WEIRD DREAMS

AMIGA/ATARI ST

KEYGUIDE

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Loading Instructions

Amiga

Amiga A1000 users should switch on the computer and insert Kickstart 1.2 or later:

When the "Workbench" prompt appears, insert the game. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Atari ST

Switch on the computer and insert the game disk. After a few seconds the title screen will appear, insert the second game disk when prompted to do so.

After loading press Fire to start game.

Ioystick Controls Atari ST & Amiga

Without Fire Button Depressed

Pushing the Joystick left and right causes your character to Walk left or right.

Pushing the Joystick up causes your character to Jump into the air and grab hold of anything above his head.

Pulling the Joystick down causes your character to duck or to pick up an object from the ground. If you pull down on the joystick while your character is holding an object your character will drop that object.

With Fire Button Depressed. (Without a Weapon)

Pushing the joystick up causes your character to walk into the screen. (Only when possible).

Pushing the Joystick left or right causes your character to grab hold of objects (Only when possible).

With Fire Button Depressed. (With a Weapon)

Pushing the joystick up while your character if facing the right hand edge of the screen will cause your character to swing the weapon he is holding up and down.

Pushing the joystick to the right while your character is facing the right hand edge of the screen will cause your character to thrust forward with the weapon he is carrying.

Pulling the joystick down while your character is facing the right hand edge of the screen will cause your character to swing forward with the weapon he is carrying. Note: This move is not possible with all the weapons to be found within Weird Dreams.

Keyboard Controls Atari ST & Amiga

Help

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Up Cursor Key Right Curser Key Left Curser Key Down Curser Key Acts the same as pushing the joystick up Acts the same as pushing the joystick right Acts the same as pushing the joystick left Acts the same as pulling down on the joystick

P Escape F1

F2

Pause On/Off Ouit

Sound On/Off Mouse/Joystick Toggle

Fire Keys

ST

Amiga

Insert Clear/Home L or R Shift Alt L or R Shift L or R Alt Space Bar Delete

Control

Players Tip

Holding down the fire button after you have been killed will skip the Doctor Screen.

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Co-design: Herman Serrano, James Hutchby and Tony King