

LOADING INSTRUCTIONS

To load the game press Control/Enter key

After loading, the theme tune will play - press any key to start game.

The game begins with Wally all alone in the Jungle looking for his loved ones, Wilma and Herbert.

To rescue them from the Can Nibbles (the tribe who live on the island) Wally must find and use certain objects which he will come across on his long and arduous trek. Some will have obvious uses (the axe), others will have to be used in more devious ways (The Hole!).

There are many dangerous animals lurking in the jungle. Some of these may be pacified with the right approach.

As we all know, Wally's are a dying breed. Can you help save them from extinction? Or will the Can Nibbles have a tasty feast! (Wilma being very tasty indeed!!!)

Game Controls

	Keyboard		Joystick
Left	= O	Left	= Left
Right	= P	Right	= Right
Jump	= Space Bar	Jump	= Fire

Keys 1 & 2 = Pick Up/Set Down objects one and two

Esc to pause the game

Keys A to L = Go into screen/Swim/Shoot/Climb/Use object

(There are certain screens which you can leave other than at the extreme left or right. Use A to L to turn and leave this way).

Return to menu screen = Control/Shift key/Escape key together.

Clues for Three Weeks in Paradise are available on MIKRO-GENS Help Line. Tel: 0344 485339.