

TYNESOFT

COMMODORE 16 CLASSICS VOL.2

INSTRUCTION BOOKLET

WELCOME

Thank you for selecting Tynesoft Commodore 16 Collection VOL.2 Game Pack for the Nintendo Gameboy Color unit. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

- 1) If you play for long period of time, take a 10 to 15 minute break every hour or so.
- 2) Do not use or store it under conditions of extreme temperature, or subject in to rough handling or shock. Do not disassemble the unit.
- 3) Do not clean with benzene, alcohol, or other such solvents.

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SIR KNIGHT

Sir Knight is your noble Knight who has been asked by King Arthur to rescue the beautiful Princess Camille imprisoned in Black Skull Castle. The fortification around the Castle comprises of Archers and canons firing menacing fireballs. Other obstacles impeding your progress are pits, portcullis and a grease covered moving bridge spanning a large pit. All these obstacles need to be conquered before a trail of fire ignites.



Original game by

Chris Robbins

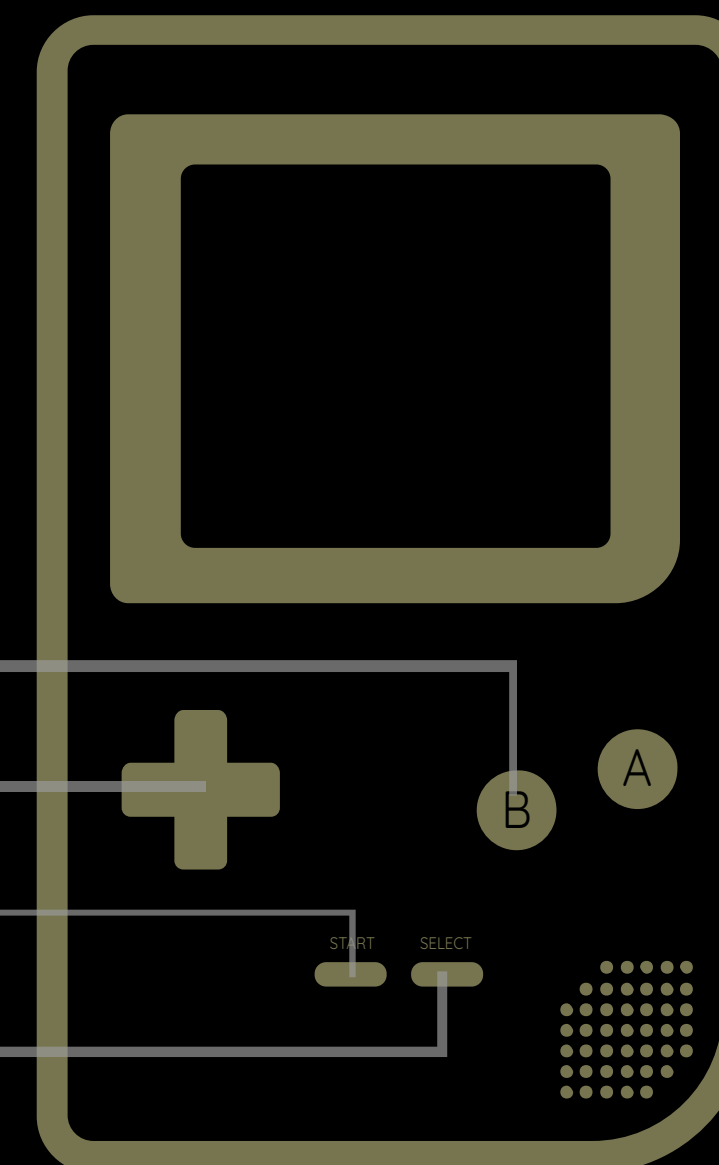
(c) Tynesoft 1985
Commodore 16

jump

move (L,R)

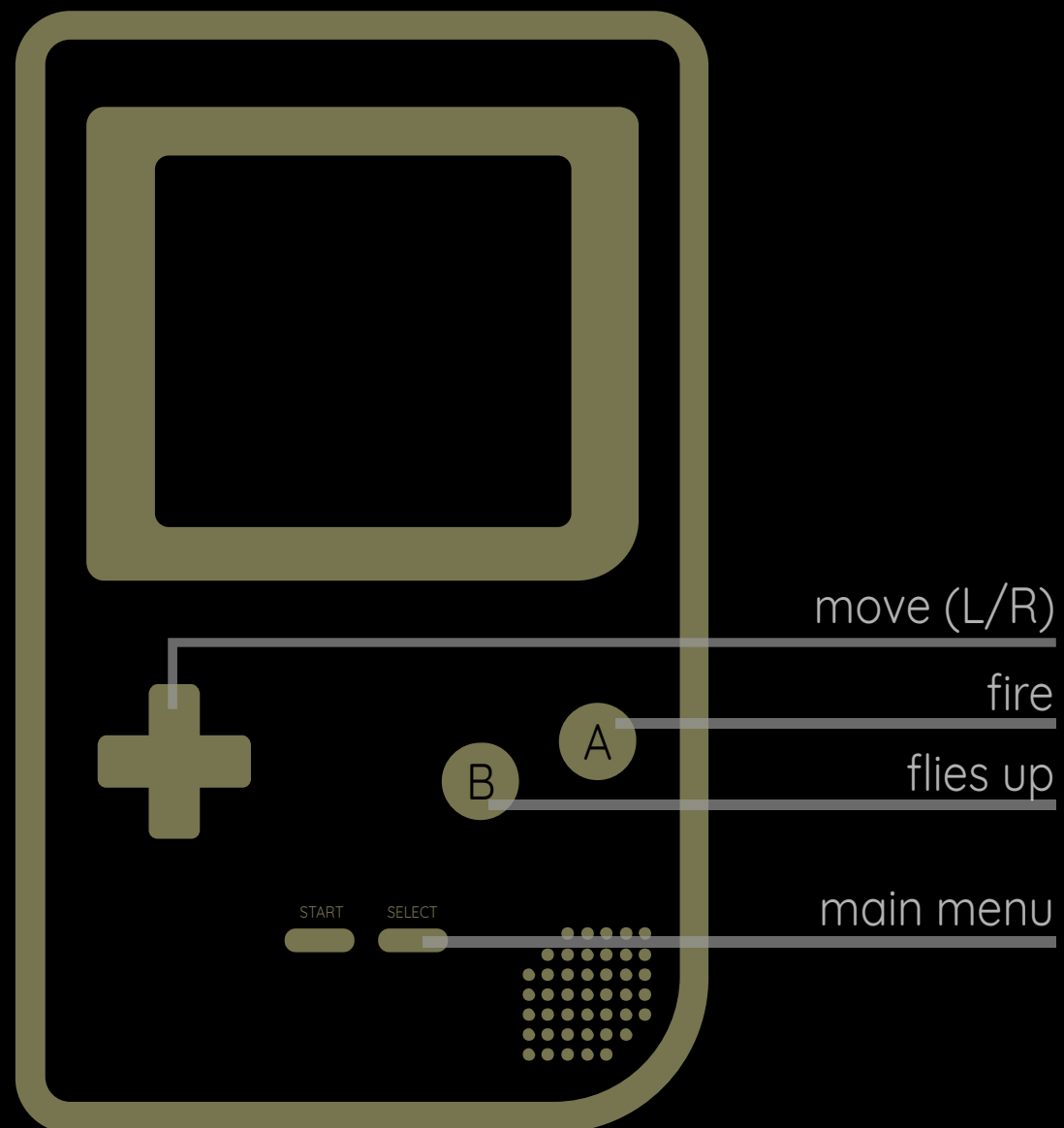
start the game

main menu



APOLLO MISSION

Apollo Rescue Mission is a two part game, challenging and full of action. Your mission is to retrieve and reassemble sections of the ill fated Apollo 16 scattered over the lunar surface. Assembly of rocket must be done in the correct order to enable you to complete your task and blast off to a new universe. Beware of those dangerous aliens, that have to be eliminated with your laser. The second part of the mission is to retrieve Satellites floating in space with the use of a special arm, to be returned to earth for servicing.



Original game by

Derek Reynolds

(c) Tynesoft 1985
Commodore 16



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WATER GRANDPRIX

You are in the driving seat of a powerful speed boat entered in the Annual Water Grand Prix.

Skill is needed to navigate your boat along the twisting river. Avoiding the river banks and passing your fellow competitors along the way to victory.



Original game by

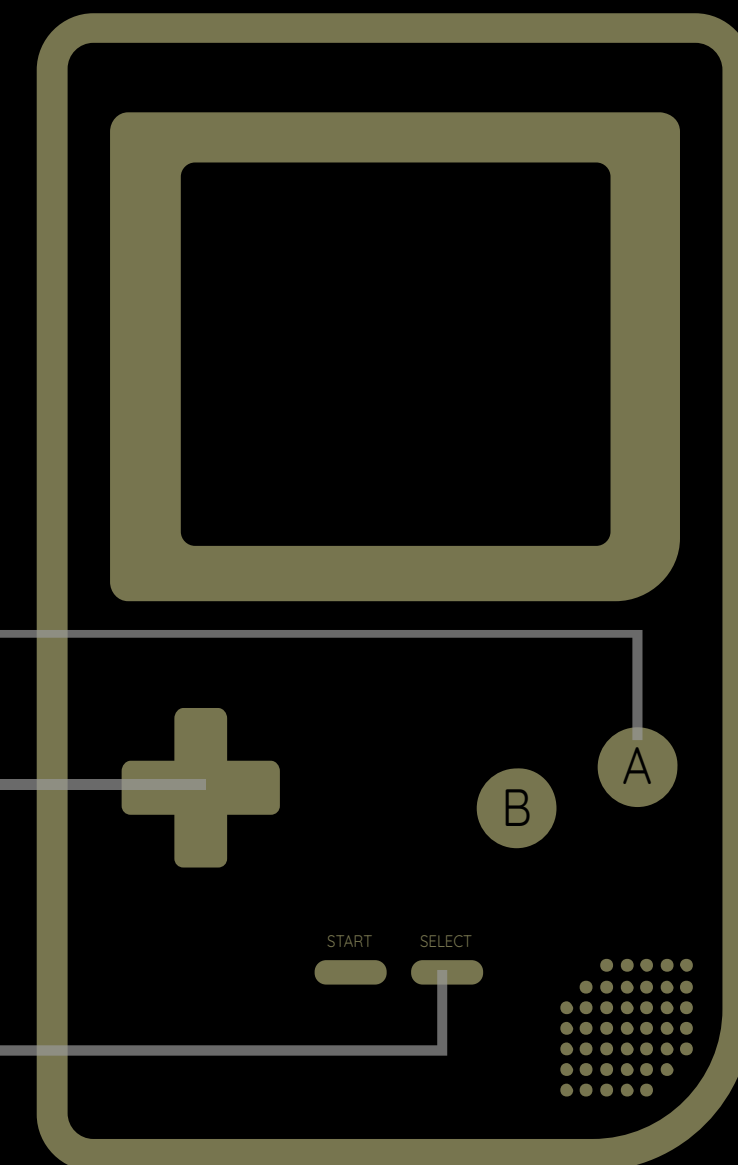
Ian Davison

(c) Tynesoft 1985
Commodore 16

start the game

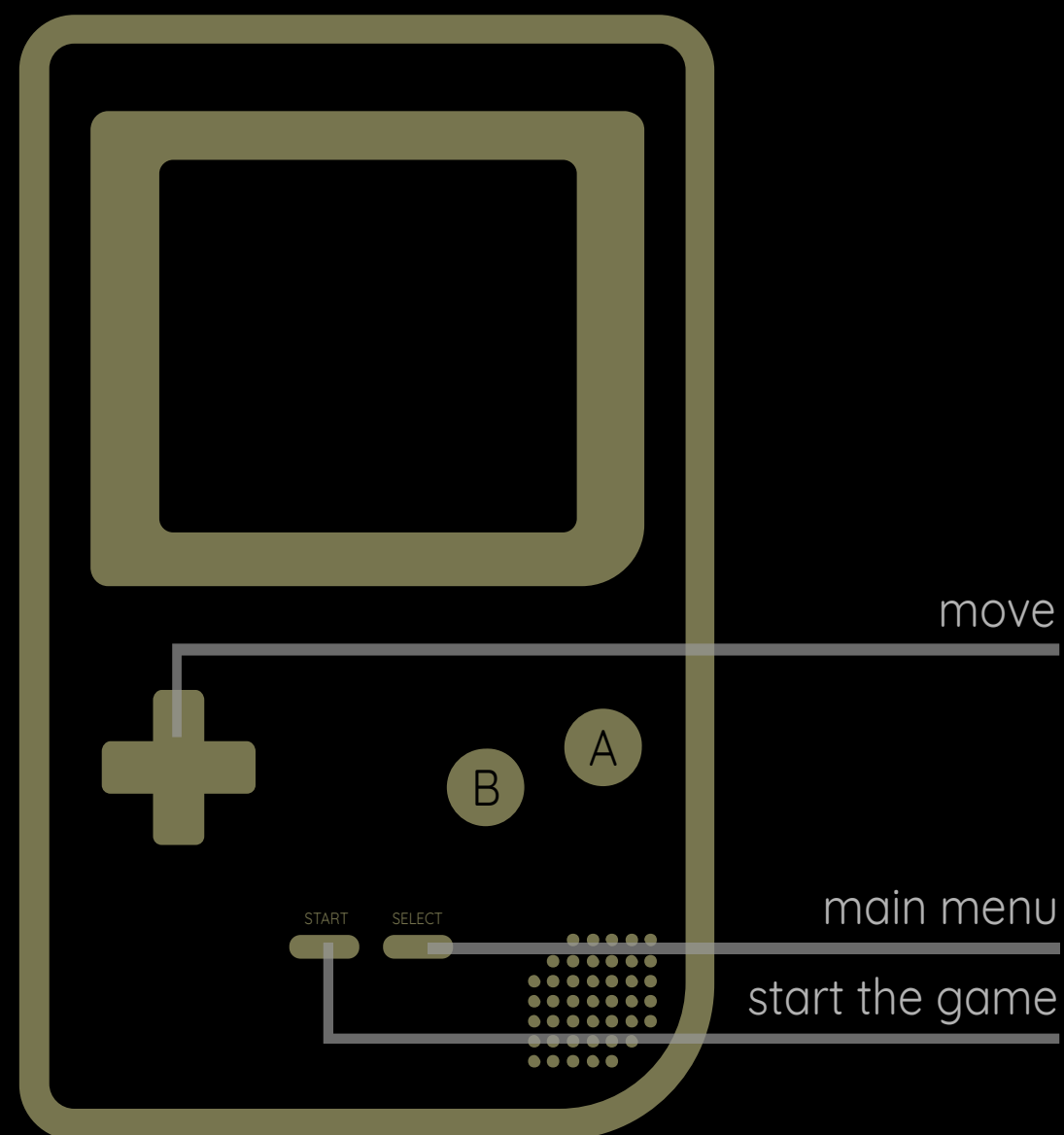
move left/right

main menu



MUNCH - IT

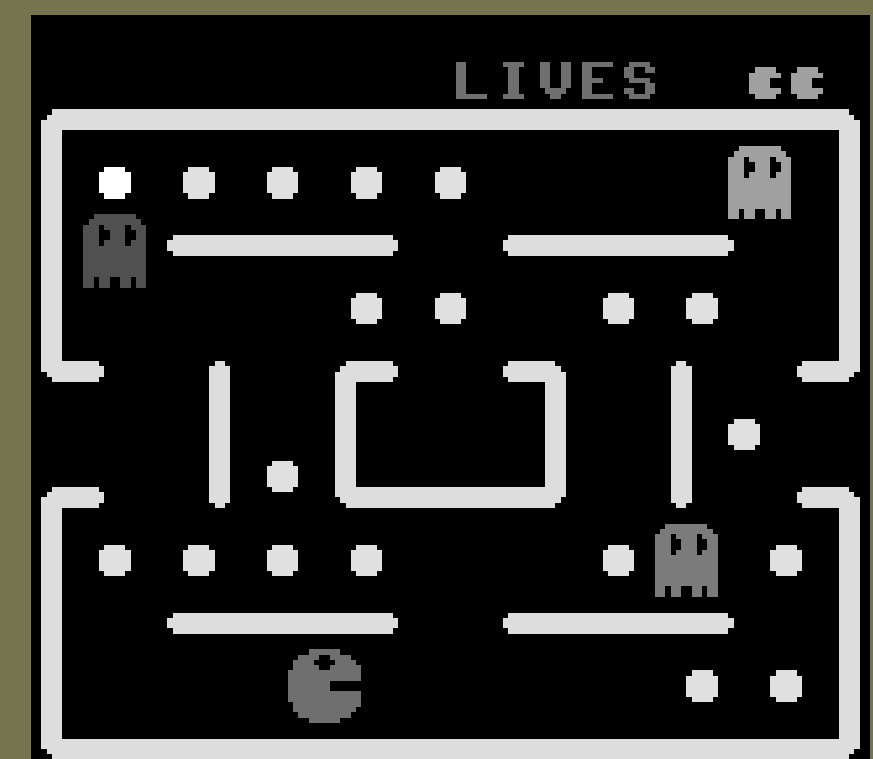
„MUNCH-IT” is a true arcade game. Your task is to move around a maze as quickly as possible, eating the pink food pills as you go. Beware of the three ghosts as they appear from nowhere - they are out to gobble you up! At each level there is a white power pill. On eating this pill you have a short time in which you can go through the ghost but watch out as they will re-appear. You have 3 lives a game and 2 choices of skill speed levels.



Original game by

Unknown author

(c) Tynesoft 1984
Commodore 16

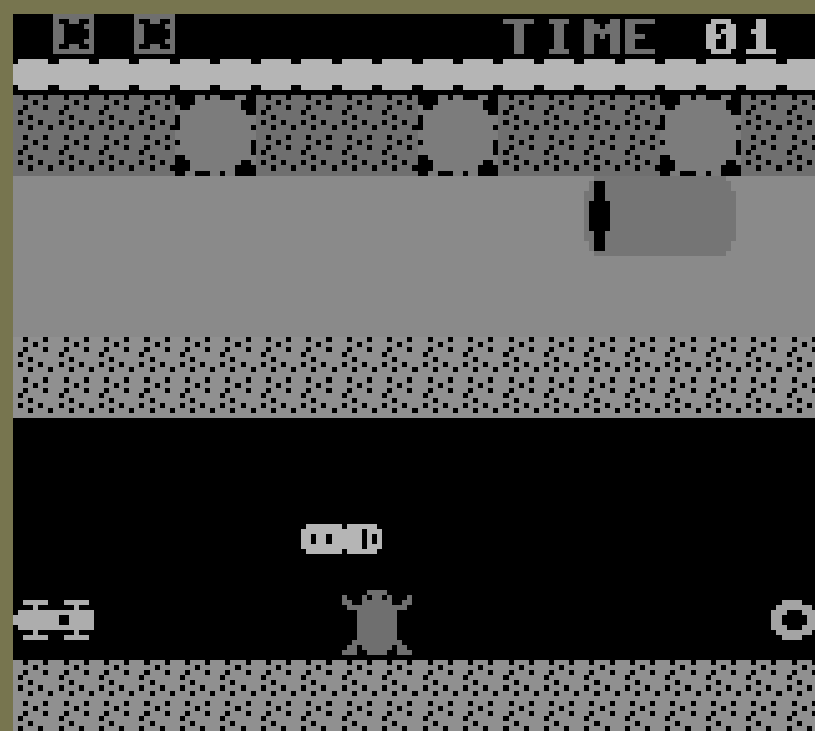


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HOPP - IT

In „HOPP-IT” you must guide your poor frog across the busy road avoiding the fast flowing traffic then leap onto the logs and turtles to take him home to the warm sanctuary of a soft lily pad.

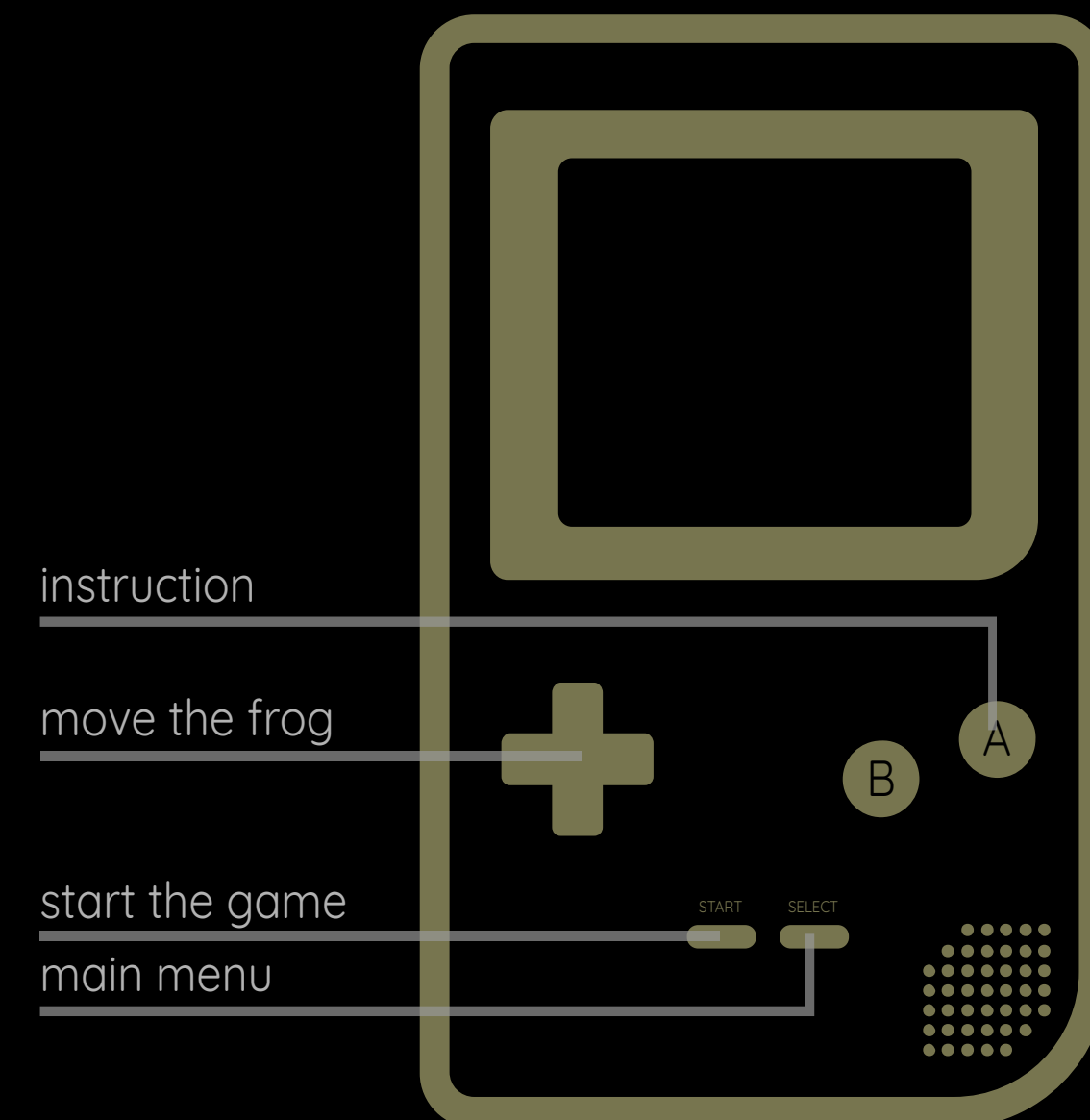
You have 3 lives and a maximum time for each life.



Original game by

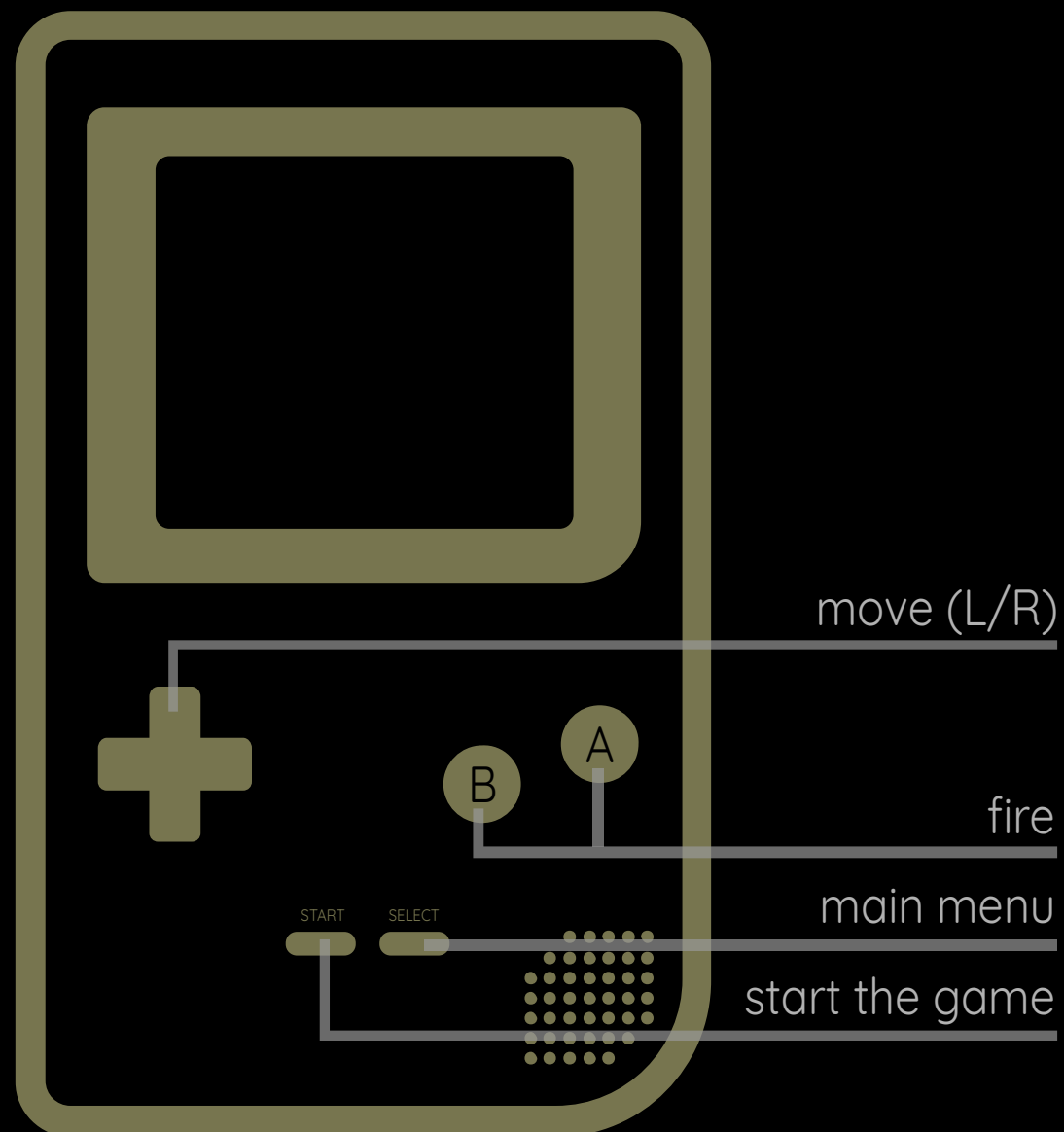
Unknown Author

(c) Tynesoft 1984
Commodore 16



SHOOT-IT

„SHOOT-IT” is a fast, superb version of the popular game invaders. The Alien Attackers are moving down on you from their Space Station „Zardon”. Your only chance of survival is to use your Laser Gun to wipe out those aliens. The only defences you have are two Laser Land Bases behind which you can dodge back and forth, firing your laser and avoiding the Alien’s bombs. Extra Bases for hitting the Space Tube as it blasts across the sky.



Original game by

Unknown Author

(c) Tynesoft 1984
Commodore 16



MOUNT VESUVIUS

An arcade game using superb graphics. You control a rescue helicopter sent to the slopes of an erupting Mount Vesuvius. Your mission is to rescue the trapped shepherds and farmers from their hillside homes before they are engulfed by the lava falling from the sky. Your helicopter can only pick up three (3) passengers at a time before returning to the top of the cable car to refuel and upload its passengers. To pick up a passenger land next to a house, press „A” button. Refuelling take place on landing at the top of the cable car.



Original game by

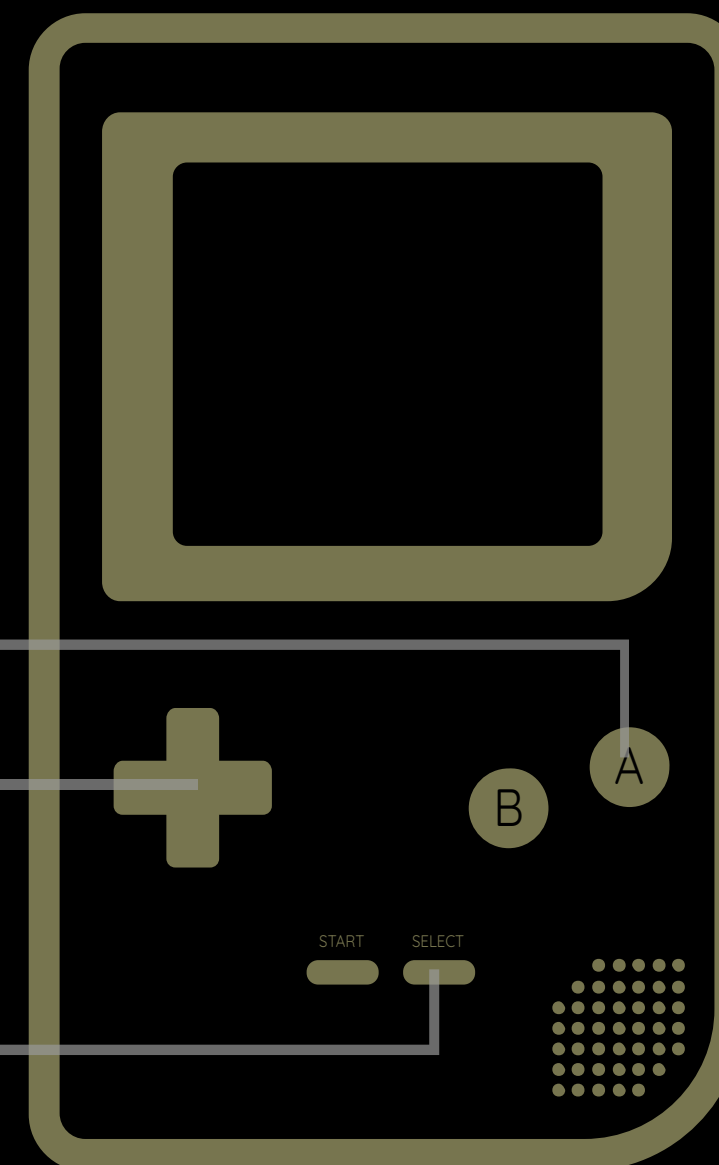
Unknown Author

(c) Tynesoft 1985
Commodore 16

start / pick up

move (U,D,L,R)

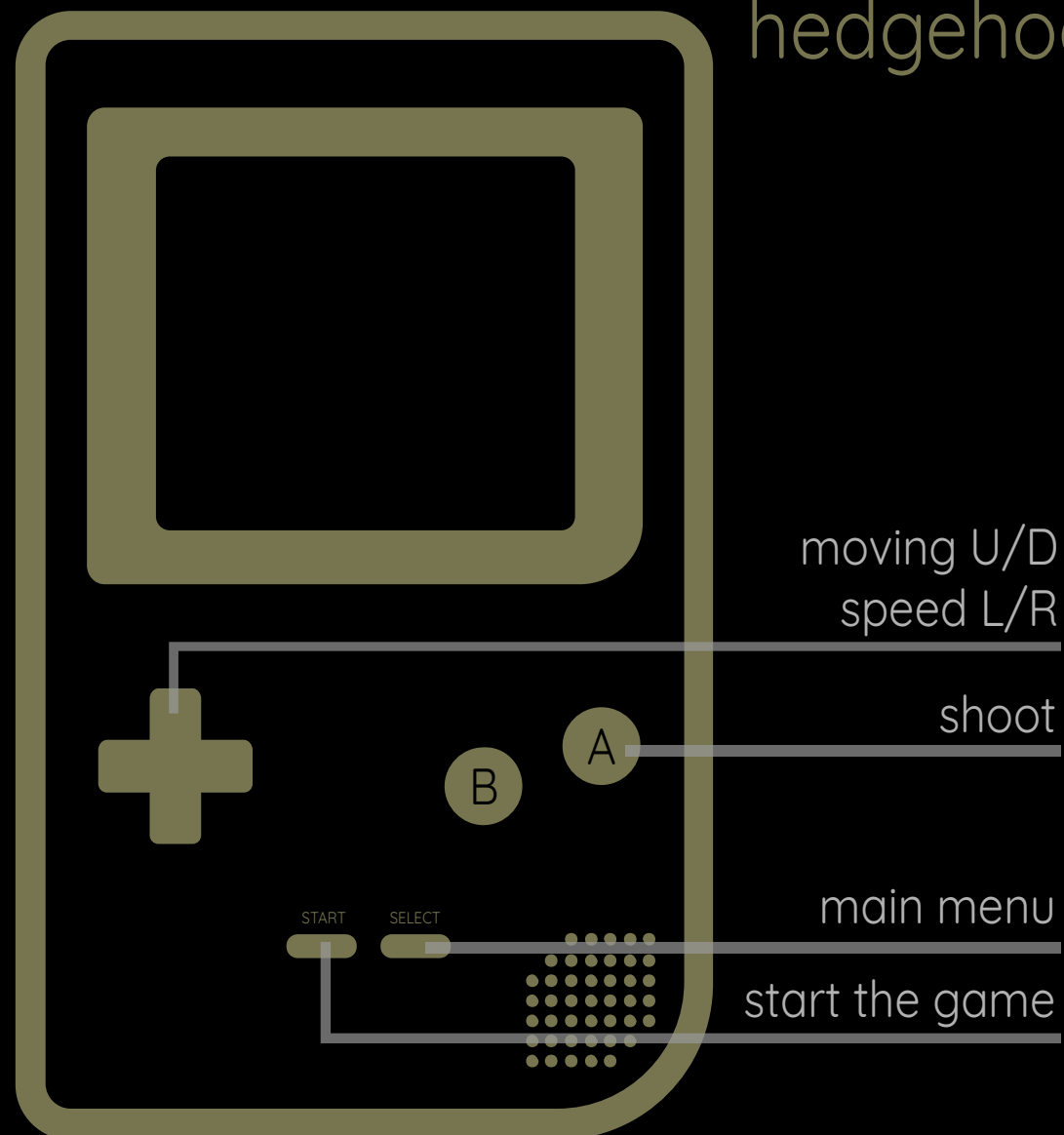
main menu



AUTOBAHN

A fast Arcade game where your driving skills are tested to the full. Your brief is to take out a new prototype car on a stretch of the German Autobahn and put it through its paces. You have to complete 4 challenging test before your job is finished.

Test1: You have to race against the other cars while avoiding them. Test2: You must make the other cars crashing by shooting tacks on the road. Test3: Same as 1, but avoid all the hedgehogs. Test4: Same as 1, but pick up the hitch-hikers.



Original game by

Patrick Strassen

(c) Tynesoft 1985
Commodore 16



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CANOE SLALOM

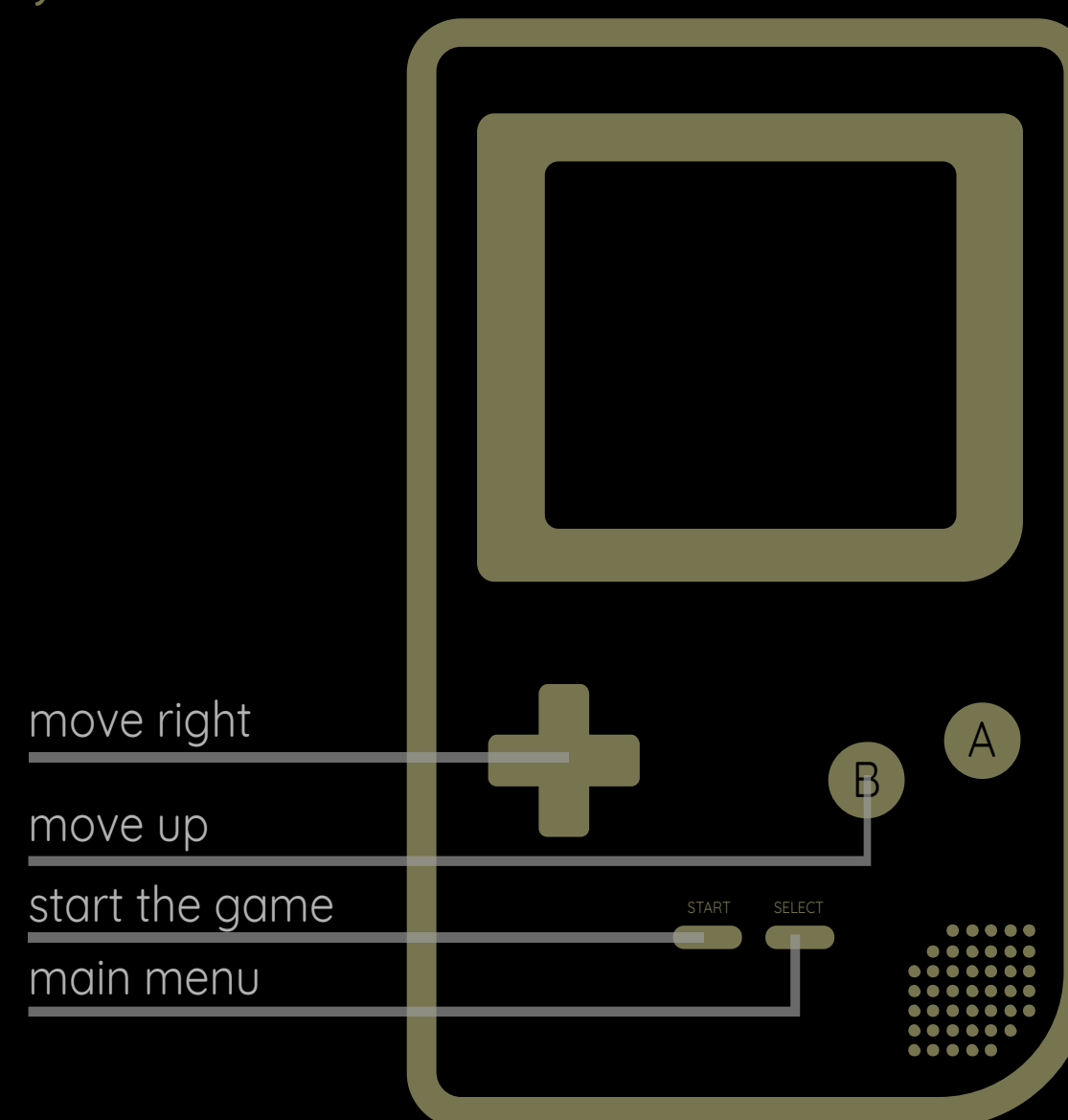
A true simulation game with ood graphics and a smooth diagonal scrolling screen, requiring great skills to manoeuvre arond a slalom course. After crossing the start line you are on your own in a fast flowing river with the slalom gates coming on you thick and fast. Natural obstacles also litter the course like broken trees with just enough space to squeeze through whilst avoiding those dangerous rugged rocks and of course, that looming river bank.



Original game by

Ian Davison

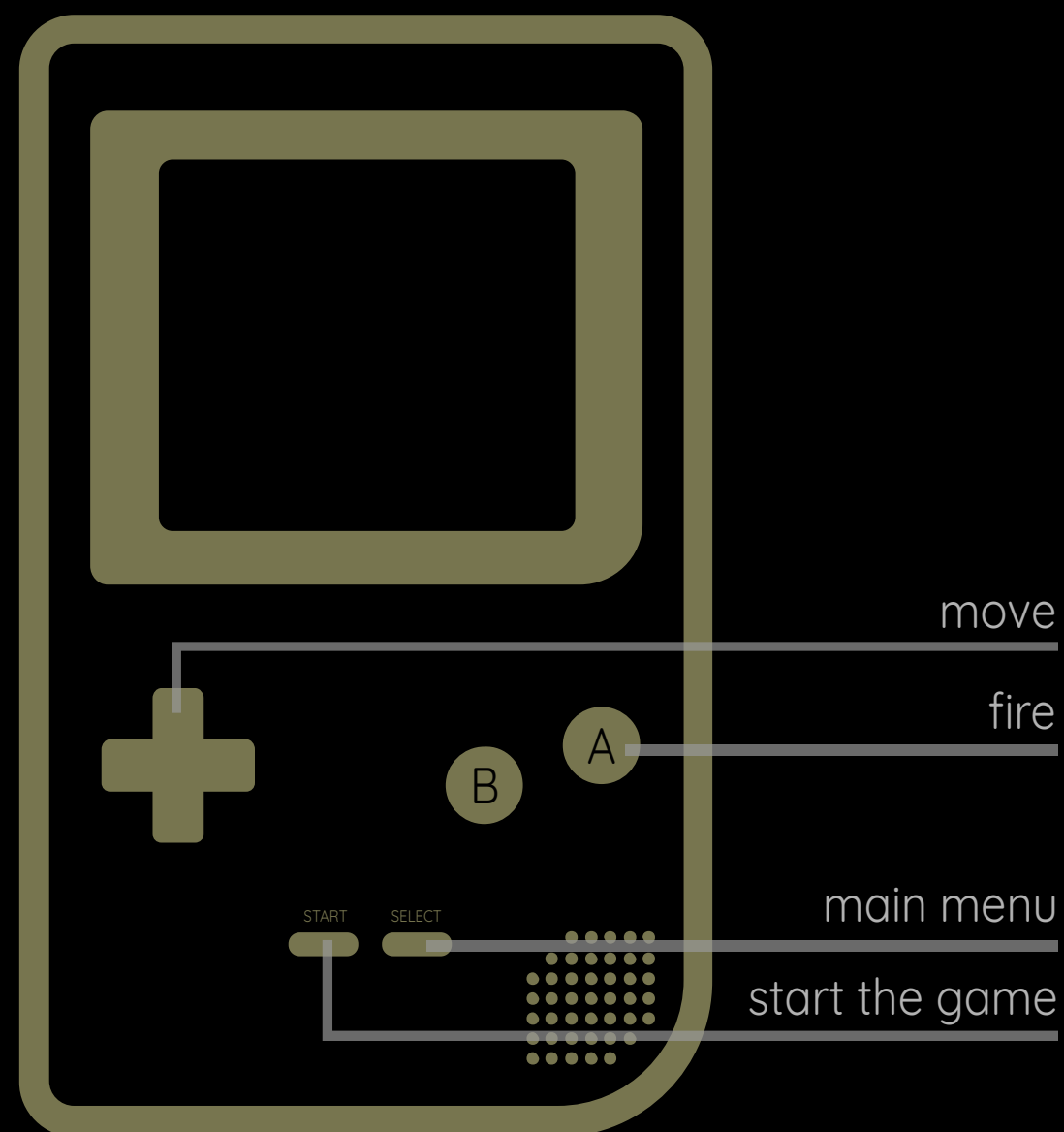
(c) Tynesoft 1985
Commodore 16



ACK ACK ATTACK

You are on the Moon positioned in a crater not far from the United Federation's main centre of control. You are in the hot seat of a new photon defence gun and must defend the Centre from alien bombs fired from space. Any that get through will damage your station.

A zapping arcade game, that will put you in the hot seat!



Original game by

Ian Davison

(c) Tynesoft 1988
Commodore 16



WHO DARES WINS II

Only the bravest volunteer for the ultimate suicide mission to free lost compatriots held prisoner by the armies of death, the forces of oppression. Only the fearless dare take up a challenge where courage and endurance are as essential as intelligence and skill. Compulsive. Action packed. Step forward, modern day hero, you'll never know how good you really are until you've tested yourself on the ultimate mission.

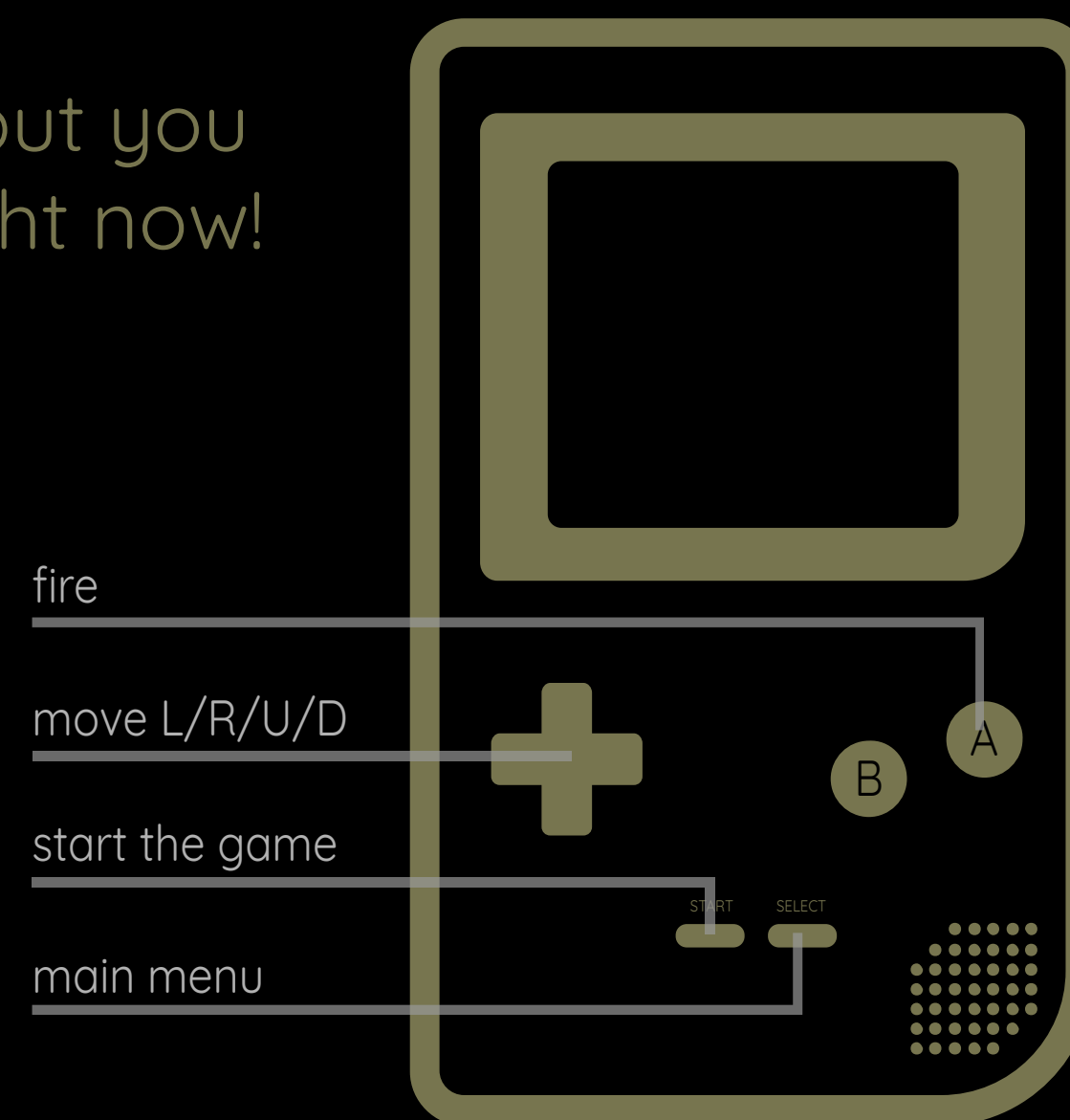
4 fields of battle, 20 different screens, 3 lives but you don't have a single grenade in this mission right now!



Original game by

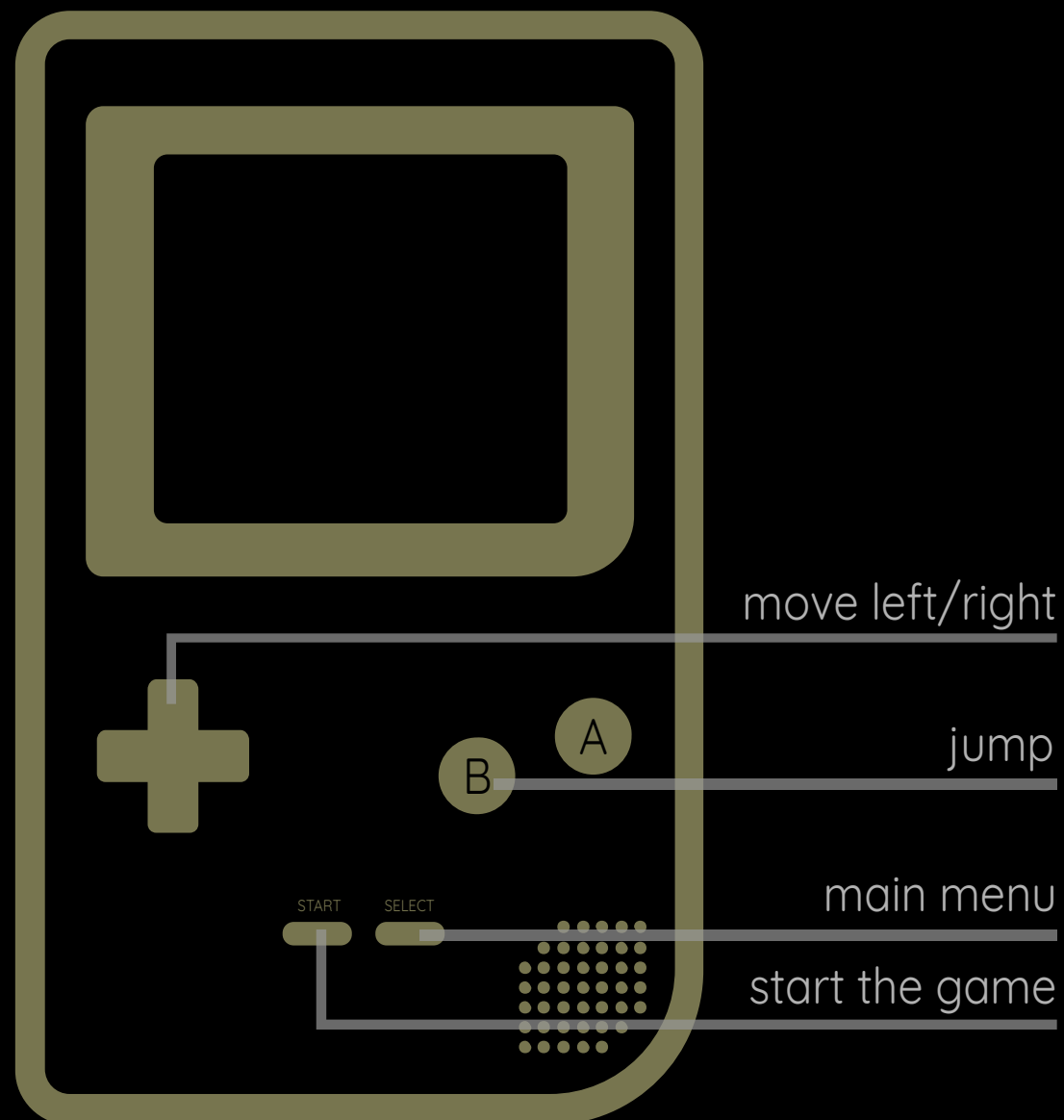
Julian Jameson

(c) Tynesoft 1986
Commodore 16



JET SET WILLY 2

Whilst recovering in hospital from a severe fall down some stairs, Willy called in the builders. He thought it odd that they had green skin, but needing the work done in a hurry he asked them to remove the offending edges from his stairs. Trouble was, they did far more work than asked, adding several room to his mansion and then refusing to change him!! Maria is demanding that Willy clears up the mess and he hasn't even found all the rooms yet. Who were these strange people?



Original game by

Ian Davison

(c) Tynesoft 1986
Commodore 16



JUNIOR MATHS 2

This programme is designed for use by 5 to 11 years olds.

Each question gives you the opportunity to give the correct answer. Time counts in the background, and the longer it takes to solve, the less time you have to score, which is an arcade shooter. 8 lines of questions with multiplication and division, the best possible fun.



Original game by

Unknown Author

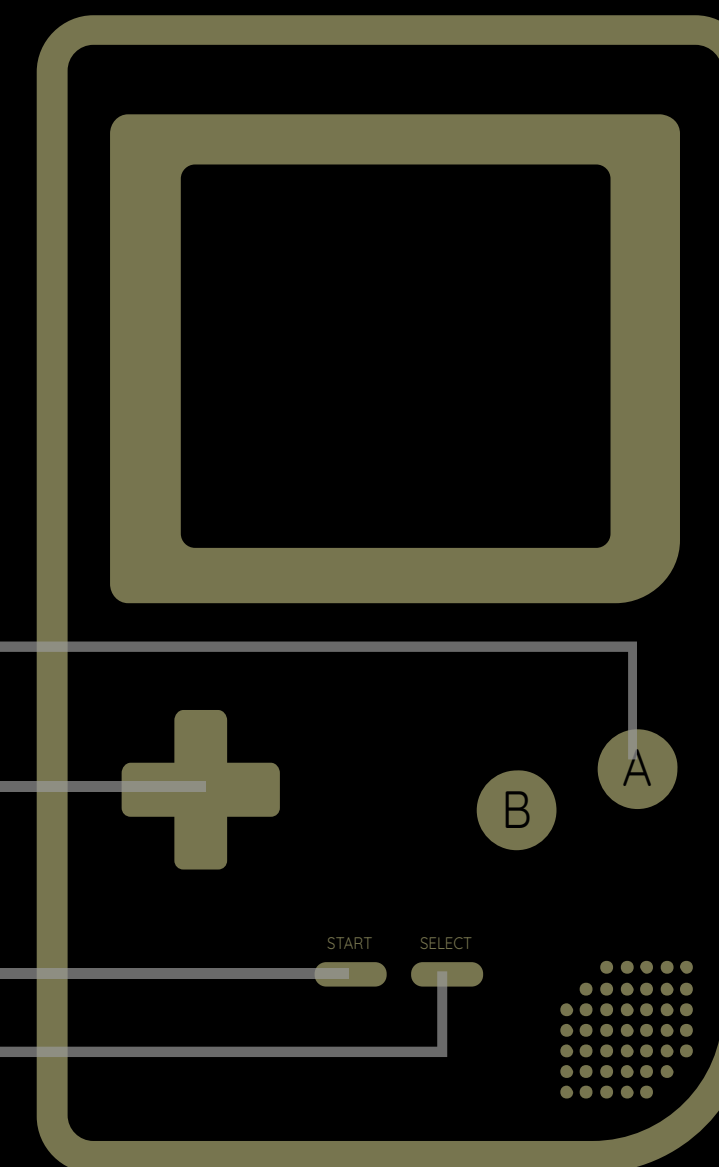
(c) Tynesoft 1985
Commodore 16

accept / fire

move the ship /
set numbers

start the game

main menu



TYNESOFT

I GIVE THANKS TO

The creator of the games (László Rajcsányi) would like to say a huge THANK YOU to the original coder of the Commodore 16/Plus4 games in this collection, by name: Ian Davison, Patrick Strassen, Chris Robbins, Derek Reynolds and Julian Jameson from TYNESOFT, who were responsible for publishing the games between 1984 and 1988. The Plus4World website (Csaba Pankaczy & Luca Carrafiello), which summarizes C16 games, was a huge help to me in the making. Thanks to my parents for surprising me with a Commodore computer when I was a child, and to my wife Györgyi and kids (Ambrus, Barnabás) for not having to spend time away from development. Thanks to Chris Maltby for creating GB Studio.



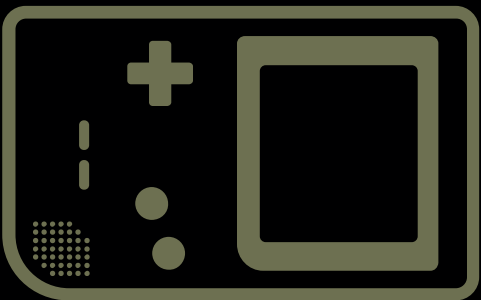
insideGadgets



Games rewritten by: László Rajcsányi
Homepage: www.WLS.hu

Publisher: insideGadgets
Homepage: www.insidegadgets.com

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TYNEXSOFT

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FOR GAMEBOY COLOR

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