10 ▶ COMPUTER hits

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All programmes are duplicated on both sides of tape

10 ORIGINAL HIT GAMES

1 ▶ BRIAN JACKS SUPERSTAR
© Martech

Spectrum 48K (Joystick or keyboard)
IMPORTANT: Unless stated otherwise, the power in each event is increased by either moving the joystick from side to side or tapping "Caps Shift" and "Break Space" keys.

1 Canoeing

Correct lane drift by holding stroke longer on one side.

2 Arm dips

Use the fire button or any middle row key to change the direction of movement. You have to do as many arm dips as you can in 60 seconds. Arm dips do not count if your shoulder does not reach the judges fist or your arms do not fully straighten again.

3 Squat thrusts

Moving the joystick left or tapping "Caps Shift" will move you in one direction only and similarly moving the joystick right or tapping "Break Space" will move you in the opposite direction.

You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not cross the line.

4 Swimming

Every so often you have to breathe. To achieve this simply press the fire button or any middle row key at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

5 Archery

Move the joystick press "Caps Shift" or "Break Space" to set the wind. Press the fire button or any middle row key to start raising the angle of elevation and repeat this operation to fire the crossbow bolt.

6 100 metres

7 Football

In this event you have to dribble a ball around four cones and then try to score a goal. You have three goes at this, but you only have two minutes in which to do it.

To increase speed push the joystick forward or press the (P) key.

To decrease the speed push the joystick backwards or press the (O) key.

To rotate in an anticlockwise or clockwise direction, move the joystick left or right or press CAPS SHIFT or BREAK SPACE key.

When in front of the goal, aim using the joystick or CAP SHIFT and BREAK SPACE keys.

8 Cycling

Change gear using the fire button or any middle row key.

2 ▶ CHUCKIE EGG
© A n F

Arcade style game You have to collect 12 eggs and corn to finish the screen, but watch out, there are some nasty looking duckings chasing you.

3 ▶ JASPER
© Micromega

NB: JASPER has a special loader – do not be concerned if the usual striped border does not appear.

Controls

A	Left
S	Right
Y to P	Up/jump/release rope
H to ENTER	Down/duck
B to SPACE	Pick up/hold onto rope
1 to 5	Use object in box number 1 to 5
Q to T + 1 to 5	Drop object in box number 1 to 5
6 to ø	Music on/off

JASPER is a cartoon adventure containing 22 screens each with their own particular combination of problems and dangers. Objects can be collected and redistributed for later use. Up to 5 can be carried at any time (remember that holding a rope counts as carrying an object). There is no single way of getting through, and some screens need to be visited more than once. JASPER is less about fast reactions and more about clever planning, quick thinking and accurate control. It represents a new high in its unique melding of cartoon animation, adventure structure and multiple screen arcade game concepts. Reaching the end will require a great deal of practice and discovery .... we challenge you!

4 ▶ PROJECT FUTURE
© Micromania

Playing Controls For use with AGF, PROTECK, KEMPSTON, INTERFACE II, RAM TURBO, and all other cursor key JOYSTICK INTERFACES.

KEYBOARD OPERATION A-UP Z-DOWN N-LEFT M-RIGHT FIRE-Remaining keys on bottom row.

Playing Instructions The SS FUTURE is a vast Space Ship spread over 5 different decks. Hidden in the labErinth are 8 destruct codes which must be collected before the SELF DESTRUCT SYSTEM can be activated. Once the S.D.S. of SS FUTURE has been activated you must escape before detonation.

5 ▶ OVERLORDS
© Lothlorien

OVERLORDS is an all graphic game for 2 players which is fully compatible with Spectrum micro drives

The game is palyed simultaneously by both players and can be played in a variety of ways:

a Both players using the keyboard (keys are redefinable for ease of use), full details in the program.
b Both players using joysticks either Kempston and/or ZX2 interfaces.
c One player on keyboard, the second on a joystick.

Special Features

d **The game can be played on 2 SEPARATE Spectrums which are networked together using the special cable supplied with the Sinclair ZX Interface 1. Further information on this feature is given at the end of the instruction.**

Method of Play The playing is divided into 12 separate screens (6 in the short game version), the margins of which overlap on to any adjacent screens.

In all cases Player 1 will play red pieces and Player 2 the blue. Each screen has a flashing cursor symbol for each player in the appropriate colour. Both players move at the same time, using the joystick or keys selected, and can move individual pieces displayed on the screen by moving and either pressing the 'carry' key or the fire button on the joystick. An opponent's flashing cursor will not affect the other players moves. Off-screen pieces can not be moved but there is no limit to the distance an individual piece can move on that screen. Moving pieces to another screen is achieved by depositing pieces in the overlapping margin of the adjacent screen.

Objective The victor is either the first player to kill the opponent's King or the first to capture and control the preset number of castles (from 7 at the simplest level to 12, i.e. 1 per screen).

Playing Pieces Each army comprises 3 types of unit each of identical design:
1 Troops, the basic pawn comprising the majority of all pieces.
2 Generals (distinguished by being printed "Bright" and comprising roughly ⅛ of the army.
3 King, one per player and printed inverse to the normal troops. These are initially located in screens A2 and C3.

Terrain Terrain is shown in graphic details with houses, shops, churches and trees all representing obstacles through which pieces cannot pass. Rivers/lakes may not be crossed.

Castles are found in each screen and are considered to be occupied when a piece is positioned at the centre of the four towers of the castle.

Battles When opposing pieces are adjacent to each other, they are in conflict. Adjacent allies support and battles are decided by comparing the attacking and defending forces adjacent to each piece.

All pieces have a value of 1 when defending. Generals are worth 3 when attacking.

Recruitment If conditions are right, players can recruit new pieces as the game progresses. The computer assesses your army's popularity among the population and whether manpower is available. Generals residing in castles may recruit troops and the King if in a castle will recruit Generals.

Screen Dispaly Beneath the playing screen, there is an information panel for each player.
a   Green light showing that the player may still move his forces in that screen. Excessive use may produce a red light which means that the "carry" button is now non-operational.
b   Outer score gives an assessment of the relative strength of the army.
c   Inner score figures show the number of the player's pieces on the current screen.

In addition, the centre section has information for both players.
a   Time elapsed counter (7 periods totalling about 30 seconds).
b   G option key to abort the time count – only to be pressed by agreement of both players.
c   A grid of the 12 screens showing the current screen in flashing mode and colour code as to which player occupies the castle in each of the screens.

The Master Map Between displaying each zone, a master map will show the positions of each army over the whole play area. The next zone to be displayed is given and the total number of casualties sustained by each player.

Action Replay To replay the game so far use the H-EXIT option when offered and then press H again. The computer keeps a series of snap shots of the master map which can be run through to show how the game has developed.

Saving a Game After using the H-EXIT option, players can choose to save/load a game onto tape or microdrive or reset the control/speed options if desired.

Rules of War There are no preset structured rules to this game – all is fair in love and war. The game structure will be revealed through familiarisation. Our only suggestion is that the pressing of G and H keys should only be done by joint agreement or some other predetermined code of conduct.

Extra Information for Networking 2 Spectrums For information on setting up the Network between the 2 Spectrums, please read Chapter 7 of the Sinclair 'Microdrive and Interface' Manual!

Please note the following points:
* You are advised to load the game into BOTH Spectrums.
* If you are loading a part played 'saved' game, then an identical copy must be loaded into both Spectrums.
* Players must choose a different station number 1 or 2.
* SPACE KEY – on certain, older interfaces, pressing the space key whilst playing over the network will crash the programe. If your network is affected take care to avoid the space key as the game cannot be retrieved.

TAPE B

1 ▶ WRIGGLER
© **Romantic Robot**

WRIGGLER is a game set on an extensive map of over 250 locations, of which the six pictured show only an example. There are many routes you may take, but to successfully complete the game you must expect to go through four basic areas:
1 THE GARDEN – a complex maze out of which you will probably not find your way until you have played the game several times ...
2 THE SCRUBLAND – where you can relax a little and try to bring your energy back to scratch ...
3 THE UNDERGROUND – miles of stretching labyrinths containing among else moving floors and rising heads which you must carefully balance on to cross crevasses or climb walls. One slip and you may end up in HELL ...
4 THE MANSION with THE LIFT SHAFT – an intricate web of corridors around a seemingly bottomless shaft. You will need not only the lift but also the right key to the right doors – and one may lead to the Planet Surface ...

As your play progresses you will encounter new and varied creatures, learn about the value and importance of different objects and their influence on your energy and score. Your way to the finish will never be the same as each game is set up differently. But there is a way and perhaps you may be the first in the thirty years of the Maggot Marathon to find it.

2 ▶ HARRIER ATTACK
© **Durell**

Introduction Take-off from the aircraft carrier, and fly towards the enemy island. You will then have to speed-up your Harrier or it will run out of fuel before getting all the way over the island. You will also have to avoid the guided missile launched by the enemy patrol boat. You may fly faster, slower, higher or lower, but if you fly too high you will be detected by enemy jet fighters that will attack you with more guided missiles. You will also be under almost constant attack from land-based anti-aircraft fire. At skill level 1 you will be able to fly through most of this flak without damage, but at higher levels the chance of flak destroying your Harrier will greatly increase. You may attempt to shoot down the enemy planes and land-based weapons with your short-range rocket fire, but if you do so you will have to immediately dodge out of the way of the explosion or your own plane will be damaged. You may also bomb the enemy artillery as you fly over the island, but be careful to keep enough bombs in reserve to wipe-out the enemy base. Having completed your mission you will have to fly back to your carrier and land before your fuel runs out. At any time during the game you may eject and abort the mission. If you eject just before your plane is destroyed then you will receive bonus points for saving your life.

Playing Instructions Controls:

←	slower
→	faster
↑	higher (and take-off)
↓	lower (and land)
9	bomb release
0	rocket fire
space-bar	eject

Score:

Enemy building	350
Enemy aircraft	750
Land-based weapons	100
Guided missile	10
Patrol boat	500
Safe landing	2000
Last second eject	1000

Skill level 1: Short mission, relatively large amount of fuel, low chance of damage by enemy flak.

Skill levels 2 to 5: Progressively longer sorties over the island, more fuel and ammunition, greater chance of damage from enemy flak.

Fuel and Speed Watch your airspeed indicator (the bar-gauge at the bottom centre of your screen). As the skill level increases it is necessary to maintain higher average speeds, as you will be carrying a greater load of ammunition and your fuel surplus has to be used-up to reduce your overall weight. As a rough guide half to three-quarters maximum speed should be enough to get you safely back to the carrier.

3 ▶ BRAXX BLUFF
© **Micromega**

Controls You may select the control keys or joystick you prefer before each game, your choice being displayed top left all the time. When first loaded, the cursor keys are used.

The controls always operate your character or craft, unless the fire button is depressed, whereupon you are controlling your weapon beam instead. Everything required is therefore on five keys or one joystick.

At any stage you can SAVE your position by using the S key and responding to the prompts. Press SPACE afterwards to carry on with the game.

In the same way, you can LOAD a previously recorded position at any time after the start the J Key.

You may pause the game by starting a SAVE or LOAD option and just pressing SPACE to cancel it when ready to restart.

During play pressing SPACE will abort the game. You may exit the programme without unplugging your Spectrum by pressing CAPS SHIFT and SPACE (BREAK) between games.

Lander Phase Your score increments whenever the ILS reference dot is central. To reaching the landing point safely you must score at least 8.00 points. Altitude is shown on the right.

Walker Phase The beeping tone and score indicate the crawler's proximity. If they rise you are getting nearer, and vice versa. Your way will be blocked by rocks, which you must go around. At score 20.0 you will be at the crawler.

Land-Crawler Phases The crawler has six speeds. A clunking noise will tell you if you clip the road's edge. If you go far enough off track for the road's edge to reach the inner bonnet markings you will leave the road. When you fire, the crawler will carry on on its last heading and speed. Energy left displayed on the left. Each creature which passes you takes one energy unit. The life readouts of the three crew are on the right – a straight trace means a dead crewman. The three terrains last for 10.0 points each, taking you to 50.0 points.

Sea-Crawler Phase The rocks are fatal if hit, but can be clipped harmlessly. You cannot slow down and must find the ship by use of the Direction Finder: a high tone and a rising score mean you are heading in the right direction, and vice-versa.

Finale You beach the crawler by the ship and walk into it. The Commander's enigmatic face appears in congratulation. Your score of 70.0 at this point is added to for each surviving crewman, up to a best possible 99.9. And then? Well, let's try again for that elusive best score....

4 ▶ SKOOL DAZE
© **Microsphere**

School Rules Boys shall attend lessons as shown in the time-table at the bottom of the screen. (Remember that because you cheated in the exams last year, you always go to the same lessons as the swot.)

Boys do not score points by attending lessons, but may be given lines if caught in the wrong place.

Boys who acquire over 10,000 lines shall be expelled immediately from the school.

Boys are not allowed to enter the staffroom or the Headmaster's study. Take care.

At playtime, boys are supposed to be playing and not in any of the classrooms.

Boys shall not hit their schoolmates.

Boys shall not fire catapults.

Boys are expected to walk quietly in the corridors – they are not for running or sitting in.

School dinners are compulsory.

Boys will be neat and polite at all times.

The Keys

Cursor Keys	– right
	– left
	– upstairs in the direction you are moving
	– downstairs in the direction you are moving
also: O	– left
P	– right
Q	– upstairs in the direction you are moving
A	– downstairs in the direction you are moving.

(IF CAPS SHIFT is pressed at the same time as O, P, Q or A this will result in fast movement in that direction).

Other keys to perform specific actions are:

S – sit/stand
H – hit
W – write
J or L – jump or leap
Ø or F – fire

Joysticks Joysticks can also be used. With a joystick, the directions and firing of the catapult are selected from the joystick, but the keyboard must still be used for the other actions.

You select the type of joysticks at the same time as giving names to the cast. So, when you see the prompt "Do you want to change names? reply Y, and when the list of options appears, reply:

N – to use the keyboard
K – for Kempston
I – for Sinclair Interface 2
C – for cursor keys type joystick

Scoring Hitting the shields – score depends on difficulty

Hitting all 15 shields – scores a bonus

Opening the safe after getting the combination – scores a bonus

Hitting the shields after opening the safe – score depends on difficulty

Lines given to the swot or bully – their lines add to your score

Hitting the bully by punching him or with a catapult – if you dare!

5 ▶ SORCERER OF CLAYMORGUE CASTLE
© **Adventure International**

How an Adventure Works If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help reach the objective of the game. For example, an Adventure might begin something like this:–

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:–

OPEN DOOR
.... but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?
GET BOX
.... and the computer responds with:

OK.

By saying "OK", the computer has let you know that the command has been accepted and the box "picked up". Now that you're "holding" the box, let's see if we can peek inside. You type:

PERUSE BOX
.... and the computer responds with:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN
This is your computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the computer's 120-plus-word vocabulary. The problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

OPEN BOX
This time the computer understands and you are rewarded with the following response:

OK. INSIDE THERE IS A KEY AND RARE POSTAGE STAMP. Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP
But the computer responds:

SORRY, I CAN'T DO THAT .... YET!
Ah, yes – asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that you computer can't understand. Try again, this time asking for the objects separately. You type:

GET KEY
.... and then:

GET STAMP
The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. For your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway that's just outside (GO HALLWAY). You're on your way!

Some Helpful Words Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your Adventure. Remember: These are just a few of the words available:

Climb	Examine	Leave	Move	Quit
Say	Drop	Go	Light	Pull
Read	Take	Enter	Help	Look
Push	Save	Hit		

One Letter Commands You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press RETURN.

V	Turn on/off optional Votrax speech unit
Z	Turn on/off Graphics mode
RETURN	Review text window
N,S,E,W,U,D.	Go North, South, East, West, Up or Down
I	Display Inventory of items on your person
L	Look

Graphics Mode On/Off If you are playing a version of Claymorgue Castle that features graphics, you may cancel the graphics if you so choose. Turning the graphics off speeds up play, so you may wish to proceed sans graphics while moving through familiar territory.

To cancel the graphics, press Z. Press Z again to restore the pictures to the screen.

Reviewing Text-Window (Graphics Versions Only) The text window continually updates as you move through the Adventure. Often, valuable clues appear in the text window, so you'll want to check this area often.

Press RETURN at any time during play to display the text window. Note: This feature is not available on Commodore versions.

Saving Your Adventure For Later Play An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time, the WHAT SHALL I DO? message appears on your screen. You will be asked to specify A, B, C, or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a save game, type LOAD GAME before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVE GAME? Type YES, and type the correct code letter (A, B, C, or D). The Adventure will resume at the point which you saved it.

Note: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

Some Playing Tips Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solution require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions – they can be fatal!

Here is a sample to show you how you can save hours of frustration while you are having fun solving the adventure.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 Can not get in the castle?
   39 165
2 More help for above problem.
   116 99 32 53 205 1 116
3 Solution to above problem.
   5 190 53

Dictionary

1	WOULD
5	CAST
32	ANY
39	TAKE
53	SPELL
99	WHAT
116	DO
165	INVENTORY
190	SEED
205	CASTER

SPECTRUM
LOADING INSTRUCTIONS
Insert cassette and ensure tape is fully rewound. Type "Load"" and press enter.

SPECTRUM 48K

LOCATION INDEX

TAPE A   **SETTING**

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TAPE B

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▶ BRAXX BLUFF

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