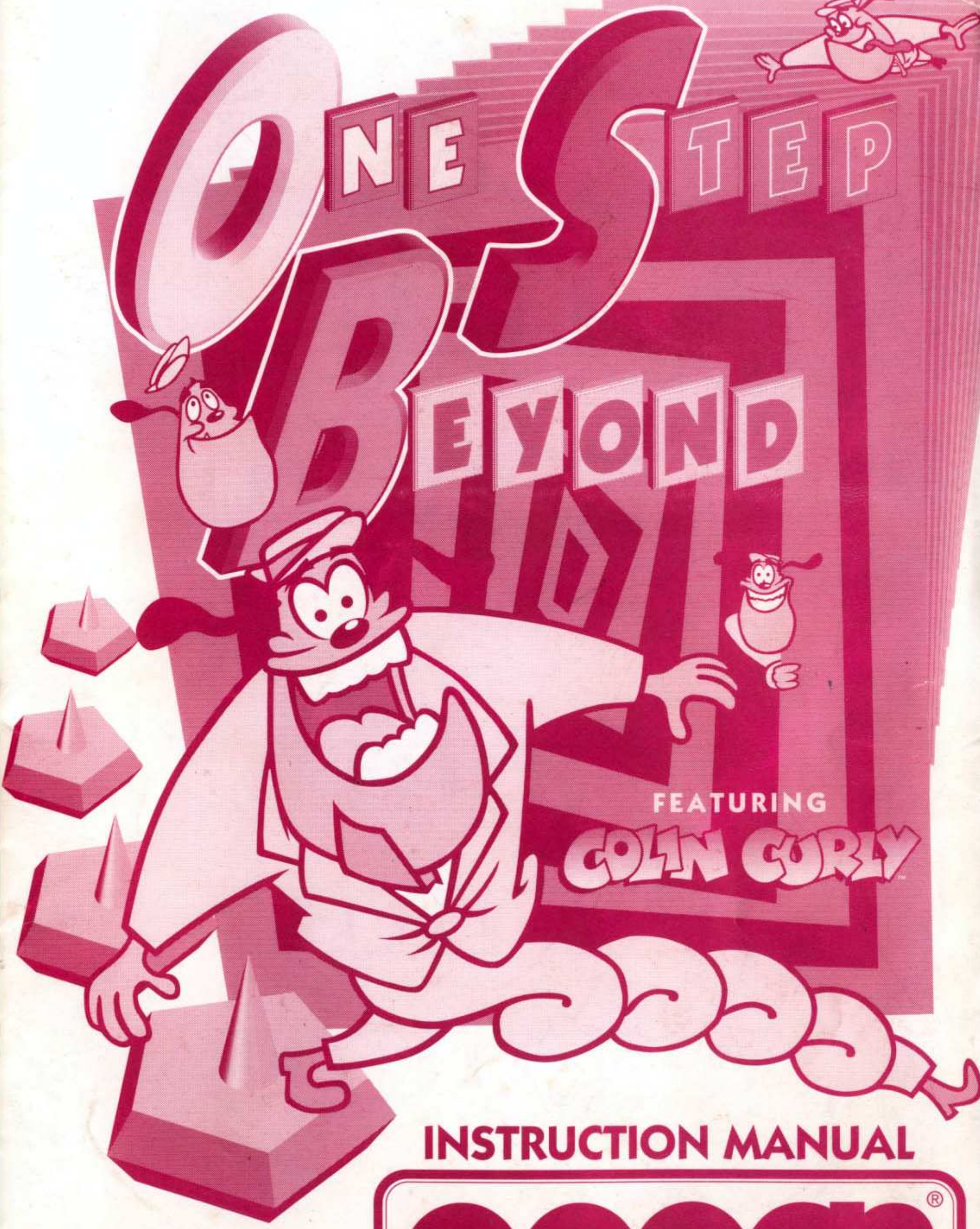


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FEATURING  
**COLIN CURLY**

**INSTRUCTION MANUAL**

**ocean**<sup>®</sup>

**PC  
ATARI ST  
AMIGA**

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# ONE STEP BEYOND



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# ONE STEP BEYOND

On the other side of the screen it all looked so easy...

Rain battered the windows as Colin Curly settled down to play his favourite computer game, PUSH-OVER (which coincidentally happened to involve his favourite snack, QUAVERS). Other than eating Quavers, there was nothing Colin would rather do, especially on such a dark and stormy night.

As the puzzles in the game grew harder (and Colin's Quavers supply grew smaller) he became more and more absorbed in the game, failing to notice the storm raging harder and harder outside. All he could think was, "This game plays curly!".

At last, Colin reached the final level, number one hundred (he was also down to his last packet of Quavers!). As fate would have it, two amazing things happened simultaneously: Colin popped his last Quaver in his mouth (amazing!) just as he finished the game (most amazing!). This explosive one-in-a-million combination of Quavers and awesome gameplay resulted in Colin being digitised and curlified...into his computer! He had never felt anything so exciting since he first tasted Quavers!

Colin is trapped on the inside of his own computer and an amazing array of challenges stands between him and escape from this electronic nightmare, the only good thing is that a truly massive packet of Quavers awaits him at the end of each challenge.

It's the toughest computer game he's ever played...because this time he really has gone where no dog has gone before! He's disappeared into a land of both shadow and substance, of things and ideas...there's the signpost up ahead, Colin Curly has gone  
**...ONE STEP BEYOND!**



# 1 GAME

When you start to play, Colin Curly will enter the first puzzle screen by somersaulting from his Quaver packet onto the first of a number of platforms.

You have to move Colin Curly from the ENTRY packet to the EXIT packet by jumping from one platform to the next. Colin can only escape the level if ALL the platforms have shut before he reaches the exit.

As Colin steps off a platform, it will slide shut behind him never to open again unless it has special properties (see SPECIALS on page 6). So it is important to work out the correct route to follow in order to close all the platforms before Colin reaches the EXIT but still be able to move around the screen.

# LOADING

## **ATARI ST**

THIS GAME REQUIRES A DOUBLE-SIDED DISK DRIVE.

Switch on the power to the computer and insert disk into the drive. If you have two disk drives insert disk 1 into drive A and disk 2 into drive B. The program will load automatically. Follow the on-screen instructions.

## **CBM AMIGA**

Insert disk into the drive and switch on the computer. If you have two disk drives insert disk 1 into drive A and disk 2 into drive B. The program will load automatically.



# CONTROLS

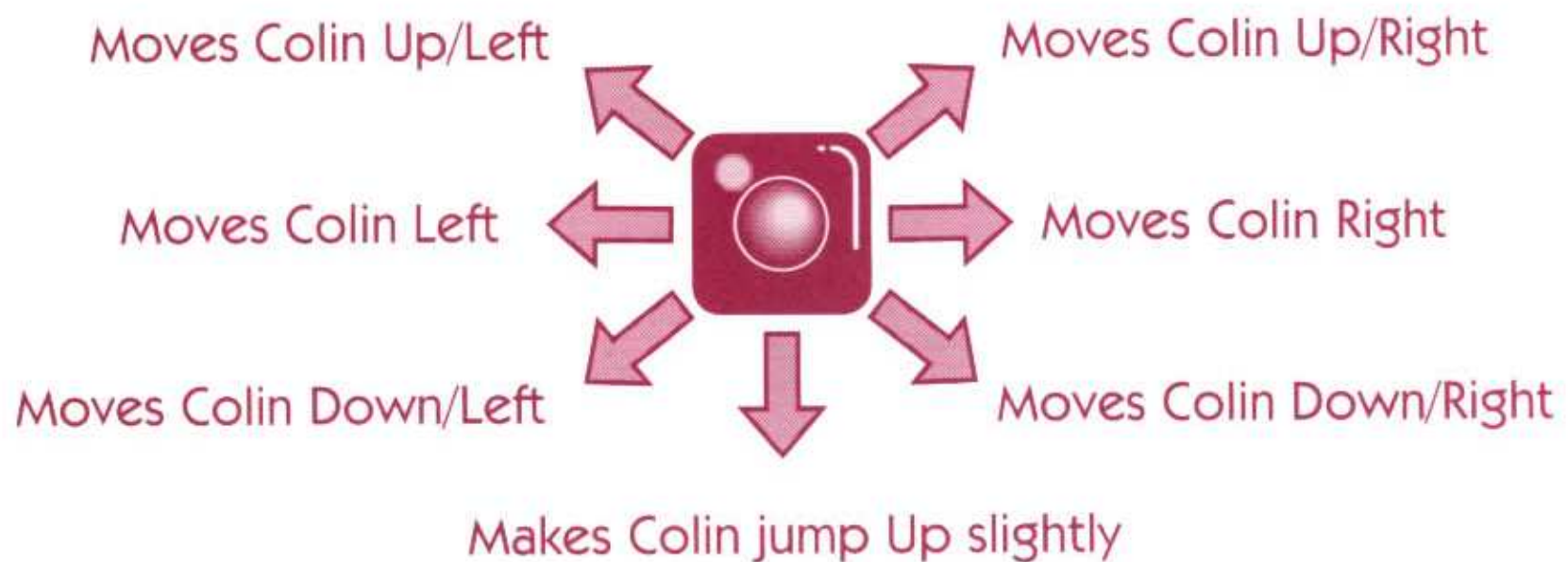
Pressing "P" on the keyboard ('H' on PC) will PAUSE the game and display a Help Box showing and identifying all the SPECIAL platform types listed below. Press ESC to quit.

## AMIGA & ATARI ST

The game is controlled by joystick on the Amiga & Atari ST in port 2.

To move Colin Curly during the game use the joystick directions as follows:

### JOYSTICK WITHOUT FIRE



Note: If you press fire on the joystick, Colin will move two spaces to the Right, Left or Diagonals.

Move joystick left or right to make Colin jump one platform left or right.

To jump two spaces press Fire Button and hold it down while you move the joystick left or right.



You can only jump upwards in a diagonal movement to the platform above and to the left or right. This is accomplished by moving the joystick to the diagonal position required.

If you wish to jump to a platform that is two spaces UP and RIGHT or two spaces UP and LEFT, hold down Fire Button while you move the joystick to the required position.

NOTE: For vertical UP movement you need to land on a BOUNCE UP platform.

Pull the joystick towards you to make Colin jump up slightly, allowing the platform to retract and dropping Colin to the next open platform below.

To jump downwards to a platform that is left or right, use the appropriate diagonal directions on the joystick. Holding down the Fire Button will allow you to jump two spaces.

### **IBM PC CONTROLS**

Move the joystick left or right to make Colin jump one platform in the appropriate direction.

Press Fire Button and hold it down while you move the joystick left or right to jump Colin TWO platforms in the appropriate direction.

Colin can only jump upwards in a diagonal movement to the platform above and to the left or right. This is accomplished by moving the joystick to the diagonal position required.

If you wish to jump to a platform that is two spaces UP and RIGHT, or two spaces UP and LEFT, hold down the Fire Button while you move the joystick to the required position.

Pull the joystick towards you to make Colin jump up slightly, allowing the platform to retract and dropping Colin to the next open platform below.

To jump downwards to a platform that is to the left or right, use the appropriate diagonal directions on the joystick. Holding down the Fire Button will allow you to jump two spaces.





## KEYBOARD CONTROLS

The keyboard controls are:

MOVE LEFT	<b>O</b>	<b>Q+P</b>	MOVE UP/RIGHT
MOVE RIGHT	<b>P</b>	<b>A+O</b>	MOVE DOWN/LEFT
MOVE DOWN	<b>A</b>	<b>A+P</b>	MOVE DOWN/RIGHT
MOVE UP/LEFT	<b>Q+O</b>		

SPACEBAR will operate as FIRE BUTTON on the joystick.

## TIMER

On the bottom left corner of the screen is a clock which displays the amount of time in minutes and seconds that is allowed for each puzzle. Unless you complete the puzzle within this amount of time, you will not be able to get Colin out of the EXIT.

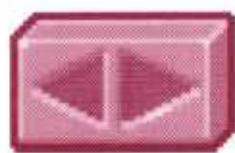
## LEVELS & CODES

On the bottom right hand corner of the screen is the number of the level you are on. You will be presented with an access code number after the successful completion of each level and should write this down for future use. By entering the access number on the option screen the next time you come to play ONE STEP BEYOND you can go directly to the screen you wish to continue playing.



# SPECIALS

The puzzles are quite simple to start with using REGULAR platforms and help you to learn the rules as you graduate to harder levels. Here you will be introduced to the SPECIAL platforms which generally perform functions and reactions that you cannot control. The Special platforms are as follows:-



### Horizontal Shutter

Closes all platforms on the same row at the instant Colin JUMPS OFF IT.



### Horizontal Opener

Exact reverse operation to the Shutter. This one opens all platforms on the same row at the moment Colin lands on it.



### Bounce Down

Closes the moment Colin lands on it and drops him to the platform below. If there are no platforms below the Bounce Down, you will lose a life.



### Delay

A Delay platform will remain open for approximately 15 seconds after Colin moves off it. This will allow you to retrace Colin's steps and return to the platform before it closes.



### Ray Shutter

These platforms will close any other platform along the diagonal paths indicated by the arrows on the special platform icon. They operate as Colin moves off the Ray Shutter platform.



### Bounce Up

When landing on one of these platforms, Colin will be somersaulted upwards two platform levels and land safely on a platform above, providing there is one still open in the correct position.



### Bounce Up Right

Operates in a similar manner to Bounce Up, except it will throw Colin two platforms to the right and two platforms upwards too!



### Bounce Up Left

You've guessed it! This throws Colin two up and two to the left!



### Safe

A happy platform that will not close and can be relied upon to be available for Colin to relax on for a while under normal circumstances! However, if you activate a RAY or SHUTTER platform etc., the SAFE platform will operate as a normal one in keeping with the special function.



### In & Out

This is a tricky platform. It continually slides in and out and requires timing to land on it safely. Once you have landed Colin on an IN & OUT platform, it will stay open until you move off it when it returns to its open and close mode of action.



### Numbers

Platforms with numbers on them have to be visited in numerical order to cause the EXIT to function correctly. Should there be numbers 1, 2 and 3 in a puzzle, you can visit number 1, then move across un-numbered platforms before you arrive at 2 and then 3 etc.



# FALLING TOO FAR

If Colin falls too far from a platform before landing on another his attempt to complete the puzzle is at an end. You are deemed to have failed and will be invited to try again.

# TOKENS

On successful completion of a puzzle, within the time allowed, the player will be rewarded with a TOKEN. These will build up as you progress through the levels and can be used should you fail on a puzzle at any stage. If you have gained TOKENS you can use them when prompted by a message box and re-start the puzzle at a point prior to making the wrong move.

# GIVE UP

If you have plotted a wrong course and find that there is no way to complete a puzzle, you can escape from the game by pressing the ESC KEY. You will then be given an option to continue.

# HINTS

Bounce Down Platforms: These can be used to good effect because they will lower Colin safely to the platform below. If you are using a joystick PRACTICE the positions required to jump up and down on the diagonal movements. These are quite tricky until you master them.



# ONE STEP BEYOND

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.

This game has been tested and checked for viruses. Please do not use any form of disk utility with any Ocean product as such use may result in the corruption of data and render the disk unusable.

## CREDITS

The character Colin Curly™ is the property of Smiths Crisps Limited © 1987

Game programmed by Red Rat Software Limited

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