

★  
★  
**TOP TEN**



CBM 64/128



**Alice  
in  
Videoland**

**An enchanting fantasy**

# ALICE IN VIDEOLAND

**LOADING** - Press SHIFTed RUN/STOP. Plug Joystick into Port 2.

**GETTING STARTED** - During animated title screen use F1 to set number of players, their initials, and the playing level. To start, press Fire when Alice is standing on the edge of the rabbit hole.

**SCENE ONE - Part 1** - As Alice floats down, use Joystick to catch objects flying by. There are keys, bottles and cakes, but to keep more than one item she must first catch a basket! Hitting paintings on wall will cause delay, and hitting a lamp will make her drop everything.

**Part 2** - When Alice puts her feet down it means she has landed. She must go through doors to explore as many rooms as possible. This is where the keys, bottles and cakes come in. To go through a door she must have a key of the same colour - and of the right size. Use bottles to make her shrink (hit F5) and cakes to make her grow (hit F3). Other objects will fly by. Bottles or cakes will change her size again; the rabbit's fan will make her too big to go through any door; and the clock ends the Scene.

**NOTE** - After Scene 1, turn the tape over, rewind it and press Play to load Scene 2. Hit Fire button when prompted to start.

**SCENE TWO** - Move Alice left and right pressing Fire to jump in order to catch as many bread-and-butterflies and rocking-horse flies as possible. Rocking-horse flies turn into balls when she jumps down to the ground - these balls will be needed later! All the time, the flowers are spitting out seeds, and the caterpillar is blowing out smoke rings - these will make her small and unable to jump. To get back to normal size she must go to the right and eat one of the small mushrooms under the caterpillar's toadstool. The Scene ends when there are no more mushrooms left.

**SCENE THREE** - Press Fire when Scene 3 has loaded. Here we have a bizarre chess game in which Alice must get from one end of the board to the other, guarded by her white Knights. Move Alice forwards and left and right. The Jabberwocky (Black Queen) will try to splat first the Knights, then Alice by landing on the same square. It follows no rules and the only warning you have is that its wings start flapping when it is about to move. Tweedledum and Tweedledee (Black Bishops) will try to bump Alice back to the start by landing on the same square. But her Knights can be used to protect her. Press Fire and a shimmering Cursor appears under the Knight. Move the cursor to the square where you want the Knight (legal chess moves only, please) and press Fire. You can temporarily banish a Tweedle or the Jabberwocky by moving a Knight onto the same square. If both Knights are splatted, the Tweedles will rush around homing in on Alice. The Scene is over when she makes it to the other end - or gets splatted!

**SCENE FOUR** - is a wierd croquet match in which Alice must try firstly to keep the balls in play, and secondly to hit them through the card-soldier hoops with her flamingo croquet mallet. If any balls stray to the bottom, they are disposed of by the Queen of Hearts. Press Fire to make the ball. You start with one ball, plus any you earned in Scene 2. Game ends when you run out of balls.

**SCORECARD** - At any point during a Scene, you can display the scorecard by hitting F7. F5 toggles through each player's score. Hit RETURN to restart.

**STARTING A NEW GAME** - If you want another game, just rewind the tape back to the start of Skle 2 and press RETURN. It will then be ready for when Skle 2 needs to load. If you have switched your computer off in the meantime, you will have to Start again from Skle 1.

**OTHER CONTROLS** - Press SPACE to pause and RETURN to restart. Press CTRL and RESTORE to restart from beginning.

**MIL, 12 CHILTERN ENTERPRISE CENTRE  
STATION ROAD, THEALE, BERKS. RG7 4AA**

CODE  
TCT E09

TOP TEN  
Hits

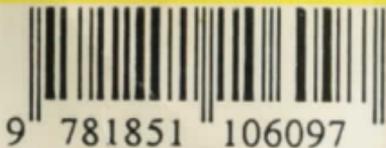
TOP TEN



Join Alice in her journey through Videoland-an enchanted place populated by bizarre creatures such as bread-and-butterflies and pipe-smoking caterpillars; where little girls change size and flamingoes turn into croquet mallets. Down a hole, through a room with 1,000 doors, into a garden with the strangest flora and fauna; play chess with the Jabberwocky, croquet with the Queen! Graphical delights and charming music.!

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