

DYNAMITE DAN

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AMSTRAD/C64

This program is for the Amstrad and Commodore 64. Side A carries the Amstrad program and side B carries the Commodore program.

LOADING

- Amstrad: Press CTRL and small ENTER
- Commodore 64: Press SHIFT + RUN/STOP

THE GAME

The dastardly Doctor Blitzen, aided by his glamorous assistant Donna, has devised plans for a super psychon mega-ray. Their adversary, and our hero, top agent Dynamite Dan, has been assigned to thwart their scheme for world domination by stealing the plans in an audacious swoop on the Doctor's remote cliff-top retreat.

Dan has already completed Stage one of his mission by landing his Zeppelin on the Doctors roof — now he must find and remove the plans hidden in Blitzen's safe.

The eight sticks of dynamite needed to blow the safe have been concealed around the house by a previous (unsuccessful agent). Dan must now find them, blow the safe, get the plans and make his escape in his trusty blimp.

USING THE KEYBOARD

The default keys for moving Dan around are:

A	Walk left
S	Walk right
Space	Jump

You can however, redefine these keys at the start of any game by following the on-screen instructions (Amstrad only).

USING THE JOYSTICK

Normal joystick positions apply for walking left and right. Use the fire button to jump.

HINTS ON PLAYING THE GAME

To climb the stairs, walk and jump at the same time. Change direction on contact with the trampolines or springboards to kill bounce, but beware of moving objects and negative bouyancy. The P key can be used to pause at any time. Press Q to quit (restart game). Keep an eye on your energy levels — warning bleeps indicate imminent starvation.

USEFUL OBJECTS AND THEIR VALUES

Food;	Egg	5	points
	Cocktail	10	points
	Fruit	15	points
	Cheese	20	points
	Cake	30	points
	Ice cream	30	points
	Tea	35	points
	Soup	40	points
Other objects;			
	Credit card	??	points
	Deodorant	25	points
	Test tube	50	points
	Oxygen	75	points
	Dynamite	100	points
	Plans	200	points

Now get cracking!



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