

INSTRUCTIONS

AMIGA FUN

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The Adventures of QUICK & SILVA

- brilliant soundtrack
- sugary graphics...
- and super slick cartoon animation
- lots of special Amiga effects
- action in perfect slot machine quality with creamy soft 50.Hz scrolling and masses of jerk-free objects
- 2-player option

Once upon a time not long ago in a far off land:

Every Monday she went to aerobics, Tuesdays was the self-discovery group and from the middle of the week it was always the beginners cookery course at the local night school. Princess Leila was certainly a really active girl; she did, after all, want to inherit the throne and sceptre of Funnyland some day and rule the small island kingdom with a wise hand. "Under my rule", she used to say to her friends at coffee, "there will never be any scandals!". The inhabitants of Funnyland remembered last summer with horror, as a horde of mutated biscuits suddenly attacked the local McMac branch. (Fortunately, the amount of colourings and preservatives didn't agree with the fast lollies!) "No, no, such a catastrophe will not occur under my control!", exclaimed the little princess. To clearly underline the importance of her words, she poked holes in the air with her well-manicured finger nails. (A crying shame, for it really wasn't her fault!). Now it came to be that the old king had no more interest in ruling Funnyland. "At 63, I've really worked enough. I want to enjoy my life at last like everyone else; go fishing, watch Sesame Street on the telly and grow peas in the castle garden!" "Great, daddy," thought Leila to herself, "then I can take over the reins at last!"

The deserving King Walter abdicated in a magnificent ceremony in the castle's hall of mirrors and the ambitious princess took over the crown. "The first task is to paint the royal carriage pink and light blue!"

Just on that very evening - how could it be any different in a computer game - a few extremely strange coincidences occurred! You should know that the world's most beautiful toy factory is located in the north of Funnyland. (They are currently doing a fantastic trade in soft cuddly toys from the ozone hole!) And it was precisely at this spot that the horror started... A few sloppy workers had left the microwave open for reasons unknown (a pre-war model without a fuse!). It happened as a rhino fly decided to take a rest on the mains switch: the thing started up and the dozens of fluffy and plastic creatures lying around received a megadose of microwaves! And as these things happen, the once cute little beasts mutate to become destructive blood-thirsty monsters. Nothing and no one was safe from them. Comment from the monarchy: "Heeelll! Why doesn't someone help?"

"So, Leila," thought the angry people of Funnyland, "now you have your industrial scandal! And what now?" It must be admitted that Princess Leila had real problems and no solutions! But then came the face-saving idea: "What about these two metal boys invited to my last birthday party." She rummaged through her handbag: "Where's this cursed visiting card?" She discovered the card under tons of rouge and lipstick in the record time of nearly half an hour: "QUICK & SILVA Computer Game Heroes Inc. - we crack any nut with and without cheating!"

Leila grabbed her cordless telephone: "Hello, hello! Can I speak to QUICK & SILVA, the robot heroes? Please come as fast as you can! I have an awful problem here!"

Now it's all up to you! Must Leila abdicate? Will the toy factory be nationalized? Is Funnyland doomed? Question after question! Only you know the answers! May the joystick be with you - you can bank on Princess Leila's thanks and a high score!

The OBJECT OF THE GAME: is to guide the small robots through all the levels of the game without losing all their lives. The little metal chap has the unbelievable ability to fire plasma torpedoes (FIRING button) to defend their skin - sorry armour! The spreading power of the light shells (max. 5 shots) is increased by collecting "P" symbols. Whoever prefers to collect "B" bullets receives bonus points and X symbols give an extra life.

Some of the stones hide interesting secrets! So examine them as accurately as possible by jumping at the blocks from below with the robot heroes (JOYSTICK forwards + direction).

Touching the enemy or the peaks or falling into deep (water) trenches is fatal! Such actions automatically lose a valuable life. This is prevented by avoiding all the dangers in good time! Note the extremely good jumping ability of the two heroes - practice also makes perfect with QUICK & SILVA!

You can accurately check the effect of the individual special blocks again by using the graphics.

One last tip: some tasks seem utterly impossible at first sight! But they aren't - almost every problem can be mastered by skilful practice. For example, look exactly where your shots are ricocheting. You could in fact always stand there. But enough for now - the NEW BITS team and Platzhalter wish you happy puzzling!

P key activates "pause" / M key: music on/off