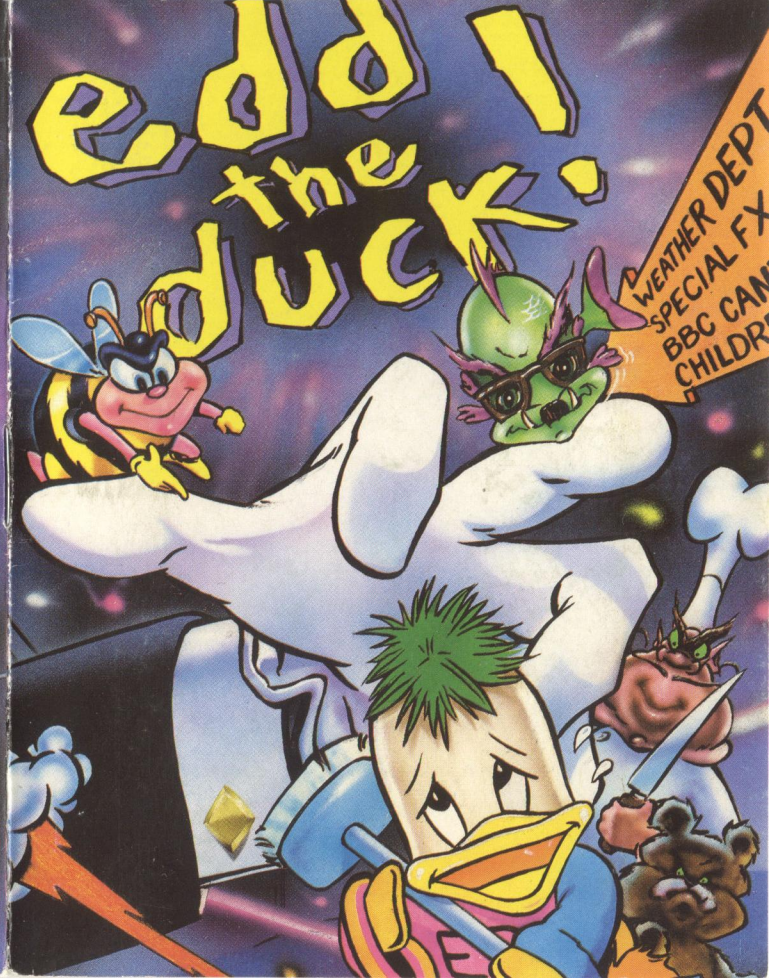
Coming Soon...

Neighbours

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EDD THE DUCK

SPECTRUM LOADING INSTRUCTIONS
Type LOAD"", and then press ENTER. Press PLAY on the tape.

AMSTRAD LOADING INSTRUCTIONS
Type RUN"EDD". Press PLAY on the tape.

COMMODORE LOADING INSTRUCTIONS
Hold down SHIFT and Type RUNSTOP. Press PLAY on the tape. Disk: LOAD"*",8,1

• SPECIAL FEATURE

Edd the Duck's New Series on BBC 1

"Well obviously it's a great thrill to work with a genuine superstar", explained Ivor Rednose, professional clown and supporting character in the new Edd the Duck series, "and to be paid in all the custard pies I could throw was a bonus !"

Edd the Duck, superstar, pop singer, and all round cool dude, starts his new series on BBC 1 this week. The series, split into nine episodes, chronicles his escapades around the various departments of the BBC Television Centre.

No expense has been spared in bringing this extravaganza to the small screen. Several tons of snow were transported from the Antarctic for use in the Weather Department scenes, and the fearsome Arglefrags were flown in specially from the Alpha Centauri Star System for a guest appearance in the Special Effects episodes.

Using a translator, I talked to Norman Zagrajaz, Arglefrags leading actor about appearing with such a household name. "It vaz vorth the zix light year journey to appear vith Edd - he iz a conzumate profezzional, and it vould be a pleazure to vork vith him again."

I then asked Norman whether there were any drawbacks to working on the Edd series. "Vell for one thing the green make up I uze zeemz to be in very zhort zupply. You humanz juzt don't zeem to uze it that often."

But what of Edd himself ? Unfortunately unavailable due to a large signing session of his latest chart topping single, I have been unable to elicit his own opinion of the show. However, I have been assured by an insider close to this wonder duck that this is his finest hour, with a possible Bafta nomination on the cards.

Could this be the program to launch Edd's superstardom on to a new plane ? Watch out on a small screen near you.....

David Taylor

• GAMESPLAY

EDD THE DUCK has to out manoeuvre his opposition as he travels upwards through the bowels of the BBC. To help him succeed, the Special Effects Boffins have developed a Snowball Shooter which Edd can use to Freeze his opponents for short periods of time. Pressing **Fire** allows Edd to throw a snowball.

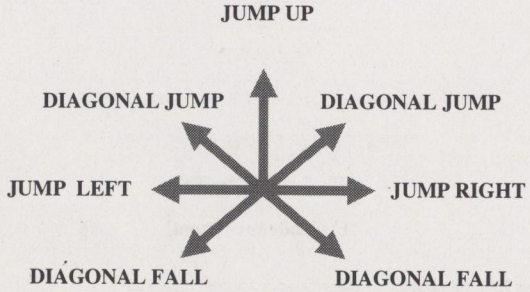
On each scene, Edd has to collect all of the 20 Stars before he can progress to the next episode. If he falls, the filming must stop and Edd loses one of his four takes.

Edd has to collect stars from the following Departments in the Television Centre, whilst avoiding Wilson the Butler and his cronies:

Weather
Special Effects
Childrens' TV

The **ON AIR** light is flashing, and the audience is just a buzz in the background - **EDD THE DUCK** is off on yet another smash success !!

JOYSTICK CONTROLS



FIRE - SNOWBALL LAUNCH

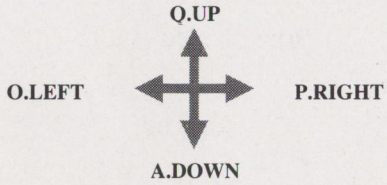
SPECTRUM 48/128 INSTRUCTIONS

After the game has loaded, you can either begin 'the shoot' straight away by pressing **0**, or the control methods can be set by pressing **1**.

• CONTROL METHODS

1.	Sinclair Joystick 1-	Selects Control Method
2.	Sinclair Joystick 2-	Selects Control Method
3.	Cursor Joystick-	Selects Control Method
4.	Keyboard-	Alters the keys from De-Fault
0.	Return to Main Menu-	Starts the Game

KEYBOARD DE-FAULT KEYS



SPACE - SNOWBALL LAUNCH

'H' - Freezes the Take

'1' - Ends the 'Shoot'

On Sinclair Joystick options, pressing **Space** ends the 'Shoot'.

Produced & Directed:	Brian Beuken
Costume & Set Design:	David Taylor
Musical Direction:	Sound Images

AMSTRAD/SCHNEIDER INSTRUCTIONS

After the game has loaded, you can either begin 'the shoot' straight away by pressing **0**, or the control methods can be set by pressing **1**.

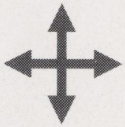
- **CONTROL METHODS**

0. Joystick - Selects Control Method
1. Keyboard - Alters the keys from De-Fault

After selection, the game automatically returns to the Main Menu Screen.

KEYBOARD DE-FAULT KEYS

Q.UP

O.LEFT  **P.RIGHT**

A.DOWN

SPACE - SNOWBALL LAUNCH

'H' - Freezes the Take

'Escape' - Ends the 'Shoot'

Produced & Directed By: Brian Beuken
Costume & Set Design: David Taylor
Musical Direction: Sound Images

COMMODORE 64/128 INSTRUCTIONS

Edd is controlled by a **JOYSTICK** connected to the relevant port on the Commodore computer. Pressing **Fire** allows Edd to begin the game in the Weather Department.

'Runstop'- Freezes the Take
'Space'- Starts the Take
'Q' - Ends the 'Shoot' when the Take has been frozen

Produced & Directed By: Ian Copeland
Costume & Set Design: David Taylor
Musical Direction: Adam Gilmore

Edd the Duck is made exclusively in the United Kingdom

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