

MORE GREAT ARCADE GAMES FOR THE HOME

Bally MIDWAY
SPY HUNTER™

SPY HUNTER... CONSIDERED ARMED AND EXTREMELY DANGEROUS.

- The Official Home Version of Bally/Midway's Arcade Thriller
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil

slicks and smoke screens

- Five nerve-shattering spy-action screens
- Sophisticated spy- challenging graphics

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

OFFICIAL ARCADE VERSION



MORE GREAT ARCADE GAMES FOR THE HOME

BUCK ROGERS™

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers - Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy



the MOTHER SHIP!

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before after all who knows space better than Buck Rogers and who knows great games better than SEGA!

OFFICIAL ARCADE VERSION



MORE GREAT ARCADE GAMES FOR THE HOME

ZAXXON™

- THE OFFICIAL HOME COMPUTER VERSION OF SEGA'S CLASSIC ARCADE GAME
- UNIQUE COLOR GRAPHICS
- 3-DIMENSIONAL SCROLLING BATTLEFIELD COMPLETE WITH ENEMY AIRCRAFT, FUEL TANKS, ANTI-AIRCRAFT TANKS
- NERVE-RATTLING SOUND EFFECTS
- INCLUDES DEADLY ZAXXON ROBOT ENCOUNTER



ZAXXON thrusts you into the depths of outer space. Test your pilot skills as you strap into the command position. Prepare for an action-packed challenge of space survival!

Score points as you dive, climb, and swoop down to destroy the enemy's floating fortress. Dodge deadly laser barriers, enemy missiles, and rapid gunfire! Destroy enemy fuel tanks and your own supply is replenished. Survive the enemy's tighter fleet attack and face the ultimate challenge: the powerful, armored ZAXXON ROBOT.



SEGA

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Bally MIDWAY™

TAPPER™

OFFICIAL ARCADE GAME



SEGA™
THE ARCADE WINNERS



S P E C T R U M 4 8 K

You are the frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas, collecting your tips and occasionally guessing which cans of soda the Soda Bandit has shaken.

As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar.

Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

USING YOUR CONTROLS

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD "" <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult your manual.

Press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. When loaded follow screen instructions. The keyboard details and various joystick options will appear.

HOW TO USE THE MENU

Press any key during the title page, demo mode, or hall of fame and this will bring you to the menu screen.

The menu displays three status boxes.

1. The number of players.
2. The present skill level.
3. The control option or options selected.

There is a list of keys to press which perform various functions, they are:

- S to start play
- I to request instructions
- P to change between one or two players
- L to select skill level, these levels being easy, fair and hard.
- C to change the control option.

Selecting C gives each player the opportunity to select a joystick or define the keyboard. Press J to loop through the joystick selections or D to define the various keyboard selections.

After the selection is complete press <ENTER> for no further change. If two player option is selected player two can select after player one presses <ENTER>.

Abort game: Press CAPS SHIFT and SPACE BAR (together).

Toggle Sound ON/OFF: Press CAPS SHIFT and HALT (together).

Use your joystick control to move your Bartender accordingly:

- Up - Bartender moves up to next bar.
- Left - Bartender moves left along bar.
- Right - Bartender moves right along bar.
- Down - Bartender moves down to next bar.

If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.

Push the "Fire Button" for the Bartender to fill the mugs. You have to

keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

HOW TO PLAY

SCREEN AND GAMEPLAY

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar scenes.

BONUS ROUND

In the bonus round "Watch Closely" appears on the bottom left of the screen. The soda bandit appears and shakes six of the Seven cans on the bar then shuffles them around. You will have to keep a close eye on the one can he has not shaken. When the soda bandit has stopped shuffling the cans the bartender will appear. Use left and right to move him along to the can you believe wasn't shaken and press the fire button. If you have chosen correctly you will receive 3,000 points. If you are wrong you will be sprayed with soda.

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customer will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end

of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.

2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy girl out of Door	50 points
Get Sportsperson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Pick up Tip	1,500 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

EARN EXTRA BARTENDERS

- EASY earn extra Bartender lives every 10,000 points.
- FAIR earn one extra life after your first 20,000 points and another life for each additional 60,000 points.
- HARD earn extra lives in an Expert game the same as at the Arcade level except that you must either *earn* 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.

TAPPER™

Spectrum conversion by Ian Morrison and David Anderson with original theme music by Robin Muir.

Produced by JON WOODS, Ocean Software Limited.