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Starting Up

Fluff is a game for the Amstrad Plus range of computers **only**. To load a 3" version of Fluff, insert the disc in drive A, and type **RUN"FLUFF**. If you have a 3.5" version of Fluff, insert the disc into drive B and type **|B** (| is produced by holding SHIFT and pressing the @ key), then type **RUN"FLUFF**. Note that the disc must be left in the drive at all times throughout the game, because of the size of the game, it loads in sections.

Controlling Fluff

To control the Fluff character within the game, you must use a joystick or control paddle. This should be a standard Amstrad joystick with two fire buttons, or the standard Amstrad control paddle, which every Plus owner should have.

Fire button 1 is jump. The longer you hold the button, the higher Fluff will jump.

Fire button 2 is spin, this enables you to kill your enemies.

To pause the game during play, press the **P** key on the keyboard.

To end the game, press the **ESC** (Escape) key.

Object Of The Game

As Fluff, the aim of the game is to rescue your four wayward children, who seem to have wandered into the horrors of Fluffworld. Through different zones and separate levels, you must guide your children back home. As if this wasn't enough, Fluffworld is notoriously dangerous, with all sorts of vile animals who can drain a ball of Fluff's energy. Thankfully, not only is Fluff light on her feet, she also has a method of spinning into a ball, and twirling so fast that no creature can harm her. Sadly, this also uses her limited energy supply, but nowhere near as much as being hit by the nasty creatures.

In each zone, Fluff will find some vastly different challenges. In some are spikes, moving platforms and trampolines, while in others are fires, conveyor belts and giant igloos, all of which can be potentially lethal to poor old Fluff.

Most levels allow Fluff to have complete movement, the screen following our fluffy hereon, but the Forest zone will constantly move, causing deadly results if Fluff can't keep up. Also, in some areas such as the Ice Zone, Fluff's ability to speed up and stop are just a little bit more difficult.

There are some things that can help though. Food is left lying around, which, when eaten, revitalises Fluff. There are also extra lives and invulnerability pods, which last a short time.

Credits

Radical Software is now an established software house, that was initially set up to fill the space left by large software companies that have left the CPC scene.

If you have any programs that you feel could be published by us, then we would happily receive it.

Programming : **Rob Buckley**

Graphics : **Rob Buckley**

Music : **Richard Fairhurst**

Manual : **Rob Buckley & Angela Cook**

With special thanks to all those people who have continued to support Radical, and those users who still buy the software.

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If you have any difficulty with this program, please write to:

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