

.-=[SuperHair 2]=-.

This new SuperHair isometric adventure platformer is the continuation of Mr. Hair's series of adventures.

After defeating the wizard in SuperHair, he has taken revenge on you, stripped you of your powers of flight and put a curse on you to be stuck on this god forsaken planet...

Your mission is to find and defeat the wizard. Only that will break the curse and will you regain your powers so you can fly off to freedom.

But... with all his might, the wizard will try to stop you from finding him and create obstacles, hazards and deadly creepies to stop you. So mind your every step...

-*[Main Features]*-

Journey

Use your smarts and reflexes in a total of 159 isometric rooms full of platforming, puzzle-solving, floating (friend or foe?...), dodging and shooting.

Couch Gaming Experience

This game contains the Couch Gaming Experience. This means that you can do everything with the joystick, without having to get up from your couch to reach for the keyboard (except pausing or exiting the game, that is - you're most likely doing that already 'cause you need a break or like to quit anyway. But you can continue playing again by joystick.)

Controls

- Keyboard
- Sinclair 1 joystick
- Kempston joystick (the game auto-detects the presence of the interface. If not present, the option will turn red and is disabled.)

Graphical Instructions

Press **I** (for Instructions) or joystick-up in the menu to get a full graphical explanation of all of the controls.

Two types or control-schemes

- Directional : Just press the control in the direction you like to go to.
- Rotational : Rotate and walk - the type that became famous from several isometric games.

Redefinable controls

Both keyboard and joystick for both control-schemes can be redefined to preference. The game being isometric, this means this makes it possible for you to orient your joystick any way you like.

Two levels of difficulty

Select between the full journey, or a short one. The short one is about half of the full one. This does mean you cannot get 100% LEGENDNESS.

Scoring

These elements make up your score:

- For every of the 159 rooms visited, you'll be awarded 0.5 points.
- For every of your 9 lives not lost, you'll be awarded 1 point.
- For defeating the wizard, you'll be awarded 11.5 points.

Making a possible LEGENDNESS score of 100 in total.

Besides the scoring, the time played is also recorded. It will be displayed after you defeat the wizard on the scoreboard. This way, you can try to get a full score and best time combined.

You can see how long you are playing in-game by pausing the game with Symbol Shift + P (naturally the clock will also be paused ;))

When losing or winning the game, a scoreboard will display your... well, score :)

Attract mode

When not touching any controls in the menu, the credits and a short demo of the game are shown subsequently.

Wonderfull music

- 1 bit beeper track and speech by Rich Hollins.
- AY music by Pedro Pimenta
- Beeper ditties & Sfx by Mike van der Lee

Animated Comics

Intro and outro animated comics.

-*[Features per version]*-

128k version

The most complete - jam-packed with features:

- Instructions; shows the control schemes, the default controls and in-game special keys.
- Keyboard, Sinclair 2 and Kempston joystick. And each Directional (press a direction and Hair moves in that direction) or Rotational (turn Hair until he's facing a direction, then press walk).
- Redefine controls; every control can be re-defined up to your liking – both Directional and Rotational – even the joysticks!
- Full or Short journey; Short is about half of the rooms.
- AY music and SFX.
- 1bit beeper intro speech and music.
- Credits.

- Animated introduction comic.
 - Prologue.
 - The wizard's evil laugh when you enter his world and every time you lose a life.
 - Progress counter keeping track of the number of rooms you've visited.
 - A clock showing time played.
 - Scoreboard; appears when you've lost all your lives or when you've defeated the wizard and shows your progress, wizard-defeated score and time played.
- You can reach a 100 point score like so:
- Visit all 159 rooms; 0.5 point per room: 78 points total.
 - All lives left: 9 points.
 - Defeat the wizard: 11.5 points.
- In-game special keys:
 - SymbolShift + **P**: Pause your journey and the clock.
 - SymbolShift + **G**: Abort your journey.
 - SymbolShift + **M**: Toggle music off/on (beeper sound fx will still sound).
 - Wizard's scream when he's defeated.
 - Game-Lost screen and music.
 - Game-Won animated comic, Victory screen and music.

48k version

Because of memory constraints and the absense of the AY music chip, consessions had to be made.

We still really liked to preserve the Redefine Controlls feature. This resulted in the 48k version becoming 2 parts:

1. Configure
 - Instructions; shows the control schemes, the default controls and in-game special keys.
 - Redefine controls.
 - Animated introduction comic with beeper music and Sfx.
 - Prologue.
 - Credits.

Then it loads the game itself. If you've redefined the controls, they will be transfered.

Note: if you don't like to redefine the controls or watch the extra's, you can just load only the Game.

2. Game
 - The game itself with default controls (see Configure).
 - Full or Short journey; Short is about half of the rooms.
 - Progress counter keeping track of the number of rooms you've visited.
 - In-game special keys: SymbolShift + G: Abort your journey.
 - 1bit beeper intro speech and music.
 - Classic beeper-ditties.

-*[Menu controls]*-

To see all default controls, see the Instructions:

- 128k version: press **I** in the menu.
- 48k version: load *Configure*.
- 1, 2, 3 or joystick left to select a control.
Again to toggle between directional or rotational controls.
- R or joystick right to Redefine the selected control (this way, you can also change the joystick's physical orientation to your liking.)
- Key **I** to show all of the controls' Instructions.
- Key 0 (zero) or the joystick's firebutton to start your journey.
- Press and hold 0 (zero) or the joystick's firebutton to toggle between the Full or Short journey.
- Wait without touching any controls to see the Credits or Attract mode.

-*[In-game special keys]*-

- Symbol Shift + P to pause the game and display time played.
- Symbol Shift + G to abort the game.
- Symbol Shift + M to toggle the music off and on.

-*[Loading]*-

128k version

Tape

- Insert the tape titled “*SuperHair 2 – 128k*” Side A and press **Enter** in the 128k menu on **Tape Loader**. Or, from BASIC, type **LOAD ""** and press **Enter**.
- Press Play on the tape player.

divMMC

Just load the .tap file with any esxDOS NMI browser.

48k version

Tape

- Insert the tape titled *SuperHair 2 – 48k Side A* to load *Configure* (see above)
- Or insert the tape titled *SuperHair 2 – 48k Side B* to load the *Game* (with the default controls).
- Type **LOAD ""** (J, Symbol Shift + p, Symbol Shift + p) and Enter. Then press Play on the tape player.

divMMC

If you like to redefine controls or watch the other features stated above:

- Load the *Config* .tap file with any browser and do your thing. Press 0 (zero) to proceed to loading the game.

When prompted to insert Side B

- Press the NMI button
 - In the menu, put the bar on the Game .tap file (do not press Enter).
 - Default NMI menu: press I - says “Attached to TAPEIN”.
 - Bob Fossil’s Browse menu: press CapsShift + I – says “Attached tape for input.”
 - Press Break
 - Back in *Config*, press any key to load the *Game*.

-*[Credits]*-

Lee Chops Stevenson	Game, Gfx, Creative direction
Mike van der Lee (aka XoRRoX)	Hax, Features Code, Creative input, Additional Gfx, Beeper Ditty & Sfx
Rich Hollins (aka Tufty)	1bit Beeper intro Track & and "Let's go" speech, Testing
Pedro Pimenta (aka Jump/Error)	AY Musix & Sfx
Lobo & Andy Green	Additional Gfx
thE pOpE (Sergio)	Initial insights regarding the game engine
Cover & Manual Illustrations	Richard Langford

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Everyone in the ZX Spectrum scene	Sharing their knowledge, expertise, insights, enthusiasm and keeping our Speccy alive.