

Blue Angel

Loading instructions

Amiga: Insert the program disk into drive DF0 when the workbench is requested.

Atari ST: Insert the program disk into drive A and press the RESET button.

C64 disk: Type LOAD":",8,1 and press the RETURN key.

C64 cassette: Rewind the tape to the beginning. Press the SHIFT and RUN/STOP keys simultaneously. Press the PLAY key on your datarecorder.

The aim of the game:

Blue Angel is a board game on a computer screen. Remove the stones and reveal the women underneath the stones. In the beginning a board appears with 64 stones. Find the stone with the highest value (From 1 to 11 and -1 to -10). Select a stone by pressing the left mouse button or the spacebar. The stone disappears and the value is added or subtracted from your score. Move horizontally or vertically. (C64: Player 1 horizontally, Player 2 vertically) The one with the most points wins.

After each level:

C64: After pressing the firebutton, statistics of the winners appears. Press the firebutton again and you enter the menu of parameter. If you do not change anything, you will enter the next level.

Amiga/ Atari ST/ PC:

Choose CONTINUE or MAIN MENU.

Main Menu: The menu offers 5 options, which can be selected by the appropriate keys. (C64 only: +/- changes the colour of stones)

Options 1 and 2 — 1 or 2—player mode. you can only see the ladies in the 1—player—mode.

Option 3 — sounds/music/sounds&music.

Option 4 — Time limit or Hide—Mode.

Option 5 — who starts game (??? — by chance).

Pressing the 0 key starts the game (C64: "START").

Display panel:

A horizontal bar which indicates thee remaining time, if you have set a time limit.

Other symbols displayed:

Amiga/ Atari ST/ PC

C64

Heart won

Cup

won

Skull lost

joystick

person's go

GO play

Thinking C64

computer's go

STOP wait

???

computer's power

Eye person's go

Think bubble computer's go

C64 Parameter—Screen

1=player 1; 2=player 2; 3=Colour+; 4=Colour-; 5=Beginner; 6=Timelimit; 7=Start