To load, type

CTRL/SMALL ENTER KEY AT SAME TIME

The game starts with the whole gang in the town square by the fountain. You have control of Wally, so the rest of the gang wander off to go about their own business. As Wally can't do everything himself, you will have to select other characters (except for Herbert, who is quite uncontrollable) to perform various tasks. This is achieved by pressing the appropriate character select key while they are on the current screen. If the character is elsewhere, pressing the key will inform you of their location. While a character is not under your control, he or she will be carrying out actions which may either help or hinder you. Unfortunately, being friends of Wally, they are much more likely to be a hindrance.

If you reach the edge of the screen while walking around the town, you will continue to the next location. However, some of the screens have exits other than at the extreme left or right e.g. a door or road. To leave at these points you should press the exit key while at the appropriate position. There is another, faster way of getting across town, but it is more risky than walking. (It's for yoohoo!)

The object of the game is to open the safe in the bank, in order to pay the gangs wages. As your wages increase, you will be given tea, lunch and coffee breaks, and these will measure your progress through the adventure. This is much more difficult than it sounds because the combination has been scattered around the town. As the gang does the days work, they must discover the parts of the combination, which then have to be taken to the safe in the correct order. To pick up an object, simply pass over it and it will be exchanged for one already carried. The two objects you are currently carrying are displayed at the top of the screen.

The gangs list of jobs for the day includes mending the fountain, building a wall, repairing the gas main, taking a parcel to the ship etc. There are lots of other seemingly straightforward tasks, most of which need tools or parts, and may be dependent on other jobs having been completed first.

All this rushing around is hard work, so the characters must eat and drink to keep themselves going. Wally is not too particular about what he eats, but the others are more choosy.

Each character has his part to play. Wally is the gaffer. He is a builder and odd job man by trade, so you should use him for things like mixing cement. Wilma is Wally's wife. She might do the shopping etc. Herbert (Wally and Wilma's pride and joy) doesn't do anything except get in everyone else's way. Tom the Punk is the mechanic, Dick is the plumber and Harry the Hippie is the electrician.

You will find it necessary to complete the many and varied arcade sequences in order to get certain objects. In some of the arcade sequences, the controls alter to suit the type of game (see below).

Controls

Keyboard			Joystick		
	O	- move left		Left	- move left
	P	- move right		Right	- move right
	E	- exit screen		Forwards	- exit
	SPACE	- jump		Fire	- jump
	1	- select Wally		Select characters as for	
	2	- select Wilma		keyboard option.	
	3	- select Tom			
	4	- select Dick			
	5	- select Harry			

Arcade sequences

In a chase sequence operate the left and right controls alternately. The faster you do it, the faster you go.

In a space sequence, use the left and right controls to rotate left and right, the jump control for fire and the exit control for thrust.

Clues are available for this and other Mikro-Gen games on our Help-line. Phone: 0344 56447