DYNAMITE DAN

This program is for the Amstrad and Commodore 64. Side A carries the Amstrad program and Side B the Commodore 64

Loading:

- Amstrad: Press CTRL and small ENTER
- Commodore 64: Press SHIFT + RUN/STOP

THE GAME

The dastardly Doctor Blitzen, aided by his glamorous assistant Donna, has devised plans for a super psychon mega-ray. Their adversary, and our hero, top agent Dynamite Dan, has been assigned to thwart their scheme for world domination by stealing the plans in an audacious swoop on the Doctor's remote cliff-top retreat.

Dan has already completed Stage One of his mission by landing his Zeppelin on the Doctor's roof - now he must find and remove the plans hidden in Blitzen's safe.

The 8 sticks of dynamite needed to blow the safe have been concealed around the house by a previous (unsuccessful) agent. Dan must find them, blow the safe, get the plans, and make his escape in his trusty blimp.

USING THE KEYBOARD

The default keys for moving Dan around are:

A	Walk left
B	Walk right
Space	Jump

You can, however, redefine these keys at the start of any game by following the on-screen instructions.

USING THE JOYSTICK

Normal joystick positions apply for walking left and right. Use the fire button to jump.

HINTS ON PLAYING THE GAME

To climb stairs, walk and jump at the same time. Change direction on contact with trampolines or springboards to kill bounce, but beware of moving objects and negative buoyancy. The P key can be used to pause at any time.

Keep an eye on your energy levels - warning beeps indicate imminent starvation.

USEFUL OBJECTS AND THEIR VALUES

Food:	Egg	5 points
	Cocktail	10 points
	Fruit	15 points
	Cheese	20 points
	Cake	25 points
	Ice cream	30 points
	Tea	35 points
	Soup	40 points

Other objects:

	Credit card	??
	Deodorant	25 points
	Test tube	50 points
	Oxygen	75 points
	Dynamite	100 points
	Plans	200 points

Now get cracking!

Dynamite Dan

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