

THE NEWZEALAND STORY

New Zealand is a peaceful place to live – if you're a KIWI, particularly in the Auckland Zoo – Tiki is as happy as can be ...

Trouble turns up in the guise of a psychotic walrus who has an enormous appetite for fresh Kiwi and kidnaps Tiki and his relatives to stock the larder!

The walrus hides his captives around the island in 20 hazardous locations but our hero escapes and sets about rescuing his buddies.

Watch the feathers fly as Tiki executes his plan, for the walrus has some very strange companions and they're out for blood.

Controls

Usual joystick options for UP, DOWN, LEFT, RIGHT and FIRE.

The keyboard controls are redefinable and the default controls are:

UP – Q	DOWN – A
LEFT – O	RIGHT – P
FIRE – SPACE	

The game is controlled by either Sinclair joystick, Kempston joystick or keyboard.

Gameplay

You control Tiki the Kiwi in his search for the release of his kidnapped friends. Initially, you are armed with just a bow and arrow, but occasionally when you kill an enemy, they may drop an item which you can retrieve and use yourself. There are many different types of item which you must discover yourself, but they vary from extra weapons to temporary invulnerability pills.

Kiwis cannot fly and you are no exception, however, you get around this by knocking/shooting creatures off their balloons, which you can then commandeer and take to the skies! Surprisingly, kiwis cannot breathe underwater either, so you must be careful if you go swimming. Your oxygen level is shown on screen, so make sure you don't drown!

Shooting water from your mouth replenishes oxygen and can be used to pot your adversaries.

In the earlier levels, you will be shown arrows on the background which indicate the direction you must go to release the captive Kiwi on that level, but beware, on certain stages, releasing your friend alerts the Big Guardian Creature of that level, and you must first find a way of defeating it before progressing to the next level.

Because the various lairs of the walrus are so well guarded, we cannot brief you further. Your techniques will develop as you play the game and each new level presents new, frantic and more original challenges!

*Note – make sure you do not waste time sightseeing as you have a limited period to complete each level.

Status and Scoring

On the bottom of the screen is the players remaining lives, the score and an O2 Oxygen meter, which decreases while the player is in the water.

The game finishes when the player's lives are exhausted or when he clears all the screens and reaches the end.

For each special item which is collected you will get 1,000 points. Fruits range between 300 and 8,000 points. For each enemy which is killed the score ranges between 100 and 500 points, and the big boss characters are worth 10,000, 20,000, 30,000, 40,000 and 50,000 points.

Hints and Tips

- ★ When in water, oxygen can be replenished by raising Tiki's head above the water – then spit by pressing fire if you want to gain oxygen quickly
- ★ Steal balloons by jumping on them while the baddie is still on, pushing him off.
- ★ After a lot of practice, playing skills can be improved considerably.
- ★ Use the duck balloon when you need speed.

The New Zealand Story

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Credits

Programming and Graphics by Choice Software

Music converted by Jonathan Dunn

Produced by D. C. Ward

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