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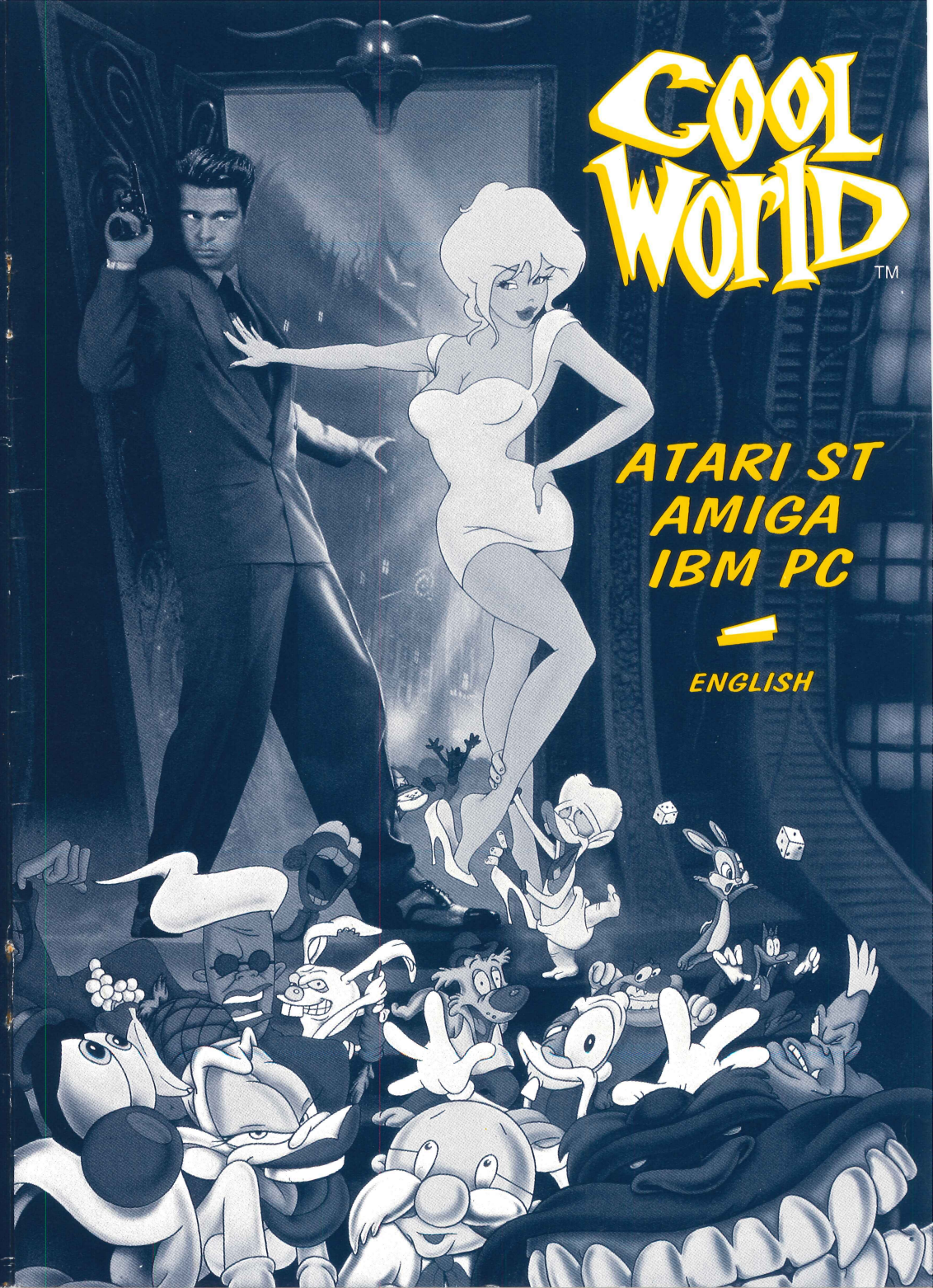
COOL WORLD™



ATARI ST
AMIGA
IBM PC

ENGLISH

POLICE DEPARTMENT

OFFICER'S REPORT

SOURCE: Harris the Policeman
Re: The COOL WORLD Doodles and the exploding universe
Copies to: All Department Heads

THE FACTS

The Doodles are using connecting vortexes between COOL WORLD and the Real World to transfer objects from one side to the other. This is seriously disturbing the cosmic balance. The direct result of these actions will be the destruction of the universe...goodbye tomorrow - hello oblivion!

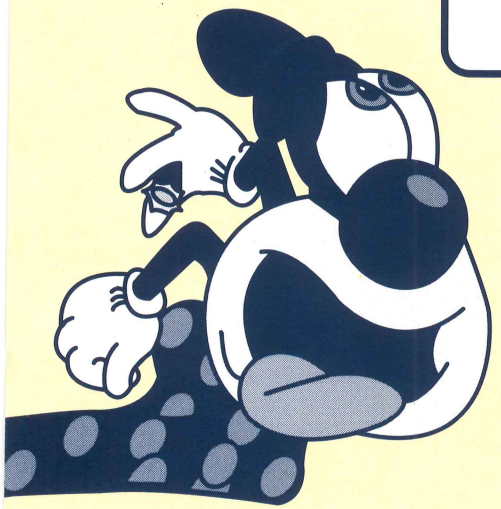
THE SOLUTION

Based upon much careful study of information received and "The Good Policeman's Handbook", (section 47, paragraph 12 **'What to do when the universe is about to explode due to Doodle interference with the cosmic balance'**), I plan to use the vortexes in a similar manner and restore all objects to their rightful places. The direct result of this action will be the normal continuation of the universe.

REQUIREMENTS

A Handy Pen.

LOADING



ATARI ST

THIS GAME REQUIRES A DOUBLE-SIDED DISK DRIVE.
Switch on the power to the computer and insert disk into the drive. The program will load automatically. Follow the on-screen instructions.

CBM AMIGA

Insert disk into the drive and switch on the computer.
The program will load automatically.

PC

Installing the game onto hard disk:
Insert disk 1 into your floppy disk drive. Type the drive letter followed by : (e.g., if you insert the Cool World disk 1 into drive B, then type B: followed by <RETURN>).
Type INSTALL and follow the on-screen prompts.

You will be asked to select the drive\path for installation.
If you choose a non-existent path, one will be created for you.
Press ENTER to accept the currently displayed drive\path.
Press ESC to abort Installation.
Press F1 to view Readme file whilst the game is being installed.
A batch file will be written to Drive C. To play the game simply type Cool and press ENTER. You will find a file named READ.ME in the Cool World Directory. This file contains additional information to that in the printed manual.

HINTS & TIPS

1. Don't stay in either world for too long, use the Vortexes to move between the two.

2. Keep an eye on the danger meter.
Don't let it get too high.

3. It's no good clearing objects from Cool World if Real World is full of Doodles - they will immediately push them back.

COOL WORLD
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.
This game has been tested and checked for viruses. Please do not use any form of disk utility with any Ocean product as such use may result in the corruption of data and render the disk unusable.

CREDITS
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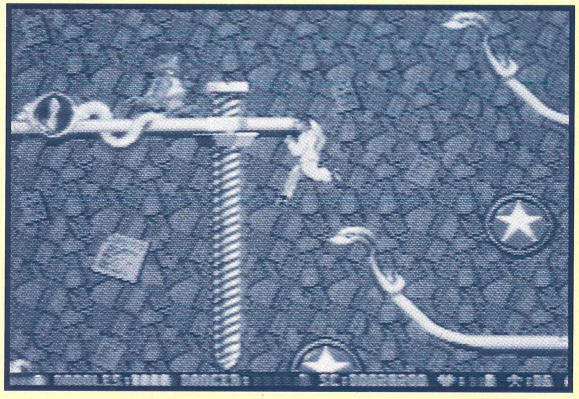
Game designed and programmed by Twilight.
Produced, Marketed and Distributed by Ocean Software Ltd.



STATUS PANEL

The Status Panel displays the following information:

Items - The number of objects in Cool World

Doodles - The number of Doodles in Real World

Danger - Indicates the size of the disturbance

Score - Current score

Life - The number of energy segments remaining (out of 3)

Lives - The number of lives left

Time - Time remaining on current level

CONTROLS

ST/AMIGA

This is a one player game controlled by Joystick in Port 0.

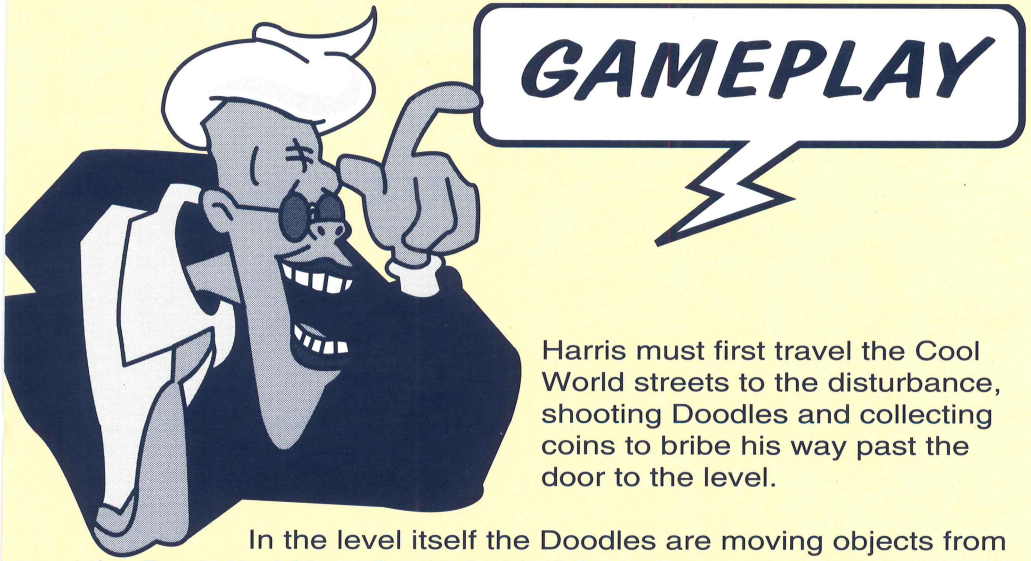
Joystick UP	**JUMP**
Joystick DOWN	**DUCK**
Joystick LEFT	**RUN LEFT**
Joystick RIGHT	**RUN RIGHT**
FIRE	**SHOOT INK BLOB**
FIRE & HOLD	**SUCK WITH PEN**
P	**TOGGLES PAUSE ON/OFF**
Q	**QUIT GAME**
M	**VIEW STREET MAP**

Pull down on the joystick when near a Vortex in order to enter it.

PC

This is a one player game which may be controlled by a joystick as above or by the following redefinable keys:

Q	**JUMP**
A	**DUCK**
O	**RUN LEFT**
P	**RUN RIGHT**
SPACE	**FIRE**
H	**TOGGLES PAUSE ON/OFF**
M	**VIEW STREET MAP**
SPACE & HOLD	**SUCK WITH PEN**



Harris must first travel the Cool World streets to the disturbance, shooting Doodles and collecting coins to bribe his way past the door to the level.

In the level itself the Doodles are moving objects from the Real World into Cool World. If they are not stopped the universe may explode.

If you complete all 16 levels you will then have to do battle with the Evil Holli disguised as a clown.

On each level the Doodles will try to enter Real World through vortexes. If they succeed they will push objects back to Cool World and create a cosmic imbalance.

The more Doodles that make it through to Real World, the more objects they will be able to push back to Cool World. The DANGER bar counts up as the number of Doodles in Real World grows. When the bar is full the imbalance is too great and you will not survive.

In order to complete a level you must destroy the Doodles by shooting and sucking them up with your Handy Pen, return the objects and maintain the balance for the duration of the time limit.

Sucking bubbles into your pen destroys Doodles. However, shooting the bubbles or leaving them means they will become wooden Nickel Baiters! Sucking bubbles into your pen will decrease your time limit, and if you lose a life your time limit will be increased.

LEVEL 1 - The House/Urchin Place

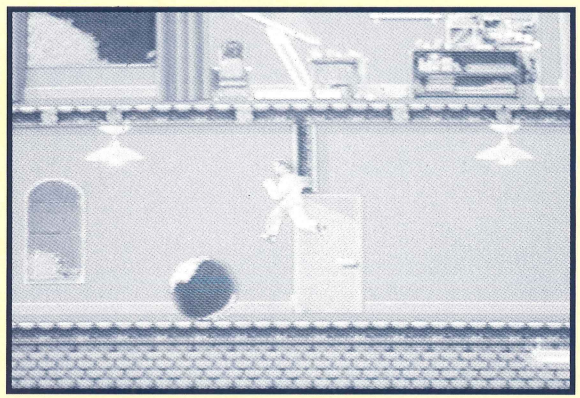
The is the home of Jack, Creator of the Cool World comics. The Street Urchins from Urchin Place are stealing Jack's household objects.

LEVEL 2 - The School/Gargoyles Watch Tower

Gargoyles from a Cool World watchtower are invading the school in Jack's town. They are stealing school objects.

LEVEL 3 - The Comic Shop/Craps Alley

Yes, you've guessed it....Doodles from Craps Alley are stealing comics and causing havoc etc. etc.....

LEVEL 4 - The Ocean Casino/Slash's Night Club

Those nasty and devilish Doodles from Slash's Night Club in Cool World are overrunning the Ocean Casino. It's all happening at the club and on the Casino roof.