Bonnie and Clyde

LOADING

System requirements: ZX Spectrum 48K or higher.

Type LOAD"" (ENTER) or select the "Tape Loader" option depending on the machine model. Press PLAY on your recorder and the game will load automatically.

Loading time is 3:50 for 48K and 4:43 for 128K. The last block is not used in 48K mode. Press STOP when you hear the beeper music.

If the 128K Spectrum is used the game will automatically identify this fact and the in-game AY music will be activated. Music in menu is always playing via beeper.

Playing on 48K machine, you can listen to the OST CD. These are the same tracks that sound on 128K machines.

MAIN MENU

1. KEYBOARD
2. SINCLAIR
3. KEMPSTON
4. CURSOR
5. REDEFINE
6. ENTER CODE

Press the specified key (1 to 4) to select the control type.

Default keys for keyboard are Q (Jump), O (Left), P (Right) and SPACE (Fire). Press 5 to redefine keys.

On some levels you will see the code. This will allow you to start the game from this point the next time you play. Your score and lives will also be saved. Press 6 in main menu to enter the code. Type the code (spaces are automatic) and press ENTER.

Press FIRE to begin the game.

PLOT AND GAMEPLAY

You have 9 lives.
Because you are a cat.

This is the story of Bonnie and Clyde, the infamous criminal couple of furry robbers.

Playing as Clyde, you have to collect all the coins on each level and avoid enemies and their bullets. After that, a safe box will appear somewhere, and Bonnie, who is on watch on the roof, will throw dynamite down. Take the dynamite and put it under the safe to blow it up. But don't forget to run away! Then a ladder will appear that will let you climb up to the next level. If time allows, you can also collect the money bag, which will give you an additional 50 points.

The game consists of 90 levels on 13 areas.

STATUS BAR

Status bar is shown on the top of the screen.
Left to right: bullets, time, score.

ITEMS

As you already know, Bonnie has dynamite. But not only.

Pick up the packages being dropped by Bonnie because
they can be very useful to you:

 extra time;

 ammo box (bullets);

 jar of extra points;

 star: freezes enemies for a while, allowing them
to be captured;

 clothing: enemies will not hurt you for a while.

SCORING

Coin = 1 pt.

Killed enemy = 5 pts.

Captured enemy = 10 pts.

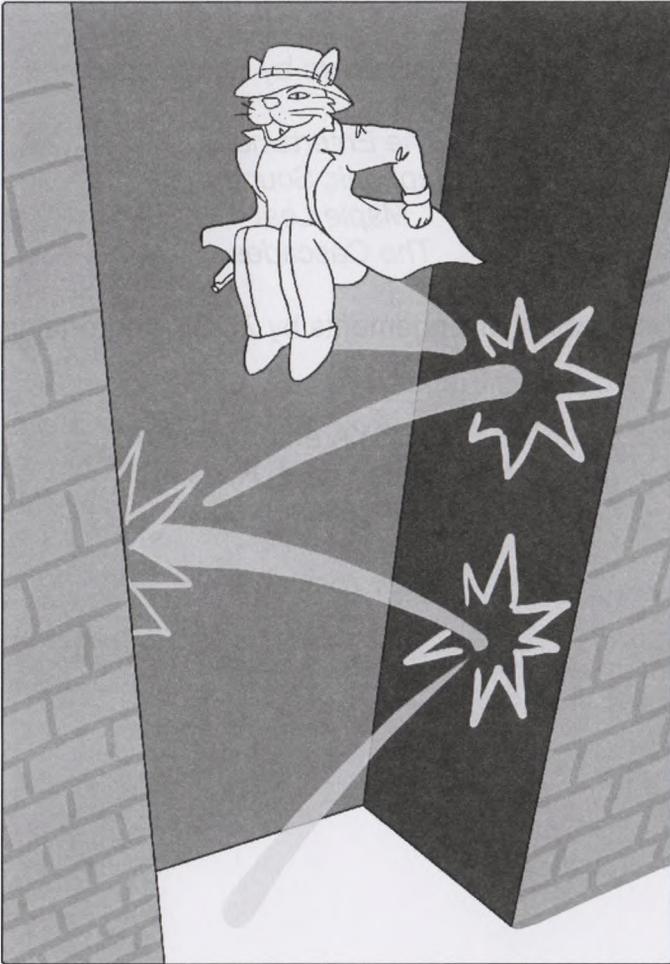Jar = 25 pts.

Money bag = 50 pts.

Exploded enemy = 100 pts.

There is also a time bonus.

Every 1000 points will give you an extra life (if lives are less than 9).

TIPS

- Move! You are an easy target if you stand still in the narrow passage.

- Use your cat abilities to climb up between the walls. You can also try this trick with a single wall. But it's not easy and not necessary to do so.

CREDITS

Graphics, code and additional artwork:
ZOSYA entertainment.

Original music score by Scott Joplin:

The Entertainer
Euphonic Sounds
Maple Leaf
The Cascades

Beeper and AY arrangements by ZOSYA entertainment.

www.zosya.net