AMSTRAD CPC 6128 · 128K · DISC

UGH!

PLAYER'S MANUAL
& CHEAT SHEET



69	81	3	1–2
caves for one pilot	caves for a team of two	difficulty levels	players, joystick or keys

Pedal a stone-age helicopter through 69 caves, ferry cavemen to the platforms they ask for, and stay clear of the Bird, the Triopterus and the Dino. Hit the tree with a rock and fruit falls out.

Disc image **ughr.dsk** · type **RUN"UGHR**

MANUAL V1.0 8 November 2026

01 QUICK START

load • choose • fly

LOADING

Insert **ughr.dsk** in drive A of a **CPC 6128** (128 KB needed) and type

`RUN"UGHR` `RETURN`

Keep the disc in the drive: caves after the first 16 are read from disc when you reach them (a short LOADING page).

TITLE SCREEN

`1`	One player • 69 caves
`2`	Two players, as a team • 81 caves
`3`	Difficulty: Easy → Normal → Hard
`SPACE` / fire	Start. Any action key works.



Title screen. Your choices are remembered between games.



Every cave has a name, shown before it starts.

02 CONTROLS

keyboard or joystick

	PLAYER 1	PLAYER 2
Pedal up	`↑` or joystick 1	`W` or joystick 2
Left / right	`←` `→`	`A` `D`
Push down	`↓`	`S`
Drop the stone	`RETURN` / `ENTER` / fire	`SPACE` / fire
Pause	`H` any key resumes (the music keeps playing)	
Give up	`ESC` ends the whole game at once, with no confirmation	

FLYING FEEL

- Let go of **up** and you sink: gravity always pulls.
- Speed builds up and carries. Tap the keys, don't hold them.
- Touch down slowly. Hitting rock too fast wrecks the copter.



Player 1 copter (orange) • Player 2 copter (dark)

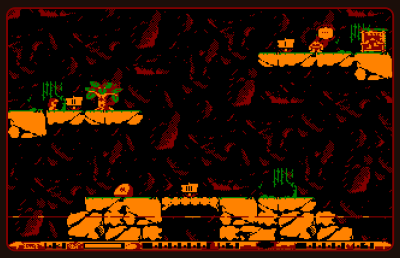
03 THE TAXI JOB

how a fare works

You are the only taxi in the cave. Cavemen come out of their doors, wait on a platform and tell you where they want to go. Fly them there, collect the fare, and the cave is cleared when the job counter on the panel reaches **0**.

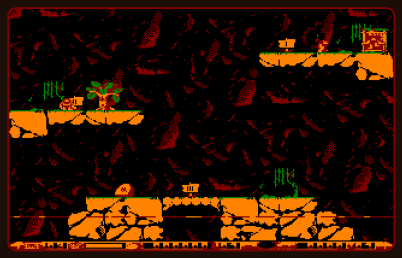
1 LAND NEXT TO HIM

Set down gently on the platform where a caveman waits.



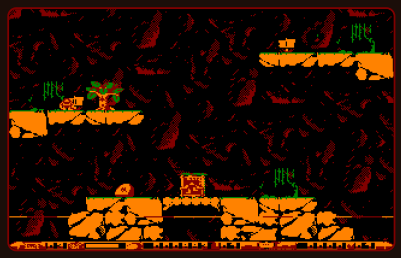
2 READ THE BUBBLE

The dots give the platform number he wants. He climbs in.



3 DELIVER, GET PAID

Land on that platform. He pays **fare × multiplier**.



BUBBLE = PLATFORM SIGN



Every landing platform has a wooden sign with its number in strokes (I, II, III, IIII…). A **?** means your copter already has someone on board: you carry one caveman at a time.

MONEY RULES

- The fare **shrinks every moment** he rides. Fly straight there.
- Very fast delivery: a ✕ bonus drops out. Grab it for **+1 multiplier** (page 6).
- A caveman may want several trips before he walks home through his door.



Your customers come in three kinds

04 STATUS PANEL

bottom of the screen



Team panel (bottom): one score, one set of lives, one energy bar. Each copter gets its own passenger icons.

WHERE POINTS COME FROM



Fare × mult. per delivery



+2500 stone the Bird



+1400 stone the Triopterus



+800 stone the Dino

05 STAYING ALIVE

3 LIVES. ONE IS LOST WHEN...

- **you crash**: rock (wall, ceiling or floor) hit too fast
- **the Bird hits you**
- **the energy bar runs out**

You replay the same cave from the start with a full energy bar. Your **× multiplier resets to 1**. With no lives left the game is over.

ENERGY: THE PEDAL POWER

It drains all the time. How fast depends on what you do:

Parked		≈ 7½ min
Flying, no pedal		≈ 2½ min
Pedalling up		≈ 75 s

Time on a full bar. Being under water costs extra. Every cave starts with a full bar. **Fruit** fills it up again.

DIFFICULTY: WHAT CHANGES

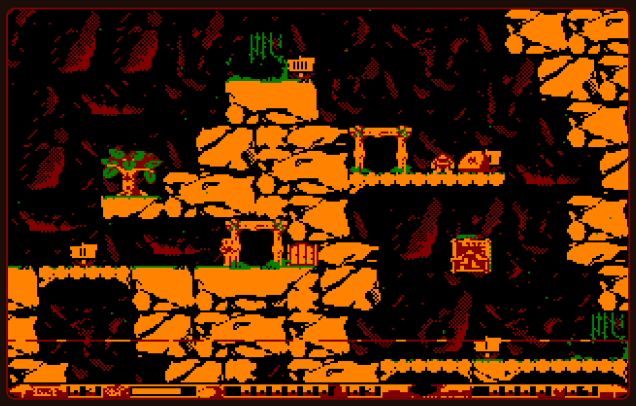
	EASY	NORMAL DEFAULT	HARD
Crash tolerance how hard you may hit rock			
× multiplier limit most the fare can be multiplied	×3	×9	×99

Everything else is the same: caves, cavemen, hazards and energy. **Hard** is riskier and pays much more.

WATER

The bottom of each cave is water (the bright line). Your copter **can't sink**. The water pushes it back up, but it burns extra energy down there.

In **4 caves** the water **rises** slowly. Low platforms flood, so work them first.



Cave 3, "Introducing Funny Water": the water has risen up to the lower platforms.

MAN OVERBOARD

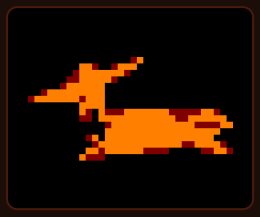
Touch a waiting caveman while you are **in the air** and he tumbles into the water. A caveman who falls in **swims**:



Rescue: settle your **empty** copter on the water surface beside him and keep still. He swims over and climbs aboard as a normal fare.

> Wait too long and he sinks for good.

06 CAVE LIFE



THE BIRD DEADLY STONE +2500

From time to time it swoops straight across the cave **at your height**, from the side farther from you. It is aiming at you. A hit costs a life. Change height or land. A stone dropped into its path knocks it out of the sky.

From cave 2 • in 12 of 69 caves





THE TRIOPTERUS STONE +1400

Paces up and down its platform. Land there and it **winds up and charges**, bucking your copter into the air. It only charges while you stand on its platform. Hit it with the stone and it sits **stunned** for a few seconds.

From cave 5 • in 32 of 69 caves, the most common





THE DINO STONE +800

Sits in one place and **blows**. Its breath shoves your copter back and forth, so expect drift near it. A stone on the head stops it blowing for a while.

From cave 4 • in 8 of 69 caves





THE TREE FRUIT

Harmless scenery until the stone hits it. Then it **shakes** and drops a fruit, which lands on a platform below. Each tree has a limited crop. Once it is empty it stays in its shaken pose.

In 62 of 69 caves • some caves have two

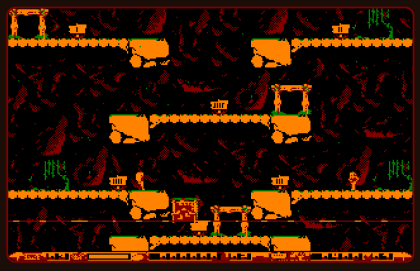




WIND & RAIN

In 3 caves (4 in team play) a storm blows across the screen and **pushes your copter sideways** while you fly. Allow for it on every landing.

Caves 43, 62 and 64 • team caves 50, 54, 73 and 75



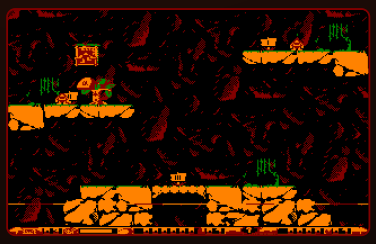
07 THE STONE

your only weapon

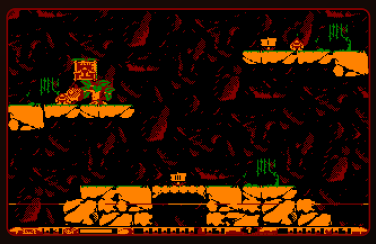


Most caves have **one stone** lying on a platform.

- **Pick up:** fly into it with an **empty** copter.
- **Drop:** press **Action**. It falls with your copter's speed, so **lead your throw**.
- It lands on platforms and can be picked up again. If it falls off the bottom of the screen it is **gone**.
- Stone or caveman: you can't carry both.



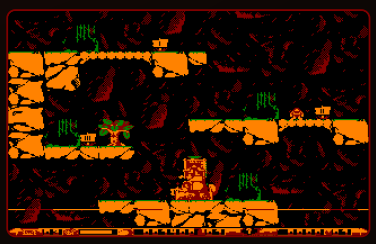
1 Drop it on the tree…



2 …the tree shakes and a fruit drops.



3 Into the Bird's path: +2500.



4 Triopterus stunned: +1400.

TARGET		RESULT	POINTS
Tree		drops the next fruit	—
Bird		falls out of the sky, comes back later	+2500
Triopterus		stunned for a few seconds	+1400
Dino		stops blowing for a while	+800

The stone bounces up off its target, then falls onto a platform below (or out of the cave).

08 BONUSES

fly into them to collect

FRUIT: REFILLS ENERGY



43%	35%	30%	30%	22%	22%	22%	13%	13%

Share of a full energy bar each fruit gives back (the bar can't overfill). The banana is the big one.

MULTIPLIER SIGN



+1 to the multiplier for every fare after this.

Drops out when you deliver a caveman **within about 4 seconds** of him boarding. The limit is ×3, ×9 or ×99, set by the difficulty.

Bonuses fall onto the nearest platform and wait there about **11 seconds** before they vanish. If a bonus misses every platform, it is lost.

09 PILOT'S TIPS

read once, crash less

FLYING

- **Touch down slowly.** Ease off the descent with short taps of **up** just before the platform. On Hard, land like you're carrying eggs.
- **Walls count too.** Hitting a wall or ceiling too fast is a crash, not only a bad landing.
- **Short taps beat long presses.** Speed carries, and pedalling burns twice the energy of gliding.
- **Park while you wait.** A parked copter burns the least energy. Don't hover while a caveman makes up his mind.

MONEY

- **Go straight to the destination.** The fare shrinks all the way.
- **Short trips pay twice.** A delivery within about 4 s drops a ×. Pick it up before it vanishes.
- **Keep your lives.** A lost life resets the multiplier to ×1.
- **Free points:** stone the Bird (+2500), the Triopterus (+1400) and the Dino (+800) whenever they're in reach.

DANGER

- **Bird caves:** it comes in at your height. Keep moving up and down when crossing open space, or land.
- **Triopterus platform:** land there only to pick up or drop a fare, and take off straight away.
- **Dino:** its breath swings back and forth. Pass it with speed or wait for the gap.
- **Don't brush waiting cavemen** in flight. They fall in the water and you lose time on a rescue.

ENERGY

- **Low bar?** Fetch the stone and hit the tree. The banana gives back 43%.
- **Fruit doesn't wait.** Have the stone ready before you need it, then drop and collect in one move.
- **Rising water:** serve the low platforms first, before they flood.

10 TEAM PLAY

two pilots, one cave



Team mode: both copters in the air. Each carries its own caveman.

- **81 caves**: the 69 solo caves plus 12 made for two, such as "Six Pack", "Divide and Conquer" and "Double Trouble".
- **Everything is shared**: score, lives, multiplier and the **one energy bar**, which two copters drain twice as fast.
- One crash costs a life for both, and the cave restarts for both.
- The Bird picks its targets in turns, so both of you have to watch out.
- **Split the cave**: one pilot takes the high platforms, the other the low ones, or one carries fares while the other runs the stone.

11 THE CAVES

a guided tour

69	81	7	0
solo caves	team caves	disc batches, loaded as you go	passwords: every game starts at cave 1



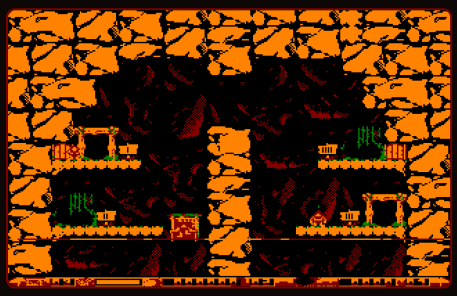
06 • Introducing Diving. The tree sits at the bottom of the bowl.



20 • A Capital G. Tight turns around the letter.



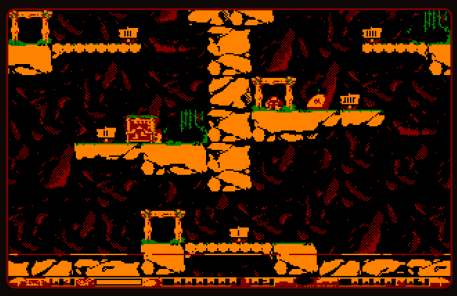
28 • Divers Delight II. Narrow shafts, so mind the walls.



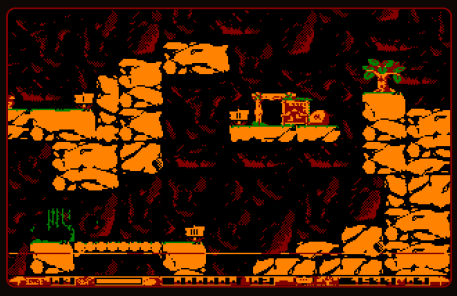
42 • Race for Fuel. No tree, so no fruit. Fly economically.



54 • Diagonal Disaster. Slanted rock everywhere.



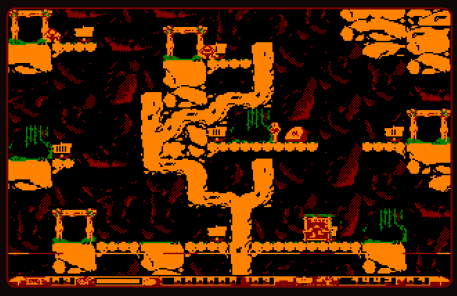
69 • Anchor Down. The final cave, and the Bird is waiting.



12 • Big Cave. Wide open sky: perfect for the Bird.



23 • Tower of Atlantis. The water creeps up the tower.



66 • To Be on the Tree. A winding trunk of rock.

WHERE THINGS FIRST SHOW UP

CAVE	NAME	NEW
1	Introducing Platforms	taxi job, tree, stone
2	Introducing Bird!	the Bird
3	Introducing Funny Water	rising water
4 / 5	Introducing Dino / Triopterus!	the Dino • the Triopterus
43	Girls They Wanna Have Fun	wind and rain

12 ALL 69 CAVES

the solo campaign at a glance



13 ABOUT THIS PORT

- The original **UGH!** (1992, PC / Amiga) rebuilt in Z80 for the **CPC 6128**. All **69 + 81** caves, the same rules and the same physics.
- **Mode 1**, 4 colours (black, dark red, orange, green), smooth pixel-by-pixel movement at **50 Hz**. That is a little calmer than the PC's 70 Hz.
- Music: the **original in-game theme**, rearranged for the AY chip. No sound effects, so the Bird arrives **without a warning sound**.
- Not on the CPC: passwords, intro, story and the high-score table.
- Tested in emulators. **Reports from real CPCs are very welcome.**

ORIGINAL GAME CREDITS

PC programming: Mario Knezovic, Carsten Neubauer • Original Amiga version: Thomas Klinger, Björn Roy • Amiga graphics: Thomas Klinger • PC graphics: Michael Detert, Carsten Neubauer, Mario Knezovic • Music & FX: Haiko Ruttmann • Levels: Peter Schmitz, Björn Roy

CPC CONVERSION

baxpick • 2026

V1.0 **8 November 2026.** First edition, for the release disc **ughr.dsk** (green-palette build).