

CLASSIX1

COLLECTORS EDITION

SPECTRUM INSTRUCTION LEAFLET



Instructions for Spectrum Edge Classix 1

BOBBY BEARING

Loading:

LOAD "BOBBY" to load.

The Game:

Bobby and his family of bearings live in a metallic land of the future inhabited by many traps and fearful black bearings. Bobby's cousin has led his brothers astray in the land and it is up to Bobby to seek them all out and get them all home again ... This game was the first to feature 'Curvispace 3D' which actually allows the bearings to roll around in 3D space in a very realistic manner. You control Bobby who emerges from his home and you aid him in his quest for his brothers and cousin. Bobby has to find each of them in turn and roll them back home. But be careful! Getting past some of the pitfalls on your own may not be so easy when you are pushing another bearing!

Controls:

Keys Y-P move up and right, Keys H — Enter move down and left, Keys Q-T move up and left, Keys A-G move down and right. BREAK pauses the game, Keys 1,2,3 when paused will restart the game, Q key allows you to cheat (you lose points and if there is a brother in the room you lose him and so cannot fully complete the game).

Joystick: There are a number of joystick options presented to you which you can chose from using the 6 and 7 keys and making your choice by pressing the 'O' (zero) key.

BRIAN BLOODAXE

Loading:

LOAD "BRIAN"

The Game:

WARNING: Do not play this game. This game features 'Primary Imbalance' and may be injurious to your mental health. Read no further!

Well, I can see that you have ignored my request, so I'd better tell you something more about this game ... It was a Thursday afternoon at around 3 pm when the signal to go was blasted across the known universe. Boarding your supa-interspatial mega-galactic craft you set off in search of ... No wait a minute that's not quite right. Let's start again.

Wow are you hungry and as you try to guide your snapping form around a maze you find fruit and ... No sorry that's the wrong game too.

Here we go: Brian was the Conqueror of the Brits. Well he would have been if he hadn't got frozen into an iceberg. Thawing out he finds himself in 20th Century Britain (not that he is quite aware of this) and undaunted he sets about conquering anyway ... Being a rather silly person Brian decided to chose one of three invasion points about Britain, none of which were Hastings. And oh yes, because of a wound from a prior bit of conquering, Brian can only carry three things at a time. Hum, well that's his story anyway. A last point of warning, though, beware the mutant Kamakazi Penguins from Siberia ... not that there are any in this game.

Controls:

Left — CAPS SHIFT, Right — Z, Jump — C, Pick up/Drop — V, Fire/use — X, Tune on/off — T, Restart game — ENTER + H.

Joystick:

Usual movements for left and right. Push forward to Jump, Pull back to Fire/Use. And press fire to Pick up/Drop.

Selecting Objects:

Do this by pressing the Q,W or E keys and note that a magenta arrow appears beneath the chosen object you wish to use.

STARBIKE

Loading:

LOAD "STARBIKE"

The Game:

Galactic Command has sent you to a far away system on one of the most thankless jobs possible: collecting what remains of a race of amiable alien beings who knew no better than to stay around when things got bad on their planet. You are equipped with your Starbike though ... The aliens are kinda cute little yellow fellas so they shouldn't be too hard to spot — but just about everything else is hostile, so watch out. You can use teleports to get around each of the sectors, and your lander craft can take you from level to level. But to gain maximum points you'd better be sure to collect all the aliens in each of the sectors before going on to the next ... And there's virtually an endless series of sectors on the planet to visit!

Controls:

Select your favoured options in the initial screen for speech on or off (only if you have a Currah Speech Box), sound on/off, etc etc.

Pressing A-G alters the options.

Pressing Q-T selects your choice.

Select game controls first and do not select a joystick option where you do not have that particular interface attached.

In the game:

Q-T controls thrust, A-G select, Alternate keys from B-SPACE for left and right, P to Stop/Start game, and CAPS/SPACE to exit training mode.

PSYTRAXX

Loading:

LOAD "PSYTRAXX" to load

The Game:

You are a Microdroid of Quon let loose in the Psytraxx circuitry of the Emperor Robot. Your task should be to repair the damage to his system. At least that is why Microdroids like you were created. But you have another plan, and that is no less than the total destruction of the Emperor himself. This was the first game for the Spectrum to ever feature more than a 1,000 screens of playing area — so be prepared for a real challenge!

Controls:

A — up, Z — down, O — left, P — right, H — Hold, M — fire, Q-T — pick up/drop, CAPS SHIFT+SPACE — restart, ANY key to start.

Joystick:

Usual controls for movement together with Q-T for pick up/drop.

Scoring:

You will gain points for shooting attacking components and also be rewarded for the percentage of this arcade adventure you complete.

THAT'S THE SPIRIT

Loading:

LOAD "TTS" to load.

The Game:

The year is 1996 and the Government has gone too far this time. Like some bizzare re-enactment of the Prohibition era, they have now banned spirits again. But this time it's of the ghostly kind ...

You play the role of some new era form of spirit chaser armed with your frazzler to fry the little creeps. Thing is you have to be tough to get through the streets these days to even find them.

Controls:

Virtually every key on the keyboard has a function — so you might like to familiarise yourself with them first, or even draw out a schematic of the keyboard to act as a quick reference guide.

The row of keys from Q to P are:

left, right, hold, connect, take, drop, throw, hold, left, right

The next row is (A to ENTER):

load, save, sound, swear, sleep, eat, drink, enter, exit, shoot

And the next (SYM to SPACE):

*continue, buy, read, examine, examine, hold, use *pause, *quit

You get the functions prefixed with a star (*) by holding down the * key (SYMB) along with the other key.

This game, in the mould of your Sinclair computer, relies very heavily on single-key entry commands. The list above relates mainly to the older rubber key style of keyboard — the placing of the SPACE key is obviously different for instance. There are many things to discover in this game, but experimenting with the single-key commands should allow you to discover how to solve many

of the problems. But we will tell you that you can **CONNECT** certain items together. To connect objects you should arrange them so that they are above each other in the display of what you are carrying, and then position the 'hold' indicator over the first of the objects and then press 'connect'.

NOTE: You can bypass the opening credits by pressing the **BREAK/SPACE** keys.

ACKNOWLEDGEMENTS:

Bobby Bearing was written by Robert & Trevor Figgins, **Charles Bystram** wrote **Brian Bloodaxe**, **Andrew Beale** wrote **Psytraxx**, **Paul Curtis** wrote **Starbike**, and **That's The Spirit** was written by **Andy Blazdell & Simon Lipowicz**. All games copyright 1985/1986/1987 Softek Intl. (The Edge).

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