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IMPORTANT

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KID GLOVES II

THE JOURNEY BACK



So Kid has hung up his gloves ...

INTRODUCTION

The game is playing.

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

memory - this will kill a virus if one is present.

We recommend that you leave your computer turned off for thirty seconds in case a virus has installed itself into the computer's memory.

After his death-defying adventures, Kid finally made it home to safety, and put away his magic boxing gloves. Storing them in the dark recesses of his attic (along with his baseball cap), he vowed to forget the gloves and their supernatural properties.

But as time passes the magical power of the gloves engulfs Kid once again, and he embarks on a new and more extraordinary adventures, this time accompanied by his girlfriend Frida...

The magic worlds of the gloves are now ruled by Wievallard, an evil wizard hungry for power and pleasure. As soon as he spots Kid's girlfriend, a dastardly plan for kidnap forms in his mind, and she is whisked away by his overpowering sorcery, to be imprisoned in his mountain stronghold.

Now Kid is searching the mysterious magic worlds, hot on the trail of his beloved girlfriend and the wizard Wievallard. Your task is to help Kid in his undertaking - but beware of the evils that abound in this arcane world of magic and mystery!

JOYSTICK CONTROL

Up	Jump / Climb up
Down	Climb down
Left	Walk left
Right	Walk right
Fire	Hold fire down to build up power. When you release fire you will use your weapon. If you pull down and then press fire you will release a Fireball or Nasty Critter (if you've collected any).

KEYBOARD CONTROL

Space	Toggle Fireballs and Nasty Critters. If you are standing next to a Bandit or Arcade machine Space will make you enter it.
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HINTS ON PLAYING

Locate and kill the creature that has the key, then find the exit.

If the countdown reaches zero you before you get to the exit your energy will be drained. If you have the Ank you will not lose any health, the countdown will reset but the Ank will disappear.

Take a run-up before trying to jump across a wide gap.

Explore each level to find hidden objects. Some levels have large areas off the beaten track containing bonuses, well worth searching out.

CHARACTERS

A vile spell has been cast over all of the creatures on the islands within Wievallard, the evil wizard's, domain. This forces them to defend the island to the death, but don't worry - by killing them you're setting them free to go and live in happiness and freedom, where evil wizards cannot reach them.

Penguins	Inhabiting the icy regions these guys will run up to you and peck you to death with their beaks. Not very nice.
Snakes	Usually stationary, but some snakes are able to cough up fireballs, so be careful.
Teddy Bears	Unfortunately these geezers are not out for a picnic, and some of them are in fact fast movers.
Snow Balls	Bouncing blobs of ice with a mean streak.
Fish	Back home you need to eat these for dinner, but now they're trying to turn the tables on you.
Turtles	Surprisingly fast movers. Some jump around making them even harder to hit.
Octopus	Don't admire the legs too long or they'll be wrapped around your neck.
Hungry Piranhas	These can catch you unawares by leaping from the water in an attempt to chew your ankles.
Red-backed Knobble-kneed Spiders	Found nearly everywhere, these guys are some of Wievallard's favourite guardians.
Members of the Grim Reapers Training Academy	These students haven't quite got the right idea yet. They'll try to take you down to Hades <i>before</i> you're dead.
Dancing Flames	These fiery fiends will try to barbecue anything in sight.
Pointy Tailed Scorpions	A fast formidable foe, armed with a deadly stingy thingy in its butt.
Fearless Pharaohs	Guarding their treasures these chaps will do all they can to halt your progress.

OBJECTS

Each time you kill a creature it will leave behind an object.

Key	You will need to collect of these on each level to be able to escape through the door.
Tokens	Collect as many of these as possible for use in the One Armed Bandits and Arcade Machine.
Ring	1000 points.
Ruby	2500 Points.
Emerald	5000 Points.
Diamond	10000 Points.
Wine	250 Points plus 1/4 unit of energy.
Apple	1 Unit of energy.
Lemon	2 Units of energy.
Cherry	Full energy!
Kid's Dagger	The weapon you start with. If you have exchanged weapons be careful not to pick this up again.
Mighty Axe	Longer reach and more powerful than the dagger.
Excalibur	A meaty sword. Longer reach and more powerful than the axe.
Shield	As long as this icon is in the panel you will not take any damage when you get it.
Fireballs	Usually given in fives, these are great for long range fighting. Pull down on joystick and press fire.
Nasty Critters	These come in threes, and are operated in the same way as fireballs. The difference is that instead of shooting off horizontally these guys bounce on the ground and are therefore ideal for dropping down onto things. NB. TO SWITCH BETWEEN FIREBALLS AND CRITTERS PRESS SPACE.

Baby Dragons

Old enough to spew fire but being immature their scales aren't fully developed making them fairly easy to kill. This is not the case when it comes to their mother at the end of the Fire Island.

Fluffy Killer Clouds

Despite their appearance these little blighters are deadly clumps of vapour.

Acid Raindrops

Blobs of water with seriously corrosive tendencies.

And now for the *bad* guys . . .

Greater Fanged Yeti

One of Wievallard's first experiments in genetic engineering. Taking a hippopotamus and crossing it with a sabre toothed polar bear he created this abomination to protect the northern area of his domain.

Celia, Siren of the Seas

Because his goldfish were to placid and his piranhas too small, Wievallard employed a terrifying mermaid to guard his coral reefs. Going by the name of Celia she has dazzled men with her beauty, only to dash their hopes and dreams by removing their heads. She'll prove to be quite a handful!

Big Mother Dragon

Mother of many baby dragons, this monster is very protective of her offspring. She'll be outraged if you even tread on a measly little spider. By the time you get to her she is bound to be mad!

Grand Mummy

A while back Wievallard went on a world cruise and brought this mummified moron back from Egypt as a souvenir. Tiring of the mummy's hugging, the evil wizard sent him off to guard the desert lands.

Hawk, Guardian of the Wind Island

Mr. Hawk used to be a placid kestrel until Wievallard introduced him to anabolic steroids, turning him into an aggressive, irritable, feather bound freak.

Wievallard, the evil wizard

Despite his immense power and high IQ, Wievallard is a very lonely old man. Rumour has it that his mum was a witch, who tested all her spells on him. Due to this unstable unpredictable he grew to despise all women and didn't like men very much either. Becoming a recluse he decided to learn about the mystic arts that had caused him so many problems as a child.

Crown of Kings

Collect ten of these babies and get an extra life free of charge. Well, it'll cost you the ten crowns, but it's a bargain. Honest!

Big Boots

Grab a pair of these and you can trample the bad guys underfoot. Be careful though, you can't use your weapon if you're wearing these.

Trainers

The fantastic new helium-filled soles on these designer trainers will enable you to make jumps higher than ever before!

Balloon

Grab onto one of these and you can float about to your heart's desire. You can't use your weapon when you're holding the balloon, but you can fire critters and fireballs if you pull down and then press fire. Just pressing fire will pop the balloon and allow you to drop back to earth.

Ankh

This mystic item is very useful if you die because it will allow you to keep all the weapons that you have collected so you can use them in your next life. Unfortunately in doing this it destroys itself. If the countdown reaches zero before you reach the exit you will start losing energy, unless you have the Ankh. When the timer runs out it will reset, but again you will lose the Ankh.

Clock

Running out of time? then this is for you. Pick this up and the countdown will reset.

Nasty Poison

Apart from the dagger this is the only object you'll want to avoid. Gobble this up and you'll lose a whole unit of energy. Yeuk!!