

JACK

THE NIPPER... II

COCONUT CAPERS

Imagine the scene – blazing hot sun beats down over a tropical forest, the only sounds to be heard are those of the chattering monkeys, a trumpeting elephant and the screeching of the parakeets. Gazelles graze peacefully and zebras are sipping gently from a tropical pool when the peace is disturbed by the drone of an aeroplane.

Suddenly, a triumphant, blood curdling yell, swiftly followed by the sound of a thud, shatters the stillness – Jack has landed!

So begins the story of Jack's exploits in the jungle. After having been so dastardly in his last adventure, Jack and his family are on their way to Australia, following a deportation order. Jack is not too happy with the idea and decides to jump from the 'plane using his nappy as a parachute, his father following in hot pursuit. Having landed in the jungle, Jack gets up to mischief with a tropical flavour, in his efforts to avoid being caught by his dad and getting a spanking!!

There's plenty for our fugitive to get up to and you can bet that he finds it! Only having very short legs, Jack finds that swinging on the ropes is a very quick means of travel. This comes in handy when being chased by marauding natives! Jack gets his own back on them though by either bouncing coconuts on their heads or blowing his blowpipe at them!

True to form, Jack tries hard to be as naughty as possible whenever he can.

If Jack's dad catches him, he'll find that it's the end of his escapades as the dreaded nappy rash sets in.

Plenty of tasks and puzzles await Jack in "Coconut Capers" – dare you take this new challenge?

"Coconut Capers" can be played in several different ways – for a high score, for maximum naughtiness or both.

At the bottom of the screen are two pockets – the left hand one is for naughty objects, the right hand for weapons. These are automatically placed in the correct pocket. Objects in the naughty pocket can only be exchanged for another naughty object.

Here is a selection of some useful objects:–

- Grease
- Honey
- Onion
- Woodworm
- Shield
- Log

But there are lots more to be found!

HOW TO MOVE

SPECTRUM, AMSTRAD & MSX

Keyboard

- Z – Left
- X – Right
- K – Down/Pick-up
- O – Up
- Ø – Fire
- H – Pause
- Q – Quit
- M – Music on/off

Press **DOWN** and **FIRE** to use an object.

Alternatively a joystick can be used on Amstrad and MSX.

Spectrum version is compatible with Kempston, Interface II and Cursor Joystick.

NOTE: If you are using a Spectrum + 2 select Interface II and plug your +2 compatible joystick into Port 1.

CBM 64/128

All movements are controlled by a joystick in Port 2.

CBM key – Pause on

FIRE button on joystick – Pause off

RUN/STOP – Quit (when in pause mode)

CTRL – Music on/off

LOADING INSTRUCTIONS

CBM 64/128

CASSETTE: Insert cassette into cassette unit. Press **SHIFT & RUN/STOP** simultaneously. Press **PLAY** on cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+ 2

As Spectrum 48K

AMSTRAD

CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

DISK: Insert the disk into the drive, label side up. Type **:CPM** and press **ENTER**. The programme will load and run automatically.

MSX

Insert cassette into cassette recorder. Type **BLOAD"CAS":R** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

Original Concept: Greg Holmes.

Programmers: Greg Holmes, Andy Green, Dave Pridmore.

Graphics: Terry Lloyd, Greg Holmes.

Musical Bits: Ben Daglish, Greg Holmes, Dave Pridmore.

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