# STATUS AND SCORING

On-screen scoring shows current score, lives and message status.
High score is displayed top centre of the screen.

Collect item - 100 points          Complete a day - 1000 points
Complete screen - 500 points        Mystery bonus - 2000 points

# PLAYING HINTS

You may become stunned if you are hit by an enemy projectile.

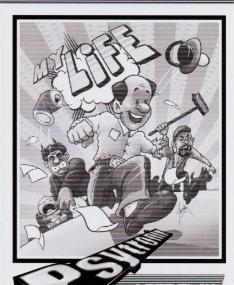Watch out for deadly skateboarders, they may throw trash at you.

Some rooms have seats that allow you to sit and take a rest.

Make it through to Friday night so you can finally relax and chill out
over the weekend.

GOOD LUCK!

PSYTRONIK

...LET'S PLAY
IT'S GAME TIME!

## MY LIFE

Eugene was a popular teenager, the girls loved him and the boys wanted to be like him.

Over the years however, life has taken its toll on poor Eugene. His hair has done a runner and his waistline has expanded.

On top of that, his whole week revolves around a job he can't stand and a boss who hates him.

Every weekday he wakes up early and makes his way to the office. He hopes he can find his keys, his car will start and he doesn't get a ticket from the evil security guards.

Can you help Eugene stomp his way through the week so he can finally get that Friday feeling and then have a nice long lie in?

## LOADING

*Tape:* Insert tape and press SHIFT + RUN STOP. Press PLAY on tape deck, the game will now load and run automatically.

Please note the game is duplicated on both sides of the tape.

*Disk:* Insert disk into your disk drive and type LOAD"*",8,1 (RETURN). Once loaded type RUN (RETURN).

## THE GAME

Move Eugene through each day by collecting the items he needs in each location (bedroom, living room, street, car park, office reception and finally, his office).

Each item collected helps to complete a message which, once complete, allows Eugene to move onto the next location.

Items need to be stomped on a few times by holding the fire button. Once collected an extra letter will appear on the board at the top of the screen.

Once all items are collected the exit will open allowing you to leave the location.

Avoid the inhabitants of each location and the projectiles they fire at you or you'll end up losing all your lives and then it's game over dude!

Each day is made up of several locations. Can you make it all the way to Friday without losing all your lives?

It's time to man up and get your head down....
That Friday feeling awaits!

## CONTROLS

The game is controlled using a joystick in port 2.

Press FIRE to start a new game.

You can move the player in all 8 directions, hold the fire button to stomp on the items to collect them.

Move onto a seat to allow the player to sit down, move away from the seat to stand up again.

When the player is stunned waggle your joystick left and right to regain control before an enemy grabs you.