MAD DOCTOR

FOR COMMODORE† C64

199 RANGE

Hello Terry

Load'n' Go SERIES

C64 CASSETTE

MAD DOCTOR

by James Allen

Strudelberg is the home of Dr. Franz Johann Blockenspiel, better known by all in the region as the MAD DOCTOR. He lives alone in his castle perched high on a hill overlooking the picturesque village devoting all his time and energy to his life-long ambition of achieving world wide fame as the creator . . . of life itself!

For years he has struggled to create, from the bodies of his unfortunate victims, a being worthy to be called human, but time after time he has failed.

Armed with knowledge gained through years of experiments he embarks once again on his gruesome quest. Time is short, and the villagers growing restive. Put on your mask and gown, collect your scalpel and help the bodybuilder build a better body.

Getting Started

1 Make sure your C-64 computer is correctly connected to your television and cassette recorder.

2 Switch on your computer and television.

3 Insert your Mad Doctor cassette into the cassette machine and ensure it is fully rewound.

4 Press the RUN/STOP key while holding down the SHIFT key.

5 The message PRESS PLAY ON TAPE will appear on the screen, when this happens, press the PLAY button and the game will automatically load.

6 After several minutes, the title screen will be displayed.

7 Plug the joystick into joystick port 1.

8 If the program does not load successfully, repeat the above from step 3. If the problem persists, refer to chapter 2 of the Commodore user manual.

The Village

The game is set in a rural village containing various places to visit in your search for victims. The village, as you would expect, is populated by the villagers; they are independent souls, who will both help and hinder you as you go.

The layout of the village is shown on the map screen. It is divided into six main areas connected by a series of paths along which both you and the villagers may travel.

Your Castle – A place of sanctuary, where you can hide and carry out your experiments.

The Dwellings – Most of the villagers live here, a rich picking ground for spare parts. The pubs contain drunks and thieves only too willing to be bribed to perform some dirty deed.

Lightning Hill – A place shrouded in mystery. The ancient place of worship of the Druids.

Village Centre – This area is both vital and deadly to you. Supplies can be acquired from here but it also contains the Police Station.

The Forest – Use this to lose any villager who may be chasing you. It is also a good place to hide your creation when the villagers get very upset.

The Graveyard – A favourite haunt of yours. Large supplies of spare parts here.

There are also a number of secret underground passages which connect various parts of the village.

TO LOAD DISC, TYPE-LOAD "*",8,1 PRESS RETURN.

The Game Play

The object of the game is to create a living creature. In order to do this you must collect suitable bodies, operate on them in your laboratory and put them together to make a living being. You must, however, avoid attracting the attention of the villagers, who will get very angry if they catch you at your work.

As you travel around the village, you may find certain objects of use to you. You should study your potential victims carefully, as a wrong choice will cause you problems later.

Once you have built a monster you will have to take it to Lightning Hill to give it life. Having done this successfully you must present him to the people, in the village hall. Depending on how good your monster is, you will be either hailed as a genius or hanged as a murderer.

Screen Layout

At the bottom of the screen various pieces of information are given which will prove very useful to you including the command line. There are a number of commands available to you in each location. Move the joystick up or down while pressing the fire button to view the options. Move the joystick either left or right while pressing the fire button to action a command.

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