

COMMAND PERFORMANCE

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE
Press **SHIFT** and **RUN/STOP** keys simultaneously, then press **PLAY** on your tape recorder. The program will start automatically.
CBM 64/128 DISK
Insert disk then type **LOAD""*8.1** and press **RETURN**. The program will load and run automatically.
SPECTRUM 48/128K, +2 CASSETTE
Type **LOAD""** and press **ENTER**. Press **PLAY** on tape recorder.
AMSTRAD CPC CASSETTE
Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder.
AMSTRAD CPC DISK
Type **RUN"DISK** and press **ENTER**. Game will load and run automatically.

Cassette users note that each game is loaded individually. So, for example, if you wish to load the game off a side of one of the tapes, stop the cassette player once the first game has loaded. Turn off the computer then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter references on the cassette player, so, for your convenience, we have included the following grid.

CHOLO™		XENO™	
HARDBALL™		TRANTOR™	
BOBSLEIGH™		LEVIATHAN™	
ARMAGEDDON MAN™		10TH FRAME™	
MERCENARY™		SHACKLED™	

CHOLO™

OBJECTIVE

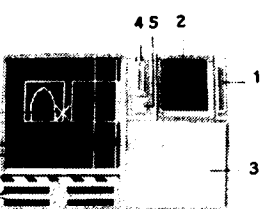
It is important that you read these instructions so that you fully understand the consequences of the holocaust and the enormity of the plight facing the human race trapped in their nuclear bunker. More importantly, you will understand the full extent of your responsibility for their future.

Using the popular bunker game 'RAT', you have access to the only surface robot under the control of the bunker computer. All other computers and robots are lost to their own misguided and corrupted logic circuits; bent on maintaining the seal on the tetrahedral bunker cap. It is up to you to break this seal.

The robots are not totally lost, by hacking into them, you can reprogram them to accept your control and to access the surface computers to gain the information within their files. It is up to you to use the robots and information that you find wisely, so you can discover the secret by blowing the bunker cap and freeing the bunker population.

GETTING STARTED

Once Cholo has loaded, you will be in MENU MODE. In the view screen, you will see a spinning RAT droid, the only robot under control at this point. Ignore the rest of the menu mode displays for now and press the **SELECT ROBOT** key to gain control of the RAT droid. Your display will look similar to the one shown below

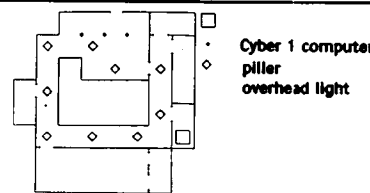


- Damage**
Shows how much damage a particular robot has taken. All robots will slowly self repair.
- Map/Radar**
Shows an overall view of Cholo city or your immediate surroundings if the radar program is installed. Neither operate indoors.
- Message Area**
All status messages and important clues are displayed here, so keep an eye on it.
- Radiation**
Shows how 'HOT' the area around a robot is. Beware, once radiation reaches a certain level, dependent on the type of robot, that robot will take heavy damage until it leaves the area.
- Compass**
Shows which direction (N, S, E, W) the robot under your control is facing.
- Rampaks**
These four rampaks are used to hold programs and text files which are vital to solving the game.
- View Screen**
Shows the camera eye view from your robot's surveillance equipment: or the current robot in menu mode.
- Sights**
This will only appear if the robot under your control is equipped with a weapon.

The RAT DROID starts inside the Central Computer Building, just off Bridge Street, facing the entrance. By using the MAIN ROBOT control keys (given in the key guide) you can move the RAT droid around the building.

If you steer the RAT into the computer room, shown on the map below, and collide gently with the CYBER computer inside, the RAT will establish an interface with CYBER 1 and will be able to swap programs with it.

CENTRAL COMPUTER BUILDING



SWAPPING PROGRAMS

Once an interface has been established, you are given this option to:

- READ** a program into one of your rampaks.
- WRITE** a program from a rampak into the computer.
- DISCONNECT** from the computer.
- Use the **accelerate/decelerate** keys to choose which option you want and then press the **FIRE** key.
- READ** Gives you a list of all the programs held in the computer's memory that the interfacing droid is allowed access to.
- This option will not be given if the computer is not holding any programs.

Use **accelerate/decelerate** keys to select a program then press the **FIRE** key. Now use the **TURN LEFT/TURN RIGHT** keys to select which rampak you want to put the program into then press the **FIRE** key.

Note: You can overwrite programs held in a rampak.

- WRITE** Lets you store programs held in your interfacing robot's rampaks into a computer's memory for safe keeping, and works in the same way as read. This option will not be given if your robot is not holding any programs.
- DISCONNECT** Selecting this option and then pressing **FIRE** will log off the computer and return normal control to your robot.

You will find the file **PassTXX** (Password-list. text) in the Cyber 1. Read this file into one of the RAT droid's rampaks, disconnect from the Cyber and then press the **GOTO MENU** key.

RUNNING PROGRAMS

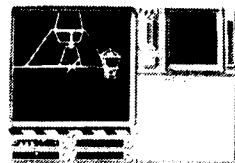
Some programs in a rampak such as RadarPRG work automatically while others like PassTXX need to be run.

To run a program held in a rampak, go to menu mode by pressing the **GOTO MENU** key and use the **RIGHT RAMPAK/LAST RAMPAK** keys to select which program you want to run. Then press **RUN RAMPAK** key.

The message area will indicate the result of running the program. If any.

If you run PassTXX, you will be given a list of robot entry passwords! Note these down as you will need these in order to gain access to the other robots in the game.

Press the **SELECT ROBOT** key to regain control of the RAT droid and make your way to the entrance of the Central Computer Building. Once you leave the building, your view should look like the one below.



HACKING OTHER ROBOTS

Now that you are outside, your bird's eye view map of Cholo city will be operational (unless RadarPRG is being run).

Your position is shown as a flashing dot top and central on the map.

You should also see a small Hacker class robot travelling East down Bridge Street. Turn right, chase after the Hacker matching its speed and open fire with the RAT's ion cannon. After several direct hits, the Hacker will be temporarily paralysed and a confirming announcement will appear in the message area. Stop firing, otherwise the Hacker will be too badly damaged to be of any further use. That is unless you can find a way of repairing it later.

Now guide the RAT up to the Hacker until they are touching, and an interface between the two will be established.

You will now be given three attempts to enter the Hacker's correct password. If you get it wrong three times, the robot interface is cut, though you may try again.

Once you have correctly logged on, you are given the robot's name and password and the option to swap programs in exactly the same manner as with the computers.

(It is a good idea to keep important programs in more than one robot as once a robot 'dies', you will lose all the programs which it carried.)

SWITCHING BETWEEN ROBOTS

Once you have successfully logged onto the Hacker, disconnect from it and press the **GOTO MENU** key.

You will now find that RIZZO the RAT and IGOR the HACKER are being alternately displayed in the view screen. You now have two robots under your control

You can speed up the process of examining the robots under your control by using the **NEXT ROBOT/LAST ROBOT** keys.

The damage and radiation gauges will alter for each different robot along with its position on the map and rampak contents.

Notice how damaged the Hacker is after the RAT has paralysed it. A few more shots would have killed it! But as all robots have a self repair mechanism, the Hacker will be as good as new within a few minutes.

Use the next robot/last robot keys until the Hacker is shown in the view screen and press the **SELECT ROBOT** key. You are now in control of the Hacker and can guide it around Cholo. Notice that the Hacker has no sights as it is not equipped with any sort of weapon.

You now know enough of the basics to get used to the controls and get used to the layout of Cholo city with the aid of your pre-war map, before attempting to rescue the bunker dwellers.

LAND TO SHIP TELEPORTER



TELEPORTERS

There are two types of teleporter in Cholo city: one to transport you from land to land and one to transport you from land to ship.

To use a land to land teleporter, first move a robot on top of one teleporter pad and stop. You will hear a noise indicating that your robot is correctly placed on the teleporter pad.

Then take a second robot to the other teleporter and place it on the teleporter pad, again you will hear the correct position indicator a few times and then the two robots will swap places.

Note: Land to land teleporters work in pairs. A given teleporter is only connected to one other. You will have to find out which teleporters are connected to each other.

To use a land to ship teleporter, first dock a ship on the side of the pier closest to the land teleporter. You will be told once you are docked correctly, then move the robot you wish to board the ship onto the land teleporter pad. You will hear the correct position indicator a few times and then the robot will board the ship. You will be told once you have boarded correctly.

To leave a ship, first dock the ship, then take control of the robot on board. The robot will be teleported to the land teleporter.

HELPFUL INFORMATION

Be very careful around the shoreline, if a robot falls into the sea it will die and there is no way of getting it back.

Be patient when trying to paralyse the flying eye. It will come down to earth every now and again.

If the flying eye is up in the air and not moving, move to a new position some distance from where you are. This is because all robots are continually working out where to go next, and if you are where they want to go and they can go no other way they may just sit where they are.

RadarPRG is invaluable when trying to find robots which have gone out of view. Sometimes this may be the only way of finding them!

The Guard robots always appear in groups of four patrolling an area. If you try to take a Guard robot out of its area, it will die.

When you enter a Guard robot patrol area with a new robot, all the Guard robots in that area will be reset. Therefore, move all the robots you want into a Guard robot area before you start shooting. Otherwise the moment you move a new robot into the area, the Guard robots will be back at full strength and your shooting would have been in vain.

KEY GUIDE

Main Robot Controls:

	CBM 64/128	SPECTRUM	AMSTRAD
Turn left	Z	Z	Z
Turn right	X	X	X
Accelerate	:	K	J
Decelerate	/	M	/
Fire*	RETURN	ENTER	RETURN

* (only if weapon is fitted)

Flying Eye Controls:

	CBM 64/128	SPECTRUM	AMSTRAD
Up	RETURN	ENTER	RETURN
Down	SPACE	SPACE	SPACE
Move left	<	A	<
Move right	>	S	>
Pitch up		J	
Pitch down		N	
Yaw left	Z	Z	Z
Yaw right	X	X	X
Goto Menu	RESTORE	I	ESC
Unpause	CRSR	O	CLR

In Menu Mode:

	CBM 64/128	SPECTRUM	AMSTRAD
Next Robot	:	K	J
Last Robot	/	M	/
Select Robot	RETURN	ENTER	RETURN
Save	FS	W	F
Next Rampak	X	X	X
Last Rampak	Z	Z	Z
Run Rampak	SPACE	SPACE	SPACE
Load	F1	Q	L

Camera Controls:

	CBM 64/128	SPECTRUM	AMSTRAD
Pitch up	/	K	
Pitch down	=	M	
Yaw left	Z	Z	X
Yaw right	X	X	X

Aeroplane Controls:

	CBM 64/128	SPECTRUM	AMSTRAD
Throttle up	RETURN	ENTER	RETURN
Throttle back	SPACE	SPACE	SPACE
Pitch up	/	K	
Pitch down		M	
Roll left	Z	Z	Z
Roll right	X	X	X
Pause	CRSR	O	DEL

Loading and saving old games can only be done in menu mode.

Remove CHOLO disk/tape and insert your saved games disk/tape.

Type in the required file name, up to six characters and press **RETURN** (CBM/Amstrad)/**ENTER** (Spectrum). You will be asked to confirm the load/save. Press Y to continue and N to cancel the operation.

Note for Spectrum Users: DO NOT PRESS SPACE BAR DURING LOADING OR SAVING.



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HARDBALL™

BATTER UP!

Welcome to the most realistic baseball game ever designed. Step up to the plate and try to knock that ball out of the park. You can choose to bunt, steal a base, and control base running. When your team is in the field, you can control the type and location of pitch as well as the fielders.

SELECT GAME OPTIONS

Once the game is loaded, you may use the menu to select a variety of game option combinations such as Home/Visitor, which team (if any) the computer will play (for a one-player game), and whether you want a designated hitter (DH). **CBM Users Note:** When the program has loaded leave the **PLAY** key depressed on the cassette player, as more information will be loaded as the game progresses. Only one line will be displayed at a time (starting with line 1). Move the joystick DOWN or UP to view other possible options. When the choice you want to make is displayed, press the **FIRE** button to start the game.

MANAGER'S DECISION SCREEN

CBM 64/128

The four screens displayed during Hard Ball are: The Manager's Decision Screen, the Pitcher/Batter Screen, Left Field View, and Right Field View.

The game begins with the Manager's Decision Screen. It will also appear if a player presses the **SPACE BAR** on the keyboard anytime during the Pitcher Screen. In this Manager's Screen, pressing the **SPACE BAR** will "Play Ball" (starting the game action or continuing where you left off). This screen will display a selected line-up for both teams. "V" will indicate who is at bat and there will also be an indication of who is on which base (1b, 2b or 3b), how they bat (Right, Left or Switch), the position they play and their batting average.

Below each team's roster will be a manual management decision options which each player may select by moving the cursor to that line and pressing the **FIRE** button. In the case of "substitution" or "exchange positions", additional screen prompts will be displayed at the bottom (to be explained later).

For the other options, the parameters (indicated here by parenthesis) will be cycled through and displayed one at a time by depressing the **FIRE** button when that line is selected (highlighted). The current parameter being displayed is automatically the one selected and remains in force until changed. The option lists are as follows:

For the team in the field (defence) - 5 choices:

- Player Substitution
- Exchange Positions
- Outfield (Normal, Shift right, Shift left)
- Infield (Normal or Double Play)
- (NO) Intentional Walk

For the team at bat (offence) - 2 choices:

- Player Substitution
- Exchange Positions

If either player selects "Substitution" or "Exchange Positions", the lower portion of the Manager's Decision Screen will change to the appropriate team colour. In these modes, press the **SPACE BAR** in the middle of an activity to cancel and return to the game.

Substitution

A line will be displayed to select "Substitute (from Bench) with (on Roster)" at which time the underlined entry can be selected by moving the joystick LEFT or RIGHT (selecting a player) and pressing the **FIRE** button. When the bench entry is specified, you can scroll the list of players on the bench up or down within a 3-line window at the bottom of the screen by using the joystick. Then select the desired player to come onto the field by pressing the **FIRE** button. When the roster entry is selected, the cursor can be moved up or down the roster list with the joystick, then press the **FIRE** button to select the player to come off the field.

Note: Once a player is substituted out (after the first pitch), he can't return to the field and doesn't go to the bench list. The new player coming onto the field will replace him at his current position.

Exchange Positions

Choose the entry to be filled first in a manner similar to that defined above for "substitution" on the line "exchange ___ position with ___ position". This will allow vertical scrolling of cursor through the roster positions and will show each corresponding player's full performance statistics at the bottom of the screen. Press **FIRE** button to select position to be exchanged. If you select a player in a position for which he is not suited, then an appropriate message (i.e., "player out of position") will be displayed later. There will also be a likelihood of an error in play or poor pitching.

Remember, press **SPACE BAR** to start (or continue) play of the game.

MANAGER'S DECISION SCREEN

The three screens displayed during Hard Ball are: The Manager's Decision Screen, the Pitcher/Batter screen, and the Field View.

The game begins with the Manager's decision screen. It will also appear if a player presses the **SPACE** key on the keyboard at any time during the Pitcher screen. In this Manager's screen, pressing the **SPACE** key will "Play Ball" (starting the game action or continuing where you left off). This screen will display a selected line-up for both teams. "V" will indicate who is at bat and there will also be an indication of who is on which base (1st, 2nd or 3rd) and their batting average. Pitchers are denoted by a P and the displayed values are the pitchers' earned runs average.

Either player can then press his **FIRE** button to bring up a full line up which also displays the team positions and which hand they bat/pitch with (Right, Left or Switch). Below the roster will be the management decision options which can be selected by moving left to select SUBSTITUTE or right to select EXCHANGE. He can select the player to be substituted or exchanged by moving up or down the roster (the selected player being displayed with inverted colours).

To substitute a player move to the appropriate entry in the roster and move left. You can then scroll the list of players on the bench up or down within a 3-line window at the bottom of the screen by moving up or down. Then select the desired player to come onto the field by pressing the **FIRE** button.

Note: Once a player is substituted out (after the first pitch), he can't return to the field and doesn't go to the bench list. The new player coming onto the field will replace him at his current position. Moving left or right will return to the roster.

To exchange positions choose the entry in a manner similar to that defined above for "substitution". Then move up or down to select 2nd player, and press **FIRE** to exchange their positions. If you select a player in a position for which he is not suited, then an appropriate message ("out of position") will be displayed later. There will also be a likelihood of poor pitching. Likewise to the substitution, moving left or right will return to the roster menu.

The player playing the pitching team can also select the Intentional Walk option on his management screen by pressing **FIRE**.

Remember, press **SPACE** key to start (or continue) play of the game.

GAME PLAY

Play begins with the pitcher's screen depicting the pitcher, batter and umpire. Using the controls the player representing the pitcher (field team) may select a type of pitch as displayed on the bottom of the screen. He must select one of four choices displayed out of the following eight pitching types:

- Fastball (straight and very fast)
- Fastball (straight and fast)
- Offspeed (straight)
- Change-up (straight slower pitch)
- Curve ball (a big sweeping curve)
 - For right handed pitchers the ball curves to the right.
 - For left handed pitchers, the ball curves to the left.
- Screwball (opposite of curve ball)
 - For left handed pitchers, the ball curves to the left.
 - For right handed pitchers, the ball curves to the right.
- Slider (the ball drops - curves down)
- Sinker (similar to curve ball, but curves at the last moment)

The other player, representing the team at bat, may select his offensive strategy by holding the **FIRE** button down while moving the joystick to select one or more options. Upon releasing the **FIRE** button, his selection(s) will be made, thus allowing the game to continue (if the pitcher has also made his selection). **Note:** Even if no options are desired, this player must press and release his **FIRE** button while the joystick is in the neutral position for the game to continue. His options will also appear at the bottom of the screen and will include bunt or base stealing (if appropriate).

Note: If you tell a runner to steal a base and the batter doesn't hit the ball, then the catcher will attempt to throw the lead runner out.

When someone first steps up to bat, some of his statistics will be displayed. Once both players have made their selections, a new set of choices are presented at the bottom of the screen (top of the screen on Spectrum/Amstrad versions). The pitcher will be able to select the location of the pitch (i.e., high, inside, etc.) and his wind-up will begin once the **FIRE** button is released. The batter will be able to select his corresponding location of swing, by pressing the **FIRE** button, swing.

When the ball is hit, the receiving fielder will be identified by flashing. The player may use the joystick to position the fielder (back, left, forward, right) to catch the ball. Once the ball is caught, he is presented choices as to where to throw the ball (2nd, 3rd, home or 1st).

Base pitching bases over base plots:

2 1 2	x = always a strike.
1 x 1	1 = high probability of being a strike.
2 1 2	2 = low probability of being a strike.

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BOBSLEIGH™

OBJECTIVE

Bobsleigh is a spectacular simulation of a fast and dangerous Winter Olympic Sport.

Equip your team, set up your bob and go for the perfect run.

Practice on all major tracks with an unrivalled feeling of speed and cornering until you are ready for the World Cup and Olympic Games.

Join the Olympic team and go for gold!

SECURITY TABLE

1.890	64.148	127.980	190.388	323.680	314.680	379.488	442.120
2.280	65.388	128.751	191.189	324.182	317.391	380.942	443.182
3.058	66.148	129.582	192.000	324.688	319.714	383.088	444.288
4.827	67.913	130.989	193.897	326.479	319.413	385.890	445.890
6.681	69.284	131.757	194.864	327.980	322.622	388.325	448.325
8.200	69.284	132.615	195.972	328.126	321.392	384.816	447.186
9.719	70.284	133.486	197.141	328.828	320.622	385.828	448.328
11.438	71.429	134.402	197.540				

ARMAGEDDON MAN™

AIM OF THE GAME

Your task, as Supreme Commander, is to try and prevent Armageddon. How you achieve this, is not something these instructions will necessarily tell you. They are intended as a guide only.

However, to help you get started, we have summarised the four main aims below, the achievement of which is essential if the world is to be certain of avoiding nuclear war. You will need diplomatic, military and tactical skills, as well as a good deal of common sense, if you are to succeed.

Aim One:

Achieve a good working relationship with each individual country.

There are 16 member countries of the UNN. Each country has its own political system, its own problems, its own aims and most importantly its own personality. The only thing they all have in common is a desire not to be destroyed. You must learn how to deal with each country in different situations, some serious, some not so serious.

Each country will be in regular contact with you for advice, guidance or approval of their actions. You must learn when to give way, when to be firm and when to compromise.

Aim Two:

Promote good working relationships between each individual country and each of its 15 fellow UNN members.

Driven on by their own fear desires, needs and internal problems, the attitude of each country to its 15 neighbours will be constantly shifting. With 16 countries in the UNN there are 240 inter-country relationships for you to worry about.

What you must do therefore is recognise those areas where your attention is most urgently required and concentrate your efforts there.

As disagreements between countries arise, you must make a difficult decision. Both countries will believe they are in the right, but you are going to have to tell one of them that they are in the wrong, or that they must accept the other country's position or actions. You will have to weigh carefully all the different factors involved before making this decision.

Aim Three:

Achieve economic stability.

Each country has two principle needs, FOOD and RESOURCES. If a country has a deficiency in either of these areas it will be less stable. It will also be seeking to gain any shortfall from other countries, either by coercion or trade.

You must keep an eye on each country's resources and as far as possible try to allocate them fairly or in whatever way you feel is appropriate given the prevailing conditions.

The extent to which you are able to control the movement of resources will depend largely on your relationship with each country involved (AIM ONE) and also on their relationship with each other.

Aim Four:

Achieve military stability.

Each of the 16 countries has its own personality and way of dealing with things. Some may be naturally more aggressive, others more forgiving. However, of paramount importance to a country is its own security. Obviously, each country hopes that the satellite network, under your control, will prevent any wars from starting, but they are also aware that you may not be as good at your job and that the worse may happen. Each country, therefore, is constantly re-evaluating its ability to win and/or survive a war with each of its 15 fellow members.

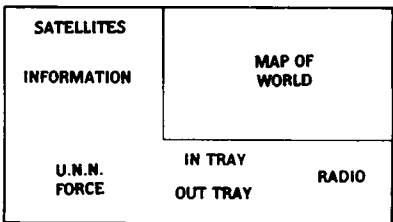
Each country may request you to increase its allowable number of nuclear missiles. Depending on the situation you must decide whether to agree with or disagree with this request.

Whether a country takes any notice of your decision will depend on its situation, its relationship with other countries and its degree of loyalty to you.

Alternatively, at any time, and for a variety of reasons, you can request a country to increase or decrease its number of missiles and again, depending on many different factors, it may or may not comply.

PLAYING THE GAME

Control of the game is by the selection of Five Main Icons. The position of these icons on the screen is shown below.



To choose an icon simply move the arrow cursor over it and press FIRE. Further options to control the course of world events appear automatically as the game proceeds.

In both cases, your choice is usually made by moving the cursor or highlighter to the option you wish to choose and then pressing FIRE.

You do not always have an opportunity to change your mind, so be careful when making decisions.

1. Information

If you select this icon a window will open presenting you with three further sub-icons. By choosing one of these you will be presented with the latest intelligence reports on each country's status in three vital areas. To exit this option select the arrow.

a. FOOD

Each country has a level of food which it requires to sustain its population. It has at least this amount, it will be displayed in GREEN. If it has less than this amount, it will be displayed in RED.

b. RESOURCES

Each country has a level of resources which it requires to sustain its economy. These are displayed in a similar manner.

c. MISSILES

There are three types of missile, Mx1, Mx2 and Mx3. There is no difference in range between these, any one of which can reach any target in the world. However, they do differ in the size of the warhead they carry and hence the destructive punch they can deliver.

Mx1 - Enormous warhead. High radioactivity.
Mx2 - Medium warhead. Moderate radioactivity.

Mx3 - Small tactical warhead. Low radioactivity.

Under the terms of the UNN Strategic Arms Limitation Agreement (SALA) the number and type of missile warheads each country is allowed to possess is controlled by the Supreme Commander.

Each country is constantly re-evaluating its chances of winning a nuclear war with each of its 15 neighbours. If one country feels it has a chance of winning against a country whom it regards as an enemy, and if that country has an unstable or aggressive personality, it may decide to launch a pre-emptive first strike.

When setting missile allocations, therefore, you must evaluate:-

- the country you are talking to, e.g. is it aggressive?
- its relationship with other countries, e.g. has it any enemies?
- its current missile strength, e.g. is it threatened or becoming a threat?

Whether or not the country heeds your directive depends on how it views its own situation and its relationship with you. Alternatively it may pretend to comply with your wishes, then produce extra warheads in secret.

2. Communication

This icon is divided into IN and OUT.

a. IN

By choosing this icon, you can look at letters that countries have sent to you. To look at a letter simply move the cursor over the IN tray and press FIRE. Once you have looked at a letter it will be discarded and any other letters in the tray can be looked at.

As new letters arrive, the stack of letters will grow. If you delay looking at a letter for too long it may get pushed off the top, in which case you will never see it. The country it came from may assume you have deliberately ignored it. It will pay you, therefore, to keep up to date with incoming messages.

b. OUT

If you choose this icon a menu of standard letters that you can send to countries will appear.

If you choose a letter, you will then have an opportunity to decide to whom you want to send it.

You can send as many standard letters as you like. The response from a country may be in its overt or covert actions, or by a letter in reply.

3. Satellites

Choice of this icon will display the satellites which are available. By moving the cursor over a satellite and pressing FIRE you pick the satellite up. Move the cursor over the World Map to position the satellite in geo-stationary orbit and press FIRE to release it. To pick the satellite up again, move the cursor over the dot which indicates its position, press FIRE, then proceed as before. Alternatively, move your arrow over the empty box in the icon window, then press FIRE. This effectively removes the satellite from orbit but it can still be picked up and used again.

There are two types of satellites:

a. **BIG BIRD RECONNAISSANCE**
These are shown at the bottom. There are only three.

A Big Bird satellite is able to spy on the area of the world beneath it. For example, it can detect any increase in military activity.

b. **LASER DEFENCE SATELLITE (SDI)**
These are shown at the top. There are six, numbered 1 - 6.

An SDI satellite will shoot down any nuclear missiles which come within range. By positioning them wisely, you can reduce the chances of an attack by one country on another from being successful.

They are most effective when one country launches a limited or tactical nuclear strike against another. In an all out nuclear confrontation, a concentration of SDI satellites may be required. However, if the conflict escalates there will be little they can do to prevent massive destruction and possible Armageddon.

To view your satellites reconnaissance and SDI cover move your arrow over the eye and press FIRE.

To quit the satellite option move over the arrow and press FIRE.

4. Radio

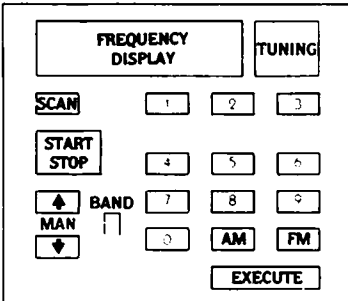
The World's airwaves are alive with radio transmissions which originate from each of the 16 UNN member countries. The information carried by these transmissions may provide you with invaluable information. Each country you manage to eavesdrop on will be unaware that you are listening to them and hence will be unguarded about what they are saying.

Your radio is equipped to receive signals across six frequency BANDS:

BAND NUMBER	LOWER LIMIT FREQUENCY	UPPER LIMIT FREQUENCY
1	1800 KHz	3499 KHz
2	3500 KHz	3999 KHz
3	7000 KHz	13999 KHz
4	14000 KHz	23999 KHz
5	21000 KHz	25000 KHz
6	28500 KHz	50000 KHz

(NB: The BAND between 25001 KHz and 28499 KHz is reserved for public and commercial use exclusively.)

Each of the 16 member countries is only allowed to use one of these six bands for its internal radio communication. However, it may transmit or receive on any frequency within the bands' upper and lower frequency limit. There are two ways to use the radio.



1. FREQUENCY SELECT

First select a start frequency. There are two ways of doing this. Either:

a. Move the arrow over BAND and press FIRE. This will select one of the lower limit frequencies. By pressing FIRE, you can tune to each of the six bands.

or

b. Move the arrow over the number keys and press FIRE to select that number. By doing this you can type in exactly the frequency you want. Select EXECUTE to set this frequency. Once a frequency has been selected you can adjust it by using the UP or DOWN arrows.

Once you have executed the desired frequency, exit the radio option by moving the arrow off the radio and pressing FIRE. If any country transmits a message on or near the selected frequency, it will be displayed automatically.

2. FREQUENCY SCAN

First select one of the six BANDS, then move your arrow to the START/STOP box and press FIRE. The radio will automatically scan all of the frequencies between the lower and upper frequency limits for that band number and it will continue to do this after you exit from the radio option.

Using this option will give you a far greater chance of intercepting any transmissions. However, the signals you receive on automatic scanning are always scrambled, and before you can read them, you must unscramble them.

If a transmission is intercepted it will be displayed automatically in its scrambled form. To unscramble it you must select the correct combination of eight signal filters which appear as boxes 10 to 17.

To switch a filter on, move the arrow over the box and press FIRE. To switch it off, repeat this process. If you have all the filters correct, you will see all of the message clearly.

5. UNN FORCES

As Supreme Commander, you have under your direct control a powerful rapid deployment military task force. This elite force draws its members from each of the 16 member countries. Each member of this task force has to swear an oath of allegiance to the UNN and its Supreme Commander.

It has no nuclear capability, but it is equipped with the very latest military hardware. If commanded by you to do so, it is able to move quickly and effectively into any country in the World. Under the terms of the UNN charter, any country which attempts to prevent it from doing this, will be expelled from the UNN, with disastrous results for its economy and security.

Any country which has the UNN Force on its territory will always follow your instructions. By using this force, therefore, you can impose your will upon any country with whom you have a poor relationship and/or who also appears to be taking an aggressive or threatening attitude to any other country.

If used carefully it can prevent a war from starting, giving you an opportunity to sort out the problems between the countries involved. However, no country likes having the UNN force on its soil and whilst they may not actually complain, they will not think kindly of a Supreme Commander who leaves the force, for no apparent reason, within their borders for long periods of time. Unfortunately, the UNN task force does have to be somewhere. Deciding where and when to move it may be crucial to your overall success.

WARS

Wars are of two types, CONVENTIONAL or NUCLEAR

1. Conventional Wars

In such a conflict both sides realise that due to the enormous advances in weapon technology it is virtually impossible for either side to win. However, they can ease the tension between two countries, whether this happens, however, depends entirely on the relative strength of each country involved and also on who attacked who.

They do little damage in themselves but if they are not over quickly, they tend to escalate into nuclear war.

2. Nuclear War

If one country launches a missile or missiles at another country, you will see them tracking toward their targets on your world map. At this stage, it will be too late for you to move your SDI satellites to shoot them down. If you did not spot the conflict coming and did not cover it with your satellites, then all missiles launched will strike their targets.

Whether the affair is limited, or whether it escalates into a full scale nuclear war involving two or more countries, will depend on a large number of factors. A side effect of any nuclear conflict is an increase in the level of radioactivity in the Earth's atmosphere.

It is not necessary, therefore, for every country in the world to be destroyed for Armageddon to occur. A large scale nuclear war between two countries only may still release enough lethal radioactivity into the atmosphere to kill the entire population of the world.

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MERCENARY™

ESCAPE FROM TARG

GAME DESCRIPTION

In Mercenary, you can take the role of a 21st Century soldier of fortune crash-landed on the strife-torn planet Targ. Your intergalactic craft, Prestinium, is beyond repair but you are conveniently located within Central City.

The action focuses mainly on Planet Targ's major areas of habitation, which are virtually deserted now following many years of war between the usurper Mechanoids, an alien race of robots, and Targ's original occupants, the peace loving Palyars. You will most likely become embroiled in this continuing conflict. Your challenge is to escape from the planet, having first discovered the means to do so. This can be achieved in differing ways, depending on the various approaches to the game that you may take. How and when you escape is entirely in your own hands. But, as you gain experience in beating the system, you may wish to optimise your spoils of war.

For assistance, you can rely on Benson, your in-helmet ninth generation personal computer. Benson displays your guidance systems and provides an interpretation

for your view of events in three-dimensional vector graphics. In addition, Benson is able to identify and take into your possession a number of the objects that can be found. Many of these will be useful to your eventual escape.

High in orbit above Targ, you can find the Palyar Colony Craft, where the vestiges of this once proud and peaceful race have plotted their revenge against the Mechanoid occupation.

How then to escape? You lack the communication range to call for help from your friends. And, in your business, friends cost money. You don't have much at the moment. And so you begin.....

CONTROLS

Please see Keyboard Summary for operating instructions.

BENSONS PANEL

ELEVATION

Registers your in-flight up/down attitude to the horizontal.

COMPASS

Registers at all times your upright horizontal direction.

ALTITUDE

Gives your in-flight height in metres.

SPEED

Gives your speed of motion on board any vehicle.

LOCATION

Whilst on or above the surface of Targ, your co-ordinate position is given relative to a city as follows:

Black figures 00-99 (West to East) x 00-99 (North to South).

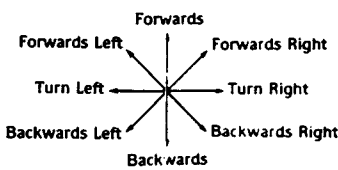
Red (or reversed) figures indicate a negative co-ordinate.

** Indicates that you are out of range.

Benson provides information and relays incoming messages on the Communications Panel. With Benson in communication mode, you may be asked to respond. Press Y to respond YES, otherwise NO is assumed. Various Benson models display additional status indicators.

WALKING

Walking is initiated by use of the Joystick and directed as shown:

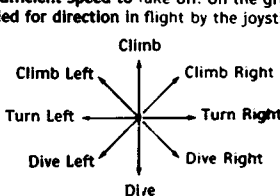


TRANSPORT

There are two types of ground based vehicles (GBVs) and three types of flight craft. All have varying capabilities. They operate with a range of speeds including fine adjustment, both forwards and reverse. Flight craft can also hover. There is also one intergalactic craft. GBVs are directed by use of the Joystick as shown:

Turn Left ← → Turn Right

FLIGHT CRAFT need sufficient speed to take off. On the ground they behave as GBVs but are controlled for direction in flight by the joystick as shown:



ELEVATORS

Underground complexes are accessible from the surface. Locate a three-sided cage and position yourself, or your craft, on the surface within the cage before operating. (See Keyboard Summary).

There is also an elevator entrance on the top surface of the Sky City Colony Craft. Position yourself on the square pad adjacent to the landing strip to gain entrance to the hangar below.

COMBAT

In any vehicles, outside of a hangar, depress the joystick FIRE button to launch your missile. To destroy ground installations, fire at their base. If you are under attack, this is relentless. Unless you can knock out the enemy craft, it will ultimately find you and home in for the kill.

OBJECTS

A number of objects can be picked up and carried under Benson's control. Not all of these are useful. You can carry up to ten objects at any one time. Objects are placed down in reverse order: the last taken is the first dropped.

QUIT OPTION

Mercenary could potentially play for ever. You will never be killed, although there are penalties if your craft is hit by a missile. This and other conditions, can leave you in a position of having to wait, possibly for hours, to regain a vehicle or reach an underground complex. And there can be other irretrievable situations. But you can quit to opt out. (See Keyboard Summary). You will be returned to a city location in possession of a new craft. BUT there is a penalty: Any objects that you hold will be scattered around.

GAME SAVE

You can save out a current game play to pick up later from where you left off. Remove your copy of Mercenary before proceeding further, and use a separate write-enabled data cassette (or formatted blank disk for disk versions of the game only).

Press <CTRL> and S simultaneously. (Spectrum <CAPS SHIFT> - S).

Benson Response: SAVE NO. 0-97 (Spectrum 1-4)

Enter a number in this range to identify saved file.

Benson Response: PRESS RETURN WHEN READY (Spectrum ENTER)

Press <PLAY> and <RECORD> together on cassette recorder.

Press <RETURN> and the game status is saved.

You can then continue with the current game.

RELOAD SAVED GAME

At any point in a commenced game, to re-load "a save":

Press <CTRL> and L simultaneously. (Spectrum <CAPS SHIFT> - L)

Benson Response: LOAD NO. 0-97 (Spectrum 1-4)

Press your required save file number.

Benson Response: PRESS RETURN WHEN READY

Check that the tape is correctly positioned or disk is in drive.

Press <PLAY> on the recorder and <RETURN> to load. (Spectrum <ENTER>).

KEYBOARD SUMMARY

Press KEY(s) as shown. If two, simultaneously.

Respond YES

Board Vehicle

Forward Power Keys

Reverse Power Keys

Increase Power

Decrease Power

NOTES & VARIATIONS

Otherwise NO is assumed

Position at centre of vehicle

0 - Maximum:

Spectrum 1-4 max

Spectrum <SYMB SHIFT> 1-4

Amstrad -

Amstrad -

Stop

Leave Vehicle

Operate Elevator

Take Object

Drop Object

Quit Situation

Save Game play

Load Game play

<SPACE>

L

E

T

D

<CTRL> - Q

<CTRL> - S

<CTRL> - L

For hover in flight

At centre of surface cage or

Colony Craft pad or in hangar

Pick up from centre

Spectrum <CAPS SHIFT> - Q

Amstrad <CTRL> <ESC>

Spectrum <CAPS SHIFT> - S

Spectrum <CAPS SHIFT> - L

SPECTRUM KEYBOARD CONTROLS

To fire, 0. Keys 5-8 select direction for walking (and flight). 5 - Left, 6 - Forwards (Climb), 7 - Backwards (Dive), 8 - Right. Use 5 & 6, 5 & 7, 6 & 8 and 7 & 8 for intermediate directions.

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XENO™

THE OBJECT

Xeno has one or two player keyboard or joystick options. Each player controls a manoeuvrable disc in an attempt to push a smaller pook through his opponent's goal. The winner is the player who scores most goals in the game.

SETTING THE GAME VARIABLES

You can vary certain aspects of the game to suit your level of playing ability. This facility gives Xeno infinite variability.

DEFINING KEYS

If you take the keyboard option, Xeno will ask you to define each key function in turn. If you also choose two player mode, be sure to define your keys carefully, so that both players can easily operate them without getting in each other's way during the course of the game.

SETTING THE SHOT TIME-OUT

Control of the cursor showing the direction your saucer/disk will travel switches automatically from player to player after a pre-set time interval. The interval is the time-out period. It is entered as a single number of seconds from 1-9. By entering 0 you can disable the time-out facility.

SETTING THE LENGTH OF QUARTERS

Xeno is played in four quarters of equal duration, which may be varied from 1-9 minutes.

SETTING THE COMPUTER HANDICAP

You can handicap the computer by slowing down its response to your shot. The handicap values range from 0-9.

The Xeno program has default settings. Follow the screen instructions if you wish to change these.

You are now ready to play Xeno.

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TRANTOR™

THE LAST STORMTROOPER

The game opens with Trantor standing by the lift. Equipped with a flame-thrower, he has 90 seconds to activate the N.I.K. security terminal. There are eight terminals in the complex - each containing a