

instructions:

KID GLOVES

By Timothy Closs

A game for the Atari ST and Commodore Amiga.

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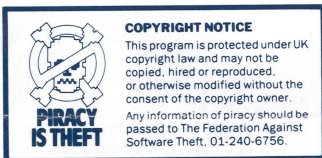
all submissions will be treated in the strictest confidence. Please mark all submissions for the attention of Tony Beckwith at our London address.

Loading Instructions

ATARI ST AND COMMODORE AMIGA

1. Turn on the computer and disconnect all unnecessary peripherals. We recommend that you leave your computer switched off for thirty seconds in case a virus has installed itself into your computers memory. This will kill a virus of one is present.

2. Insert the 'Kid Gloves' disk into the drive and switch the computer on. The game will now begin to load. Do not remove the disk form the drive whilst the game is playing.



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One Sunday afternoon in January, Kid was stuck in the dining room with his great uncle Indiana Stallone. 'When I was young...' his great uncle began. That was enough for Kid. He quietly slipped down from his chair and crept out of the room. The old man was always going on about his younger days. He told the most far fetched stories about how he used to travel the world, visiting the Amazonian jungle, the pyramids of ancient Egypt ... he even talked about the ice age as if he had actually been there. He stubbornly insisted that he had done all of these things much to the embarrassment of his family. The poor man's mind was obviously going. After all, he had only ever been a fishmonger and not a successful one at that!

The only thing that great uncle Indiana ever did apart from selling fish was to indulge himself in a little amateur boxing. Mysteriously, however, his wife, Edna reported him missing on one occasion - no one could trace his whereabouts - he turned up hours later claiming that he had spent the afternoon in California. California indeed! To Edna's knowledge the furthest away Indiana had travelled from their home in Willesden had been on a day trip to Blackpool!

So Kid left the room and went upstairs into the old man's study. They called it his study but in fact it was a crowded room stacked full of boxes of old junk. Remnants of his past life - a few old lobsterpots and a battered collection of musty books. And deep in the back of the room, underneath a pile of dirty overalls, Kid found his uncles old gym bag. It contained a shirt, some very odd looking shorts and a pair of old, cracked, red leather boxing gloves.

Kid stared at the gloves for a few seconds. Should he try them on? There was nobody around. He glanced behind him to make sure. No, everything was clear. He quickly scooped up the gloves and tried them on. They were a little on the large side but otherwise they were fine. Kid looked at himself in the dusty old mirror resting in the corner of the study. As he did - he noticed something strange about the gloves - they were starting to sparkle. He blinked his eyes in disbelief but now the gloves were starting to glow. He tried to take them off, but as he did so, the gloves touched and there was a blinding white flash.....

Kid woke up rubbing his eyes. In the distance he could hear the strange animal screams. As he sat up blinking, he saw a caveman in the distance running towards him, waving a club angrily up and down. Kid looked around - prehistoric forest all around and the gloves on the floor at his feet. The caveman was getting nearer. Quickly, he reached into his pockets and pulled out the contents. There must be something. Anything to help him get out of this mess. A ball of string. His trusty catapult. Then he noticed the two coins - glowing! He placed one of the coins in his catapult and fired. KAPOW! The caveman took a nasty hit to the head. KAPOW! The other coin glanced off the caveman's head and he fell to the floor with a resounding THUD!

Kid picked up the coins and put his gloves back on. They had a dull sparkle to them but this was starting to pick up. He'd have to wait until he could use their magic again. Where would the gloves take him next time? How long would it take him to get home? He couldn't stay here long - it wasn't safe. He decided to explore further on into the forest - it was going to be a long walk home!

HERO WANTED - APPLY WITHIN

You must help Kid to get back to his own time and the safety of his uncle's house. On the way home you will travel through many eras in time and journey to great places. But there will also be obstacles blocking your path.

As you start the game, if you look around the screen you will see the number of lives Kid has left, in the top-left of the screen. To the top-right you will see the number of the screen that you are on. At the bottom of the screen, from left to right are: the number of keys collected, number of magic spells collected, extra life tokens, your score, amount of cash collected and number of smart bombs. More on all of these later.

You start the game on the left-hand side of the screen and must progress to the right-hand side. When you move off the right hand side of the screen, the next screen will scroll on. There are fifty screens in all and your gloves will magically transport you to another time and place after every ten screens. In addition to this, it is possible to go back screens as well as forward and there are certain places in the game where you will need to do this.

Various creatures roam around each screen but most of these can usually be destroyed with whatever weapon you are carrying at the time. Different creatures require different amounts of hits to kill and some creatures are immune to your weapons. The only way to know when you are hurting a creature is when you hit it. It will emit a quick white flash if it is being harmed. When the creature has been hit enough, it will die.

Along the way there are various obstacles which need to be overcome. Some may be jumped over or walked around but others will need to be dealt with in special ways. Some of the obstacles that appear to be solid and blocking your path may be opened with keys. If you can remove the obstacle, then it will disappear if you touch it whilst carrying a key. This will use the key up and you should be careful not to waste keys as not every obstacle needs to be removed.

Orange blocks fall down when touched. There are a couple of these in screen two as well as throughout the rest of the game and these should generally be used to help you reach platforms which are just that bit too high. Be careful though - you'll lose a life if a block falls on your head!

Some ledges disappear when you touch them, thus causing anything that was resting on them to fall down. Again, beware that nothing falls on your head.

There are also some special blocks, doors and chains which just disappear after you have been on screen for 10-15 seconds thus enabling you to continue. You will have to survive the assaults of creatures in the vicinity whilst you are waiting for these obstructions to clear.

Sometimes there may be too many creatures in your way, in this case it is best to use a smart bomb (if you have one) but smart bombs will only kill those creatures that you can kill with ordinary weapons.

Ice creams and fruit can be collected on most screens for bonus points. Also cash bags and dollar signs can be collected and these can be spent in shops, so long as you can find one. In the shop you can purchase spells, keys, extra lives, smart bombs and weapons with the cash you have collected.

Finally, it is possible to buy or collect extra life tokens. For every four of these that you get, you will get an extra life.

You should remember that every time you enter a screen, your position will be stored along with the amount of keys, spells, cash and bombs that you are holding. If you then die on that screen, you will be returned to the position where you entered the screen and you will lose one life. Also, every time you leave a screen, any creatures killed on that screen will remain permanently dead throughout the rest of the game.

THE CONTROLS

Joystick left/right
Joystick up
Joystick down
Fire
Space
RETURN
BACKSPACE

F1

Move left/right
Jump or climb ladder
Climb down ladder
Fire your weapon
Smart Bomb (if you have any)
Cast a spell (if you have any)
Go back in time! This is really useful for those sticky situations. It enables Kid to go back to where he was three screens ago - just in case he forgot to collect a key. You'll have to thank Albert for this one!
Pause/Unpause

WEAPONS (BOUGHT IN THE SHOP)

DEATHCOIN - You start the game with this weapon. You can fire up to two at any one time and they will bounce around the screen for a short amount of time or until they hit something. Deathcoins aren't very strong but they will knock out most small creatures with a single blow.

FLAMES - These fire in a straight line and are slightly stronger than the Deathcoin.

DEATHSTAR - Just like the Deathcoin, you can bounce up to two Deathstars around the screen, but they are a lot more powerful.

MEGALASER - This fires in a long straight line and cuts through most creatures in one shot.

SPELLS (BOUGHT IN THE SHOP)

Before you cast a spell, you don't know which one is going to be cast. There are six different spells that can be cast. As the spell is cast, its name appears on the screen, the game pauses and anything that the spell is going to affect on the screen will flash for a few seconds. Sometimes there is nothing on the screen for the spell to affect in which case nothing will happen This is what the spells do:

SESAME - Any locked obstacles on the screen will turn into oranges. This is useful if you've run out of keys.

SAFETY - Anything on the floor that is normally hazardous to stand on (eg fire) will stop animating and will become harmless to walk over.

TIMBER - Certain moving obstacles on the screen will fall to the floor. Most of the time this helps get the obstacle out of the way, but sometimes the obstacle can trap you. If this happens, press the 'back in time' button.

YUM YUM - Anything on the screen that flashes will turn into oranges.

SLOW MOTION - Any moving object that flashes on the screen will move in slow motion for a few seconds. No other spells can be cast until this spell has run out, even if it didn't affect anything!

FREEZE - Any moving object that flashes on screen will freeze for a few seconds. No other spells can be cast until this spell has run out, even if it didn't affect anything!



Light Years Ahead