10 COMPUTER hits 3

1	**Forbidden Planets** ▶	Design Design
2	**Who Dares Wins II** ▶	Alligata
3	**Cauldron** ▶	Palace Software
4	**Juggernaut** ▶	CRL
5	**3D Lunattack** ▶	Hewson
6	**Herberts Dummy Run** ▶	Mikrogen
7	**Geoff Capes Strongman** ▶	Martech
8	**Astroclone** ▶	Hewson
9	**Give My Regards To Broadstreet** ▶	Argus
10	**Showjumping** ▶	Alligata

FREE SOFTWARE & SWEATSHIRT COMPETITION
See ins de for deta s

▶10 ORIGINAL HIT GAMES

▶ LOCATION INDEX

Loading instructions.

Insert cassette into recorder reset tape counter to zero and load in the normal manner. Type "LOAD" and press ENTER. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

If you encounter any problems in loading make sure the heads on your tape deck are clean and if necessary adjust the volume level of the recorder.

Please Note: The following games have additional loading instructions: CAULDRON, 3D LUNATTACK, ASTROCLONE, GEOFF CAPES STRONGMAN*, SHOWJUMPING.

If using a 128K Spectrum switch the computer to 48K mode when loading this program.

*Important
This program will not operate with all types of Kempson interface connected. If you encounter difficulties disconnect the interface and use the keyboard only.

1 ▶ FORBIDDEN PLANET
© 1985 Design Design Software

Instructions You are on the surface of the Forbidden Planet. Your mission is to locate the parts of the Evil Lords final message which are spread over the planets surface. However, they are protected by a sophisticated and as yet unknown coding system which you must crack.

The Planets defence systems consist of:

A.A Towers

Guided Missiles

There is also a system of force field networks which will restrict your directional movement and must be negotiated.

All key and joystick options are fully definable within the game.

2 ▶ WHO DARES WINS II
© 1985 Alligata Software Ltd

The Game Armed at the outset with an automatic rifle and 5 grenades, make your way forward to the enemy occupied territory where the opposing battalions are entrenched in occupied townships and the surrounding districts. The occupation army has formed itself into garrisons where they hold prisoners from your own patriotic forces. Press onwards to the first enemy garrison avoiding enemy snipers and hidden obstacles on the way, until you are confronted by the walled compound from which will pour the defending troops. Kill off this attack and you gain entry to the next sector of the enemy territory in the search of the next garrison of prisoners. But beware the terrain has changed, the dangers have altered.

And so you must return to reclaim the territories the enemy have regained but this time you'll find they're wise to your bravery and the encounters will be even more fierce, the dangers even more cunning.

NOTE: Your grenades can be replenished from randomly hidden ammunition boxes. If you free a prisoner from execution you earn a high bonus.

Reach the top of the screen to gain valuable ground.

Feature points:

8 fields of battle   5 lives

Save a prisoner – 800 points

Land a grenade on house – 250 points

Extra man at 10,000, 30,000, 50,000

and every 20,000 points

How to move

Movement instructions detailed in program.

3 ▶ CAULDRON
© 1985 The Video Palace Ltd

Harken witches
Everywhere,
Take the challenge
If you dare –

Tomorrow night
'Tis Halloween
When only one
Shall be Witch-Queen.

Six ingredients
Thou must take
and in the cauldron
Boil and bake –

Juice of toad
Eye of newt,
Wing of bat and
Hemlock root,

Mouldy piece of
Splintered bone
Found from deep
In musty tomb,

Molten lava,
Cooled awhile,
Taken from the
Smoking Isle.

Then the spell
Shall be at hand
To rid the Pumpkin
From the land.

So play a game
Of high adventure,
Load ** and
Then press **ENTER**.

4 ▶ JUGGERNAUT
© CRL Group 1985

Keys

A	Up/Accelerate
Z	Down/Decelerate
O	Left
P	Right
M	Fire/Change Gear

The main menu displays five icons.

Left **O** and right **P** will light up each icon. **Fire M** will select that option.

Select icon 3 and press fire.

You will see another list of options …

This allows you to practice driving the lorry, and get used to the steering and the gears.

Choose an icon and press **fire** (open road is probably the easiest to start with).

The bottom of the screen will clear and you will see an overhead view of the lorry.

(Stop lorry and press **S** at any time to get back to the menu)

Now **Left** and **Right** will turn the wheel, **Up** and **Down** will accelerate and decelerate and **Fire** will change gear.

Try steering the lorry around the course for a few minutes.

Press **S** to get back to the practice menu and select **STOP** to go back to the main menu.

Select the first icon on the main menu (DRIVE). This starts the game.

You are in charge of an articulated lorry working for a small firm. You have been given the job of collecting various amounts of Timber, Coal, Oil and Fruit and Veg from wholesalers in the town.

Press **Fire** and **Fire** again and you will see a map of the town on your right (home base is shown **H** and your position is shown with a small flashing square). Above the map is another group of icons …

1 Start up	4 Unload
2 Phone	5 Pause
3 Load/Fuel	6 Resign

Choose icon 1 and the screen will clear to show your lorry at home base. The first problem is to find the wholesalers.

Select first gear and drive out of the bay. You are now on the open road. Press **S** at any time to go back to the map.

Note that if you run the lorry over the kerb or into any objects the damage on the dashboard will creep up. If this reaches the right of the indicator then you will have written off the lorry and the game will be over. Luckily you can repair and refuel the lorry at any one of the several garages in the town.

First you must find the garages and wholesalers and this is where the phone option comes in useful. The town is fairly well covered with phones. Drive around until you find one then stop and press **S** to go back to the menu.

Select the phone and you can use directory enquiries to search for Timber, Coal, Oil and Fruit and Veg merchants or garages.

To repair and refuel drive the lorry to the garage and park on the blue bay. Press **S** and select the **LOAD/FUEL** icon.

To load up similarly drive the lorry on to the loading bay. Stop and select the LOAD icon again. Use left/right to decide how many tons you wish to load. Press fire to confirm. You will see at the top right of the screen your lorries weight and capacity and two columns labelled Stock and Target.

The target shows how many tons of each item still to be delivered. The stock shows how many tons are on the lorry. As you load up the stock figure will count up the number of tons loaded.

Now drive off the bay and back to home base to unload the goods. Again park on the bay and press **S** but this time select UNLOAD icon.

As the goods are unloaded you will see at the top left the Stock column and target column decrease as the goods are delivered.

While driving the lorry around the town there are several hazards to watch out for: sharp bends, roundabouts, narrow roads. Also note that the speed limit in towns is 30 mph and if you exceed this near a Police station you will probably get a speeding fine!

At the end of the game the computer will give you a score based on the amount of goods delivered, time taken and damage to the lorry.

The only icons remaining on the main menu are

Lorry size. Allows you to choose a small or large lorry. The larger lorries can carry more goods at any time but are much harder to manoeuvre round the town!

High Scores which simply shows the high score table.

and

Define keys which allows you to choose keys or joystick.

5 ▶ 3D LUNATTACK
© Hewson Consultants Ltd 1984

Loading Note

Shortly after the program has commenced loading the screen asks if a joystick is to be used ? Enter 1, 2 or 3 as follows.

Input	Meaning
1	No joystick, AGF joystick or a clip-on type which uses the arrow keys.
2	Kempston or Datel joystick
3	ZX Interface style joystick

Wait a few minutes for the program to finish loading at which point it will ask you if one or two players are to participate.

YOUR MISSION In your Z5 Luna Hover Fighter you must penetrate the three successive SEIDDAB defensive zones and destroy their command base.

TACTICS Do not waste too much fuel and energy attacking the outer defence zones (although destroying these defences increases your score). Penetrate to the command base and destroy it in order to return to base to refuel and rearm.

As you manoeuvre and fire your weapons, your Iridium powered laser bolts will appear to lag behind the crosswires. You must take account of this effect as you press your attacks.

CONTROLS

ACTION	KEY	JOYSTICK
Raise crosswires	Q,W,E,R,T or up arrow	backward
Lower crosswires	Z,X,C,V or down arrow	forward
Fly left	A,S or left arrow	left
Fly right	F,G or right arrow	right
Fire lasers/missiles	zero	fire button

SEIDDAB DEFENCE ZONES The SEIDDAB command base is ringed by three defence zones. The first zone is patrolled by robotically controlled DAB tanks which fire Ytsan missiles as your hoverfighter as you approach. You can attack and destroy the tanks using your lasers.

The second zone is mountainous and is seeded with aerial mines which are set to explode if you pass too close to them. You must zig-zag through the mountains and may use your lasers to destroy the mines or manoeuvre your fighter to avoid them. Exploding mines will rock your hoverfighter and deflect it from its path.

The third zone is studded with self-activating SEIDDAB missile silos which you may attack with your lasers.

If you penetrate to the command zone, you must complete your mission by strafing runs on the SEIDDAB base until it is totally destroyed. Many hits are necessary and if you pass the base you will have to relocate it with the navigation aid and turn to find it again to press home your attack.

SEIDDAB HOVERFIGHTERS At any time high power, low manoeuvrability SEIDDAB Hoverfighters may appear over the horizon and swoop into attack you with their plodium missiles. Your computer-aided radar may detect their plasma output before they are within visual range and show their location and distance by means of a small superimposed radar display. You may 'fire and forget' a long range missile armed with a duodec warhead, which may lock on to the radar image and destroy the Hoverfighter before it appears.

When they are within visual range the SEIDDAB Hoverfighters are susceptible to damage or destruction by your laser bolts.

INSTRUMENT DISPLAY

Weapon Selection – The vertical position of the crosswires in the centre of your screen automatically determines your weapon selection. Normally, your lasers are armed, but when the crosswires are well above the horizon, your missiles are armed (except in the aerial minefield where lasers only are available). The status of your lasers and missiles is displayed at the lower left of your screen.

Radar – The radar system automatically switches on when SEIDDAB hoverfighters are detected. When the radar light at the lower left is illuminated, one or more fighters have been detected and are approaching or are within radar range. It flashes until they have been destroyed.

Navigation System – Your fighter is programmed to locate the SEIDDAB command base and displays the path to be followed when the crosswires are lowered to the bottom of the screen. To reach the command base steer your hoverfighter so that the path (indicated by parallel horizontal lines) is straight ahead. The navigation aid at the lower left of the screen flashes when the path is switched on. The path continues to be shown for a few seconds after the crosswires are raised.

Shield Display – Your shield status is shown at the lower centre of the screen and is green initially. Successive strikes by SEIDDAB weapons deplete your shields as shown by incremental colour changes. Black indicates a portion of the shield is burnt out. Occasionally you may be able to extend the life of your fighter by manoeuvring it so that hits are absorbed on undamaged parts of your shields.

Temperature Display – The hull temperature is shown at the lower right of the screen. Enemy hits, firing your weapons and clipping the mountains will raise the hull temperature, particularly when your shields are depleted.

Fuel Display – This is located at the lower right immediately above the temperature indicator. You have enough propellene fuel to reach the command base only if you fly in the correct direction for most of your journey. Fuel supply is replenished each time a command base is destroyed or for each new life.

6 ▶ ASTROCLONE

The Game A team of crack pilots, soldiers and technicians were assembled to form a group known as the Clone Warriors. For months they trained for an unknown mission. At the end the Space Commander himself arrived for their final briefing.

The Clone Warriors were led to a large chamber resembling a hospital ward with rows of couches fronted by monitor screens. The cloning device lowered and the room lights dimmed. The advanced Sei computers combined the data from each of the Clone Warriors to produce the master image of the Astro-Clone.

The monitors flickered to life to show the static image of the 24 Star-sectors. The combined mind of the Clone Warriors recognised Sol in the top left corner where 15 Clone Ships were ready to battle the Seiddab. Simultaneously the combined minds operated the control panels. A ship left the Sol sector and moved into Seiddab territory. The Astro-Clone invasion was underway.

Astro-Clone is controlled with UP/DOWN/RIGHT/LEFT/FIRE from either joystick or keyboard. You select the control method at the beginning of the game.

Control Panel On the lower part of the screen a control panel is displayed. On the left is an icon display panel used to show you what effect the joystick has at any time in the game. At the start of the game LEFT/RIGHT and UP/DOWN arrows are shown.

Next to this is a large message display screen. Various prompts and messages are displayed during the game with your readouts of energy, oxygen etc depending on which phase of the game you are in. Your score is displayed at the bottom of this area.

To the right of the message are two square alert lights. The top flashes red if there is an urgent message on the display screen. The bottom glows yellow if the Seiddabs are in the next room, red if they are in the same room (Ground Combat Phase only).

Phases of the Game The game is divided into three phases – Strategic Phase, Space Combat Phase and Ground Combat Phase. To be successful you must master all three.

Getting Started The game opens with your Astro-Clone in his two room spacecraft. On the floor is a square energy point. On the right hand wall is an oxygen cylinder and a triangular computer console. You must take off using the computer console (passing into the Space Combat Phase) and enter a Stargate to reach the Strategic Phase. Move the Astro-Clone to the console and you will take off.

The Stargate is shown as a diamond at the top of the main display but it may lie off the screen to the left or to the right. Fly your spacecraft forwards and upwards until the Stargate appears and then pass over it. You will now be in the Strategic Phase.

Strategic Phase

The strategic map is the key to the overall progress of the game. It shows the location and strength of your forces and the Seiddab forces around each Star sector. Sectors with your ships are coloured yellow. The current sector is white. Seiddab controlled sectors are green.

In each box there may be one or more numbers. The top number next to a spaceship symbol shows the number of ships in that sector. The bottom next to a skull symbol shows the number of Seiddab cruisers in the sector.

Moving a Ship You can move any number of ships during the Strategic Phase, exept those in a sector with the Seiddab. The message area gives prompts to help you. To move a ship, lock on to it by placing the white highlight over the sector and press fire. The ship can be moved any number of sectors joined by Stargates. Once moved into a sector with Seiddab it can no longer move. To end the ship's movement unlock the highlight from the ship by pressing fire.

Before the Strategic Phase begins the Seiddabs move and may launch more ships. You can block their movements by ensuring that you maintain a majority of ships in each contested sector. This prevents them from spreading into other territory.

Reinforcements Each time you score 1000 points a new ship appears at Sol up to a maximum of 25 new ships.

Ending the Phase You can end the phase on a sector with both Seiddab and your ships present by placing the white highlight over it and pressing fire. Alternatively you may wish to move into a sector with your forces only in it enabling you to locate and enter a Seiddab Starbase that may be there. To do this select a sector by highlighting and pressing fire but do not move any ships. Press fire a second time.

In either case you move into the Space Combat Phase.

Space Combat Phase

The message screen displays the number of your ships and Seiddab Cruisers in the sector. You have UP/DOWN/LEFT/RIGHT control of your spacefighter. FIRE controls your laser. If the sector contains a Seiddab Starbase you wil see a small satellite that fires at you. Docking with this will enable you to attack the base with the Astro-Clone. You cannot dock until all Seiddab cruisers have been destroyed and the satelites defences put out of action.

The Stargate is a pulsing diamond shape at the top of the screen. It can only be entered once any Seiddab Cruisers present have been destroyed. Entering a Stargate returns you to the Strategic Phase. You also return to the Strategic Phase if all your ships in the sector are destroyed.

Each Seiddab cruiser will be preceded by an attack wave. The strength of the wave depends on how many adjacent sectors are also occupied by Seiddabs and therefore able to give support. Isolated sectors are easier to win.

When you have destroyed all the Seiddab in a sector and located a Starbase satellite (if any) you may dock with it and enter the Ground Combat Phase.

Ground Combat Phase

Your Clone is displayed in his two room spaceship. In the right hand room is the console allowing him to take off again. In the other is a beam down point whhich places you in the Seiddab base. There are various modes of control as shown on the Icon display at the lower left of the screen.

Selection Mode When FIRE is depressed (except in Laser Mode) you can select UP = Movement Mode, RIGHT/LEFT = Arm Mode, DOWN = Laser Mode. The selected ICON will light up until FIRE is released.

Movement Mode LEFT/RIGHT/UP/DOWN move your Clone. You can pick objects up by walking over them

Arm Mode This mode allows you to manipulate objects in your pocket. To put an object in your pocket or take another out bring the arm fully DOWN. To drop an object move LEFT or RIGHT and move the arm fully UP

Laser Mode UP/DOWN/LEFT/RIGHT control a cursor. You can fire towards the cursor until the weapon runs out. The message display shows what charge is left.

To return to movement mode quickly place the cursor over the Clone. Note that to get back into fire mode you need only press fire again with the joystick centered

Doors and Objects Most doors open automatically although sometimes you may be required to do something or to hold a passcard. The Clone may carry up to three objects in his pocket plus one in his hand. Objects may affect other objects or doors, or they may have an affect on you or the Seiddab forces.

Clones Each ship can create five Clones. If one dies it loses the objects which it was carrying and another Clone is generated in the ship. If a ship runs out of clones and there is another ship in the same sector then the second ship comes into use. If not then you return to the Strategic Phase.
To return to a ship you must find a beam up point. Objects returned to a ship are available to every ship in the fleet by the cloning process. They are never lost if a ship is destroyed.

Overall Strategy

The location of seven of the Starbases changes every time the game is played. Occupation of the bases is vital because Seiddab forces may be launched from each base that they control. To gain the upper hand you must destroy the Seiddab defences in the Space Combat Phase, land and destroy each base in turn.

Other Instructions

P   = Pause game. Not available during the Strategic Phase.
O   = Continue game after pause.
Q   = Quit game during the Strategic Phase. The following options can
        then be selected:

O   = Continue game
S (SAVE key)   = Save your current position.
J (LOAD key)   = Load a saved position.

It is a good idea to save a position before you start playing because if you then run out of ships you can start again quickly by re-loading your previous position. If all your ships are destroyed, you may practise the Space Combat Phase only with 15 new ships. The ground bases will be inaccessible.

GROUND COMBAT PHASE
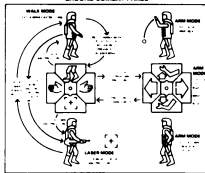
SPACE COMBAT PHASE
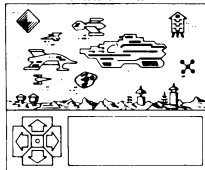
7 ▶ GEOFF CAPES STRONGMAN

© **Software Communications Ltd** 1985

The Game *(Read this carefully)* In STRONGMAN you will have to take control of Geoff's body as he tries to complete each different event. You will also have total responsibility for the general condition and fitness of Geoff's body, trying to make sure that it is able to cope with the high demands each event will make upon it, as well as having the stamina to get right through to the very end.

To help you do this Geoff's body has been divided into several different areas represented by MUSCLE ICONS.

Different events will use different muscles to a greater or lesser extent. For example, the arm muscles may be especially important during the log chop. At the beginning of each game level you will have a TRAINING SESSION. During training you can build up each muscle ready for the six events to come.

If the gauge in any muscle reaches zero, Geoff will collapse and you will have to start all over again.

The rate at which a muscle's energy is used up will depend not only on how quick and skilful you are, but also on how much EFFORT you decide to use. During most events you can adjust the effort being made by Geoff's body to anywhere between 0% and 100%.

The higher the effort, the easier it will become for you to successfully complete an event and move on.

After each event you will have a limited rest period during which you can try to get Geoff's body ready for the next event.

If you manage to complete all six events, you will have a chance to re-train and then try each of the six events again. However, the further you go the harder each event will become to complete.

Not all the strategy involved has been given to you in these instructions. GOOD LUCK!

Training Session At the start of each game each muscle is at zero. Before you can build up these muscles you must train.

Training is achieved by moving the joystick left and right as many times as you can in 10 seconds. As you do this you will build up muscle which will be represented by a bar on the screen.

To start training, simply move the joystick left or right, then work as hard as you can.

If you are not a real strongman, simply press the fire button and you will automatically receive a default amount of muscle – but you will have no control over this and may be disappointed.

Having obtained some muscle you now have to allocate it to the different muscle areas. To do this use the joystick to move the arrow to the chosen muscle icon. Muscle will be transferred to that area of the body for as long as the fire button is depressed.

Rest Period In between each event is a small rest period during which you can re-allocate a small amount of muscle. The amount you receive may be dependant on your performance during training or previous events. You should try to allocate extra muscle to those areas which you think will be important in the next event.

Effort (important)! The effort being put into each event can be increased or decreased at any time simply by pressing the X or Z keys respectively.
It is a good idea to choose a start setting for the effort before each event commences. To start each event press the fire button.

The Events

1. Truck Pull In this event Geoff has to pull a truck over a measured distance inside a qualifying time.
To start the event press the fire button. Once the event has started a yellow light will indicate which muscle is needed. Move the arrow to that muscle icon as quickly as possible and press the fire button once. A green light will tell you that the muscle has been used correctly. A red light will indicate that you have used the wrong muscle.
Try to keep up with the yellow lights as they flash if they get too far ahead you will find it very difficult to keep going.
As you increase the effort the rate at which each muscle is called into use increases and therefore the speed which Geoff can pull the truck increases also.

2. Log Chop Geoff has to chop through a log inside the qualifying time. The log contains some bits which are harder to chop than others. Soft wood needs only one chop to be cut out, but hard wood needs two chops and a knot needs three.
Press the fire button to start the axe moving and also every time you want to cut the wood.

3. Barrel Loading Geoff must try and load five barrels onto the back of a truck inside a qualifying time.
Move the joystick left and right as quickly as possible to move Geoff over to the barrels, then repeat the action to help him raise it onto his shoulder. Once the barrel is on his shoulder move the arrow to the muscle icon that is needed and press the button. Geoff will take a step. If you try to use the wrong muscle or fail to keep up with the muscles being used, Geoff will drop the barrel and will have to pick it up again. When Geoff reaches the truck press the fire button to get him to throw the barrel. If you do this too soon or too late he will drop the barrel and have to pick it up once again.

4. Car Roll Geoff has to roll the car onto its roof inside a qualifying time.
The game play is similar in style to that used in the truck pull but with one important difference. If you start to do things wrong the car will begin to roll back towards you.

5. Fairground Bell Move the joystick left and right as quickly as you can as the club is being raised to increase the effort. As soon as all the muscles flash red, hit the fire button. The quicker you press the fire button, the better Geoff will do.

6. Sumo Wrestling Geoff must try and push his opponent out of the ring inside a qualifying time. To do this involves timing and quick reactions. You must try to push the joystick to the right just before the two wrestlers move on the screen. If you time this movement correctly Geoff will push his opponent back one step. If you do not, Geoff will be pushed back.

Joystick	Spectrum
left	Q-T
right	Y-P
up	1-0
down	A-L
fire	SPACE

8 ▶ HERBERTS DUMMY RUN

© Mikro Gen 1985

If you have any difficulty refer to Chapter 20 of your Spectrum manual. Upon loading, the computer will play the title theme, press any key to continue.

KEY 1. SINCLAIR JOYSTICK   KEY 2. KEMPSTON JOYSTICK
KEY 3. KEYBOARD – This defines the following keys:
Left = Q, E, T, U, O.   Right = W, R, Y, I, P
           Jump/Fire = any key on bottom row.

TO CLIMB   Press right + left alternately. The faster you do it the faster you climb.
PAUSE   To pause the game press Key 1. To continue press any key.
TO QUIT   & return to menu, press **CAPS SHIFT** and **BREAK/SPACE** keys together.

The game begins with Herbert in the Toy Department. At the top of the screen you will see a clock which is set at 1 pm. You must get Herbert back to his parents in the "LOST AND FOUND" before closing time, 5.30 pm.

Using the lift is an easy way of moving around the store but only if it's on your floor. If it's not you will get a sinking feeling. Climbing ropes could be handy but you may come across a jumbo sized problem. In order to reduce your tears you will need to find and eat various goodies.

Herberts progress is rewarded by his greatest love - JELLY BABIES. The closer he gets to being re-united the more he will get.

9 ▶ GIVE MY REGARDS TO BROAD STREET

© 1985 Argus Software Ltd

Setting the Scene

Broad Street, the game, gives you the chance to play the part of Paul McCartney and take on the problem of saving your band and its music from the clutches of evil financier Rath.

The master tape for your latest LP has been destroyed (probably recorded over at the Whitechapel Studios !). Fortunately all but one track has been recovered from earlier tapes and the LP has been painstakingly rebuilt by the engineers. All but that one track. Trouble is, that it just *happens* to be the one that was destined for the singles market and your bankers - Rath - is not well pleased at the thought of losing out on all that money. You have been delivered an ultimatum: get that track back by midnight, or he will call in your loans and you'll lose the lot - even the rights to your own LP !

In order to be sure of holding onto your assets you have to put that tune back together again - despite the fact that it's so long since you recorded it, you can't remember enough of the notes to do any good ! If you could only talk to the other people who attended the original recording session, perhaps you could pick up enough pieces of melody to be able to remix the tune yourself in time to meet Rath's deadline.

Normally this would be no trouble at all, you could just call them up at work and all would be well. Only one problem - today is Saturday and finding the seven people involved is not going to be that easy . . .

Naturally they're scattered all over London, doing all the things people do in cities on a Saturday, eating out, shopping, sightseeing etc. etc. All the things in fact that make them very hard to find ! Well nigh impossible in fact. Your only hope lies with your car computer. It's an excellent "hacker" and can get into most large systems if given the chance. It's a help since the London Underground (or "Tube") runs on computers and hence your car can find out whenever one of the people you need to talk to uses their Tube season ticket to get in or out of the ticket barriers.

As the Underground is the only civilised way to move around London at the weekend, you've got a good chance of locating your friends in time . . . maybe ! London's a big place and in order to make contact you're going to have to be able to anticipate their next move !

That should be the easy part, after all they are your friends aren't they ? You know how they live and where they like to go at weekends, so a little deduction, excellent driving skills, a good memory and a lot of luck should be all you need to save the band !

Easy huh ?

What to do . . .

To win the game you must collect all the segments of the song "No more Lonely Nights" from the seven characters in the game. To do this all you have to do is find them. Be outside a Tube Station as they emerge and the tune is yours. Piece of it anyway.

Once you've all the pieces, drive back to Abbey Road and get the tune in through the mixing desk onto the tape. And do it by midnight or you lose it all. Rath will be trying to stop you whilst you drive around - watch out for the hired meanies - and traffic wardens will cost you precious time if they can get a wheel clamp onto your car. Then it's back to Abbey Road to pick up another souped-up Prefect.

If you successfully mix the tune in time you win the game and the bad guys are foiled. If you don't make it you'll discover what happens to rock stars who go bust - and it ain't fun !

And how to do it

While you're collecting the tune together there are two types of screen display, a "driving" screen and a "meeting" screen, but both follow the general layout below:-

General Screen Layout

AREA 1		
AREA 2	AREA 3	AREA 4
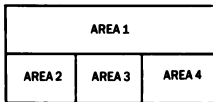
Driving screen

As you drive around in pursuit of your friends: Area 1 shows the road map across which you're driving. Watch for the London Underground symbol ⊖ which indicates the Tube Stations: Area 2 is where the computer shows you the characters' movements. A picture of the person will appear, as will the name of the station they used, the time they used it, and whether they went in or came out.

Area 3 is your scanner - it gives you a local map of the area around the car, which will move as you do, to help you keep track of where you are. As you drive around, Area 4 puts up the name of the Tube Station you're closest to, as you pass it. This locates you absolutely within London.

Beneath this, musical notes appear to remind you how much of the tune you've collected. Ten is a full set.

The clock shown here is the game clock. By this, you win or lose ! It starts at 9.00 am and at the stroke of midnight, its all over ! Your score is shown at the bottom of this segment.

Meeting screen

Once you make it to a Tube Station and stop the car, Area 1 changes to a film screen type view of what's going on, showing the station you're at and the view of London from that point. Areas 2 and 4 remain the same, but the scanner, Area 3, now shows the music you've just collected – assuming you've made contact.

In order to get those notes you must be at the Tube Station before your friend comes out. You work out where they're going to be by checking out the character sketches given on these pages and, once they go down a Tube Station, working out where they'll come up again.

This is easy to do once you understand the person's lifestyle. Examine these lifestyles for the locations of the weekend hangouts and corresponding Tube Stations. They have to be going *somewhere* – and chances are that somewhere is one of these. Consider all the factors – time of day, where they entered the Tube, where their friends live, what their hobbies are etc., as each contributes to the possibilities.

Once you make your choice, head for it *fast*. If you're wrong the computer will tell you soon enough!

Mixing it

Once you complete the song head directly for the studio. To win you have to put the tune through the desk you will find there, in as near perfect condition as possible. Too much distortion, or not close enough sound balance, and you'll never get it all in. Just to be totally rotten we're not going to tell you how to work the mixing desk!

You'll have to find out once you get there – IF you get there.

We're not even going to show you what it looks like ...

Suffice it to say that a *little* experimentation with the joystick should give you control and that a thing is in balance when all its components are equal! Cryptic, eh?

Taking control

Normally Broad Street will be played with a joystick. Simply move the stick in the direction you want the car to go. Holding it forward causes the car to accelerate and pulling back slows you down. As you pass a Tube Station press the "Fire" button to go into the meeting sequence. Press "Fire" again to move off once you decide to leave the station, and you'll reappear on the scrolling map already moving.

You can PAUSE the game at any time by pressing ⊕. Press again to re-enter the fray! To quit, PAUSE and follow the on-screen instructions.

If you are using the keyboard for control the corresponding keys are:
A: Forward/Accelerate **Z**: Slow down **N**: Left **M**: Right **Space Bar**: Meeting sequence ⊕ : Pause

Play hints

1. Read the character sketches CAREFULLY. They really do provide the clues you need as to where each person might be going. You have to decide their destination, taking into account the time of day, where they've already been and, most important, their lifestyle.

2. Map the network yourself around the centre of town.

3. Run the day through at least once and watch how the people behave on your car computer. This game is all about people and understanding them. Try to put yourself in their shoes and decide where you'd be going if you were them.

4. When the game starts, head for the middle of London. At least you're moving and going towards an area of high activity. During the game, KEEP MOVING. Not only will you get clamps if you park too long but if you're going nowhere you'll never get anywhere first, now will you?
Think on that.

5. Above all else – have fun!

LINDA
Plays keyboards
and sings
in the band.

Weekend hangouts		Nearest Tube
La Signa	Kensington Park	Holland Park
The Feather	Holland Park Ave	Holland Park
Cafe Noir	Belgrave Rd	Pimlico
Wigmore Hall	Wigmore St	Bond Street
Photographers Gallery	Trafalgar Sq	Charing Cross
Apricots Health Club	Shaftsbury Ave	Covent Garden

Address
Holland Park, London W8
Nearest Tube: Holland Park
(Central Line)

Lifestyle
Linda likes spending her time with her family, and is close to her mother who lives in Pimlico. When she is not playing in the band, she travels around England and goes abroad to take photographs. She loves fashion and often goes shopping in Knightsbridge and Bond Street at the weekend.

Hobbies
Apart from photography, Linda goes to Art Galleries and Museums. She is also a member of the Apricots Health Club in Covent Garden.

Friends
Linda's closest friends are the members of the band, and people she has met through her photographic work.

STEVE
Manager
of the Group

Weekend hangouts		Nearest Tube
The Plaza	Delancey St	Camden Town
Harveys	Camden High St	Camden Town
Lee Ho's	Fulham Rd	Fulham Broadway
San Antonio	Fulham Rd	Fulham Broadway
Queens	Bayswater Rd	Queensway
Tree	Inverness Terr	Queensway
Truffles	Shaftsbury Ave	Covent Garden
Pings	Wellington Rd	St Johns Wood
Sams	Health Club	Mornington Cresent
Garrick Theatre	Charing Cross Rd	Leicester Square

Address
Camden Town, London N1
Nearest Tube: Camden Town
Northern Line

Lifestyle
Steve is a very sociable character. He enjoys good food and wine and goes out to dinner almost every night with friends. He is conscious of his appearance and takes care of his body by playing a lot of sport at Sams Health Club in Mornington Crescent.

Hobbies
Squash, Keeping Fit, Wine and Opera,

Friends
He is very popular, and would consider most of the people he knows in the music world to be his friends.

GEORGE MARTIN
Music Director

Weekend hangouts		Nearest Tube
Alberts Place	Victoria St	St James Park
The Wig	Victoria St	St James Park
Docks	Middlesex St	Whitechapel
The Pheasant	Great Eastern Commercial St	Whitechapel
Tower Grill	Pall Mall	Charing Cross
Country Inn	Trafalgar Square	Charing Cross
Hills	North End Rd	Hammersmith
Lyric Theatre	Kings St	Hammersmith

Address
Holland Park, London W8.
Nearest Tube: Holland Park
(Central Line)

Lifestyle
George is an entrepreneur, who travels extensively abroad on business. He often has friends staying from abroad who he enjoys taking sightseeing and he has a wide knowledge of historical places. Because of his business, he often has to search for new bands.

Hobbies
He is a member of the National Trust, collects rare books and old maps and is interested in all aspects of the art world.

Friends
People he has met abroad through business, and longstanding friends in the Fine Arts and Theatre World.

BARBARA
An American journalist
visiting London
on business.

Weekend hangouts		Nearest Tube
Tuscano	Sloane St	Sloane Square
McNeills	Lower Sloane Ct	Sloane Square
Zen	Regents Park Cres	Regents Park
The Greek Seat	Regents Park Cres	Regents Park
Baruccis	Oxford Street	Bond Street
Danellis	The Strand	Aldwych
Aldwych Theatre	Aldwych	Aldwych

Address
West Kensington,
London W14.
Nearest Tube: West Kensington
(District Line)

Lifestyle
Barbara lives in a rented studio flat. She has come to London in order to interview an English MP and to write an article on Linda's photographic career. When she is not working, she likes to take advantage of beautiful English Parks.

Hobbies
Barbara is a member of the World Wildlife Fund. She likes to go horse riding and enjoys the English Theatre.

Friends
Barbara doesn't know many people in London, but has become friendly with Ringo.

RINGO
Drummer
in the band.

Weekend hangouts		Nearest Tube
Le Chat Noir	Maida Vale	Maida Vale
Ling Ho's	Piccadilly	Green Park
Blakes	Picadilly	Green Park
Jones Bar	Wellington Rd	St Johns Wood
La Belle Epoque	Piccadilly	Green Park
Abbey Road Studios	Abbey Rd	St Johns Wood
Criterion Theatre	Piccadilly Circus	Piccadilly Circus

Address
Maida Vale
London W9.   Nearest Tube:
Maida Vale (Bakerloo Line)

Lifestyle
Ringo spends a lot of his time playing the drums at home or at the studio in Abbey Road. He is a music fanatic. He enjoys playing snooker and drinking with his friends in olde worlde type pubs. However, he is also a romantic and enjoys taking Barbara out to dinner and to the theatre.

Hobbies
Listening to music, playing the drums, snooker and collecting Art Deco.

Friends
Ringo's closest friends live in Ipswich and he often spends the day there, travelling from Liverpool Street Station.
Other music, business friends live around the St Johns Wood area.

HARRY
Engineer at the
Recording Studio.

Weekend hangouts

		Nearest Tube
Chelsea Store	Kings Rd	Sloane Square
Bruffs	West Cromwell Rd	Gloucester Rd
Japs	Brondesbury View	Kilburn
Old Justice pub	Bermondsey	London Bridge
Twelve Bells pub	Kings Rd	Sloane Square
The Lions Head pub	Knightsbridge	Knightsbridge
The Fox and Hounds pub	St Martin Lane	Leicester Square

Harry doesn't go to the theatre

Address

Kilburn, London NW6

Nearest Tube: Kilburn
(Jubilee Line)

Lifestyle

Harry hates staying at home. Unless he has friends visiting him he is always out. When he isn't working, most of his time is spent in the pub.

Hobbies

Harry's main hobby is socialising; he plays in dart matches at the pub. He is a Chelsea supporter and goes to see them whenever the pressure of work allows. He likes going to the cinema and to antique and second hand markets.

Friends

Most of his friends are the people he knows at the pub, and through dart matches. One of his closest friends is Sandra.

SANDRA
Works at the
studio as a
receptionist.

Weekend hangouts

		Nearest Tube
Castle Keep	Blackfriars Rd	Elephant & Castle
100's	Kingsway	Leicester Square
Kettles	Kingsway	Leicester Square
Prince of Wales Theatre	Coventry St	Leicester Square

Address

Elephant & Castle
London SE1

Nearest Tube: Elephant Castle
(Northern & Bakerloo Line)

Lifestyle

Sandra knows a lot of people and pops in on all of them regularly. She doesn't go to restaurants often, but when she does it's usually just for a snack after the cinema.

Hobbies

Sandra watches all the soap operas on tv and stays in for Coronation Street. She wears second hand clothes, which she gets from the antique markets or from the Kings Road. She goes to the cinema every weekend and likes wrestling.

Friends

Apart from Harry, her friends are the people she met at college and through her work at the studio. She has some friends who live in Brighton whom she often visits.

10 ▶ SHOWJUMPING
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The Game Your aim is to complete a course within the time allotted and with the minimum number of faults. To start the clock you must pass through the beam on the start gate and similarly at the end to finish the round.

Single Player – You choose your course and level of difficulty. This is essentially a practise and skill improvement mode.

Multi Player – In a multi player game a course will be selected for the competition. The competitor who completes the course with the minimum number of faults will be declared the winner. In the event of a tie the competitors will enter a 'jump-off' upon a more difficult course selection. Should there still be a tie within this course, the competitor who completed in the shortest time will be declared the winner.

Initially you will be presented with a map of the course, detailing fence layouts. A 'Horsehead' indicator at top centre of screen indicates the direction (L or R) of the next fence you must jump, you approach the fence at your selected pace, adjusting your position to make the jump as detailed below. To successfully jump a fence your angle of approach must exactly align with the angle at which the fence is set.

How to Move

There are 12 directions (angles) of movement selected

Joystick:

Angle/Direction: L ◀●▶ R
1 move left rotates you 1 angle left
1 move right rotates you 1 angle right

Speed:
4 levels – stand, walk, trot, canter
accelerate – move forward
decelerate – move backward

Move sideways:
accelerate – + left
decelerate – + right

Jump: Fire **Keyboard:** User definable

Scoring
1st, 2nd, 3rd receive rosettes
Fence down – 4 faults
Refusals
1 – 3 faults
2 – 6 faults
3 – automatic disqualification
Retire R retires at any point
Time limit
100 secs – overrun automatic disqualification