

# FIVE STAR

GAMES

FOLDS

EQUINOX

Mikrogen

THREE WEEKS IN PARADISE

Mikrogen

BACK TO SKOOL

Mikrogen

SPINDIZZY

Electric Dreams

FREE SOFTWARE & SWEATSHIRT  
COMPETITION  
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#### 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.

# 1 ► ZOIDS—THE BATTLE BEGINS

© Martech 1986 Zoidstar

## Zoid History

**Zoidstar** At the heart of the Galaxy, millions of light years from earth lies the Red Planet of ZOIDSTAR.

Its rock and desert surface is scorched and barren. Its lifeless atmosphere hangs in a perpetual heat haze. What little water there is simmers on the point of boiling.

Over vast spans of recorded time, this desolate planet has been the scene of centuries of searing battle, conflict without quarter, warfare without end. . .

**Galactic Wars** Here strode an ancient race of galactic warlords, their entire civilization geared to conquest. . . the ZOIDARYANS.

On Zoidstar stood the cities where they planned their imperial domination. Deep within these cities were the mammoth construction plants that spawned the terrifying war machines known as ZOIDS.

Possessed of devastating firepower the ZOIDS carried the warlords into battle. Nothing could withstand them. Through the epoch of the Galactic Wars they subjugated whole star systems. No mercy was shown to the victim worlds.

**Heroic Combat** When all the known worlds had been conquered the ZOIDARYANS turned their Zoids upon each other. Fierce duels to the death of one or both combatants satisfied their lust for battle, but HEROIC COMBAT threatened disaster for the Zoidaryans. They bore offspring only rarely, their survival depending on their great life expectancy. The escalating death toll of Heroic Combat would inevitably lead to the extinction of their race. Androids were developed, programmed to pilot the ZOIDS into battle. ZOID continued to fight with ZOID and the survival of the Zoidaryan race was secure. The androids became increasingly sophisticated eventually taking over the design and construction of new and ever more terrible ZOID war machines.

**The Meteor Storm** When the skies over Zoidstar burned in a blaze of colour the end of the Zoidaryan race was nigh. Gazing in wonder at the stunning spectacle in the skies above them the ancient Warlords were unaware of the devastation to come. ZOIDSTAR was doomed by the poison from the skies. Within fourteen days, every living organism on ZOIDSTAR had perished. Only machines survived.

**Zoid Wars** Left to their own devices the androids continued to create even more fearsome ZOIDS. Supplies of ZOIDAR POWER began to dwindle. Now ZOID turned on ZOID as the only means of obtaining fuel necessary for existence. No longer the Heroic Combat of the great age. Only the strongest and most cunning would survive in this new and hostile environment.

**The Blue Moon** The Zoidaryans have kept a battleforce of ZOIDS out in the galaxy. When the meteor storm struck the battleforce attempted a landing on the Blue Moon, a frozen and inhospitable world. The majority of the convoy carrying the ZOIDS and their androids survived, but the Zoidaryan Battle Cruiser crashed and burst into flames. The surviving androids soon discovered that the icy cold was their worst enemy. The ZOIDS had to be made capable of survival. . . to be transformed from cold metal into boiling fluid machines. Thus the Zoids on the Blue Moon began their mutation into a new fighting force. The RED ZOIDS were being created.

**The Red Zoids Attack** On the Blue Moon Heroic Combat was an impossible luxury. Their unity forced upon them by the desperate need to survive, the RED ZOIDS learnt how to operate together as a unified fighting force. For the androids, now encased in a silver coating to protect them from the temperature inside their heat-engorged war machines, the urge for combat was superseded by the urge for conquest. The RED ZOID battle squadrons were made ready for the return to ZOIDSTAR.

**The Blue Zoids Attack** The BLUE ZOIDS on Zoidstar still locked in individual combat, were taken by surprise. The devastating onrush of the RED ZOIDS threatened to destroy them completely. City after city fell to the RED ZOID IMPERIAL LEADER, REDHORN THE TERRIBLE, a mutant monster hell-bent on destruction.

The BLUE ZOIDS were forced to unite. Away from the carnage the androids, programmed for survival, set to work to create a BLUE ZOID that could challenge the might of REDHORN THE TERRIBLE. The centuries of conquest, war and combat have shaped a new and menacing champion. THE SUPREME BLUE ZOID COMBAT LEADER ZOIDZILLA!

**EARTHMAN** Into the maelstrom of this never ending struggle plunged a small and insignificant spacecraft. A BLUE ZOID patrol reached the wreckage first and the android recognised a HUMANOID pilot, still living.

The humanoid from another Galaxy was repaired. Called EARTHMAN after his home planet, he quickly learned the ways of this new and terrifying world. He became skilled in the art of ZOIDTHOUGHT, the means by which a pilot communicates directly with the ZOID which carries him. Connected to the Zoid via a neuro-emphatic reflex arc, the Earthman learned to merge minds with the machine. They became as one.

**A Fateful Mission** The battle raged and the EARTHMAN quickly showed himself to be a fearless and cunning adversary, a quality not often found in androids. For the BLUE ZOID BATALLIONS the war was not going well. A plan was devised by the EARTHMAN that would strike at the very heart of the enemy. He would merge minds with the MIGHTY ZOIDZILLA and be landed in the middle of the RED ZOID city complex, there to seek out and destroy in Heroic Combat, REDHORN THE TERRIBLE. A spacecraft which could carry ZOIDZILLA was created and the mission began. At the last moment disaster struck. As the spacecraft descended it was hit by an enemy missile and destroyed. A RED ZOID patrol was dispatched to recover the wreckage, but there was no sign of any HUMANOID LIFE.

In the explosion ZOIDZILLA had been shattered into pieces. As a precaution against the BLUE ZOIDS capturing the pieces and rebuilding ZOIDZILLA, the RED ZOIDS buried the six pieces under six different city domes. Without their leader the BLUE ZOIDS waited for the inevitable RED ZOID ATTACK.

**Live the Game. Become the machine!** You are EARTHMAN. Incredibly, you have survived the crash landing in the midst of enemy RED ZOID territory. The RED ZOIDS failed to notice that a small SPIDERZOID has also survived. You climb into its command capsule and merge minds with the machine. Instantly you are as one. Your eyes are closed. Your body motionless. Into your mind the ZOID projects his experiences. Everything you see and feel will help you make the right decisions. You do not control the ZOID, you are the ZOID.

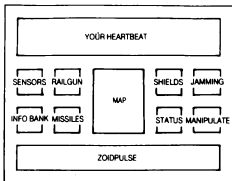
**Instructions** The joystick and/or keyboard represent the neuro-emphatic reflex arc. By using these you can communicate your decisions to the ZOID. The screen represents the images the ZOID is projecting into your mind. Do not expect to see things as you would with your eyes. You must learn to interpret these images. They have been designed over many centuries to be efficient.

Remember, a ZOID's primary driving force is to survive. If the ZOID feels his existence is threatened, his own feelings will effect the decisions you make.

### Option Screen (Spectrum 48K)

1. KEMPSTON – plus Keyboard
2. KEYBOARD – or other Joysticks plus Keyboard
3. REDEFINE KEYS
4. LOAD PREVIOUS GAME – Saved onto tape

**Screen Layout** All other images will be projected onto this screen in much the same way as a thought may pop into your mind.



**Zoidthought** Represents the state of mind of the ZOID. With experience this signal can be interpreted.

**Map** The RED ZOID CITY NETWORKS cover a large area. This map screen will only ever show you a very small section of this territory. The map will be displayed in two possible magnifications.

- (a) **LONG RANGE MAP** (i.e. Not Magnified) Taken straight from your ZOIDS computer banks and showing all the features of the latest intelligence reports.
- (b) **SHORT RANGE MAP** (i.e. Magnified) Displays a magnification of that area of the map in your immediate vicinity. Your position is shown at the centre. Onto this map your ZOID projects the signals from his short range RED ZOID DETECTOR.

**Information** Used to display STATUS and other helpful information.

**Eight Icons** You can select any of these eight options by moving the cursor to the relevant icon and pressing Fire.

**1. Zoid I.D.** Used to identify enemy RED ZOIDS. These are detected by your ZOID and their position and movement displayed on the Short Range Map.

To identify a Zoid, move the cross over the Zoid you wish to identify and press Fire.

**2. Scanner** Scans the immediate vicinity for objects on or just under the ground.

▲ = ZOIDAR POWER POD/RAW MATERIAL

● = A PIECE OF ZOIDZILLA

Any objects shown on the scanner will be automatically picked up by your ZOID, otherwise, they will be ignored.

**3. Status** Calls up information about the Status of your ZOID (Zoidar Power Pods, Missiles, Guns, Damage) and also your progress (Number of pieces of ZOIDZILLA collected).

**4. Guns** If an enemy RED ZOID launches a missile attack, and if your ZOID is able to counter the missiles sophisticated masking system, you will see the missiles flight path towards you on the Short Range Map.

The Guns form your defensive weaponry. When under attack the Guns are used to shoot down incoming enemy missiles.

A 3-Dimensional Perspective Enhancer is projected over the image of the incoming missiles to assist you in aiming the gun. Any missiles which you fail to hit will strike home, damaging or destroying you.

**5. Missiles (Short Range)** These missiles form your ZOIDS offensive weaponry.

Using missiles you can attack enemy RED ZOIDS, POWER PLANTS, MINES, BEACONS OR CITY DOMES. Select the target by moving the cross over the desired location on the Short Range Map and pressing Fire.

The missiles are equipped with cameras and must be guided through the hills and mountain ranges to the target. Once a missile is launched you will see its progress towards the target as shown by the camera and then presented to your mind by the ZOID. You will be in direct control of the missiles flight path. The target will first appear as a cross on the horizon. You will need very quick reactions to hit a target.

**6. Radio Base** Allows you to communicate directly with base. There are two requests you can make of base.

- (a) Long range missile strike against a POWER PLANT, MINE, BEACON OR CITY DOME. Select the target by moving the cross over the desired location on the Long Range Map and pressing Fire. Once launched, the long range missiles home in on their target. It takes approximately 30 seconds for a missile to reach its target.
- (b) To despatch a spacecraft to pick up a piece of ZOIDZILLA which you have found. The pieces are too large for you to carry. Every time a spacecraft collects a piece of ZOIDZILLA your own ZOID is upgraded becoming larger and more powerful.

**7. Information** Identifies any features seen on the Long Range Map. Move the cross over the feature that you want to identify and press Fire.

**8. Move** Use the cross shown on the Long Range Map to trace out the route you want your ZOID to follow then press Fire. The ZOID will follow this route if he is able to. If he feels threatened or becomes involved in combat he may override your decision.

	Function	Spectrum
LEFT	Moves gunswing or	5
RIGHT	moves cross over	8
UP	the map	7
DOWN		6
FIRE	Selects or fires	0
DEFAULT	De-selects	SPACE
HOLD	Freezes game	H
ABANDON	Abandons held game.	A
	Press release to confirm	
RELEASE	Releases held game	G
SAVE GAME	Have blank tape ready.	S
	You cannot save game if your ZOID feels threatened	

**Scenario** Your mission is to recover the six pieces of ZOIDZILLA. Once this has been done the BLUE ZOID COMBAT LEADER will be reconstructed. You will once more have a chance to merge minds with the powerful machine and become ZOIDZILLA, trying to seek out REDHORN THE TERRIBLE and destroy him in Heroic Combat.

The RED ZOID territory contains ten ZOID CITY NETWORKS, separated by mountain ranges but connected by relatively passable valleys. Each network contains eight CITY DOMES, one POWER PLANT, one MINE and one BEACON.

The CITY DOMES contain the massive construction plants within which the androids make new RED ZOIDS. The dome is a powerful force field which protects the City from missile attack.

The POWER PLANT provides the ZOIDAR POWER necessary to fuel the RED ZOIDS. It is also connected directly to each of the eight CITY DOMES and provides each of them with the power necessary to keep their protective force fields in place. The POWER PLANT is of immense importance to the CITY NETWORK. It has no protective force field itself, but if attacked, it switches its ZOIDAR POWER supply to an incredibly powerful Deflector Shield. This has the dangerous effect of draining the network of ZOIDAR POWER temporarily, but the POWER PLANT survives.

The MINE provides the raw materials necessary for RED ZOID production. The BEACON sends out a continuous signal which alerts REDHORN THE TERRIBLE and MAMMOTH THE DESTROYER of any intrusions by BLUE ZOIDS into that CITY NETWORK.

At the beginning of the game, you are somewhere in a valley between two impassable mountain ranges. The pieces of ZOIDZILLA have been buried under six different CITY DOMES with no more than one piece allocated to any CITY NETWORK. Four CITY NETWORKS therefore, have no pieces of ZOIDZILLA at all. (Note: Where the pieces are buried may be different every time you play the game).

To find a piece of ZOIDZILLA you must first destroy the CITY DOME. Once you are inside the destroyed CITY you can use your SCANNER to see if a piece of ZOIDZILLA is present.

#### Enemy Red Zoids in ascending order of power.

**1. Hellrunner** Long-legged mutant Red Zoid. Mounted with guns for defence but has no missile system for attack. Very fast moving. Hellrunners are used to patrol all important locations. If their location is attacked they are then dispatched at great speed to bring help, usually in the form of Spinebacks. Hellrunners which are destroyed are easily replaced by correctly functioning CITY DOMES.

i.e. those with sufficient ZOIDAR POWER and RAW MATERIAL.

**2. Slitherzoid** A sleek, merciless mutant Red Zoid with concealed Gun and Missile systems. Slitherzoids travel between the MINES, POWER PLANTS and CITY DOMES carrying supplies of RAW MATERIAL and ZOIDAR POWER PODS. If a Slitherzoid is destroyed these may not be damaged and can be picked up by your ZOID using your SCANNER. Slitherzoids can be replaced by correctly functioning CITY DOMES.

**3. Spineback** A ferocious and mean mutant Red Zoid with Gun and Missile Systems. A sinister and deadly opponent. Spinebacks are kept on stand-by inside CITY DOMES. If alerted by Hellrunners they will attack intruders without mercy. Spinebacks which are destroyed can be replaced by correctly functioning CITY DOMES.

**4. Serpent** A mutant Red Zoid with terrifying speed and power. Equipped with Gun and Missile Systems. There is usually one serpent for each city network. He has set patrols, looking for intruders to destroy. If destroyed himself, he cannot be replaced.

**5. Mammoth the Destroyer** A cruel renegade Zoid who has defected to the Red Zoids. Heavily armoured, he has special ultra-sonic radar ears which can detect signals transmitted from the BEACONS. Equipped with very powerful Gun and Missile Systems, he roams between the CITY NETWORKS. He is irreplaceable.

**6. Redhorn the Terrible** Sleek and merciless, Redhorn is the ultimate Red Zoid mutation. He is the imperial Red Leader and deadliest enemy of the Blue Zoids. Like Mammoth, he roams between the CITY NETWORKS. If alerted by a BEACON he makes straight for the enemy. He is irreplaceable.

#### Blue Zoids in ascending order of power

- 1. Spiderzoid** The most deadly of the original Zoids because of its great speed.
- 2. Scorpozoid** Heavily armoured fighting machine. Usual in rear guard.
- 3. Trooperzoid** Heavily armoured ground attack machine. The front runner in any Zoid conflict.
- 4. Tank** A four wheel drive gun carrier.
- 5. Great Gorgon** A huge heavy attack Zoid.
- 6. Mighty Zoidzilla** Supreme Zoid combat leader. The most menacing Zoid ever created.

## 2 EQUINOX

© Mikrogen 1986

In the interminable depths of space, Asteroid Sury-Ani 7 floats majestically in a 400 year orbit. The crater scarred surface obscures the danger that lies below – a danger conjured by man in his attempt to strive forward in space colonisation. Radio-active canisters that were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human inhabitants have now departed and only you – a disposal droid remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid Sury-Ani 7, rich in minerals, has been hollowed out into a huge mining complex. The complex is sectioned into eight levels: All levels contain radio-active canisters whose contents are dangerously unstable and liable to explode. The canisters must be disposed of as soon as possible. Gaining access to the different levels is achieved with numbered level passes. In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the complex.

#### Instructions

To load the game type **LOAD "EQUINOX"** or **LOAD ""ENTER**.

**A = USE**

**O = LEFT**

**P = RIGHT**

**CAPSIFT SPACE = RESET**

**3 = PAUSE**

**M = FIRE**

**Q = THRUST**

In order to complete "Equinox" you will need to be able to survive the harmful aliens on each of the numerous levels, and collect a pass on each one. You begin the game with three lives and any contact with an alien will reduce your energy, prolonged contact with an alien will result in the loss of one life. Each level contains a Canister, Disposal Chute and Level Pass. You will have to collect the level pass in order to access the next level. As you search each level for these items your time will elapse. To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level. Once you have completed a level the timer indicator will change to a solid green bar which will indicate that all is safe.

In order to eradicate all danger to the complex you will need to have collected all eight canisters and disposed of them before the humans can settle safely in their new surroundings.

## INSTRUCTIONS FOR PLAYING "EQUINOX"

### DISPLAY PANEL DESCRIPTION

FIRST WINDOW shows which object is currently being held.

SECOND WINDOW shows how many lives you have left.

THIRD WINDOW shows your score, and the six coloured squares indicate how much time you have before the canisters on the current level explode.

FOURTH WINDOW has two pointers, the top pointer shows your Thrust-Fuel level, the bottom shows your Laser Energy level.

**How to use the teleporter terminals** Before a Teleporter can be used, a Teleporter Credit (cyan disc) must be spent at the required Teleporter.

**To spend a Teleporter Credit** When the held object is a teleporter credit, sit stationary within the teleporter and press the USE key or joystick DOWN. If you now wish to teleport, thrust up to the globe-like object in the teleporter and you will be teleported to the second teleporter terminal. However you may leave the teleporter and teleport at a later time.

**How to use trans-level teleporters** To enter a Trans-Level Teleporter you must be holding a numbered Level Pass. Select the desired level by moving your droid onto the corresponding select button and then pressing the USE key. The trans-level teleporter will only give access to levels which are less than or equal to the level pass that you are currently holding. Exit the trans-level teleporter by touching the door.

**How to use a Credit Dispenser** Rest the droid on top of the red plate and press the USE key. This will swap one of your droid's lives for a teleporter credit. The dispenser will only work if you are not holding any objects.

**How to dispose of radio-active canisters using disposal chutes** Move into the yellow portion of the disposal chute and press the USE key. This will send the radio-active canister currently held to the containment room.

Use Batteries to restore your Laser Energy and Fuel Barrels to restore your Thrust-Fuel Level. If you should remain without fuel for too long your droid will explode.

## 3 ► BACK TO SKOOL

### © Microsphere

**The Game** Having managed to steal your report during the last few skool days of term, you've spent the whole holiday forging teachers' signatures and handwriting to make yourself look like the brightest, sweetest natured, most helpful little soul ever to carry a satchel.

Now all you're got to do is get back into the Head's safe...

A couple of years ago, your elder brother had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's cap, you can just make out the following:

\* Key to safe round neck of gurls hedmistris. She hates frogs.

\* Put frog in cup in gurls kitchin so you can nock it down onto her hed.

\* Remember the bike.

\* Frogs ar kept in loked sience lab stor room. Combernasion letters held by masters - get them drunk.

\* Sherry in hedmistris's cubord - only unloked wen sheez shure all the boys ar back in skool.

\* Fill water pistle by jumping up to botel. Put sherry in skool cups and use catapult to nock cups onto masters.

\* Stink bombs - hed will open window if you drop one wen neez near.

\* Cartaker - if you nock him out with a conker by firing catapult from top window of skool, yool be able to get passed him.

\* Bike - chained to conker tree - 4 number combernasion has be ridden on blackbord to relees it. Each master nose 1 number - soke them with water by nocking water-filled cups with catapult wilst they ar under.

\* Water pistle and stink bombs - hidden in desks. Remmember there ar desks in the gurls skool too.

\* Water makes flours grow.

\* Catching mice is fun. Letting them go in the gurls skool is even funnier.

\* If you get lots of lines to do, try being ekstra nice to your gurlfriend!

\* Only the hed can open the study dore - yool have to jump up to reech the keys.

### SAFE AND JOYSTICK

Q	- up
A	- down
O	- left
P	- right

Press Q, A, O, P + CAPS shift to move faster.

F	- fire catapult (or press 'FIRE' button on joystick)
C	- catch mouse/frog
D/U	- drop stink bomb (if you have any)
G	- shoot water pistol
H	- hit
J/L	- jump/leap
M	- mount bicycle
R	- release mouse (only works in girls school)
S	- sit/stand
T	- throw away water pistol
W	- write

To pedal bike, use the **O & P** keys, or waggle the joystick.

**Q** (up) lets you stand on the saddle. **A** (down) lets you get off the bike. You can jump up whilst standing on the saddle.

Press **O** when sitting at a desk to open it and find out what, if anything, is inside.

**W** lets you start writing on the blackboard. When you finish, press **ENTER**.

The program is set up to use the keyboard and suggested names for the characters have been included. You are given the opportunity to select one of several types of joystick, and to alter the names immediately after the game has loaded. If you want to make changes, you should press any letter key whilst the 10 second countdown is going on.

## 4 ► SPINDIZZY

### © Electric Dreams 1986

**The Game** As we all know, working for the corporation is a hard life and the mission you are to be sent on this time is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange artificial world hanging in space.

Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far from noble motivations (it's all government sponsored work you know), time is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned Geographic Environmental Reconnaissance Land-Mapping Device, known as GERALD. The craft is expensive to maintain to your to your time is limited. If you do not move fast the mission will be terminated.

The ships computer holds the initial radar map of the surface and your task is to explore each area, collecting energy in the form of jewels, for which you will be rewarded with extra time.

Since this world is hung in the infinity of space, falling off is not a good idea. Should you lose or destroy your craft it will be re-created and beamed back to the last location visited, but this will cause an enormous power drain resulting in the loss of valuable time.  
So there you have it – do a good job and the rewards will be great, otherwise... well, you don't want to be a Trainee Assistant Cartographer all your life – do you?

**Instructions** When prompted to press **EXT** use the **EXTEND MODE** key or hold **CAPS SHIFT** and press **SYMBOL SHIFT**. This program supports the Kempston joystick interface. Use the joystick or the direction keys to control **GERALD**. Pressing **FIRE** gives extra speed. Pressing the **FREEZE** key will stop your craft on any frictional surface.

**Map** Press **M** to display the map.

**Score** Press **S** to display your current score at any time during the game.

**Viewpoint** Pressing **1, 2, 3 and 4** will alter your viewpoint. The compass in the lower right-hand corner of the screen points North at all times to help with orientation.

**Abort Mission** Press **EXTEND MODE** or **CAPS SHIFT/SYMBOL SHIFT** to abort your mission.

**Pause** Press **P** to pause the game. Whilst paused the border will flash. Any other key will restart the game.

**Eye Strain** Press **C** to alter **GERALD'S** shape.

**Status Display** At the top of the screen, the time left to play, the areas left to visit and the number of jewels collected are displayed.

Activated switches will appear in the lower left-hand corner of the screen.

**Hints** Due East of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment.

Some screens will give a clue as to a switch to activate. This will cause some features to appear or disappear. Occasionally two switches may need to be used together. The clue appears in the bottom left hand corner of the screen. Lifts may be used but may need to be switched on. Ice is slippery and trampolines are bouncy! Make a map; it will help you to find short-cuts (there are quite a few).

★ **SPINDIZZY** is licensed from **ELECTRIC DREAMS** a division of **Activision UK Limited**.

## 5 ▶ THREE WEEKS IN PARADISE

© **Mikrogen**

**The Game** After loading, the theme tune will play – press any key to start game.

The game begins with Wally all alone in the jungle looking for his loved ones, Wilma and Herbert.

To rescue them from the Can Nibbles (the tribe who live on the island) Wally must find and use certain objects which he will come across on his long and arduous trek. Some will have obvious uses (the axe) others will have to be used in more devious ways (The Hole!).

There are many dangerous animals lurking in the jungle. Some of these may be pacified with the right approach.

As we all know, Wally's are a dying breed. Can you help save them from extinction? Or will the Can Nibbles have a tasty feast! (Wilma being very tasty indeed!!!)

### Game Controls

Keyboard		Joystick	
Left	= Q, E, T, U or O	Left	= Left
Right	= W, R, Y, I or P	Right	= Right
Jump	= All bottom row	Jump	= Fire

Keys 1 & 2 = Pick Up/Set Down objects one and two

Key 4 to pause the game

Keys A to ENTER = Go into screen/Swim/Shoot/Climb/Use object

(There are certain screens which you can leave other than at the extreme left or right. Use A to ENTER to turn and leave this way).

Return to menu screen = Caps Shift & Break-Space keys together.

Three Weeks in Paradise also contains a unique feature key. Key 3 allows you to change the colour of Wally, enabling you to when on colourful screens.

