

COMPUTER HITS VOLUME FIVE

(SPECTRUM)

List of Games

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LOADING INSTRUCTIONS**

WARNING

DO NOT LEAVE COMPUTER CASSETTES NEAR ELECTRICAL OR MAGNETIC OBJECTS. E.G. TV, TELEPHONE, POWER PACKS, CALCULATORS ETC. AS THIS CAN CORRUPT THE COMPUTER PROGRAMME.

DARK SCEPTRE

Deep in time, peace lay like a dream upon the Islands of the Western Sea. Proud was the Lord of the Isles on his throne of pearl and jade and amethyst. Tall was his crown, carved from dawn-gold and jewelled with starlight, long his sword, forged of lightning and dragonsfire, broad his cloak, woven of moonbeams and rainbows and morning mist. Tranquil year after tranquil year, the Western Isles slumbered. Then, on the wings of a winter storm, came ships from the north, tossed and broken by the icy seas. The Lord of the Isles smiled upon the Northlanders, harbored them and gave them shelter.

Then came the spring. The ice storms quelled and the seas calmed. The Lord of the Isles offered strong, oaken ships to the Northlanders, yet they chose not to leave, coveting the riches of the Islands of the Western Seas. They drew their swords and demanded land to make homes upon.

The Lord of the Isles smiled no longer. The Northlanders were too many for even his enchanted sword of lightning and dragonsfire to chasten. Hiding his wrath as best he could, he gifted rich farmlands to the Northlanders and warned them to keep the peace and abide within their new domain. Then, in secret, fearing more treachery, he gathered the finest smiths he could muster and bade them forge him a magical sceptre of terrible power.

Five long years passed before the sceptre was finished and with each year the Northlanders grew more bold, demanding more and more from their benefactor. Finally the smiths came to the Lord of the Isles and handed to him the sceptre they had wrought. He thanked them and gave them ample reward for their long labours. Then he summoned the Northlanders to attend his court.

Two days later, the Northlanders crowded into his throne room. Once more, the Lord of the Isles offered them ships, this time warning them that they would feel his wrath if they did not leave. The Northlanders laughed at him and scorned him, telling him that if he did not take care, they would take his throne as well as his lands.

The Lord of the Isles lifted himself from his throne of pearl and jade and amethyst and stood tall before the scoundrels. Then he raised the sceptre high above his head. Suddenly the Northlanders fell silent. Darkness gathered about the sceptre and a shrieking gale rushed in through the doorways and windows, swirling like a hurricane around the Lord of the Isles. Blue lightning flickered across the golden orb at the sceptre's tip and thunder rumbled through the throne-room. "By the Dark Powers", cried the Lord of the Isles, "Let the Hounds of Hell harry you to the end of time itself! Ara ithim eren Marash!"

Upon his words, the lightning leapt outwards from the sceptre, touching each one of the Northlanders with fire. Their very flesh began to crackle and blaze and they screamed terribly, till it seemed the sound itself must tear out their throats. Despite this, one of the Northlanders warlords, maddened with pain, leapt upon the rostrum where the Lord of the Isles stood.

"Fiend!" he cried, "if to hell I must go, I shall take thee with me if I can!"

With the strength of the possessed, the Northlander seized the sceptre and smote the Lord of the Isles. Suddenly the body of the great Lord quivered and disintegrated in a flurry of white hot sparks. These the wind caught up, swirling them up into the air and out of the tall windows of the throne room, sighing softly as it went.

"Powers of Death, I call upon thee", cried the Northlander, "Save us and we will serve you forever!"

Now the darkness that had gathered about the sceptre twisted into long fingers that reached out to touch the burning, writhing Northlanders. As it touched each of them, it seemed to quench the terrible fire that wretched them and soothe their pain. Yet at the same time, their flesh seemed to lose substance, glowing

faintly like the embers of a fire and growing shadowy and vague.

The Lord of the Isles had made a terrible misjudgment. Seeking to destroy the Northlanders utterly, instead he had given them a strange and evil power. The sceptre he had set his smiths to make had touched the Northlanders with its dark force. No longer were they mere men; now they were Lords of the Shadow, gripped by evil and ruled by the Dark Sceptre that had created them. The Isles of the Western Sea would know no peace until the Dark Sceptre was destroyed and with it the evil of the Shadow Lords who drank of its power.

YOUR TASK IN DARK SCEPTRE

You are in command of a company of warriors, seeking to find and destroy the Dark Sceptre. When you find it, beware, its dark powers may destroy you if you have not taken the proper precautions. What these precautions are, you'll have to find out. If you do manage to seize the Dark Sceptre, you will be told how to destroy it. Don't worry, it won't be too easy. If you do destroy it, you've won.

To hinder you on your way, the computer controls other companies of warriors. Most of these are neutral towards you at the beginning of the game but the Shadow Lords company (colour red) are always your sworn enemies in accord with the events that occur during the game. Bear in mind too that you can recruit new members to your company and possibly lose warriors by desertion to other companies.

It's quite possible to play Dark Sceptre with a group of friends, each of you taking control of one or more warriors in your company - but don't forget, either you all win or you all lose; you're all on the same side.

CONTROLLING THE GAME

The game is controlled by joystick-selected commands. Alternatively, you can use the keyboard to imitate a joystick if you prefer. Before the game starts, an option screen allows you to select using up/down on the joystick to highlight the option. The fire button confirms your choice. By using left and right you can change the warrior that you have currently selected.

WATCH

This option allows you to watch a fight. If you hear the sound of clashing metal, then one of your warriors is engaged in battle. Press fire on this option to WATCH the fight.

SCAN

This option allows you to see a full map of the island, which appears in the viewing window. The positions of each of your warriors are marked in yellow on the map (dead warriors are not shown). The white square indicates the position of the warrior that you have currently selected. You must push fire again to get out of this option.

CHECK

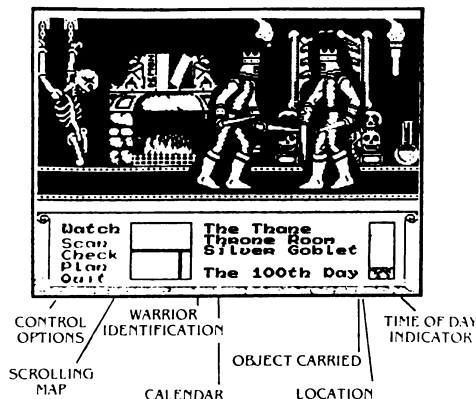
This option allows you to check the personality of the warrior you are currently watching and the last orders he was given. A summary of his personality appears in the viewing window.

PLAN

This option allows you to plan your orders for the warrior that you are currently watching. A question and answer session happens in the viewing window until your orders are complete. If you select the GO TO command then the map will appear in the viewing window. You must move the cursor to the place that you want to go (you may only select junctions) and press fire.

QUIT

This option allows you to quit the game. Further options allow you to save your position or load a previously saved position or return to the game.



VIEWING WINDOW

PLAYING DARK SCEPTRE

All play in Dark Sceptre is by joystick-controlled command or by keyboard simulation of this. You can watch in full animation the actions of your warriors but, like a true commander, you have no direct control over their movements. When your warriors fight, they fight using their own skills; when they move from place to place, they use their own intelligence to guide them; in unforeseen encounters, their own personality determines their actions. You are not the puppet-master and they are not puppets!

Nevertheless, your warriors need you. Their strategic thinking is poor and without your commanding intelligence, they cannot complete their dark and deadly quest. You control your warriors through the orders you give to each of them. You must choose these orders carefully, bearing in mind the nature and personality of the warrior. He will endeavour to carry out his orders but he will do so in his own way and according to his own nature.

To give orders to a warrior, first get him in view by using left/right. Then select PLAN - this enables you to PLAN your orders for the warrior. The warrior will tell you his current orders and you can use the joystick to change his orders or give him further orders.

You can select form a large variety of orders. Any order can be given to any warrior, even though he may not be able to complete it successfully. The magical orders, for instance, can only be carried out fully by those with magical powers; if you give such orders to the wrong warrior, then you must take the consequences.

THE ORDERS YOU CAN GIVE

FOLLOW warrior: attach yourself to him as helper
PROTECT warrior: attach yourself to him and guard him in battle
STALK warrior: go wherever he goes, a few paces behind
HARASS warrior: follow and get in his way as much as possible
AVOID warrior: stay out of his way
FIND warrior: find him and do no more
KILL warrior: find and then kill him
BEWITCH warrior: find and magically turn him into your spy
PETRIFY warrior: find and magically turn him into stone
CURSE warrior: find and magically change good qualities to bad
CHARM warrior: find and magically recruit him to your

company

RELEASE warrior: find and magically release him from the effects of bewitchment, petrification or cursing.

THREATEN warrior: find and take what he carries by threat of force

CHALLENGE warrior: find and recruit him to your company by threat of force

PERSUADE warrior: find and recruit him to your company by persuasion

BRIBE warrior: find and recruit him to your company by gift

JOIN warrior: find him and join his company

GIVE TO warrior: find him and give him what you carry

BEFRIEND warrior: find him and give him a message pledging friendship of your company to his

INSULT warrior: find him and give him a message ending any friendship of your company to his

WAIT FOR warrior: wait until he arrives

AMBUSH warrior: wait until he arrives and then attack him

TRACK object: find it, do not take it but follow it if it is taken elsewhere

GUARD object: find it, do not take it but let no others take it.

SEEK object: find it but do not take it

TAKE object: find it and take it but do not use force

GRAB object: find it, take it by force if necessary

USE object: find it, take it by force if necessary and use it

BLOCK place: go to place, stay there and let none pass

DEFEND place: go to place, stay there and let only friends pass

WAIT AT place: go to place and wait there

GO to place: go to place

ROAM: wander about at will

WAIT: wait wherever you happen to be

In these orders "warrior" means a particular, named warrior, "place" means a particular cell on the map and "object" means a particular, named object. Where "warrior" is marked with an asterisk, the order can also be chosen to refer to "friends", "enemies" or "anyone". Where "object" is marked with an asterisk, the order can be chosen to refer to "anything".

When an order has been completed, successfully or not, the warrior will automatically follow his next order. If he has no further orders, then he will WAIT wherever he is. Take note that Thralls are simple souls who can only remember a number of orders.

SPECIFYING PLACES

In your orders, warriors and objects are specified by names selected with the joystick. Places, however are specified using the map, which will appear automatically at the appropriate time. Simply move the cursor to the junction that you want to specify and press fire. The map will disappear and you can carry on with your orders. The place will be named in your orders - for instance, "Gillkins fork" if the place is at a junction of paths.

FRIENDS AND ENEMIES

Other companies of warriors are at large. During PLAN mode, you can specify whether an order is to do with friends or enemies. The purpose of this is so that you can refer friends or enemies in your orders without being long-winded. You can still attack "friends" if you like, or be kind to "enemies". However, friendship pledged by a BEFRIEND order is different. If you attack a pledged friend, you will be marked for the rest of the game as treacherous and other companies will be unlikely to befriend you. To avoid being marked as treacherous, you must officially signal the end of the friendship first by using an INSULT order. This may anger the insulted party but you will still be regarded by others as an honest dealer.

SPIES

The BEWITCH order turns someone else's warrior into a spy for your company. Even so, he remains a member of the other company and behaves as such. You cannot give orders to a spy.

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but you will be able to watch him as he goes on his travels and see what he gets up to. This may give you valuable information.

BEING KIND TO OTHERS

You can be kind to others in a number of ways - you can give them objects, send warriors to join their companies or simply pledge friendship. In return, those others are likely to be kind to you so don't think generosity's just a waste of time.

FINDING THINGS

If a warrior is told to go to a place, he will go there, usually by a direct route simply because he knows the way. If, however, he has to find another warrior or an object, he will usually have to search around first. How well he searches depends to some extent on his personality. However, a handy rule of thumb is that the closer to his target he is, the quicker he will find it. Don't expect your warriors to make a bee-line for the things they seek!

THE WARRIORS

There are 8 different types of warriors you can come across in the game, each of which has its own strengths and weaknesses. These you will discover as the game progresses but here are some hints.

THANE The commander. Without a Thane, the members of your company will be more likely to desert.

MYSTIC Mystics usually possess magical powers.

ASSASSIN A hunter and a killer

REAPER The executioner. Strikes fear into others

FOOL A talker, not as foolish as his name suggests

SAVAGE Wild man of the woods - tough and resilient

THRALL An underling, a pawn. Being simple characters, thralls do not have complex personalities. There are lots of them, though.

USEFUL TIPS 1) Only MYSTICS can successfully CHARM, CURSE, BEWITCH or RELEASE.

2) You will hear the sounds of any fight one of your warriors is involved in, even if it's off-screen. Pressing FIRE during WATCH will get you straight to the fight.

3) You will hear a snatch of music whenever any warrior changes sides, even if he's off-screen. Usually this will be someone joining your side. If you want to find out who it was, check on your warrior's orders. Warriors with orders you haven't given will be the new recruits.

4) Petrified warriors (ie turned to stone) will not move off or take fresh orders. However, they will fight if forced to and can kill or be killed.

5) Warriors EN GARDE are either in a fight or about to be in a fight. They will ignore further orders until the fight is over.

6) No more than one fight is in progress at any one time. This allows you to keep a better eye on what's happening.

7) Warriors, very chivalrously, will not attack a warrior who is already in a fight or waiting to fight (ie a warrior EN GARDE). This sometimes means you find a whole bunch of warriors standing by near a fight, all waiting their turn to try out their swords. A lucky warrior can slip past such a group without being challenged - a useful way of getting past enemy defenders.

8) The colours of the team are:

UMBARG'S (The shadow Lords)	RED
VERDAN'S	GREEN
TYRIAN'S	PURPLE
KUANO'S	CYAN
AURIC'S	YELLOW
GRISUL'S	GREY
YOUR OWN	WHITE

9) The outcome of a fight depends entirely on the qualities of the two warriors. There is no random element. If both warriors have exactly the same fighting qualities, the attacker wins.

10) Just setting off to KILL ENEMY or GRAB DARK SCEPTRE

without preparing the way first is simply suicidal!

WHEN THE GAME ENDS

When the game ends, the computer will ask you to reload a saved game position. This is because the computer cannot store all the information that it needs to set up the beginning of the game. We suggest that you save a game onto tape when the game first starts so that you can reload it, at the end of a game, if you want to play the game again.

SAVING YOUR POSITION

You can save your position from the QUIT option. Tape users can save their position to tape. Disk users can save their positions to blank disk which has been formatted.

TARZAN

The Birth of a Legend

From the Western coast of the Congo, to the palm-fringed shores of Zanzibar in the East, African folklore tells of the legendary exploits of one man - Tarzan of the Apes.

Nursed at the shaggy breast of Kala, the she-ape, the white orphan child had grown to learn the ways of the jungle and the language of the beasts. Years later he claimed the inheritance that was rightfully his, as John Clayton, Lord Greystoke, Peer of the Realm, but whenever necessity demanded the polished English gentleman would revert once more to the naked ape-man.

For Tarzan - or, as the apes called him, Tarmangani - held a deep contempt for his native society, in which he had found greed and cruelty far beyond that which he had known in the savage land of his adoption. Where the myriad life trod the matted vegetation, or flew or swung or climbed amongst the leafy vaults of the great trees, here it was that Tarzan ruled supreme, Lord of the Jungle.

The eyes of the Rainbow

And now, yet again, needs drove him to shrug off the thin veneer of civilization and brave the perils of the forest. Lady Jane Greystoke, she who he had won by the might of his steel thews, was in danger.

Held captive by Usanga, chief of the Wamabo, she was to be fed to the devouring maw of Sheeta the Panther and the rapacious talons of Ska the Vulture, if Tarzan failed to retrieve the seven gemstones which had been stolen from the tribal shrine. These stones, believed by the Wamabo to be the Eyes of the Rainbow, were of differing iridescent hues, one for each colour of the spectrum. In his rage at their loss, Usanga had given Tarzan but three days in which to find them, or Jane would be sacrificed at sunset on the third day.

As he swung through the tangled forest, Tarzan had spoken with Manu, the monkey, as the grey-bearded creature had recounted how others of his kind had mischievously taken the precious stones, and scattered them far and wide amongst the shadows of the dank jungles. Tarzan knew that he must travel without stint hunting the jewels in the heat of Kudu the sun, and by the light of Goro the moon. His quest would take him to the dark caves of the rocky steppes, wherein dwelt bloated spiders and unearthly flames, and to the lichen-covered walls of the Temple of the Sun. He would traverse the swampy morasses and the treacherous quicksand, and find Numa the lion and Histah the snake. He must beware the poisoned spears of the Kurotawi, and the rifles of the white hunters.

However keen his senses, however mighty his muscles, he was still mortal. Though he might find numerous artifacts to help him, though he might call upon the friendly monkeys to accompany him, he was still limited by enexorable time. He knew he

possessed sufficient strength and cunning to battle against Death and win, but the hazards of the jungle, the bite of Histah the snake and the clinging embrace of quicksand, all would conspire to hinder and delay.

Time was his greatest enemy. Before Kudu sunk in the West on that third fateful day, Tarzan must return the Eyes of the Rainbow to Usanga and discover the forest prison that held his beloved Jane.

His eyes narrowed, his muscles tensed, and from his mighty chest arose the savage tormented cry of the bull ape.....

GAME PLAY

1. Three days

As time passes, the sun will slowly sink in the sky. The jungle will pass through sunset into shadowy night. If Tarzan survives the night, the dawn will give way once more to the heat of the day.

The time it takes for three days to pass depends on how successfully Tarzan can avoid or overcome the many hazards he will encounter. For example, every time Tarzan is hit by a spear, or falls into quicksand, a period of time will pass more quickly. If Tarzan is careless, therefore, three days will pass very quickly.

2. The Eyes of the Rainbow

These will appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to retrieve one of these, a picture of it will appear on the bottom right corner of the screen. Tarzan needs all seven gemstones before he can hope to free Jane.

3. Objects

There are various objects (both animate and inanimate) which Tarzan may come across. These will also appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen).

If Tarzan is able to pick up any of these, then a picture of the object will appear on the bottom left corner of the screen.

Monkeys, rope, torches, different coloured shields, sunstones, are just some of the objects Tarzan to drop them in the chosen location.

4. Exploring

Tarzan can move left or right until faced by impenetrable rock. He can also move up or down through any gaps in jungle undergrowth, rocks, walls etc (these gaps are not always easy to see, they may even be completely hidden from view).

5. Controls Spectrum

No FIRE button

Left 6

Right 7

Up 9

Down 8

FIRE 0

RESTART 1

PAUSE Space

No FIRE button

Joystick right - move right

Joystick left - move left

Joystick up - move up or jump

Joystick down - move down or duck

Joystick up and right - somersault right

Joystick up and left - somersault left

With FIRE button

Joystick right - high punch right

Joystick left - high punch left

Joystick down - low punch

Joystick up - Enter "object mode" or pick up gemstone or object if Tarzan is next to it.

Object Mode

Cursor left - moves object select

Cursor right - moves object select

FIRE - Drops the selected object. You cannot drop an object in a screen location which already contains an object.

CATCH 23

YOUR MISSION

Intelligence reports and satellite pictures have confirmed the worst - the enemy's CK23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK23 is also able to escape the earth's gravitational pull and then achieve geo-stationary orbit in any specific location. There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry.

The CK23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveillance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CL23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute

Where you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This gives you just eight hours to complete your mission.

THE ISLAND

The Island is a small island some 400 miles from the nearest mainland. Despite this, it once supported a thriving community who made their living by fishing the well stocked local waters. This community however, has now been evacuated and the several scattered villages are virtually ghost towns. The island is mostly flat windswept heathland, but there is the occasional forest and marsh. There are also mysterious mountains.

SHUTTLES

Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still criss-crosses the island. The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but unfortunately your map shows only a few of the principal shuttle routes. It is not possible to leave the shuttle in transit.

BUILDINGS

The Island contains a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

MILITARY ACTIVITY

The island is subjected to an unusually high level of military activity, a further indication of the military complex sensitivity.

(a) Armoured vehicle patrol (AV)

These AV have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you. However, they move more quickly than you, and a close encounter is usually fatal.

(b) Foot Patrol

These are heavily armed and, like you they have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the

inevitable shoot out.

MINEFIELDS

The island has a number of areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to your head-up display. Any mines in your field of vision will be clearly visible to you. The enemy have used proximity mines. If you get too close to one, its effect will be swift and lethal.

SIGHTLESS IMAGE ENHANCER (SIE)

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3-D representation of your "world" as you move within it. The SIE also has a sophisticated head-up display which provides you with a constant update on your status and situation.

ZONE		TIME		PATROL	
VISION					
BULLETS	SCORE AND MESSAGE PANEL				COMPASS
BOMB TIMERS	BOMBS CARRIED	SPARE AMMUNITION		BATTERY STATUS	
DANGEROMETER					

(a) Zone

The island has been divided into fourteen zones by the occupying military forces. (See Map)

(b) Time

Your Parachute drop is timed for 2200 hours.

(c) Patrol Warning

If an armoured vehicle is nearby a condition GREEN warning sign will appear in this space. If the enemy spots you, this warning will become condition RED.

As soon as the AV can get you in its sights, you will be destroyed. Your only hope is to try and run away.

(d) Vision

Displays a 3-D image of your field of vision. The range of the SIE is approximately 100 metres. You will not be able to see anything beyond that distance. There are a large number of things you may see but some objects you need to be able to recognise straight away are:-

(i) Enemy mines

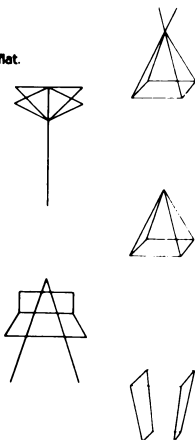
Only detectable if your batteries are not flat.

(ii) Shuttle stops

(iii) Your own bombs

(iv) Computer terminal/transmitter

(v) Any object in a room



(e) Bombs

You can carry a maximum of three bombs. Each bomb is made from explosives, a detonator and a timing device. You have an unlimited supply of detonators and timers, but to make replacement bombs you must find buildings which contain explosives used by the civilian workforce to quarry for building materials.

You can use a bomb for a variety of purposes.

i. To destroy buildings

ii. As a mine to destroy armoured vehicles

iii. To create a diversion

(f) Spare Gun clips

You can carry a maximum of three. With the one fitted to your rifle, this only gives you twenty available shots. Try to avoid being trigger happy, therefore. Spare Gun Clips can be found inside most buildings.

(g) Mine detector Battery Status

If flat, your head-up display will not detect enemy mines. Spare batteries can be found in some buildings.

(h) Compass Direction Indicators

Displays the direction you are facing. Can also be used to lock onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

(i) Message Panel

This displays text information. Your current score will also be displayed every time you add to it.

DANGEROMETER

This important panel displays a measure of the danger associated with your current location.

If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush to investigate what happened. Hence your Dangerometer will be high. However, if you are elusive, and keep a low profile, soldiers are less likely to patrol your immediate area.

By strategic planning it is possible to reduce the danger in an area you need to go to, by leaving a time delay mine in an adjoining area. When this goes off, soldiers rushing to investigate this diversion will leave your area at a lower danger level.

Keeping a close eye on your Dangerometer and trying to discover what affects it, is of immense importance.

THE RESISTANCE MOVEMENT

As well as the civilian workforce, the enemy recruited a large number of technicians and scientists to help with the development of the CK23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference. Unknown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacuated. Their whereabouts are not known.

However, the intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location. It is very likely they all met together, but nevertheless your sources indicate that they had devised a way to wreck the enemy's plans and that they were on the point of carrying this out when they were discovered.

You have been provided with a brief description of sixteen of the seventeen scientists and this is attached. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hide-out you have located should you come across a computer terminal/transmitter. Being able to correctly identify whose hide-out you have discovered may be a matter of life and death.

CONTROLS

ACTION	JOYSTICK	KEYBOARD
FIRE	FIRE	ENTER
Left or turn left	Joystick left	Z
Right or turn right	Joystick right	X
Up or move forwards	Joystick up	P
Down or move backwards	Joystick down	L
Turn left quickly	Joystick left with FIRE	Z with ENTER
Turn right quickly	Joystick right with FIRE	X with ENTER
Bomb Mode		B
Investigate Mode		I
Gun Mode	(Automatic if soldiers appear)	
Move mode (Default)		SPACE

GAMEPLAY

(a) Movement

Although the island on which this game takes place is small, the distances involved for someone trying to investigate it on foot are very large. Every time you see the picture move towards or away from you represents one step. By using and mapping out shuttle routes it will be possible for you to cover larger distances more quickly. However, using a shuttle can be a hazardous undertaking.

You cannot leave a shuttle until it reaches its destination, but it is a good idea to keep a watchful eye on the passing scenery.

(b) Gun Mode

If you can see an enemy soldier, he can see you. You will jump automatically into gun mode and it is up to you to be quicker and more accurate than the enemy.

You can only kill an enemy soldier by hitting him in the chest. If you hit him anywhere else, he will be wounded but will still have time to shoot at you.

(c) To board a shuttle:-

Enter investigate mode. Move the cursor over the shuttle stop and press FIRE.

(d) To enter or leave a building:-

Enter investigate mode. Move the cursor over whatever you wish to identify and press FIRE.

(f) To pick up Spare Ammunition, Explosives or Batteries:-

This will happen automatically if you manage to find them.

(g) To leave a time delay bomb:-

Press B to enter bomb mode. The timer of the bomb you are setting will flash. Set the timer using the keyboard numbers.

Example: To set a bomb to go off in 2 minutes and 12 seconds type 0212. The bomb is dropped automatically when set and cannot be defused. Press space to quit option.

(h) To mine a tank

Stand in a position which you think is on a tank patrol route. (This can be dangerous). Proceed as above, but set the timer for a fair length of time. The bomb will explode if a tank goes over it.

(i) Computer Terminal-Transmitters

These will be found in the hide-outs of each of the scientists. To LOGON to the system network you must enter the correct password. Identifying whose hide-out you are in will help you do this. If you LOGON correctly to exit systems type BYE.

Once you are into the system, there are useful clues to be discovered, if you can crack them. Also, if you can communicate with any of the other transmitters your direction indicator will get a fix on that transmitter's location and continue to display it in red.

Being able to understand and work with these terminals is vital to success. You are alone in the midst of a hostile enemy. If you can find the nerve centre of the scientist's computer network, you may be able to finish their mission.

(j) Save Game

You can save the game to tape or disc, but only from a SAFE House.

If you find the word SAFE written on a wall, enter investigate mode and identify the lettering. Press S or L to Save game or Load saved game.

MAP

The Map enclosed with these instructions is intended as a guide only. Serious game players may wish to make their own larger map onto which they can plot shuttle routes, enemy patrol routes, minefields, buildings, marshes, forests, mountains, safe houses, etc.

THE SCIENTISTS TOP SECRET

TRACY COURT AMERICAN AGE: 29 SINGLE

Specialist Area: Targeting Systems

Summary: Daughter of war hero General James Court, now tipped as a future Governor of Texas. A keen interest in Ornithology. In 1997 invented the world's first intelligent target system. Hates mice, rats, spiders etc.

SEAN CONNOLLY IRISH AGE: 54 MARRIED: 6 CHILDREN

Specialist area: Super-Conductivity

Gregarious extrovert. Keen golfer, enjoys reading and fishing and has a fanatical interest in chess at which he is a Grandmaster. In 1995 he moved to Switzerland. Hates fussy people, cats and most politicians.

CHRISTOPHOLOUS STAVROS GREEK AGE: 44 MARRIED: 2 SONS

Specialist area: Aerodynamics

Summary: Interests range from showjumping, football and tennis to gardening and keeping bees. In 1994 was severely injured in a car crash and still suffers from severe back pain. Designed famous XT 1000 body style with a drag coefficient of 0.1. Hates heights.

HOMERO GUEVARA SPANISH AGE: 44 MARRIED: 2 CHILDREN

Specialist Area: Human Physiology

Summary: Brother of the famous bullfighter El Guevara. Competent classical guitarist. Loves music, good wine and good company. In 1995 discovered the ideal diet for weightless conditions. Now working on a revolutionary "self exercising diet". Hates crowded rooms and bad wine.

ANN ROBERTS CANADIAN AGE: 34 MARRIED

Specialist Area: Lasers

Summary: Comes from a large family. Has six brothers. Organised the world's first Festival of Laser Art, held in Toronto. Keen on most outdoor pursuits, in particular organised expeditions to explore wild and isolated parts of the world. An excellent swimmer. Hates television and sitting around doing nothing.

OLAF STENMARK NORWEGIAN AGE: 37 MARRIED: 1 CHILD

Specialist Area: Optics

Summary: Brother was assassinated in 1997. Since then has withdrawn from public eye. Interested in astronomy. In 1998 he discovered a new star. Enjoys travelling and has a passion for sculpture. Recently developed a light intensification material suitable for contact lenses. Is short sighted. Hates poor workmanship and mice.

MARIO NOTRIANNI ITALIAN AGE: 42 MARRIED: 3 CHILDREN

Specialist Area: Missile Systems

Summary: A famous footballer. Played for AC Milan. Was being tipped to play for his country when he broke his leg in 1990. Since then he has developed a keen interest in the history of art. He is writing a book on the subject. His wife is a famous TV personality. Hates very little.

OSWALD OSVALDO ARGENTINIAN AGE: 38 SINGLE

Specialist Area: Test Pilot

Summary: Brother of first Argentinian astronaut. A keen explorer.

COMPUTER HITS VOLUME FIVE

In 1992 discovered a new passage through the Banded Mountains. Passion for Polo. A brilliant pilot with a cool calculating mind. Hates city life.

MARCEL GUERRE FRENCH AGE: 36 MARRIED: 2 CHILDREN

Specialist Area: Explosives

Summary: A cultured and highly sensitive person with two great passions, wildlife and archaeology. In 1992 discovered the "Red Webbed Warbler" a bird previously thought extinct. A regular visitor to most exciting archaeological digs. Currently working on programmable explosives. Hates processed food.

PROFESSOR WANG JAPANESE AGE: 32 MARRIED: 3 CHILDREN

Specialist Area: Instrumentation

Summary: Son of the founder of KONY, the giant electrical company. Brilliant physicist. Currently working on DSP (Direct Sensory Perception Instrumentation).

A fanatical love of mountaineering. A member of the 1995 Japanese expedition which recorded the fastest ever ascent of Mount Everest.

Appreciates all fine art, but hates cheap imitations of anything.

ZACHARIAS NEUMANN GERMAN AGE: 28 WIDOWER

Specialist Area: Fuels

Summary: A gifted concert pianist who tragically lost his entire family in a forest fire. If it were not for the fact that he is also a brilliant chemist he would undoubtedly have made this his chosen career. Currently working on low temperature fuels. Hates fire and heights.

PETER THOMAS BRITISH AGE: 43 SINGLE

Specialist Area: Propulsion Systems

Summary: Keen interest in fast cars, windsurfing, real ale, cricket and reading science fiction. In 1994 won the Nobel Prize for Chemistry. In 1996 finished his first novel "Calm Star" - a success. Hates spiders and seaside towns.

COLIN LASSITER AUSTRALIAN AGE: 47 3 TIMES MARRIED: 3 CHILDREN

Specialist Area: Communications

Summary: A friendly extrovert with a passion for virtually all sports. A black belt in Karate. An accomplished mountaineer and rally driver. Has recently been working on "invisible" communication systems. Hates people who bore him and snakes.

ANATOLI ROMANOV RUSSIAN AGE: 39 SINGLE

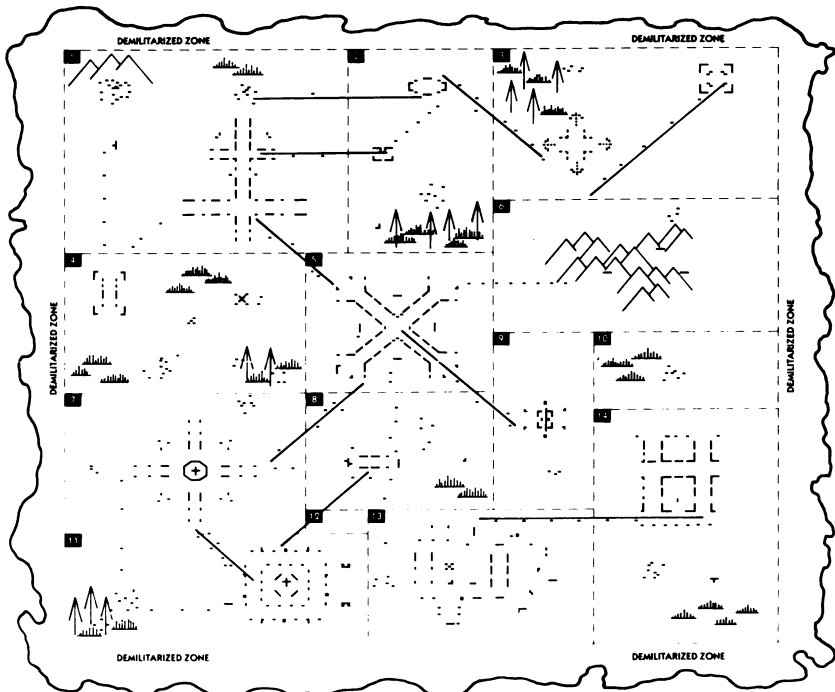
Specialist Area: Computer Systems

Summary: Quiet, almost reclusive like. Keen interest in flowers, astronomy, astrology and hang gliding. In 1991 developed the amazing new tulip "Interface Zebra". In 1996 developed the organic interface for computers. Hates noise, smoke and most people too.

RUDI APPEL DUTCH AGE: 22 SINGLE

Specialist Area: Radar Systems

Summary: A brilliant mind capable of amazing imaginative leaps. Is working on "Laser Detection" and "Gravity Warp Detection" device. Son of a famous politician. Passionate interest in ecology and an active supporter of the Anti Whaling Lobby. An accomplished ski-ier. He hates waste and greed.



CATCH 23 ISLAND MAP

MARSHES
WOODS
MOUNTAINS
MILITARY ZONE BOUNDARIES
BUILDINGS
MAIN SHUTTLE ROUTES There are at least forty others for you to discover

FRIGHTMARE

From time immemorial, man has held primeval memories, hidden, submerged in that psychic abyss we call the subconscious. At times emerging through legend and myth, or seeping insidiously into our dreams.

Dare you risk dropping that fine veil of reason to surrender to you darkest, inner self, to become the prisoner of your dreams, to encounter...**FRIGHTMARE!**

To survive FRIGHTMARE

1) Do not trust to your sanity, for it will not serve you well in a **FRIGHTMARE**.

2) There are 4 dream zones, each more surreal, more horrifyingly terrible than the last. Face them and all their dreams with courage, and, 8 hours and one half from the witching hour, you may again return to reality.

3) In the battle between myth and sanity, your will, though not strong enough to release you, may provide artifacts of good to aid your struggle. Though these will be guarded well, by the darker side of your dreams. Use these sparingly, for reality will be forever denied to those who fritter them away.

4) The longer the dream, the more terrifying it all becomes. But, should you awake, you will be judged by the extent of the terror you have met.

Legends of the FRIGHTMARE

The collected ancestral dreams and fears that hide in the corners of our minds, reached through the medium of the **FRIGHTMARE**, are to be found in the legends and tales of old. The victims of these tales are the inhabitants of your **FRIGHTMARE**. These are but some, the rest you must write yourself, should you ever return from your **FRIGHTMARE**.

Once long ago, an evil prince from a small middle European country, greedy for more taxes, had the hands removed from any peasant who would not or could not pay his taxes. Legends tell that those disembodied hands are forever condemned to roam blindly, seeking revenge in the lands of the **FRIGHTMARE**.

A people who once worshipped the moon, in order to gain eternal life, were condemned to an eternity, trapped between wolf and man, in the twilight world of the **FRIGHTMARE**.

The rich and evil ancestors of a powerful Transylvanian family made pact with satan so as never to be parted with their wealth. Not even by death! Thus they are condemned to rise from the earth, as zombies, forever in search of their wealth, somewhere in a **FRIGHTMARE**.

An Egyptian Pharaoh whose embalmed body denied death, is to be found roaming, mad and tortured in a **FRIGHTMARE**, killing to experience the death denied him.

An ancient people, hounded by persecution, were driven to seek out an existence in a rotting swamp land. In time their lives become so wretched and scavenging that they became part of the swamp itself. Evolving into slimy, foetid swamp monsters. Awaiting their next meal, probably you, in some dark dank corner of your imminent **FRIGHTMARE**.

WEAPONS

1) HOLY WATER -

kills all monsters listed below. Use only once.

HANDS MEDUSA
SKULLS SMILER
SPIDER BAT
HOOD SUN GOD
GHOST

2) WATCH

Slows down all monsters. Use only once

3) CRUCIFIX -

Freezes monsters listed below. Use only once.

ZOMBIE WEREWOLF
SATAN SERPENTS
WILLO THE WISP

4) REVOLVER AND BULLETS

Bullets and revolver collected separately. Up to 20 bullets held at once. If second normal revolver is held then the fire rate is doubled. The following monsters are vulnerable to bullets.

Monster Hits to kill

HAND 1

SKULLS, SPIDER, HOOD 1

GHOST, MEDUSA, SMILER 1

BAT, SUN GOD 1

MUMMY 12

SWAMP THING 6

5) SILVER REVOLVER AND BULLETS

As above except only one silver revolver exists. The above monsters are killed with the following-

ZOMBIE

WERE WOLF

SATAN

N.B. Collected weapons are displayed in the weapons inventory. The contests of the inventory may be rotated around using a downward movement of the joystick. The weapon in the right hand position will be used, if appropriate, on pressing the fire button.

Weapons are collected by passing over them, if the left hand position contains a weapon, then this will be swapped for the one on the screen. The weapon picked up goes into the left hand position of the weapons inventory.

OTHER ICONS TO BE COLLECTED

1) WINGS - Increases size of jumps

2) RINGS - Additional lives. Up to 5 rings may be held in the lives inventory.

3) CHALICE - Increases the dream state setting.

4) TRANSPORTER - Causes jump to other transporter on the screen.

CONTROLS

1) JOYSTICK LEFT - Move left

2) JOYSTICK RIGHT - Move right

3) JOYSTICK UP - Jump

4) JOYSTICK DOWN - Rotate inventory

5) FIRE BUTTON - Use weapon in the right hand position of inventory.

AIMS OF THE GAME

There are two aims to the game.

1) To awaken. This is achieved by advancing the alarm clock to 8.12am. Any new room visited will advance the clock by 6 minutes.

2) To increase your dreams state to the highest you can. Dream states are recorded by the two words, an adjective eg.

TERRIBLE and a noun describing the dream state, eg. **NIGHTMARE**. For each dream state there are 15 adjectives, beginning mild and becoming more extreme. Scoring changes the letter colour of both adjective and noun. When both words have changed colour then the adjective changes. When all 15 adjectives have been used to describe a dream state, then the next dream state is used eg. The lowest score is "**BAD DREAM**", The highest score is "**NEFARIOUS FRIGHTMARE**", hence the title of the game.

ADJECTIVES

BAD

SHADOWY

CRUEL

NASTY

PERILOUS

HORRIBLE

TERRIBLE

FEARFUL

MONSTROUS

DEATHLY

MORBID

WICKED

EVIL

NOUNS

DREAM

VISION

FRANCE

FANTASY

ILLUSION

NIGHTMARE

FRIGHTMARE

COMPUTER HITS VOLUME FIVE

NEFARIOUS

SCORING

- 1) By shooting monsters
- 2) By picking up chalices.
- 3) By successfully using objects in the weapons in the inventory.

MYSTERY OF THE NILE

THE GAME

As the chill of the arabian night settled over the desert, Al-Hasan pulled his blanket around his shoulders and shivered. Only one day was left to foil the plans of Abu-Sahl.

That most precious of antiquities, the Jewel of Luxor, would shortly be on its way to Baron von Bloefeldt, the notorious South American collector, and the people of Egypt would be deprived of their greatest treasure.

Dawn would soon be upon him, and Al-Hasan fell into a restless sleep.

Four miles away, in the ruins of the ancient Luxor, Nevada Smith was still at work; maps, charts and documents were piled high upon his desk, and he was sure that at last he had the answer.

"Janet, get in here at once!"

The canvas folds of the tent parted and in walked Janet Dwight, third year student of Egyptology, cheerleader and voted "Girl Most Likely To" when she graduated from High School (most likely to "What" was never mentioned).

"What is it, Doctor, what's happened?"

"The jewel, Janet, I know where they've taken it".

Nevada pointed to a decayed map at the centre of his desk, "The excavations came remarkably close to a series of catacombs that haven't been touched since Professor Jones was here in the late Seventies".

"Don't tell me, Doctor, you suspect that Abu-Sahl's men burrowed through and stole the jewel before we could get there"

"Dammit, Janet, you're right, and what's more they would have taken it through the catacombs to the military complex at Jarga. Its going to be tricky, but Al-Hasan'll have to get me inside the base in the morning".

"But Nevada, it'll be..."

"I thought I told you never to call me that at work"

"Sorry, Doctor, but I'm so nervous, it won't be curtains will it?" She gasped in desperation, her chest swelling with every breath. "Pull yourself together, Janet, with Al-Hasan's help and my trusty Smith and Wesson, we've got every chance".

Janet gazed in awe at Nevada as he returned his attentions to the map on his desk. With moonlight shooting across the tent, she watched the furrows on his brow ripple as concentration tensed every part of his body. She knew then that if they ever got out of this, she'd let know exactly how she felt.

"Time we got some sleep, Janet, tomorrow's gonna be a long day".

As dawn broke over the Nile valley, Al-Hasan was walking towards the market at Luxor, where he would wait for Nevada. He didn't know what the plan would be, but he had a feeling that Nevada could do it. He'd known the crazy American for many years; they'd worked at every site of importance of the Nile, and retrieved some exceptional artefacts. Al-Hasan was sure that Nevada wouldn't let Abu-Sahl get away with the Jewel of Luxor. There was too much at stake.

Meanwhile, in a tent amidst the ruins, Janet dreamt of Milwaukee.

KEYBOARD CONTROLS FOR SPECTRUM

Left	O
Right	P
Up/Jump	Q
Down/Crouch	A
Fire	M
Pause	SPACE

Unpause	Any Key
Abort game	CAPS/SPACE
CHARACTER SELECTION	
Navada	1
Janet	2
Al-Hasan	3

On the Spectrum your position in the game is saved automatically after every ten screens and reloaded at the beginning of game.

MEGA - APOCALYPSE

(Joystick only)

You are now the proud owner of the most mega-advanced shoot'em up game ever for your Spectrum.

(Has it loaded yet? If the answer is Yes - skip the next paragraph).

It is a very strange Universe really - isn't it? All those millions of planets and moons and stars and comets swirling about in the vastness of space. Imagine what fun it would be to explore - to boldly go where no boldly goer had boldly gone before - unless they happened to live there. Latest research from the Institute of Advanced Research (I.A.R.) indicated (...loaded yet???) that there are quite a lot of planets with things living on them. Some of these things are pretty intelligent like us really. (God this is awful!) Other of these things are really stupid, like whelks, for example. Anyway, to cut a long story short, you have been selected to explore the Universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear.

BLAST THE LIVING DAYLIGHTS OUT OF THEM!!!!

As you set off in your remarkably fast and powerful spacecraft - your mind is tingling with excitement. Slowly you hurtle at excessive speeds into the void - blasting a stray comet into a million shimmering pieces! But what's this (...there's more!!! c'mon tape turbo - get on with it).

Your world is suddenly filled with highly useful objects floating aimlessly in front of you. Things like missiles, rotate motors, speed up thrusts (I ask you...is this likely!) shields and - yep - extra lives. Frantically, you try to capture them.

But what's this!!!!...Again? Someone else is also trying to grab the goodies. His shields is impervious to your laser bolts. Oh No!! And what's this? Its an enormous and highly populated planet...

WHAM!!! BLAM!!! KERPOW!!!! WOW!!!! Its mega-Apocalypse.

Have fun!!!

MAGNETRON

Congratulations!

You are now a proud owner of a KLP-2 engineering droid.

Orbiting the planet Quarteck are eight droid controlled satellites providing power for massive destructor beam weapons. These long range weapons outgun the largest of the Terran ships and are a constant menace to the entire quadrant.

You control KLP-2, a little droid who has a unique talent for taking things to bits. You must deactivate the four reactors on each of the eight orbiting stations. The reactors can be deactivated by either overloading them or shutting them down. The reactors are guarded by sixteen types of droid which can be destroyed or grappled at close quarters and dismantled. KLP-2 has an improved grapple device that can use the enemy droids parts to construct a replica of himself but with the abilities of the dismantled droid.

You will find computer consoles spread throughout the orbiting

stations. Fortunately, KLP-2 also has a talent for "hacking" into these computer systems and has a "knack" for accessing the confidential information stored within them. This information contains data on each of the four reactors in your current station, the position of each reactor, the station droids and the weapons and systems that they can utilise.

Weapon systems

These can be fired by pressing fire while moving. The weapon will fire in the direction KLP-2 is facing. Data on the weapons can be obtained from the droid computer terminals. Weapons include frisby like disks, mortars, boomerangs and a bouncing bomb!

Grappling

To grapple with a droid, centre the joystick (or release movement keys) and keep fire pressed until "GRAPPLE" shows on the control panel. Then ram your target droid. You will then see some data about the target and will be presented with a grid of icons that represents the scrambled security code given to each droid to prevent grappling.

Each droid is protected by a self destruct circuit that starts counting down when you begin the grapple. To stop the detonator, you must align the three spherical bomb icons at the bottom of the icon grid which will light up the word "DETONATOR". If you just want to replenish your energy then this is all that you need to do. If you wish to take the robots parts as well then all three rows must be aligned lighting up "CHASSIS", "SECURITY" and "DETONATOR" on the right. The top row represents the robot chassis and must contain the three diamond shaped robot icons. The middle line must contain the three box shapes representing the droid devices.

To move the icons, you can drive the highlighted icon about using up, down, left and right. The highlighted icon will swap places with the icon in the chosen direction.

The time for countdown depends on the difference between the classes of KLP-2 and the grapple droid. The droids number is its class where class one is the best but the hardest to take over. The computer system shows the droids in order, weakest first.

When you have had a successful grapple and created a replica you will see the identification number of the grappled droid appear on the top panel of the control screen to remind you what you are in control of. The weight indicator will show your new weight. When the game resumes you will see the replica created from your previous chassis (giving you an extra life). Only one spare chassis remains no matter how many times you have grappled and it will always be in the place of your last successful grapple. Your second chassis will always be KLP-2.

Reactors

To access the reactor control, stand KLP-2 on a reactor entry plate (reactor plates look like they're studded) and press fire. A display of the reactor will be shown. The highlighted cursor can be moved by using any key or joystick direction as per the grapple controls.

The display shows four containers each holding a fuel rod or an inhibitor. Fuel rods have positive numbers and charge and make the reactor work. Inhibitors have negative numbers and charge and prevent a chain reaction occurring. You can take either a fuel rod or an inhibitor by highlighting its number and pressing fire. It will automatically be replaced by the rod or inhibitor that KLP-2 is carrying (or by zero if nothing is being carried). When KLP-2 picks up a fuel rod or inhibitor you will see the chargemeter at the right of the control panel at the bottom of the screen indicate the number on the rod. This starts off at zero as KLP-2 begins the game without carrying either rod or inhibitor.

A reactor will shut down if its overall charge goes below one. Or alternatively, a reactor will overload if its overall charge goes above five. Either of these methods will cripple a reactor (which after all, is KLP-2's main objective). By removing or adding fuel

rods, KLP-2 can create a shutdown or an overload. The fuel rod or inhibitor removed can then be taken to another reactor to shut that down. Sometimes several trips may be necessary to shut all the reactors down. All the reactors in a station can be viewed from the alien computer system.

Charge and Weight

KLP-2's movement is affected by his charge weight and drive strength. The weight is indicated by the weightmeter at the bottom-left of the control panel and is a total of the replica droids weight and the weight of the fuel rod or inhibitor that is being carried. The weight of a fuel rod or inhibitor is the same as its charge number but is always positive (Thus a -3 inhibitor weighs 3 units). If you are too heavy it takes longer to build up enough power to go up a ramp and steering is made difficult. The best droids to carry heavy weights have good drives but must not be already loaded with heavy weapons. Thus a droid good for fighting may be useless at carrying things.

KLP-2's charge is shown by the chargemeter on the bottom-right of the control panel. When he is charged, magnetic tiles in the floor (the ones with arrows on) will push him. If he is positively charged he is pushed in the direction of the arrow. If he is negatively charged he will be pushed in the opposite direction. The more he is charged, the harder he will be pushed.

Power Down and Beamers

Enemy robots may be generated to replace those that are destroyed until all four reactors have been eliminated. Then the lights will go out and the beamers can be used to transport to another satellite. Beamers are diamond shaped floor markings (like the one where you start the game off). To activate them, stand on top and press fire.

Console Access

Stand KLP-2 at a console and press fire. Then use left and right and then press fire to select an option icon. Once you have selected an option, use left and right to select between the items of that option. Pressing fire now, will return you to the icon menu. The icons from left to right are:-

Screen icon Switch off console and return to the game.

Sphere icon Display the reactor status. This option will also tell you which station you are at (space station one to eight) and a grid co-ordinate of which sector of the station that you are in. Each station is built up of four by four sectors. This grid co-ordinate consists of a floor number, followed by a room number. For example, sector 1-4 would mean that you were in room 4 on the bottom floor.

Droid icon Display droid data. The first screen displays KLP-2's current status. If you are currently in a replica its various parts can be seen. Subsequent screens will only be displayed if their security class is below or equal to that of the replica.

Box icon If you have sufficient security class, then data sheets on various weapons and devices will be shown.

Energy

Your energy is constantly being used up. The rate at which it is used up depends on the droids power units and power usage. For long life droids, look for good power units on lower droids. Falling off steps, bumping into enemy droids, walking on magnetic tiles or taking hits all use energy up very fast.

The energy level is indicated by KLP-2's expression. He gets very upset when nearly out of energy. An enemy droids animation rate shows how much energy he has left. When this is slow they are almost dead. If you survive a grapple, your energy cells will be recharged from the enemy droid.

CONTROLS SPECTRUM

Move left and up	A.S.D.F.G or.....
Move right and down	Z.X.C.V.CAPS SHIFT or....
Move right and up	H.J.K.L

COMPUTER HITS VOLUME FIVE

Move left and down	B,N,M,SYMBOL SHIFT
Fire	Space
Autofire	W
Pause	P
Restart	Fire

NINJA HAMSTER

The honourable Ninja Hamster returns home from his long journey across the seas. Only to find his village being terrorised by his arch-enemies "Sinister Rat" and the "Lizard of Death" and their gang of joy-seeking villains.

Ninja Hamster, eyes blazing with fury at this malicious intrusion on his home domain, hurls himself on his enemies in a frenzy of flying fists, knashing teeth and kicking feet. He unleashes his deadly art on his tormentors.

With a combination of different teeth-smashing and bone-crushing attack moves you seek to delete your opponents stamina which is shown on the left side of the screen. A munch is taken out of your apple with every fall. To completely liberate the village you must destroy all eight members of the gang.

Main Program "Sinister Rat"
"Lizard of Death"

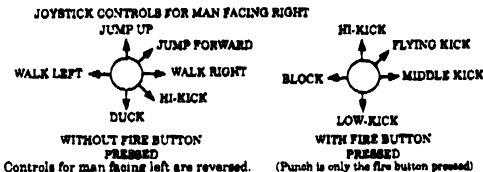
Load 1 "Mean Monkey"
"Barmy Bee"

Load 2 "Crazy Cat"
"Perilous Parrot"

Load 3 "Mad Dog"
"Loony Lobster"

KEY CONTROL

I = LEFT A = DUCK
O = RIGHT P = PUNCH
Q = JUMP UP P = LOW-KICK (While ducking)
W = JUMP FORWARD S = HI-KICK
K = FLYING KICK L = MIDDLE-KICK
I & P = BLOCK (right facing man)
Cap shift and space returns to menu.



TRAZ

In the furthest reaches of outer space, housing the galaxy's most infamous criminals, floats a giant electronic prison complex...TRAZ!

...TRAZ is completely computer controlled and escape is deemed to be impossible - at least the designers thought so... The computerised warden control inexplicably malfunctioned and its primary security system shut down. All first-stage locking devices contained within each cell door were now inoperable...

...As the warning sirens begin to wail all over...TRAZ you sense your chance for freedom...

...TRAZ has been designed to be as easy to use as possible.

You will note that most functions are entirely joystick controlled and selections are made by high-lighting the chosen option from a multi-choice menu.

Sometimes there will be more than one menu and you can switch between these by pushing forward on the joystick.

Below you will find hints on how to get the most from...TRAZ. How to begin designing your own screens. How to test your creations for playability and how to amend the 64 pre-designed screens that come with...TRAZ. But this is only the beginning. A major feature of...TRAZ is the fun to be had in discovering its possibilities.

OPTIONS PAGE

Pressing fire on either joystick will take you to the ...TRAZ options page. To play the game select single player or team mode with the joystick. Alternatively, select the construction kit option to design or amend your own TRAZ complex.

Team mode- two players sharing on-screen bats. Port one controls the Blue bat, Port two controls the Red bat. But ...beware of the random bat switch.

PLAYING INSTRUCTIONS

The ...TRAZ complex in which you are captive is divided into 64 cells arranged in an 8 by 8 grid. Your task, in your bid for freedom, is to battle your way out of the ...TRAZ system. Only by destroying all neutron bricks in each cell can you reveal the exits and progress further into your escape attempt.

Upon entering an active cell you will have direct control over the horizontal and vertical plasma bats. You must skillfully control them to direct the photon balls at the bricks and to guard against the dangerous gamma-ray traps. Watch out for the occasional power pills that will glide out for you to capture - these will improve your chances of a successful escape.

Once all the cells have been deactivated a gap will appear in the outer perimeter of...TRAZ and then nothing stands between you and freedom...

...TRAZ CONSTRUCTION KIT

Selecting the construction kit feature from the options page will present you with the prompt: "Are you sure?"

Pressing the "Y" key will erase the game in memory you will have to switch off and reload if you wish to play the original game again.

It is not possible to amend the predesigned game-unless you can prove yourself and escape from...TRAZ!

Once into the editor you will be presented with a menu bar at the top of the screen and an empty cell.

To operate the menu system use a joystick to move left or right to highlight an option. Pressing the fire button will select your chosen option or take you to that option's sub-menu. Moving the joystick down will only select if that option has a sub-menu and moving the joystick up will return you to the main menu. This enables you to safely explore the menu system without actually doing anything.

The main menu will look like this:

TAPE PLAY EDITOR MAP

TAPE Allows you to load and save your designed...TRAZ complexes.

Also changes device to disc.

PLAY Allows you to test a screen, set game options such as initial lives, or play the "finished" game.

EDITOR Allows you to test a screen, set game options such as initial lives, or play the "finished" game.

MAP Allows you to define the exits and start positions in the game map, or delete a cell. Press fire to toggle exits/start positions on or off. Hold SPACE to view cell in

full.

Screen editor - The following keys are used in conjunction with the joystick. Select the shape you wish to place by pressing the appropriate key.

KEY CONTROLS

The Spectrum version of ...TRAZ will enable the user to configure the keyboard to their own requirements. These choices may then be saved to tape/disk and loaded in with the game on all future occasions.

ENLIGHTENMENT DRUID II

ONE HUNDRED AND THREE YEARS PASS...

One hundred and three years after Acamantors expulsion from Belorn, he has returned.

Hasrinaxx the Druid was in the forest of Argoth searching for fresh mistletoe which was to be used as a component for a new spell he was preparing. In the distance he could just make out a blossoming bush and started towards it. He flinched suddenly as he crossed the small patch of open grassland in front of it. Was he seeing things or did the bush really jolt suddenly? There it was again.

All too late he saw the wild boar come rushing out towards him. He staggered back and yelled in agony as the boar nuzzled its way under his robes and bit into his now thrashing leg. Hasrinaxx quickly pointed a ringed finger at the boar and uttered two short words of mystic Druid chant. A small electricity bolt shot forth from the Druid's finger and discharged itself into the boar's back. The animal squealed in agony and disappeared into a maze of bushes.

"How stupid to be caught unaware, like that!" the Druid thought. "I've spent too much time living in the safety of my village. Gone are the days when I sent Acamantor's demon princes back to the dark planes from whence they came. Over one hundred years have past since then and although my magic has grown stronger, my spirit has grown weaker. I have been expelled from my Druid sect for experimenting with dangerous magics. I have become separated from nature and the elemental Gods of the Earth, the Wind, Fire and Water. And now age is slowing my wits. What is left in life for such a failed Druid?" If only Hasrinaxx knew the adventures that were to follow.

Hasrinaxx cast his mind back to the wild boar. "Strange for an animal of the forest to attack a man. And a Druid at that. A friend of all animals and indeed of nature itself! Perhaps it was a sign from the Gods. Mother Earth herself was trying to tell him that he was slacking as one of the few Great Druids left!"

"No! That doesn't make sense" he thought. "The Gods would never use animals to do their fighting. That would be against the sacred laws of nature. He asked himself again, why should a wild boar attack him? It seemed to be frightened. Running. But running from what? What could possibly scare a boar in the forest of Argoth? Men?"

"No! Hasrinaxx could sense if there were men nearby. But he could sense something else though. It seemed almost Ethereal. A feeling he hadn't felt in a long time. Not since he'd vanquished the demon princes from Acamantors tower. But that was many years ago. The wounds that opened again. The Great Druid sects had closed them soon after the demon princes had been expelled, with strong and mystical magic".

Hasrinaxx cast his mind aside and set about tending to his wounded leg. Nothing a small poultice of woundwort couldn't fix.

It was as he stumbled along the well beaten track to Ishmar that he saw Ederyn, his faithful young apprentice. Like all apprentice Druids, Ederyn was too impatient in learning his magic and would very often make mistakes. Most of the time he would use

the wrong herbs or speak the wrong Druid chant when casting a spell. But he would learn, as all wisened Druid's did, with age.

Something seemed strange though. Ederyn's face seemed almost expressionless, his eyes bulging. Saliva dripped from his mouth and his skin seemed to have a blue tinge to it. Hasrinaxx commanded him to halt. For a moment, he thought he saw a sign of recognition in his young apprentices face, but this instantly disappeared as the apprentice moaned deeply and continued to stagger forward.

As he grew nearer, a piercing stench came over the Druid which seemed to instantly draw him out of his trance. The stench was unmistakably that of death - or rather the undead - of souls denied an existence in the afterworld, and condemned forever to remain on the Earth, as the walking dead.

Hasrinaxx raised his ringed finger, his hand shaking, and pointed it towards his oncoming apprentice. "I, m sorry Ederyn!" he said softly and then uttered two words of musical Druid chant. Strident long bolts of electricity shot from his fingertips and discharged themselves into the apprentices chest, sending him reeling to the ground, his chest smouldering but his face still expressionless. The body lay there, twitching and slowly sinking into the earth as if Mother Nature herself were calling the body back into the ground. But Hasrinaxx knew that the soul had not been vanquished to the afterworld and that it would rise again from this temporary grave in only a few hours.

His head suddenly shot up. His senses were now keened and he could see all around him, coming from every direction through the bushes and between the trees. The undead were everywhere. Once living people, the proud villagers of Ishmar, many were friends of Hasrinaxx. Now reduced to the walking undead. Reduced to attacking the living - jealous of those that still hold life. Hasrinaxx pitied their poor souls.

He heard a thunderclap, and in the distance he could see that the clouds above the once peaceful land of Belorn had formed into the face of a dark, evil looking image. He knew this was the work of Acamantor and his demon princes. He would return to Ishmar and from there, seek revenge and finally put an end to this evil - and destroy the Dark Mage himself!

He searched his small canvas bag and found the object that he required. He lifted the small silver crucifix high in his right hand. The sun gleamed from it. Instantly the undead backed into the bushes and the trees from whence they had come. Into the safety of the darkness and away from the gleaming holy symbol the Druid held in his hand. Hasrinaxx spoke a deep Druid chant and started to walk forwards, along the beaten track to Ishmar...

PLAYING THE GAME SPECTRUM

COMMAND KEYS

Spell selection U.I.O.P

H.J.K.L

Take Spell CAPS SHIFT

Cast Spell Space

Discard Spell SYMBOL SHIFT

Command Elemental A

Pause/Unpause Game ENTER

CONTROLLING THE DRUID

Use Kempston joystick or keys Z,X,P.L and M.

CONTROLLING THE ELEMENTAL

Whenever you create an elemental to help you, he can be commanded with the "Command Elemental" key to toggle between WAIT, FOLLOW (the Druid) and SEND (the Elemental in the direction the Druid is facing). Alternatively, a second player can control your Elemental using the controls below. To switch between manual and automatic Elemental mode, pause the game, press the "Command Elemental" key and unpause

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the game.

SPECTRUM Use a Joystick (Druid control will revert to keyboard)

THE DISPLAY

The constitution indicator displays the current constitution of your Druid. This will run down whenever you are attacked or when you walk through fire or water. The game will end and you will die if your constitution runs out.

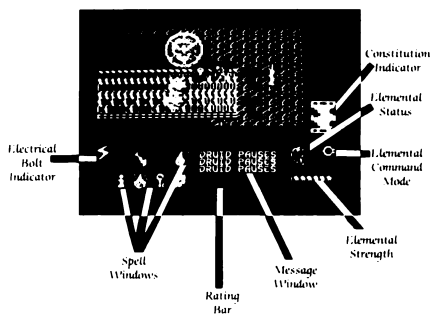
The Spell windows indicate the spell currently selected. Whenever your Druid walks over a spell, you will be told what the spell is in the message window. If you want to take it, you can store it in your Spellbook which can hold up to eight spells. The spell will always be placed above the spell indicator unless the currently selected spell position is already full, in which case, the spell will always be placed above the spell indicator unless the currently selected spell position is already full, in which case, the spell will be placed in the next vacant spell position.

The Elemental display, shows the status of your Elemental (if you have one). Firstly, you are shown what type of Elemental you have and what direction it is moving (useful if he is off screen). The display to the right of this shows you either what command the Elemental is in manual mode. The red bar indicates your Elementals strength.

The Electrical Bolt indicator, shows the current charge of the Druid's electrical bolts. The more quickly you fire, the faster this runs down. As your electrical charge runs down, so firing rate will decrease until you can fire no more. You will then have to wait to recharge your electrical energy.

The green rating bar will grow as you progress through the game to give you progress through the game to give you an idea of how well you are doing.

Great Druid Ratings



As your Druid progresses through his adventures to Acamantor's domain, the green rating bar will grow in length. This shows how well you have done in the game. When you die (or win!), you will be given a rating which describes the title best suited to your Druid. Of course, the best title is that of Overlord but only the best Great Druid's will ever become so honoured. The ratings in order of worst to best performance are:-

Orc Breath	Water Lord
Earth Shaman	Fire Lord
Air Sharman	Keeper of Order
Water Shaman	Druid of Realm
Fire Shaman	High Adept
Earth Lord	A-Sanach
Air Lord	Overlord

DRUID SPELLBOOK

Spell: Conjure Earth Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

This spell is the first of the four major elemental spells. When cast on open ground, a clay golem is summoned from the Earth Elemental Plane and will remain as the Druid's servant until its strength is depleted. He can only understand the three simple commands Wait, Follow and Send. The Golem is resistant to all forms of natural attack and is very strong. However, he is slow and cumbersome and on occasions may prove a hindrance.

Spell: Conjure Air Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the conjure earth elemental spell except an air wispe is summoned from the Air Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Wispe is very fast but also very weak. The Great Druid "Runewort" was well known for using Wispes in fast sweeping attacks on large amounts of weak foes.

Spell: Conjure Fire Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the conjure earth elemental spell except a fiery phoenix is summoned from the Fire Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Phoenix is reasonably fast but loses his strength fast when in wet or moist areas.

Spell: Conjure Water Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the conjure earth elemental spell except a water kraken is summoned from the Water Elemental Plane and will remain as the Druid's servant until strength is depleted.

The Kraken is reasonably fast but loses his strength fast when in hot or arid areas.

Spell: Wall of Fire
Type: Obstructive
Duration: Semi-permanent
Area of Effect: 40 ft in direction cast.

When cast, deep red flames erupt from the ground in the direction the caster is facing. The flames will continue for forty feet, unless hitting some solid obstacle or significant feature of landscape. The wall will only destroy fire-fearing foes and remains a permanent feature of the landscape until the Druid leaves the present land.

Spell: Wall of water
Type: Obstructive
Duration: Semi-permanent
Area of Effect: 40 ft in direction cast

When cast, deep blue water spurts from the ground in the direction the caster is facing. This spell is much the same as the wall of fire spell except that it will only destroy water-fearing

foes.

Spell: Death Touch
Type: Offensive
Duration: Short
Area of Effect: Creature touched

When this spell is cast, any creature touched by the Druid will instantly die. However, a few, more powerful creatures cannot be harmed by this form of magic.

Spell: Deathlight
Type: Destructive
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell will destroy all creatures within a forty foot radius about the Druid for a short duration thus giving him time to gather his wits or pass through dark and eerie lands. There are some powerful creatures who are immune to this form of magic.

Spell: Deathland
Type: Destructive
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell is exactly the same as deathlight except that it lasts much longer. Great Druids always warn their unenlightened inferiors to use this form of magic sparingly.

Spell: Finger of Lightning
Type: Offensive
Duration: Short
Area of Effect: 40 ft in direction cast

When cast, bolts of lightning shoot forth from the Druids fingertips. These bolts are ten times more powerful than the normal electrical bolts that Druids usually fire.

Spell: Recharge
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell replenishes the Druids electrical bolts so that he can fire at the maximum rate possible.

Spell: Slow
Type: Obstructive
Duration: Short
Area of Effect: 40ft radius about Druid

This curious magic causes all normal creatures within a forty foot radius of the Druid to become lethargic and slow thus letting any numble Druid pass between them quickly.

Spell: Fireshield
Type: Protective
Duration: Short
Area of Effect: Druid

When confronted with pillars of flame, a wary Druid need only cast this spell. It will make his robes and sandals like tough dragonscale for a short while and thus he will become impervious to all forms of natural heat.

Spell: Invisibility
Type: Concealment
Duration: Short

Area of Effect: Druid

This well used spell is still one of the most useful that a Druid can carry in his spellbook. The Druid will be rendered invisible to all creatures of normal sight. However, some creatures do not see with their eyes but instead use heat or magic as a source of seeing.

Spell: Armour
Type: Protective
Duration: Short
Area of Effect: Druid

When cast, this spell turns the Druids robes to strong steel for a short while, thus rendering the Druid less vulnerable to attack.

Spell: Turn Away
Type: Repellent/Illusion
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell makes the Druid appear to be an abhorrent, powerful creature. This is of course, an illusion, but any unintelligent creatures in close vicinity to the Druid will immediately panic and try to run away. In time, the spell will end and the illusion will crumble away.

Spell: Teleport
Type: Ethereal travel
Duration: Immediate
Area of Effect: Druid

This spell is fairly mystical. Great Druids have only managed to discover that when this spell is cast within a magic symbol, the caster is sent to another plane (the type of plane is decided by the magic symbol).

Spell: Infra-vision
Type: Visionary
Duration: Short
Area of Effect: Druid

This magic is useful in darkness. It makes the Druids eyes sensitive to heat as well as light. However, this power will only last a short time and then you will be left back in the dark.

Spell: Resurrection
Type: Resurrection
Duration: Special
Area of Effect: Special

This spell was originally created by the Necromancer Groblar in a clever attempt to cheat death. Of course, Druids everywhere realised the value of such a spell and soon it was circulating amongst the higher ranks of the Druid sects. When cast, a grave is created. Should the Druid now bear the misfortune to die, he will gain new life and full strength and rise from the very same grave that he created. But be warned, you can only create one grave. If you cast another resurrection later, the grave created by the first resurrection will be destroyed.

Spell: Doorblast
Type: Destructive
Duration: Immediate
Area of Effect: 5 ft radius about the Druid

When the Druid casts this spell, a mighty explosion can be heard about the Druid and all doors within a five foot radius of the Druid will shatter and splinter into a thousand pieces. Any

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foolish creatures within forty feet of the Druid will collapse in agony at the sound of the explosion.

Spell: The seeing Eye
Type: Visionary
Duration: Short
Area of Effect: 80 ft in direction Cast

This spell enables the Druid to see what is ahead of him. When cast, the Druids mind is allowed to follow the land in front and see what dangers await.

Spell: Sage
Type: Legend Lore
Duration: Immediate
Area of Effect: none

When this spell is cast, the Grand Druid Klaven Marr will give you a short clue depending on where you are. This should aid your Druid in his quest for enlightenment.

Spell: Strengthen
Type: Replenishment
Duration: Immediate
Area of Effect: Elemental up to 160 ft from Druid

This spell will make you elemental stronger and thus prolong its return to the elemental planes.

Spell: Banquet
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell makes the Druid feel like he has just eaten a large wholesome supper, thus raising his constitution back to its best.

Spell: Wine
Type: Replenishment/Curing
Duration: Immediate
Area of Effect: Druid

This spell creates a bottle of wine which the Druid must drink straight away. It will partially restore his constitution but it will also help to drive any poison from his system.

Spell: Create Light
Type: Visionary
Duration: Long
Area of Effect: 5 ft radius about Druid

This spell will create a circle of light about the Druid equal to light created by a small flaming torch. This light will extinguish after some time however.

Spell: Crucifix
Type: Repellent/Illusion
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell causes a Holy Cross to appear in the Druids hand for a short while. All undead and unholy creatures will instantly run in fear from such holy relics.

Spell: Key
Type: Unlocking/Opening
Duration: Immediate
Area of Effect: Touch lock

This spell is merely a Mages Cantrip. It causes all simple lock

mechanisms to slide open thus allowing a locked door to be opened.

Spell: Antidote
Type: Curing
Duration: Immediate
Area of Effect: Druid

This is much more potent than wine and will instantly cure any poisoned Druid. Upon casting, it will create a brew of rare herbs which must be immediately drunk by the Druid.

Spell: Horn of Baeon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

Grand Druids everywhere are puzzled about this spell. They know that when you cast it, a horn sound is created but nothing further happens. It is suspected that it is used for summoning of some sort.

Spell: Coin of Charon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

When this spell is cast, a small gold coin appears bearing the picture of a grim reaper. The coin has the value of one hundred silver pieces.

Spell: White Orb
Type: Destructive/Enlightenment
Duration: Eternal
Area of Effect: Acamantor

When a Druid casts this spell properly, he is recognised as having reached enlightenment and is entitled to enter the Circle of the Great Druids.

The Lands of Belorn

There are ten lands in Belorn as well as Acamantor's five level tower. You start in the village of Ishmar. To the west, lie the lands of desert and fire. To the north of the desert lands, lie the rocky plains which lead north to the dark eerie caverns of darkness. To the north of Ishmar, lies the weird woodland and to the east lie the swamplands and the land of water. North of the land of water there lies the poisonous land of fungus which gives passage to the snowbound ice regions. To the far east, beyond the water, lies Acamantor's tower - surrounded by a moat with no bridge in sight.

The Demon Princes

Acamantor has also summoned the demon princes once more, and they help fortify Acamantor's grip on the lands of Belorn. The demon princes can be found in the lands of fire, desert and snow and in the bottom two dungeons of Acamantor's tower. To destroy a demon, you must fire at it many times whilst casting "Deathlight" or "Deathland". When the demon starts to weaken, its colour will change and a few more swift shots should destroy it. But be warned, the demon will continually spit fireballs at you as you attempt to destroy it.