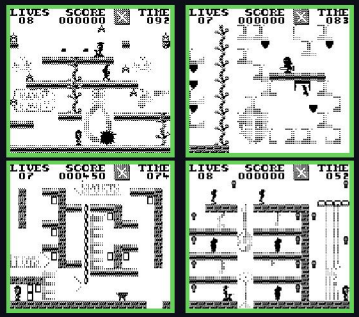
A MOST EXCELLENT QUEST

The evil dude De Nomolos wants to totally change the future! Guide Bill and Ted through fifty single-screen stages across ten time periods - from Austria in 1805 to the big school concert. Grab every fragment of time, dodge his henchmen and leap into the phone booth before the clock runs out.



- An evil plan to destroy your future? Bogus!
- Grab stolen fragments of history. Bodacious!
- Too slow? Say hello to the Grim Reaper, dude!
- Dodge sword-swingers and hat-throwing dudes!

Unofficial fan-made ZX Spectrum 128K conversion of the Game Boy game. Bill & Ted's Excellent Game Boy Adventure (c)1989 Nelson Films Inc., (c)1990 UJN Ltd. Developed by Beam Software. Not for sale.

ZX SPECTRUM 128K

BILL & TED'S EXCELLENT ADVENTURE



HOW TO PLAY

Each stage is a single screen. Run, jump and climb ladders and ropes, keep clear of De Nomolos's robots and the historical dudes he has brainwashed, and finish before the time runs out. Five stages make an adventure.

CONTROLS

- W A S D - move / climb
- K - jump, J - use item
- ENTER - start / pause
- CAPS SHIFT - select (music on/off)

Sinclair 1 or 2: up/down climb, fire jumps, down + fire uses item.

LOADING

128K, +2, +2A or +3. Tape: choose Tape Loader or LOAD "" and press PLAY. +3 disk: choose Loader.

TIPS

- Collect every flashing fragment of time - the phone booth only appears once the last one is taken.
- Plan the order you collect them in: the booth can turn up somewhere awkward to reach.
- Some stages change their platforms as you collect, so a stage may take a try or two.
- Save power-ups for when you need them and press J: a balloon floats you up to high platforms, others make you invulnerable or slow enemies down.
- Look out for conveyor belts, crumbling platforms and characters who push you off ledges.
- Later time periods give you less time - keep moving.
- In a two-player game, players swap over each time a life is lost.