

WAKE ME UP !

It has been more than 30 years... Far away are those temples and jungles full of dangers, his adventures are now long forgotten, those labyrinths and impossible jumps are now part of the distant past. Fame and glory went away as fast as they came.

We may think that he now has a quiet life, alone, but that is only half true, as by night he starts sinking in an ocean of nightmares and those demons come back trying to take him down... a nightmare he once will not be able to wake up from...

You, his last fan, must enter in his world of nightmares and try to wake him up, you just can not let him die in a looping nightmare.

THE GAME

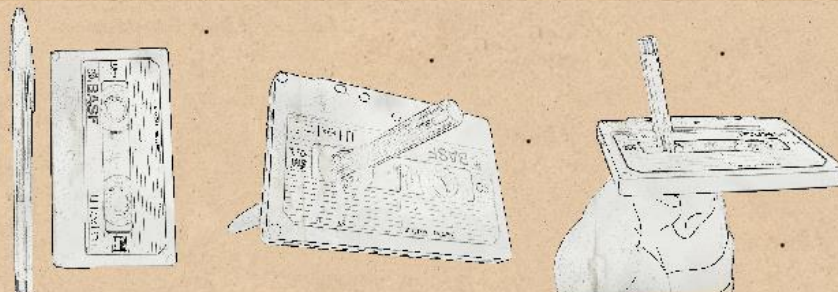
Your misión is to reach the room where the old hero sleeps and wake him up from his neverending nightmare. On your way you will find many challenges, mysterious riddles and you will have to defeat several nightmare demons.

P: Right	N: Action
O: Left	M: Fire (*)
Q: Jump	I: Inventory
A: Crouch	

() Only big demons will die by using your fire.*

LOADING INSTRUCTIONS.

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
 2. Place the cassette tape in the recorder with the labelled side uppermost and rewind to the beginning.
 3. Type LOAD "" and then press the ENTER key. NOTE: Do not leave a space between the quotation marks. LOAD is obtained by pressing the SYMBOL SHIFT and the P keys together.
 4. Press PLAY on the cassette recorder.
 5. WAKE ME UP! will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
- NOTE: Full loading instructions can be found in your Spectrum manual.



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