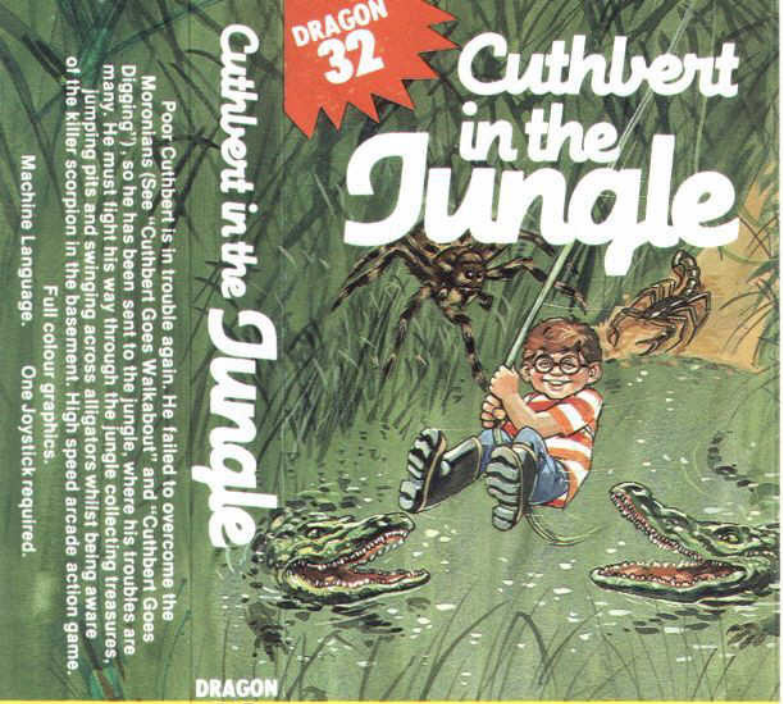
DRAGON 32

Cuthbert in the Jungle



Poor Cuthbert is in trouble again. He failed to overcome the Moronians (See "Cuthbert Goes Walkabout" and "Cuthbert Goes Digging") - so he has been sent to the jungle, where his troubles are many. He must fight his way through the jungle collecting treasures, jumping pits and swinging across alligators whilst being aware of the killer scorpion in the basement. High speed arcade action game.

Full colour graphics.

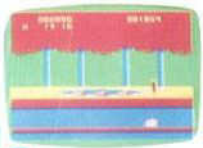
Machine Language. One Joystick required.

DRAGON 32

MICRODEAL

http://www.replacementdocs.com

Actual picture of screen on Dragon 32



Cuthbert in the Jungle

TO PLAY GAME

Make certain that your joystick is connected to the right joystick port and when the title screen is displayed, press the fire button.

OBJECT OF GAME

You must guide Cuthbert through the various screens and he must jump the various hazards which he will meet. To jump with the vine, you must jump (joystick up) to catch it, and pull down on the joystick to release it. You may jump on the alligators provided their mouths are closed.

CONTROL

The joystick controls Cuthbert's movement. Use the right joystick port.
Joystick Pointing Up will make Cuthbert jump.
Joystick Left or Right will make Cuthbert run left or right.
Joystick Pointing Down will make Cuthbert let go of the vine.
Key "R" will return you to start of game.

NEW GAME

At any time during the title page, or the demonstration screen, pressing the Joystick Button will start a new game.

SCORING

The Figure in the top right corner shows your Current Score, which starts at 2000 and being hit by the rolling logs, or falling into a pit will cost you points only. Sinking in the quicksand, being eaten alive by alligators, being bitten by a snake or being stung by a scorpion will cost you a man, of which you have three. The figures in the extreme right corner show you how many men you have left.
The only way to score points is to find the various treasures; to collect these just make contact with them.

TIMER

You have twenty minutes to locate and collect all the treasures. The figure below the score in the upper right corner shows a digital clock, showing the amount of time you have remaining.

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