tight grip on them no matter what else he picks up.

DAZZ BAZIAN'S SHOPS

In Dazz Bazian's shop you can exchange money for the different items he has on display, these are shown as icons at both sides of the screen. As you enter the shop any hearts and scrolls you are carrying will automatically be taken from you and displayed on the screen. In the case of items like invulnerability potions, if you already have one of these then the appropriate icon on the screen will appear with a cross over it. If you try to buy something you have then Dazz will tell you that you have it already.

For the C64, Spectrum and CPC machines the order of the icons are:

| | |
|---------------------|------------------------|
| SUPER SCROLL | SCROLL |
| EXIT SHOP | EXTRA TIME |
| SUPER WEAPON | INVULNERABILITY |

And on the Amiga and ST machines :

| | |
|------------------------|---------------------|
| SUPER WEAPON | SCROLL |
| EXIT SHOP | EXTRA TIME |
| INVULNERABILITY | SUPER SCROLL |

By moving the joystick, each icon can be highlighted in turn and pressing the fire button will select that item. If it has a value the cost will be deducted from Flimbo's purse - if you do not have sufficient money then Dazz will have something to say.

The costs of the different items are:

| | |
|------------------------|-------------|
| Super Weapon | 350 |
| Extra Time | 300 |
| Invulnerability | 250 |
| Scroll | 400 |
| Super Scroll | 2500 |

THE GOODIES....

Super Weapon - gives you greater range and power of the weapon you already have for example, a mutant that requires two or three shots normally can be destroyed with one shot from the super weapon.

Extra Time - slows down the recharge time of Fransz Dandruff's machine therefore giving you extra time to rescue Pearly.

Invulnerability - having this will protect you from attack by mutants, but only for a short period of time. When you have invulnerability Flimbo's face turns green and while in this condition you can destroy mutants just by colliding into them. To warn you when the effect is about to wear off, Flimbo's face will begin to flash.

Scroll - Buying one or more scrolls to complete the magic word is useful if time is running short - remember, it's much cheaper if you can find, and kill, the creatures that carry scrolls.

Super scroll - like the ordinary scroll, it turns into magic letters when given to Dazz, except this is a complete word thereby allowing you to move onto the next world as soon as you have it (very useful when time is running short - but very expensive!), can also be collected from a mutant, but they are quite rare to see.

On display behind the counter in the shop are two vital pieces of information. First, the magic letters you have already collected so you know how many more you need to get into the next world. Second, the number and colour of hearts you have collected - this helps you work out what other colours you need in order to get an extra life.

You must remember that some creatures that you kill will occasionally turn into the above items, so saving you a lot of money.

Hint: although the Super Weapon is usually at the top of everyone's shopping list, you should also seriously think about how much time you have left to rescue Pearly.

DOORWAYS

There are lots of doorways, caves and other types of entrances dotted around the landscape of Dandruff's estate. It is worth trying them all by standing in front of them and pushing up on your joystick. At some entrances etc. nothing at all will happen, others may lead into one of Dazz Bazian's shops (these are worth making a note of as there is only one per world). The best of all are the ones leading to secret rooms.

Hint: it pays to try and find out which entrance is to Dazz's shop as quickly as possible.

SECRET ROOMS

In secret treasure rooms you will have the chance to accumulate a lot of money. Placed on shelves around the room there are either coins or money bags. Normally these are only a low value of money, but if you watch carefully then you will see that randomly the value of one object changes.

To collect the money in the room all you have to do is touch the money with any part of Flimbo. In order to get the most money possible do not just run around the room collecting everything - look around the room for the object that has changed to a higher value, indicated on the C64, Spectrum and CPC machines by a different coloured coin and on the Amiga and ST by a small white marker on the outside of a money bag.

To get the high value objects, carefully jump over the others until you reach the one you want. When an object changes to a higher value it stays that way till you have collected it.

Remember, more money - more purchases from Dazz Bazian.

Hint: do not spend too much time in the secret rooms - time can be more precious than money!

SCROLLS

Look out for mutants carrying scrolls. You have to collect the scrolls and take them to Dazz Bazian's shop. Once there, the scrolls turn into letters which will spell a magic word. When the word is complete you can move on to the next world by finding an exit doorway. The first world's word is only three letters long, as you travel through other worlds the magic words become longer

To identify which creatures are carrying scrolls, a mug shot of the species is displayed in the status area and in Dazz Bazian's shops. Also, the individual creature who has a scroll flashes on the C64, Spectrum and CPC machines and has an arrow over its head on the Amiga and ST machines

JOYSTICK CONTROLS

| | |
|----------------------|------------------------------------------|
| Left and right | - Moves Flimbo to the left or the right. |
| Up | - Makes Flimbo jump up. |
| Down | - Flimbo comes down from a platform. |
| Fire Button | - Fires Flimbo's weapon. |
| Fire Button and Down | - Flimbo ducks down. |

Hint: there are some scrolls hidden around Dandruff's estate, its always worth ducking down to see what you may find!

LOADING INSTRUCTIONS

Commodore C64 Cassette:

After inserting the cassette in the player check it is fully re-wound to the beginning. Hold down the SHIFT key then press the RUN/STOP key and press PLAY .

Commodore C64 Disc:

Insert the disc in the drive with the label facing upwards and check the drive door is properly closed. Then type: LOAD """,8,1 and press the RETURN key. For 128 users, type GO64 then press RETURN, answer Y to the question then follow the C64 instructions above.

Commodore Amiga/Atari ST:

Simply switch on the computer and then insert the disc into the drive. Amiga-model 1000 users have to load their kickstart disc first.

Amstrad Cassette:

After inserting the cassette in the player check it is fully re-wound to the beginning. Press the CTRL and the small ENTER keys, then press PLAY .

Amstrad Disc:

Insert the disc in the drive with the label facing upwards, then check the drive door is properly closed. Then type: RUN"DISC and press the ENTER key.

Spectrum Cassette:

After inserting the cassette in the player check it is fully re-wound to the beginning. If you have one, use TAPE LOADER. Otherwise, type LOAD "" then press the ENTER key.

WHILE EVERY EFFORT WAS MADE TO ENSURE THE RECORDING QUALITY OF OUR PRODUCTS, THERE ARE OCCASIONALLY PROBLEMS WHEN LOADING. IF YOU ARE HAVING TROUBLE, SWITCH OFF YOUR MACHINE, REMOVE UNNECESSARY PERIPHERALS - ESPECIALLY SO CALLED BACK-UP DEVICES WHICH WE HAVE HAD TO PROTECT AGAINST. IF THE PROBLEM STILL PERSISTS THEN RETURN THE PRODUCT TO THE PLACE IT WAS PURCHASED AND OBTAIN A REPLACEMENT COPY.