

Instructions

Loading

Ensure that the disc is NOT write protected. Insert the KICKSTART disc (version 1.2). This applies to AMIGA 1000 only. 500 and 2000 versions do not need the KICKSTART. When the computer asks for the WORKBENCH disc, insert the CRUNCHER FACTORY disc. Please leave the disc in the drive.

Playing

The cruncher moves about the screen eating the little dots being chased by the monsters. The magic pills make the monsters vulnerable and they change colour. They can now be chased and destroyed only to re-appear again. Sometimes a fruit appears and can be eaten for bonus points.

To start the game, press the joystick button (port 2) when the title screen appears. The main menu will now appear.

Move joystick UP or DOWN to select the start level. Move joystick left or right to select.

Enter The Game – Takes you to the game menu.

Score Table – Shows the points for each object.

High Score – Shows the high score table.

Level Editor – Allows you to create your own labyrinths.

Press the Joystick Button to make the selection.

When you select Enter The Game option, move the joystick Left and Right to select ONE PLAYER or TEAM or COMPETITION.

In TEAM mode, two players play together as a team for one score while in the COMPETITION mode, they play for individual scores.

LEVEL EDITOR – You can build your own mazes and play them later. At the bottom of the screen, following symbols are displayed from left to right.

WALL – POINT – MAGIC PILL – STARTING POINT FOR THE CRUNCHER – STARTING POINT FOR THE MONSTER – MONSTER EXIT – SECRET PASSAGE (players only) – ERASE – EDITOR EXIT – SAVE – LOAD. Use joystick (or F1 – F10) to move the red rectangle to any one of the options and press the joystick button to select. Place the selected object in the playing area.

When you have finished, use cursor keys to give the new maze a level number. Keys F (Fill), C (Clear) and U (Undo) can be used to help in the design.

During the game, you can pause using the SPACE BAR or abort using the ESCAPE key. The BACKSPACE key removes the small wall that appears from time to time during the game. The key combinations ALT-HELP, CTRL-ALT, TWO AMIGA KEYS and decimal point on the numeric pad have special functions and the players are invited to try these functions.

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Published in U.K. by ANCO SOFTWARE LTD.

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SOFTWARE FOR THE GAMES MACHINE OF THE DECADE AT PRICES YOU CAN AFFORD

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CRUNCHER FACTORY

SILVER RANGE

Enhanced features like TWO players simultaneous action in TEAM or COMPETITION mode. 30 levels of intricate mazes and facility to add 70 more using the EDITOR.

PHALANX

SILVER RANGE

A fast shoot them up with 23 levels. Uses the whole area of the screen as a play area.

DEMOLITION

SILVER RANGE

An arcade classic with many extra features like change of bat size and shooting of strange flying objects for bonus points.

CHALLENGER

SILVER RANGE

Fly over a scrolling background avoiding collisions yet skillfully control the scroll of your opponents background to make him collide. Eight nerve wracking levels. One player or Two players competition mode.

SPACE BATTLE

SILVER RANGE

Travel through a dense and deep belt of asteroids. If the battle gets too tough, use Hyper Space to vanish but only to renew the battle again at a new location. One or Two players TEAM or COMPETITION Mode.

KARATE KING

GOLD RANGE

The program uses large sprites to give realism to this very exciting and stimulating sport. 16 moves are all executed at lightning fast speed. Progress through 9 levels of increasing difficulty and each level has superb backdrops.

These programs are available from all good computer shops. In case of difficulty or to receive a comprehensive catalogue of the vast range of AMIGA products, write to:

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