ARCADE Collection

VOLUME 2

Cassette
Follow instructions given below
Disk
SPECTRUM Insert the disk with the A side up.
Reset the computer and use the loader option. Follow on screen prompts to load the required game.
AMSTRAD Insert the disk with the A side up.
Reset the computer and type RUN"DISC. Follow on screen prompts to load the required game.
COMMODORE C64 Insert the disk with the A side up.
Reset the computer and type Load "*",8,1. Follow on screen prompts to load the required game.

TASKFORCE

SPECTRUM: 48K owners type LOAD """ (ENTER). 128K users select the LOADER option from the menu.
AMSTRAD CPC: 464, hold down CTRL and tap the small ENTER key. 664/6128: Type I (shifted @) TAPE (ENTER) the type RUN" (ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure that it is in C64 mode.
C16/+4: Type load then return
When loading please follow all on screen instructions.

AMSTRAD/SPECTRUM
You start the game just outside the fortress, you must explore the base, searching for the missile activation icons, once one of these has been located you will be presented with a subgame: You must transfer all the coloured discs from one area to another, within the time limit, however you can not place a larger disc over a small one.
You may also come across extra weapon payloads, shields and energy packs, these may be used to your advantage.
Part of the complex is hidden behind, a camouflaged blast wall. At the fortress lowest point, you should use a powerful weapon on the East wall.

Thrust	:Joystick up or thrust key, Amstrad: P
Fly left/right	:Joystick left/right or left/right key, Amstrad: A/S
Fire Blasters	:Tap joystick fire button or tap fire key, Amstrad A
Fire Selected Weapon	:Hold down joystick fire or hold down fire key
Select Weapon	:Pull down on joystick or select key, Amstrad Caps Lock

C64/128 & C16+4
Once the game has loaded press fire to start the game. You must battle your way through twenty well defended caverns, before finally facing a massive end of level guardian. Once this has been destroyed you will be transported to the next level. Your fighter is equipped with a number of weapon systems, you may alternate between the available weaponry by taping the spacebar. Your fighter's weapon payload may be replenished by shooting the numbered oil drums scattered around the complex.

CONTROLS		C16/+4
Thrust	:Joystick up	Return
Fly left/right	:Joystick left/right	Z/X
Fire Blasters	:Joystick fire button	Shift
Select Weapon	:Space bar	ESC, 1, 2, Control or Q

MOVING TARGET

SPECTRUM: 48K owners type LOAD """ (ENTER) 128K users select the LOADER option from the menu.
AMSTRAD CPC: 464, hold down CTRL and tap the small ENTER key. 664/6128: Type I (shifted @) TAPE (ENTER) the type RUN" (ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure that it is in C64 mode.

MOVING TARGET

THE STORY
THE EVIL DRUGS DUKE OF COLUMBIA MUST DIE.
Acting on a top secret CIA intelligence report a commando unit, acting under orders from the special United Nations narcotics taskforce, smuggled four bombs into his underground cocain refinery hidden deep in the South American jungle. Unfortunately the units were wiped out by the Dukes evil henchmen, and the bombs were never put in place.
As the sole suviving team member you must complete the mission.
THE GAME
Firstly choose your preferred control method. The Spectrum and Amstrad versions support both keyboard and joystick controls. C64 owners must use a joystick connected to port 2.
Your main objective is to find each of the four bombs' and place them at the bases' four separate strategic electrical generators.
The Dukes' private militia of armed bandits, trained dogs and evil cocaine dealers will all try their best to prevent you from completing your mission. You're armed with an Israeli built Uzi machine pistol. This gun is also the preferred weapon of your enemy (You should be able to find extra ammunition for your firearm scattered around the complex).
Contact with the enemy, bullets, mines or razor wire will have a severely adverse affect on your health. If your health rating gets too low, you can replenish it by eating food (which can also be found carelessly scattered about the Dukes' massive base).
As a special bonus those nice people at the UN will award you with an Uzi clip (which holds a hundred rounds) or a supply of food, for every 100 enemy guards you kill.
All information is clearly displayed at the base of the screen.

HOTSHOTS

COBRA FORCE

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K owners select the LOADER option from the menu.
AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key. 664/6128; Type I (shifted@) TAPE (ENTER) then type RUN" (ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode.

THE GAME

SPECTRUM/AMSTRAD

Firstly choose your preferred control method. The Spectrum and Amstrad versions support both keyboard and joystick controls. You start the game on a helipad at the far left of level one. Your objectives are outlined below. Remember the people of your country are counting on you.

After you have cleared the level we will dispatch a B2 'Stealth Bomber' to destroy the area. Obviously all enemy missile installations must be eliminated before we can do this. Unfortunately you will need to use your own missiles to destroy the silos as your 20mm cannon will have no effect on these targets.

Not only must you destroy these defence installations, you must also collect all the valuable fuel drums which may be found scattered across each level.

Once these two key objectives have been completed you will have to go up against the enemies awesome secret weapon. When this has been destroyed you and your aircraft will be transported to the next level.

Your Cobra is equipped with 3 main weapons systems:
1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by holding down the fire button.
3. Quazarx Q26 Smart Bomb. Pressing the 'Bomb' key will result in the firing of this prototype weapon. In joystick mode SPACE fires this weapon.

The enemy aircraft will always attack in formation, sometimes a spherical munitions pod will fly as part of a fighter squadron. Shooting this pod will result in its cargo being dropped. If you manage to intercept this cargo, before it hits the ground, you will either have your missiles replenished or receive a special weapons bonus.

Collisions with enemy missiles or aircraft will result in your Cobra becoming damaged. The level of Cobra damage and number of remaining lives can be found at the left of the display panel shown at the bottom of the screen.

C64/128

When playing Cobra Force you must use a joystick connected in port 2.

You start the game on a helipad at the far left of level one. Your objectives are outlined below. Remember the people of your country are counting on you.

After you have cleared the level we will despatch a B2 'Stealth Bomber' to destroy the area. Obviously all enemy missile installations must be eliminated before we can do this. Unfortunately you will need to use your own missiles or bombs to detroy the silos as your 20mm cannon will have no effect on these targets.

Not only must you destroy these defence installations, you must also rescue all the POWs held captive in the base.

Once these 2 key objectives have been completed you will have to go up against the enemies awesome secret weapon. When this has been destroyed you and your aircraft will be transported to the next level.

Your Cobra is equipped with 4 main defence systems:
Systems 2,3,4, and 5 must first be selected by tapping the SPACE BAR.
1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by holding down the fire button.
3. Snargoid wire guided missiles. The missile is fired in the same manner as the Hellfire, however by pulling the joystick up or down you can change the direction of the missile.
4. Bombs. These are dropped by holding down fire. A bomb will destroy any ground targets that get in its way.
5. Shield. This is activated by holding down fire, it will give you invunerability for a few seconds.

Systems 2, 3, 4 and 5 must first be selected by pressing the SPACE BAR. These systems are strictly limited, they may only be replenished by landing on the helipads dotted around the landscape. When landed, watch out for the ground attack vehicles which may sneak up on you.

Collisions with enemy missiles or aircraft will result in your Cobra becoming damaged. The level of damage and number of remaining lives can be found at the left of the display panel at the bottom of the screen. Collecting a POW will repair your Cobras damaged systems.