In CARPET CAPERS you must lay down white carpet all over the Manor House. But rival carpet fitters hamper your progress.

To stay alive you must eat food and and drink tea. You must collect hammers, cutters and tacks.

£1 is scored for each square of carpet laid and £50 if you cover a rival. To leave a room you must have reached your target, possess the key and try the right exit. Failure to complete a room leaves you owing a penalty equal to the target. Do not walk on newly laid clean white carpet, as you can make it dirty.

Set several decades into the future when intergalactic trade is a way of life PLANET FALL is a multi-player game and the winner has the greatest total assets at the end of the game. To amass your assets you must visit the right planets, buy and sell the right products and be able to bargain your way to a good buy.

There are 11 screens, each essential to your enjoyment of the game. They are initialisation, a map of the galaxy, commodity prices and travel time display, travel print out, trading display, bank display, options display, bank statement, new star system, estimated time of arrival display and urgent message display.

The most complicated of these screens is the trading display. This handles buying and selling of commodities. At the top of the screen is the elapse time (real), star date (game time), the Captain's name, the ship's name and the name of the star system where you are currently located. The right hand side of the screen shows the ship's log, cargo print out, cash on board and money in bank, and whether you are in buy or sell mode. The left hand side shows value of dealers' bids for your cargo and your offers. When trading is complete and you are asked which system you wish to travel to next, press the X key.

In control of the British North Atlantic Squadrons in the hunt for THE BISMARK you have 13 turns to find and destroy the battleship before your forces have to return home to refuel. Each turn you can give movement orders to your 12 naval groups. All forces can move up to 12 areas per turn, except Vian's destroyers which can move up to 3 per turn.

When movement is completed you will be informed if any of your groups have sighted the Bismark. In poor weather it will only be sighted by a force in the same area, but in fair or good weather it might be sighted by a force in a neighbouring area. Also in fair and good weather you will have the option to fly air strikes. One of your Carriers, Victorious, carries 9 aircraft and the other, the Ark Royal, has 15. If the Bismark is within 4 areas of the carrier and if the air strike finds the battleship, it will attack her.

Any forces in the same area as the Bismark can attack her but the Bismark may attack weaker British forces and she will always fire first. After each round the option to break off battle is available and combat ends when one side is sunk or breaks away. When this happens a new turn will begin. The games ends after 13 turns or when the Bismark is sunk.

To find the Bismark you will need to scatter your forces to cover a large area but don't spread them too thinly. It is sometimes worth throwing a small force in against the Bismark to weaken her and don't forget that historically aircraft were the deciding factor.

METEOR STORM features 3 types of meteors, 2 saucers, a bonus ship, left, right, thrust, fire and hyperspace, high score table and progressive difficulty.

In 3D TUNNEL your object is to reach the other end of the tunnel alive. Hitting a bat scores 20 points, a toad 40 points, a spider 60 points and a rat 80 points. Avoiding an underground train scores 100 points.

Playing Instructions
Any key Q-T ✓
Any key A-G ↖
Any key Y-P ↘
Any key H Enter ↗

STOCK MARKET is for 1 to 6 players and you buy and sell shares in 4 mining companies. The price of these shares will fluctuate and the first person to make £1,000,000 wins the game.

The program will initially ask you if you require instructions. Then you will be asked how many players wish to take part - you must enter a number between 1 and 6 and then press Return. Enter the names of participating players and difficulty level (1-4). Players may buy and sell shares, each completing his daily dealings in sequence. All daily work is cancelled if the news flash "market dealings suspended" appears. This works to the disadvantage of players who have not yet had their turn. Press Q until the end of the day is reached and you will see the market news. At the end of the day you will be asked if you wish to end the game. If you do the value of your shares will be calculated at market rate. The £1,000 that was loaned to you in the beginning will be subtracted and a score will be calculated. This score depends upon the profits you make, number of days you trade and the difficulty level you select.

In THE VALLEY you can choose five different character types, ranging from barbarian to wizard. Once chosen you must improve your character's status. This, together with collecting certain treasures, is the object of the game.

Improving your character's status can be acheived by, for example, collecting treasure, gaining experience or increasing strengths. Your status will also increase with the age of your character, so after each turn your status will be slightly improved.

Your adventures take place over three scenarios: the valley, the swamps and the woods. It is easy to change from the valley scenario. All you have to do is move your character onto the appropriate symbol. Moving to the valley scenario is easier still and just requires you to move to the border. You will, however, find you are unable to shift from scenarios too quickly.

At the ends of the valley are situated safe castles. When you reach these you will be offered the option of leaving the valley and saving your character on tape and re-enter the game. Your psi power and strength will be restored to base level if they are too low.

Important locations include the Temple of Y'Nagioth in the woods and Vounim's Lair in the swamps. The Black Tower must also be found. Once in the Tower you can ascend it using stairs, but once used they disappear.

One important treasure is the Amulet of Alarian, which is found in the Temple of Y'Nagioth. This amulet consists of six stones which have become separated. These must be found in the right order. When they are found the amulet allows you to be reincarnated should you be killed in combat.

The completed amulet also allows you to find the Helm of Evanna in Vounim's Lair. Unfortunately you will have to wait until your rating is greater than 25 to be able to find the Helm.
Controls:
'8' will move your character North, '2' South, '4' East, '1' South West and '9' North East etc. You may at some stage be given the option of attack or retreat, press either A or R. You can attack a monster's head (press H) or it's body (B) or limbs (L).

If you press S you can use a spell. After S press the number of the spell you require.

DRAGONSBANE consists of 172 rooms. Some of these rooms contain trap doors which lead to other parts of the maze and others contain one way doors. You must find the Dragon's Lord and rescue the beautiful Princess Paula who dwells in the same room.

Complicating your task are 40 monsters and you will need specific weapons to fight them. Some of these monsters are friendly. If you try to make contact with such a monster you will be told how he can help you. Always attack unfriendly monsters immediately.

The drawing of a map is recommended and objects must be sought. You start with 16 units of food and it is advisable to eat quite often, but beware of indigestion.

Press Quit to save game and select save from menu. This saves the variables only, so to play the game run Dragonsbane and then the saved program.

DEMON KNIGHT is a text based adventure. You must find useful objects, explore terrain, solve puzzles and ultimately kill the Demon Knight and rescue the beautiful maiden.

Always be aware of the possibility of subtle clues. Much of what you discover will have a purpose elsewhere.

All commands should be two words, for example, Go West, Search Room, Kill Skeleton. And remember, be precise in your instructions.

The three single command functions, Quit, Help and Inventory are also available.

SPACE INTRUDERS features 4 different aliens, random flying saucers, high score table, hold feature and progressive levels of difficulty.

MIGHTY MAGUS must battle down through 30 levels to the bottom of the Rising Sun Temple and fight his age-old enemy Fraugy the Fierce, then he must find the ever changing exit.

Control Keys
A. Move left
D. Move right
S. Search chests and rubbish piles
F. Fight
J. Jump
1-9 Select spell strength
Break — abort game.
Alternatively you can re-define your own keys.

Hints
Sometimes you must press the search key more than once. If you find a shield it will protect you from injury as long as the border colour stays yellow.

The search key can also be used to move off the stairway. You can also move past the stairway by jumping through it. Beware of magic squares.

● The inevitable FALL OF ROME is approaching. You must postpone this collapse by commanding Rome's resources against 11 Barbarian tribes in the north and you must battle two eastern Empires.

The game spans 12 turns, each representing a 5 year period. Starting in 395 AD the turns are all divided into an income and expenditure phase, a movement phase and a combat phase. The player must take certain actions in each Roman province. The income of these provinces varies and depends on the proportion of friendly legions to enemy armies and this income can be used to buy a friendly legion. In the Movement phase, legions can be shifted to other provinces and they can attack in the third phase.

There are several different types of forces available in this game. Mobile legions (ML's) are your main force. You can only raise one per province per turn. They cost 5 to raise and 3 to maintain per turn. They have an attack strength of 5 and a defence strength of 2. Static legions (SL's) are created by converting mobile legions. They cost 2 to convert and 1 to maintain. They cannot be moved from the province in which they are created, they have no attack strength and a defence strength of 2. Auxilies (AX's) cost 3 to raise. One can be raised for every 2 ML's in a province. They are disbanded at the end of each turn, they have an attack strength of 5 and a defence strength of 2.

Cavalry (CV's) cost 4 to raise. One can be raised for every 3 ML's in a province. They are disbanded at the end of each turn. They have an attack strength of 10 and a defence strength of 2. Enemy armies cost 3 to raise and 2 to maintain per turn. They have an attack strength of 5 and a defence strength of 2. Enemy tribes increase of their own accord and cost nothing to maintain. They have an attack strength of 1 and a defence strength of 1. After 12 turns the computer totals the value of all provinces in which you have forces. The total value calculated gives the following results:-

Less than 100 strategic defeat, the Empire will be destroyed.
100-119 partial defeat. the Empire is still under heavy attack.
120-139 historic result The Empire has survived.
140-159 partial success, the Empire is ready to expand again.
160 or more. strategic victory. The incursions have been defeated.

When playing the game expect to lose territory in the opening turns but don't give it up without a fight.

● XADOM is an Arcade quality Adventure consisting of interactive sword fights, mazes within mazes, traps, monsters and wizards.

● In the CHESS PLAYER after you are asked if you want to play the game or analyse a board, answer with P or A. After you have pressed P you will be asked if you have a colour or black and white television. Answer with B or C. You will then be asked for your choice of colour (B or W) and the level of play (1-6).
1. Means the computer replies in 7 seconds and expect an easy game.
2. Means the computer replies in 50 seconds
3. Replies in 3-4 minutes
4. Replies in 6 minutes
5. and 6. Can take up to 6 hours but be prepared for very strong games.

To move a piece enter the co-ordinates of the square you wish to move from and then the co-ordinates of the square you wish to move to. A mistake can be corrected using delete.

If you wish to castle just type in the King's move and the computer will do the rest. You may use the en-passant privilege.
Other commands available are M - prints all moves so far.
Z — copies the board into the printer if present.
S — saves the game.
R — resign.
X — means you change sides or level of play during a game.

If you initially answer A, press the space bar to move the cursor. When you come to a piece or square you wish to alter you must either press 0 to clear, or press 3 keys to insert another piece. The first of these letters must indicate the new piece you wish to insert, the second its colour and the third whether it has moved. For example, NBY means black knight has moved so it is white's turn.

● MICRO MOUSE GOES DE-BUGGING to protect his progams against software bugs. These must be fought with datakill until he can run his programs. Then you progress to the next level.

● You are faced with an INVASION of the red army and you are in command of the Western Alliance defence.

Holding onto cities is vital as you can draw resources from them but this is not enough on its own, as if the Reds get past your line of defence you lose, so you must fight.

At your disposal are 8 armies. You can order them to move or increase or decrease their strength. These changes in strength are achieved by using your reserves and these reserves are increased by using the resources in the cities.

Each city offers 10 resource points and 2 resource points equals one reserve point. One resource point will supply an attack by one active unit of your armies.

When you play Invasion do not defend the edges of the map, do not try to make big gains too early, use the city's defensive strength, get as many of your forces into attack as you can and don't concentrate your forces in a small area.

● ESCAPE from the monsters by searching through the maze to find the axe which will enable you to break down the door. Watch out for triceratops and pteranodon.

● When LAZER ZONE has loaded you will see a menu screen followed by a brief demonstration.
1 — selects entry level. There are 32 levels altogether.
T — training mode. To leave this mode press T once more.
S — starts the game.
M — selects individual or co-operative mode. In individual mode each player controls both cannons, while in co-operative mode players control one cannon each.
P — selects the number of players or teams.

During the game.
H — pause game.
H — restart game.
One of the 2 cannons is known as a base cannon. This is moved by moving the joystick from left to right or pressing the Q for left, and W for right, keys. The other cannon, the axis cannon, is moved by moving the joystick up and down or by pressing the 0 key for up or Zero for down. It is fired by pressing the fire button on the joystick or cap. Shift or space keys. If 2 players are taking part, one can use the joystick and the other the keyboard.

The key to masterful Lazer Zone playing is diagonal fire. At certain stages aliens will march relentlessly towards your own cannons. When this happens diagonal fire is very useful. To fire the axis cannon diagonally press the Fire button and point the joystick in a south-westerly direction or press Fire and Q and 0.

To fire the base cannon diagonally push the joystick north-easterly with the Fire button down or press Fire and the W and O keys. Electros can also be fired. These bolts will destroy all aliens and are fired by pressing the X or M keys. You start the game with 3 electros and gain another with each assault wave you destroy. In the later assualt waves pods will form and remain for a short period of time. These are very deadly but cannot be harmed.

● In the STRONTIUM DOG, as Johnny Alpha, you have 4 lives and 3 electro flares and you must destroy murderers and evil dictators. In the bell tower shoot the slightly curved brick below the vicious steel krieg. In the next part of the bell tower shoot the yellow button below the green light to destroy the steel krieg. At medi-centres fire an electro flare into the doorway to stop the shoot out and stop the ambush. The hanging man must be shot. Anything flashing or flowing is fatal on contact:
Controls
9 or Q/UP
8 or A/Down
6 or O/Left
7 or P/Right
0 or M/Fire
X/Electro flare

● BLOOD AND GUTS takes place in the body of a scientist. You are a miniaturised human who must re-assemble his submarine which has been scattered into 8 pieces. You can assemble the submarine by dropping each component onto a ledge in the brain. But you have got to find the components first.

The scientist must not die during your adventure and if a red square flashes on your diagram of his body you know an infection is threatening his life. You must find it and destroy it with your lazer.

Your path is often blocked by growths, a white blood cell must be dropped on them. Your task is made harder still by your energy constantly running down. This can be replenished with red blood cells which are particularly common near the lungs. If your energy falls too low you become invisible and your task becomes much harder.

Other problems are posed by cholesterol which is in the form of yellow dots. This can be lazered from left to right only and it will reform when you have left the location.

Finally, viruses break out after you have assembled the first part of your submarine. Coloured green, they are fatal if touched but can be destroyed by lazer.