

SCENARIO

Hi! - Mike Read here.

We've now moved into the hi-tech world of computers. To bring you my pop quiz for the first time on a home computer, I'll be your host "DJ" throughout the game. Bringing to you a game full of interaction and challenge with over 1,000 questions, so that you can play against your family, your friends, or just sit down and pit your wits against your computer all in the comfort of your own home!

When loading the game, you will be asked whether you want to play a one- or two-player game. Move the cursor over your choice and SELECT. On some versions of the game you will be able to define the keys you want to use (see PLAYING INSTRUCTIONS) as well. On some versions of a one player game you choose your team captain, by selecting the face you want to represent him or her, then your specialist subject. Then you select two team members, you select them to compliment the specialist subject you chose for your captain. The computer automatically chooses its captain and two team members. If you are playing a two-player game, your opponent will then be asked to select his or her team captain and team members specialist subject. At some stage (depending on which machine you have) you will be asked to choose which block of questions you want to answer.

The game has six exciting rounds that will test your knowledge of the music world to the limit.

The first is a Jukebox round. This is an individual round. Each member of each team will be asked one question, firstly they will be prompted to choose one of the twelve numbered squares displayed: it will reveal the icon for the type of music your question will be about - there are two of each category. Once you have selected an icon, you then have to wait while I ask the question, then select your answer from the four displayed, using the cursor and SELECT. If you get it right, you'll get 2 points; if you get it wrong, or "TIME OUT" is called, it will be passed over to the other team for 1 bonus point.

Round 2 is called "Spot the Star". This is a team round, each team gets only one question. I'll give you three clues to the star's identity. After each clue, you will have a chance to select your answer from a choice of four: you will get 3 points if you answer correctly on clue #1, 2 points on clue #2 and 1 point on clue #3 - but BEWARE! - if you answer any clue incorrectly your turn is over and the question will be passed over to the other team for a bonus point. So, if you can't answer clue #1 or #2, DO NOTHING - wait for the next clue! But if you answer incorrectly or "TIME OUT" is called on the last clue the opposing team get a chance to "Spot the Star" from the four answers, for 1 bonus point.

"Your Scene" comes next: This is an individual round. Where each team member is asked one question. This is your chance to answer a question on your specialist subject - or to be adventurous and have a go at a question selected from the other subjects. "EASY" is your specialist subject, "HARD" the "away" subject. You'll get 1 point for a correct EASY question, 2 points for a correct HARD question. The first question will be asked of a member of team one, the second question will be asked of a member of team two. Thereafter the questions will alternate. If you answer incorrectly, or "TIME OUT" is called, the opposing team will be given a chance to identify the correct answer for 1 bonus point from the four answers shown.

Round 4, "Name the Year". This is a team round. The "Name the Year" round consists of the players having to guess the year from three clues. One question is asked per team. And it works the same way as "Spot the Star" -

Round five is the "Quick Fire Round". If you are playing the Spectrum or Amstrad CPC games, you will get 45 seconds to answer nine questions. After each question you will have a chance to select your answer from a choice of four. If you answer correctly you will score 2 points. If you answer incorrectly, you will score nothing, and incur a two second time penalty. You will get only one chance to answer each question. Incorrectly answered questions and/or any unanswered questions remaining if Mike Read calls "TIME OUT" are not passed to the opposing team. If you are playing any other versions of the game the sequence is different. After each question you'll have a chance to select your answer from a choice of four. Again you'll get 45 seconds to answer 9 questions. However, whether you are playing the 1 or 2 player game, the first player to select an answer will stop the clock. Mike will tell the team who answered first whether their answer was correct and if it is, they will get 2 points. If not the opposing team will get 1 point. Only the first answer selected for each question will be considered.

The last round is another Jukebox round: all you have to do is to select from the remaining squares and answer the questions they conceal - your last chance to prove your mettle!

To ensure that this home computer version of "Mike Read's Pop quiz" provides many hours of entertainment, it has been designed to minimise the repetition of questions and answers. Selected versions of "Mike Read's Computer Pop Quiz" will therefore prompt you after you have played four games to load a new question block (to do this see the playing instructions). Other versions may start to repeat some questions after four games. When this happens you are recommended to select another question block which contains fresh questions.

"Mike Read's Computer Pop Quiz" is an enthralling game for young and old alike and the only limit is your own knowledge of music.

I hope you enjoy the game - I'm sure you will. Good luck!

LOADING INSTRUCTIONS

SPECTRUM 48K
SPECTRUM 128K
SPECTRUM +3
AMSTRAD (Cassette)
AMSTRAD (Disc)
COMMODORE C64 (Cassette)
COMMODORE C64 (Disc)
ATARI ST
AMIGA
PC

LOAD "" Return
Use LOADER
Use LOADER
CTRL and ENTER
RUN "POP"
SHIFT + RUN/STOP
LOAD "POP".8,1
Insert Disc and Reset
Insert Disc and Reset
When on appropriate drive, with disc inserted,
log onto disc drive (eg. A: Return) and type
PQ Return

PLAYING INSTRUCTIONS

SPECTRUM

Joystick and Predefined Keys.

Players 1 & 2: Q = UP
O = LEFT
P = RIGHT
A = DOWN
SPACE BAR = SELECT
D = SPEED UP & SLOW DOWN

AMSTRAD

Joystick and Predefined Keys.

Players 1 & 2: Q = UP
O = LEFT
P = RIGHT
A = DOWN
SPACE BAR = SELECT

COMMODORE C64

Joystick and Predefined Keys.

Player 1 - Joystick Port 1
W = UP
X = DOWN
A = LEFT
D = RIGHT
S = SELECT
Player 2 - Joystick Port 2
@ = UP
?/ = DOWN
: = LEFT
" = RIGHT
; = SELECT

ATARI ST

Joystick and Predefined Keys.

Player 1 - Joystick Port 1
▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Right SHIFT = SELECT
Player 2 - Joystick Port 0
Q = UP
Z = DOWN
X = LEFT
V = RIGHT
Left SHIFT = SELECT
Both Players -
F1 = SLOW SCROLLING SPEED
F2 = MEDIUM SCROLLING SPEED
F3 = FAST SCROLLING SPEED
F9 = 16 SHADE TOGGLE
F10 = ABORT

AMIGA

Joystick and Predefined Keys.

Player 1 - Joystick Port 2
▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Left SHIFT = SELECT
Player 2 - Joystick Port 1
Q = UP
Z = DOWN
X = LEFT
V = RIGHT
Right SHIFT = SELECT

Both Players -

F1 = SLOW SCROLLING SPEED
F2 = MEDIUM SCROLLING SPEED
F3 = FAST SCROLLING SPEED
F10 = ABORT

PC

Joystick and Predefined Keys.

Player 1 - ▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Return = SELECT
Player 2 - Q = UP
A = DOWN
O = LEFT
P = RIGHT
Space Bar = SELECT

Both Players -

F1 = SLOW SCROLLING SPEED
F2 = FAST SCROLLING SPEED
F3 = (When pressed on the first screen) = HELP
F10 = ABORT