

# GO CRAZY!

## LOADING INSTRUCTIONS

**CBM 64/128 Cassette**  
Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on your cassette recorder.

**CBM 64/128 Disk**  
Type LOAD """, 8, 1 and press RETURN. Refer to DISK LABELS for running order.

**Spectrum 48/128, +2, Cassette**  
Type LOAD """, and press RETURN. Press PLAY on your cassette recorder.

**Spectrum +3 Disk**  
Use DISK LOADER.

**Amstrad CPC Cassette**  
Press CTRL and small ENTER keys simultaneously. Press PLAY on your cassette recorder.

**Amstrad CPC Disk**  
To load type:-  
RUN "DISK (Disk 1 Side 1)  
RUN "DISK (Disk 1 Side 2 / Desolator)  
RUN "JINKS (Disk 1 Side 2 / Jinks)  
RUN "BADCAT (Disk 2 Bad Cat)

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

BEDLAM™	BAD CAT™	JINKS™
DESOLATOR™	SIDE ARMS™	SHACKLED™
MISSION ELEVATOR™	THUNDERCEPTOR™	FAST 'N' FURIOUS™

BEDLAM, BAD CAT AND JINKS CBM AND AMSTRAD COMPILATION ONLY. MISSION ELEVATOR THUNDERCEPTOR AND FAST 'N' FURIOUS SPECTRUM COMPILATION ONLY.

## SHACKLED™

### SCENARIO

Your friends have been captured and chained up in cells. Your task, preferably with the help of the other player, is to rescue and release them from certain death in the complex of the underground dungeons.

When you release a friend from a cell, you can make use of their special weapon to help in your task of releasing more of your shackled friends. Pick up keys to open doors as shooting them has no effect. Search each floor for an exit to escape to other floors containing more of your friends, still trapped deeper in the dungeons.

When your fighting power has run out, the game is over, but this can be prolonged, should you pick up various bonus items strategically placed around the dungeon floors. The evil guards can drop items when you destroy them, that may help you in your fight for survival.

Your quest will be long and treacherous as you battle your way through over one hundred levels of dungeons. Only the quickest and most agile will survive.

If you moves shoot it and try not to stay and fight, just hit and run, because your enemies will drain vital energy when in contact. Collect all of the bonus items to gain extra points and prolong your fighting power.

Destroy giant enemies where possible for extra points and for the keys which they drop. Do not stay too long on one level as a blob will appear and drain your energy. Look closely for your friends trapped behind the doors and before you leave each level, select which powers you want to keep, but be careful you lose the rest. Try to avoid being surrounded in close combat as you will lose lots of energy. You collect more points for bonus doors, so keep a look out.

Upon freeing your friends, you will be awarded an additional weapon. These weapons will be shown as icons on the display panel. Additional features are shown as secondary icons, which can be collected, which relate to the weapon that you hold. These icons are displayed under the weapon icon which includes "Speed Up", "Shot Speed", "Extra Defence" and "Extra Attack".

### CONTROLS

**Spectrum 48/128, +2, +3**  
Player 1 joystick, press SPACE BAR.  
Player 2 uses keyboard as follows:  
Q - Up, A - Down, V - Left, B - Right, H - Fire, I - Select.

**Amstrad CPC**  
Player 1 uses keyboard as follows:  
1 - Up, K - Down, J - Left, L - Right, SPACE BAR - Fire, U - Select.  
Player 2 uses Joystick, SHIFT - Select.

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## SIDE ARMS™

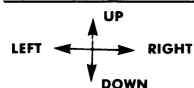
### SCENARIO

**THE THREAT:** The tyrannical Bozon, who aims to exterminate the earth and its people.

**THE MISSION:** Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers, forcing a path into their gigantic underground empire, where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern wall.

Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentipet" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

### JOYSTICK CONTROLS - All Computers



### SPACE AGE ARMAMENT

SIDE ARMS is today's SDI - it's a space age tech of weapons to defend against outer world invaders of Planet Earth. So technically advanced. So powerful!!!

### WEAPONS

#### SPEED UP

Successfully hit "PoW" and a player's speed of projectiles increases to a maximum of 3 times.

#### SPEED DOWN

Player's power is decreased by 1 should "woP" be stuck.

#### 3-WAY SHOT

Propels one (1) shot forward and two (2) shots backward diagonally.

#### TAIL GUN

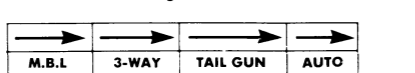
Fires away in 3 separate directions. Big increase in power - doubles and triples.

#### MEGA BAZOOKA LAUNCHER (M.B.L.)

Wow! A blast! Devastating firepower which increases to 2 times.

#### AUTO

Rapidly rotates, unleashing a horde of electrifying laser beams towards the target.



Each player can choose one of the four above-described weapons by hitting SHIFT key:  
Player No. 1 - SHIFT key LEFT Player No. 2 SHIFT key RIGHT.

**ALPHA/BETA**  
The stage of SIDE ARMS reached by Player No. 1 obtaining (Alpha/Beta). Gives Player Multi-Alpha Beams launching.

Player No. 2 achieves Alpha/Beta. Players 1 and 2 combine their weaponry - firing Beta-Photons in multi-directions.

COW 10,000 points	BARREL 3,000 points	STRAWBERRY 1,000 points

These characters appear differently on Spectrum/Amstrad versions.

### ENEMY CHARACTERS/POINTS EARNED

U Ship	200
Fighter Pilots	200
Surface Scuba Divers	400
Scuba Divers	300
Weapon Holder	200
Scorpion Worm	500
Crob Man	500
Floor Dog	200
Vertical Ship	200
Eye Saucer	300
Parachute Bomb	200
Mutant Ship	800
Mutant Fighter Planes	1,000
Storm Trooper	1,000

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## BEDLAM™

### CBM 64/128 AMSTRAD COMPILATION ONLY

As a cadet in the Stellar Imperiums pilot academy, you may have thought that you were hot stuff, but the instructors had a surprise in store for you. The academy puts its trainees through one final test, the X12 fighter simulator - simply known as BEDLAM!

### CBM 64/128

#### GAMEPLAY

There are 16 space stations plus a special bonus formation stage as section 17. There are relay stations and 4 link machines hidden in various space stations. After completing all 17 sections the game continues with increasing difficulty.

#### DUAL PLAYER MODER

This enables two players to play at the same time. These players cannot shoot each other but they can bounce each other around. If one player dies he cannot come back until the start of the next section or until the other player dies, whichever is sooner. Scoring and pickups are on a strictly first come, first served basis, however, the bonus for shooting an entire formation goes to the player shooting the last alien. Both players have a limited duration of invincibility. It is up to the two players entirely on whether they co-operate with each other or fight it out.

#### SPACE STATION SURFACES

These can be very perilous as some objects such as force fields are both indestructible and dangerous. Avoid these at all costs. Radar and guns can be destroyed and it is in your own interests to destroy the guns as soon as possible. Revolving guns shoot in all directions. Colliding with pyramids will not destroy you but they will bounce your ship around out of control.

#### ALIENS

Progressively formations become more complex as you go further through the game. Within these formations there are one or more safe spots from which you can shoot aliens without putting yourself directly in their path. However, this is made complicated by the surface objects of the space stations which will bounce your ship around or destroy it. Shooting entire formations is one of the major aims of BEDLAM. Not only do you receive a large bonus but you also get limited duration invincibility. It is therefore possible to remain invincible for quite a considerable time by clearing formations.

#### MOTHERSHIP

After every fourth section this large, threatening alien will appear. You can only destroy it when its eyes are fully open. A large bonus plus limited invincibility is awarded if you achieve this. Occasionally the Mothership will be accompanied by formation aliens and/or homing missiles.

#### MISSILES

There are two kinds, drifting and homing. Both are represented by eyeballs which constantly look at ships when activated. The drifters aim at your ship and launch with no deviation from their course. The homing missiles lock onto your ship and circle in toward you.

#### PICKUPS

Hidden under many of the small pyramids scattered around the space stations are various items which may help you. First shoot the pyramids to uncover the items and simply fly your ship over them to pick them up.

**INVINCIBILITY (!):** This is achieved either by flying over an invincibility pickup or shooting an entire formation. The pickup will last longer. The level of invincibility you hold is indicated by how fast your ship is flashing. When it

has almost stopped be careful as your invincibility is almost gone. **MINE (M):** Flying over this pickup will give you a mine which becomes operative as soon as you press the trigger on your joystick. It is therefore wise to manoeuvre your ship without firing until the right moment to activate the mine arises. When activated the mine will wipe out all land installations as well as aliens and homing missiles. **LIFE (L):** Picking this up will give you an extra life. **TELEPORT (T):** Passing over this will teleport you to a Pinball machine (see below). **BONUS PINBALL GAMES**  
Bedlam contains 4 Pinball machines, their entrances being hidden under certain small pyramids. Shooting these pyramids will uncover the Pinball teleports.

Once inside the pinball machine scoring opportunities abound. Virtually everything can be shot and there are bonuses galore. You will notice however, that the ship will be bounced around more and you may lose control quite often. The flippers scattered around are directly under your control if you release a pinball. When you press your trigger they will be drawn back and when you release the trigger they will be flipped.

The only peril associated with these worlds are the pinballs themselves and you can easily avoid these if you so desire. However, if that elusive high score is your goal then the pinballs are the way to accomplish it. When you score the characteristic pinball release mechanism all you need do is shoot it in. This will eject the pinball into the main machine. It will bounce off everything except the bottom of the screen. Your task is to keep it on screen by shooting it whilst at the same time trying to avoid being hit by it. While it remains on screen it should be scoring quite heavily for you.

Occasionally you will see holes or grabbers. Shooting a pinball into these will activate the scoring amplification circuit. Depending on the particular pinball machine you are in, all subsequent scores will be multiplied by either 2 or 10. This amplification will remain in effect for the rest of the pinball machine and for the entire next section of the game. In dual play you will grabbed pinball will flash in the same colour as the ship of the player who shot it in.

#### CONTROLS

##### Joystick

Joystick in part 1 - One player.  
Joystick in part 2 - Two player/dual play mode.

##### Keys

F1 - One Player  
F3 - Two Player  
F5 - Dual Play  
FIRE BUTTON OR SPACE BAR - Start Game.  
RUN/STOP - Pause  
T - Toggles music and sound effects.  
Q - Quit current game.  
COMMODORE KEY - Restart where you left off in previous game.

#### AMSTRAD CPC

##### GAMEPLAY

When the game has loaded a menu screen will appear which displays the options.

1 Player High Score Define Keys Start Game  
A flashing cursor on the left hand side indicates the current menu selection. The cursor moves up or down using the joystick or A and Z keys and the current option can be selected by using the FIRE button or SPACE BAR.

##### GAME OPTIONS (MENU SCREEN)

Move cursor to 1 player option on the menu screen and by pressing FIRE button/SPACE BAR you can toggle the option between 1 player, 2 player and dual play.

**HIGH SCORE:** When this option is selected, a high score panel appears displaying six-letter names and their corresponding scores. Press FIRE button/SPACE BAR to return to main menu.

**DEFINE KEYS:** When this option is selected, a small panel appears in the centre of the screen. The game will prompt you for two sets of keys, one for player 1 and the other for player 2. The default definitions are as follows:

FIRE	Player 1 Joystick	Player 2 SPACEBAR	When both sets of keys have been defined the game returns to main menu.
RIGHT	Joystick		Abort current game.
LEFT	Joystick		P - Pause
DOWN	Joystick	A	
UP	Joystick	Z	

**START GAME:** By selecting this option you will commence play. Press COPY key if you wish to commence your game at the most recently played stage rather than resetting the stage counts for each player.

#### SPECTRUM

##### GAMEPLAY

There are 16 space stations or stages plus a special bonus section as stage 17. Upon completion of all stages, the game restarts at stage 1.

Gameplay can be in one of three modes - 1 player, 2 player and dual play. The first two modes are the standard arcade modes, whereas in Dual Play mode, players may choose to co-operate (or compete) in destroying alien formations. In Dual Play mode, player ships will bounce off each other, adding to the difficulty of the game as players may inadvertently (or intentionally) bounce each other into the path of oncoming aliens, bullets or background objects. If one of the players is killed during a stage the other player will have to finish the stage on his or her own. The dead player will re-appear at the commencement of the next stage.

##### BACKGROUND OBJECTS

During the game, various background objects, or plates will appear and scroll down the screen. Many of these objects will fire at you, while others will merely be obstructions.  
Most bullets are fired straight down the screen, others are fired in 1 of 8 directions, selected randomly. Finally, some objects will fire homing bullets which will home in on one of the players.  
Some background plates, when destroyed, will turn into pickups (see below).

##### PICKUPS

At various points, a pickup will appear. These grant temporary invincibility or extra lives. The player must move over the pickup to gain its benefits. If it is an invincibility pickup (shield), a border around the player's ship will start to flash. Invincibility is only temporary and should not be relied upon. If a life pickup (heart) is blown over, the player gains an extra life (indicated in that player's score line).

##### ALIENS

One of the major aims in BEDLAM is to destroy the increasingly complex alien formations which constantly appear. All these formations have 'safe spots' where the players may sit and destroy all the aliens, but background objects may interfere by bouncing the players around, destroying them or firing at them.

Once an entire formation has been destroyed, the player that killed the last alien in the formation will gain a special bonus which varies from formation to formation, depending on the formation's difficulty. Also, temporary invincibility is granted to that player. Some of the formations that appear in later stages may only be destroyed by players operating in Dual Play mode. After every fourth stage, an alien mothership will appear (possibly in conjunction with an alien formation) to harass the players. The mothership will take a number of shots before being destroyed. A large bonus is awarded for destruction of the mothership and its accompanying formation (if present).

#### SCENARIO

Upon starting the game, your objective is to pilot the small round probe with your space glider over planet Atovi. You can gather points by touching special objects. Additional gliders or probes can be collected by touching special objects. Beware of moving objects which will endanger your probe by causing a reduction in its size or lead to its total loss. You can finish a level by manoeuvring your probe into the field with rotating balls. A bonus level is awarded if you achieve this, from which you have the option to choose any level you like. As the game progresses, the levels increase in difficulty with the addition of further fiendishly clever traps.

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## BAD CAT™

### CBM 64/128/AMSTRAD COMPILATION ONLY

#### SCENARIO

BAD CAT comprises four independent levels connected by an interlude. After the game has loaded, the program asks firstly for the number of players (1-4), after indicating this, enter the player names using the keyboard. The game starts at the first venue. Upon finishing you have to proceed to the next venue by means of completing an interlude stage. As you progress on, each subsequent venue is reached through an interlude. After your exciting adventure you may gain permanent recognition on the high score table.

**Performance Value:** A particular time limit is designated to each level. If time runs out before completing a venue, the game ends and the player gains no points. If you have time left at the end of a venue it is converted into points with a multiplier of 10.

**BONUS:** By being extremely skillful you can gain the benevolent approval of the judges by the immensely clapping of hands. You may be awarded a bonus if successful for which you can score 100 points for a bonus ball in every level, or 2000 points if you gain a bonus ball in the interludes.

#### VENUE 1: THE CITY PARK

Your aim is to cross the City Park to reach the motorcycle.

##### Controls:

Joystick LEFT - backwards  
RIGHT - forwards  
UP - Jump (flight path can be corrected with left/right)  
DOWN - fall on knees (only possible at useful places)  
FIRE - Somersault (flight path can be corrected with left/right)

##### Obstacles:

- You have to overcome water jumps.
- Jump over walls, it is also possible to jump from wall to wall which gains you bonus balls.
- Circusball: firstly climb a wall and by pressing FIRE jump onto the ball.
- Keeping balance with regular right/left movements, move along the wall and at the right end you jump automatically off the ball to gain 3 bonus balls.
- Low trestle: "down on your knees" is the motto. With fast left/right movements you can master this section.
- Trampoline: this doubles your take-off power which is necessary to conquer the walls and motorcycle. Control of take-off is identical to the control of the normal jump.
- Cradle: after jumping onto the wall, you have to jump to the first crossbar.
- Fast right/left moves help you overcome this torture.
- Swing: with the help of the swing, you should catch the key which hangs on the streetlight. This key enables you to start the motorcycle at the end of this level. If you should miss the key, you have to repeat the level. By pressing FIRE you can jump onto the swingboard and with rhythmic right/left movement on the joystick, you set the swing in motion. Take off during swinging results by moving the joystick up.
- Motorcycle: execute a sweeping somersault to get on the motorcycle.

#### THE INTERLUDE

As a proud owner of a motorcycle you can now reach your next venue, marked with a flashing point. Take care - a cat on a motorcycle gets about faster than you think and the police will stop you. When in contact with the police you lose time as discussions can take some time. Press FIRE when you have reached your goal. You can gather more bonus balls by collecting the rotating disks. At several points, bulldozers may block your path.

#### VENUE 2: THE ARENA

You have to jump from bumper to bumper punching off geometric figures which are shown on the arena indicator. These figures have to be knocked off the sensor board.

You can seize balls by punching off black hexagons. The judges award further bonus balls if you succeed in performing the somersault from bumper to bumper twice in succession.

##### Controls:

At the start, Bad Cat stands on a bumper. With the joystick down you can gather momentum from which you can then take off by pressing FIRE. If you make no further joystick movement the cat jumps a sort of curve and should land on the second bumper if you take off correctly. By pressing the FIRE buttons shortly after the cat has jumped from the bumper, the cat performs a somersault. When the cat reaches the highest point of the flight path a geometric figure can be punched off by pressing the FIRE button. During all jump and flight phases of the cat, the movements can be corrected slightly with the joystick. The line of sight of the cat is changed by using the joystick right/left.

#### VENUE 3: THE SEWER

This channel must be crossed and because it is well known that cats hate water, you should avoid unintentional jumps into the foaming waste. Control is identical to the City Park Venue but it is impossible to perform a somersault because of the physical conditions.

**OBSTACLES:** (All other versions)  
Bin: control is identical with the control of the ball in the park.  
Rats: rats may be bumped into the water with three different moves:

Kick - FIRE + DOWN  
High Punch - FIRE + UP  
Low Punch - FIRE + LEFT  
Hanging: control is identical to 'cradle' in the park.  
Be warned of several notorious moving creatures in the sewer. Push joystick UP to draw up your legs at the pipes.

Crawling on the pipes:  
Crawl Forward - RIGHT/LEFT  
Crawl Backward - FIRE + LEFT/RIGHT  
Climb on the Ladder - FIRE + UP

You can push down the stones which lie in the pipes by pressing FIRE when the cat is at shoulder height to the stones. By throwing the stones skillfully you have the possibility of revenge on the creatures described above.  
Climb down the ladder again - FIRE + DOWN  
Escaping from the dog - Use fast RIGHT/LEFT movements.  
We do not want to betray the other surprises at this time.

#### VENUE 4: THE PUB

The cat and the well known bulldog have to put on a real duel consisting of bow and beer. Your aim is to hit your rival with the most possible bowls of his fast. Everybody that hit has to go to the bar and drink a beer. Just below the playing screen the bowling lanes are indicated. Dependent on how much they drink, the more tipsy they become. The game finishes as soon as one has drunk six beers or time runs out.

#### CONTROL OF THE CAT:

Pick up a bowl - Joystick LEFT  
Throwing a bowl - Joystick RIGHT  
Changing bowling lane - Joystick UP/DOWN  
Escaping from the dog - Turn the cat with its face to the bar by moving the joystick LEFT, then move the cat to the bar by moving the joystick UP, by pressing FIRE the cat has to drink the beer.

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## JINKS™

### CBM 64/128/AMSTRAD COMPILATION ONLY

Upon starting the game, your objective is to pilot the small round probe with your space glider over planet Atovi. You can gather points by touching special objects. Additional gliders or probes can be collected by touching special objects. Beware of moving objects which will endanger your probe by causing a reduction in its size or lead to its total loss. You can finish a level by manoeuvring your probe into the field with rotating balls. A bonus level is awarded if you achieve this, from which you have the option to choose any level you like. As the game progresses, the levels increase in difficulty with the addition of further fiendishly clever traps.

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### Press FIRE to switch from Menu to High Score.

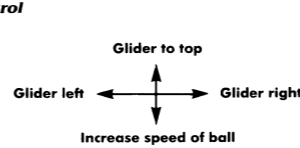
To abort title tune press any key.

#### OPTIONS

You can also choose or adjust in the selection menu the functions start (FIRE), "speed" or "gravitation" (both with UP and DOWN) with the joystick.

#### CONTROLS

##### Joystick Control



Press FIRE to turn glider.

Plug joystick in port # 2 (CBM 64/128)

##### Keyboard

Arrow keys simulate joystick.  
Directions above, COPY = Fire. (Amstrad).  
CBM 64/128 Joystick only.

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## DESOLATOR™

Your mission as MAC is to fight your way through the castle owned by KAIROS - the Great Satan and free the captive infants held behind mysterious mirrors. Smash the mirrors to break KAIROS' evil spell and upon completing your quest, transform into the invincible MACHOMAN and desolate all in your path.

#### CONTROLS

##### CBM 64/128

RUN/STOP - Pause  
SPACE - Jump  
FIRE - Punch (Joystick)

##### Spectrum

Keyboard = user redefinable.  
Default keys are:  
A - Up  
Z - Down  
X - Left  
C - Right  
V - Punch  
SPACE - Jump  
P - Pause

##### Amstrad

JOYSTICK - Keyboard  
FIRE - Punch  
KEYBOARD  
M - Left  
- Right  
- Up  
A - Down  
SPACE - Punch  
ESC - Jump

#### CHARACTERS

He enters the castle to save the PETERS. Once he has collected the required number (9 - Amstrad, 6 - CBM 64/128, 6 - Spectrum) he gets a POWER UP which transforms him into the invincible MACHOMAN.

KAIROS, the Great Satan  
Only his head appears in Stage 1 and a multiple KAIROS in Stage 2 can attack you in various ways. You can easily destroy him by reading his movements in advance.

BAJO, KAIROS' mother (CBM 64/128 Only)  
Manipulates ZOMBIES in Stage 3 and PARJO in Stage 4. She moves swiftly and fires flame shots from her cane. The only way to down her is to anticipate where she will move, wait in ambush and hit her when she least expects it.

HEAD - Run to the left  
LEFT - Run to the left  
RIGHT - Run to the right  
FIRE DOWN - Shoot (whilst ducking)

For further specification also examine the meters for normal faser, super faser and shield.

This display also shows the ordinary information like the current level of the game, the remaining number of P lives' and of course the current score.

#### THE ENEMIES

ALL the enemy space-ships of this game are shown at the 'report' page, including their name. They're also shown on real scale, except 'Fighter III', which is a very large one!

(A) FIGHTER II: Available in five different colours: white, yellow, green, magenta and blue. The darker the colour of this space-ship, the more dangerous it is, i.e. the better the shield is and the more aggressive it is. Shoot 'em up if possible or dodge them.

Your shield can 'absorb' a few 'faser-bullets', this however, depends on the amount of energy that is left for your shield system.

(B) FIGHTER I: They will always appear in the form of a 'wave' (= 5 together). The darker the colour of this space-ship, the better its shield is. Shoot'em up if possible or dodge them.

(C) BATTLE-SHIPS, CARGO-SHIPS, COMMUNICATION-SHIPS and LAB-SHIPS: First destroy the 'waves' mentioned above (= Fighter II). These space-ships won't disappear until they have been destroyed by hitting them as often as you can. The computer will automatically select 'super faser' mode, so now you have the 'autofire' facility! If there's no energy left for the 'super faser' system, then you'll have to use 'normal faser', and if there's also no energy left for the 'normal faser' system, then.....?

PS: Dodge the big missiles, your shield can't 'absorb' them!

(D) FIGHTER III: Is about the same procedure as the earlier mentioned large space-ships. You can't shoot them, but you can 'nose', and watch out for the missiles....! These super large space-ships are available in 5 different colours....!

EXTRA WARNING: Also watch out for the meteoric stones, satellites, wreckages, etc!

BONUS LIFE: A bonus life is awarded at 500,000 points.

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## FAST 'N' FURIOUS™

#### SPECTRUM COMPILATION ONLY

#### GAME CONTROLS

#### Keyboard

O – Left
P – Right
Q – Up
A – Down
CAPS SHIFT up to including SPACE – Fire

#### Joystick

1. Cursor, Protek or AGF types
2. Kempston type
3. Sinclair Interface II types
R and T together – Abort Game
E – Pause
J – Continue

#### THE MENU

Choose the desired joystick option/keyboard by pressing their associated number, then press 'S' to START the game.

#### How to control your flying carpet

Your flying carpet is controlled with the direction keys/joystick.

#### THE FIRE FACILITIES

1. The Single Fire Direction Mode
If you want to throw ('fire' forwards) then press down the FIRE button. (No 'autofire').

2. The Multi-Fire Direction Mode
If you want to throw then hold down the FIRE button and press down whichever direction you wish to throw (i.e. down, up or forward).

Use the ENTER button on your keyboard (during the game) to toggle between the two FIRE modes.

The 'S' symbol, at the top of the screen stands for Single fire mode.

The 'M' symbol stands for Multi-Fire mode.

#### TIP

Single fire mode makes the gameplay easier!
Use the Multi-Fire mode to increase your score.

THE 'MAGIC MODE' FACILITY
If you hold down FIRE and then move your joystick to the left or press SPACE and O on your keyboard, then you'll be in 'Magic Mode' for a few seconds. This means that you can't be hit by anything, but your stamina will be decreased by 10%.

#### PLAYING THE GAME

#### How to control your flying carpet:

Your flying carpet is controlled with the direction keys/joystick. If you want to throw then hold down the FIRE button and then press down whichever direction you wish to throw, (i.e. down, up or forward). If you hold down FIRE and then move your joystick to the left (or press SPACE and 'O' on your keyboard), then you'll be in 'Magic-mode' for a few seconds. That means that you can't be killed or hit by anything, but your stamina will be decreased by 10%.

#### Level 1

You're controlling your flying carpet and first watch out not to crash against a pillar or building.

During this level you will be attacked by several enemies:

- Red and perhaps a few other flying carpets. Shoot 'em up or dodge them until they disappear. PS: The brighter the colour of the flying carpet, the more dangerous they are!
- The three big Scorpions. Shoot 'em up by hitting each scorpion five times. (The scorpions will flash when you've hit them.) Notice that the scorpions will not disappear until you've shot all three down.
- The four 'E' Monsters. Three red and orange coloured monsters. Shoot 'em up by hitting each monster five times.
- The big Dragon. Kill the dragon by hitting him three times. The dragon will not disappear until you've shot him down.
- The 1st big Centipede. Kill the centipede by hitting him three times and notice that he will not disappear until you've shot him down.
- The Bat. Shoot 'em up or dodge them, if possible.

Please notice that after you've been killed your stamina will be decreased and the game will continue with the next battle scenes.

During this level there will also appear some ICONS on the screen. Pick them up by flying against them. You will need the icons to play the sub-game at the beginning of level 2!

#### Level 2

#### THE SUB GAME

Once you've survived the foregoing level, you're going to land and have to deal with the leader (outlaw) of this particular desert-area. So you are going to play the sub-game and by giving the outlaw the right icons (those you've picked up in the foregoing level and those you already had) you will make him more satisfied and his stamina will be increased. But if you give him the wrong icons and make him less satisfied, then his warriors (flying carpets) will be faster and even more furious during the next stage of this level!

#### PLAYING THE SUB-GAME:

You can only push an icon to the right, then it will stop until the mechanism will move it UP or DOWN. Choose the desired icon by moving your joystick up or down (or use the keyboard keys for up and down), then hold down the FIRE button until you want to push the icon. An icon that is going up will be destroyed. An icon that is going down and if it is the right icon, then it will

raise the 'satisfaction-level' of the outlaw. However, if it is the wrong icon, then the 'satisfaction-level' will be decreased. Notice that if you will need 20 icons to complete the whole 'satisfaction-level' and that the icons at the top are the most difficult. You'll have 60 seconds to complete the sub-game, or press 'E' when you want to exit the sub-game at an earlier stage, (so you don't have to wait). If you did a good job, by making the outlaw satisfied, then your stamina will be increased and the next stage of this level will not be that fast and furious.....?

THE CLUES:
These are the right icons for this outlaw: (Staff) notes, the glass, heart symbol, oil, pound symbol.

TIP: Save the oil and pound icons for the following levels!

#### BACK ON YOUR FLYING CARPET:

After you've played the sub-game you're going back on your carpet and will be attacked by several enemies.

There will appear new dragons, new monsters and more carpets, kill the dragons and monsters by hitting them 3/5 times and shoot the carpets down if possible, otherwise dodge them.

#### Level 3

#### THE CLUES OF THE SUB-GAME

These are the right icons for this outlaw.: USA flag, revolver and the pound symbol.

After you've played the sub-game you're going back on your flying carpet and better prepare yourself for the next battle scenes.

#### Level 4

#### THE CLUES OF THE SUB-GAME:

These are the right icons for this outlaw: Russian flag, revolver, oil and dollar symbol.

And of course you will go back on your flying carpet (as usual) and the action will continue.

#### LEVEL 5

#### THE CLUES OF THE SUB-GAME:

These are the right icons for this (final) outlaw: USA flag, oil and dollar symbol. After you've played this final sub-game, you're back (for the last time) on your flying carpet and better prepare yourself for the final (very tough action scenes)! Copyright © 1986 Enrieware Productions.

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## GO CRAZY!

#### LADENANWEISUNGEN

*CBM 64/128 Cassette*
Die SHIFT- und RUN/STOP-Tasten gleichzeitig drücken. PLAY auf dem Kassettene recorder drücken.

*CBM 64/128 Disk*
LOAD=\*\*\*, 8, 1 tippen und auf RETURN drücken. Die Reihenfolge der Spiele wird auf dem Diskettenbeschriftungen angegeben.

*Schneider CPC Kassette*
Gleichzeitig auf CTRL und die kleine ENTER-Taste drücken. PLAY auf dem Kassettene recorder drücken.

*Schneider CPC Diskette*
Nur Laden, tippen Sie:--
RUN\*/DISK (Diskette 1 Seite 1)
RUN\*/DISK (Diskette 1 Seite 2 / Desolator)
RUN\*/JINKS (Diskette 1 Seite 2 / Jinks)
RUN\*/BADCAT (Diskette 2 Bad Cat)

Kassettenbenutzer sollen beachten, daß jedes Spiel einzeln geladen wird. Mächten Sie z.B. ein weiteres Spiel von der gleichen Bandseite laden, so lassen Sie den Recorder stoppen, sobald das erste Spiel geladen ist. Schalten Sie den Computer aus, dann wieder ein und wiederholen Sie den Ladevorgang. Wir empfehlen, daß Sie sich die Zählerangaben auf Ihrem Kassettene recorder notieren und haben zu diesem Zweck das folgende Raster beigelegt.




SHACKLED™	SIDE ARMS™
<input type="text"/>	<input type="text"/>
BEDLAM™	BAD CAT™
<input type="text"/>	<input type="text"/>
JINKS™	DESOLATOR™
<input type="text"/>	<input type="text"/>

## SHACKLED™

#### SCENARIO

Deine Freunde wurden gefangen genommen und liegen angekettet im Gefängnis. Deine Aufgabe besteht, am besten mit Hilfe mit anderen Spielern Energie, Samme alle Bonusgegenstände ein, um zusätzliche Punkte zu erzielen und Deine Kraft zum Kämpfen zu stärken. Zerstöre die riesigen Feinde wo möglich, um zusätzliche Punkte zu erhalten und wegen der Schlüssel, die sie fallen lassen. Bleib nicht zu lange auf einem Stockwerk, da ein Blob erscheint und Dein Ende bringt. Suche genau nach Freunden, die hinter den Türen eingeschlossen sind. Bevor Du jedes Stockwerk verläßt, wähle, welche Kraft Du behalten willst. Sie jedoch vorsichtig, denn Du kannst den Rest verlieren. Versuche zu vermeiden, Dich beim Nahkampf umzingeln zu lassen, da Du auf diese Weise Energie verlierst. Du erhältst mehr Punkte für Sprünge, sei es über oder der Hut.

Nachdem Sie Ihre Freunde befreit haben, erhalten Sie eine zusätzliche Waffe. Diese Waffen erscheinen als Icons auf der Bildschirmzeile. Weitere Eigenschaften werden als sekundäre Icons dargestellt, die man sammeln kann

		
<b>HINWEISE</b>		
Was sich bewegt, erschließe. Versuche nicht, zu bleiben und zu kämpfen. Nur ziehen und weglaufen, denn Deine Feinde verbrauchen bei Berührung wichtige Energie. Sammle alle Bonusgegenstände ein, um zusätzliche Punkte zu erzielen und Deine Kraft zum Kämpfen zu stärken. Zerstöre die riesigen Feinde wo möglich, um zusätzliche Punkte zu erhalten und wegen der Schlüssel, die sie fallen lassen. Bleib nicht zu lange auf einem Stockwerk, da ein Blob erscheint und Dein Ende bringt. Suche genau nach Freunden, die hinter den Türen eingeschlossen sind. Bevor Du jedes Stockwerk verläßt, wähle, welche Kraft Du behalten willst. Sie jedoch vorsichtig, denn Du kannst den Rest verlieren. Versuche zu vermeiden, Dich beim Nahkampf umzingeln zu lassen, da Du auf diese Weise Energie verlierst. Du erhältst mehr Punkte für Sprünge, sei es über oder der Hut.		
<b>PLAYING THE SUB-GAME:</b>		
You can only push an icon to the right, then it will stop until the mechanism will move it UP or DOWN. Choose the desired icon by moving your joystick up or down (or use the keyboard keys for up and down), then hold down the FIRE button until you want to push the icon. An icon that is going up will be destroyed. An icon that is going down and if it is the right icon, then it will		

und die sich auf die Waffn in Ihrem Besitz beziehen. Diese Icons erscheinen unter dem Waffon – Icon, zu dem auch "Speed Up" (Beschleunigen), "Shot Speed" (Schuß-Geschwindigkeit), "Extra Defence" (zusätzliche Verteidigung) und "Extra Attack" (weiterer Angriff) gehören.

#### STEUERUNG

#### CBM 64/128

Spieler 1 benutzt Joystick 1.

X – Wählen.

Spieler 2 benutzt Joystick 2.

N – Wählen.

#### Schneider CPC

Spieler 1 benutzt die Tastatur wie folgt:

1 – Hoch, K – Runter, J – Links, L – Rechts, LEERTASTE – Feuer, U – Wählen.

Spieler 2 benutzt den Joystick.

SHIFT – Wählen.

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## SIDE ARMS™

#### SCENARIO

DIE BEDROHUNG: Der tyrannische Bazow, dessen Ziel die Vernichtung der Erde und ihrer Bevölkerung ist.

DIE MISSION: Leutnant Henry und Feldwebel Sanders müssen den blauen Planeten retten.

Kämpfen Sie sich Ihren Weg frei durch die Angriffswellen außerirdischer Angreifer, um in ihr gigantisches, unterirdisches Imperium einzudringen, wo die Angriffe von allen Seiten zunehmen – ebenso durch das unterirdische Meer wie auch durch versteckte Feindpositionen in den Höhlenwänden. Schließlich werden Sie mit Bazons Superwaffe, dem mobil befahrrten "Semtipef", in einem verzweifelten Kampf auf Leben und Tod konfrontiert. Klassische Abschuß-Action verbunden mit ausgezeichneten Bildschirmstellungen und hervorragenden Tests für Ihre Reflexe.








<b>JOYSTICK-KONTROLLEN – Alle Computer</b>		
	HOCH	
LINKS	↕	RECHTS
	RUNTER	

#### TASTATUR-KONTROLLEN

Alle Tasten werden auf dem Spectrum/Schneider Bildschirm gezeigt.






#### WAFFENAUSRÜSTUNG IM RAUMZEITALTER

SIDE ARMS ist das SDI von heute – es ist das geheime Waffenlager im Raumzeitalter, um den Planeten Erde gegen Invasoren aus der äußeren Welt zu verteidigen. Das ist technischer Fortschritt. Das ist Macht.

	<b>WAFFEN</b>
	<b>GESCHWINDIGKEIT ERHÖHEN</b> Wenn Sie erfolgreich "PoW" drücken, dann erhöht sich die Geschwindigkeit des Geschosses maximal bis auf das Dreifache.
	<b>GESCHWINDIGKEIT VERRINGERN</b> Wenn Sie erfolgreich "PoW" drücken, verringert sich um 1, wenn "wo9" getroffen werden sollte.
	<b>3-WEG SCHUB</b> Feuert einen (1) Schuß vorwärts und zwei (2) Schüsse diagonal zurück.
	<b>HECKKANONE</b> Schießt in drei verschiedene Richtungen. Starkes Anwachsen der Kräfte – doppelt und dreifach.
	<b>MEGA-PANZERFAUSTABSCHUß</b> Was für eine Explosion! Eine vernichtende Feuerkraft, Sie können ein- bis zweimal so schnell feuern.
	<b>AUTO</b> Dreht sich schnell und entfesselt einen Schwarm von elektrisierenden Laserstrahlen in Richtung des Ziels.





Jeder Spieler kann eine der oben beschriebenen Waffen wählen, wenn er die SHIFT-Taste drückt. Spieler Nr. 1 – linke SHIFT-Taste. Spieler Nr. 2 – rechte SHIFT-Taste.

				
M.B.L.	3-WEG	HECKKANONE	AUTO	

Wird dieses Stadium von SIDE ARMS von Spieler Nr. 1 erreicht, so erhält er @ (ALPHA/BETA). Der Spieler kann dann Multi-Alphastrahlen feuern.

Spieler Nr. 2 erreicht Alpha/Beta. Spieler 1 und 2 kombinieren ihre Waffen – sie können Beta-Photons in viele Richtungen feuern.

<b>BONUS FIGURE/ERZIELTE PUNKTE</b>			
			
<b>U-Boot</b> .....	<b>KUH</b> .....	<b>FAB</b> .....	<b>ERDBEERE</b> .....
10.000 Punkte	10.000 Punkte	3.000 Punkte	1.000 Punkte
Diese Figuren erscheinen unterschiedlich in den Spectrum/Schneider Versionen.			
<b>FEINDLICHE FIGURE/ERZIELTE PUNKTE</b>			
<b>U-Boot</b> .....	<b>KUH</b> .....	<b>FAB</b> .....	<b>ERDBEERE</b> .....
200	200	200	200
<b>Kampfflugzeuge</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
200	500	300	300
<b>Oberflächentaucher</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
400	500	300	300
<b>Taucher</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
300	500	300	300
<b>Raumfahrer</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
300	500	300	300
<b>Waffenträger</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
200	500	300	300
<b>Scorpionwurm</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
500	500	300	300
<b>Krebsarm</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
300	500	300	300
<b>Bodenhund</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
500	500	300	300
<b>Vertikales Schiff</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
200	500	300	300
<b>Augen-Untertasse</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
300	500	300	300
<b>Brennender Bomben</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
800	500	300	300
<b>Mutontenkampfflugzeuge</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
1.000	500	300	300
<b>Sturmsoldat</b> .....	<b>Scorpionwurm</b> .....	<b>Boten</b> .....	<b>Waffenräuber</b> .....
1.000	500	300	300

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## BEDLAM™

#### SCENARIO

Als Kadett an der Pilotenakademie des Stellar Imperiums haben Sie sich vielleicht gedacht, Sie seien etwas besonderes, aber dort hat man noch eine Überraschung für Sie. Die Akademie verlangt von Ihnen Antworten einen Abschlussfest: die Beherrschung des X12 – Jagdflugzeug – Simulators – genannt BEDLAM!

#### SCHNEIDER CPC

Ein aufblinkernd Cursor am linken Rand zeigt die gegenwärtige Menüauswahl an. Mit dem Joystick oder den Tasten A und Z kann der Cursor über und abbewegt werden und die entsprechende Option dann durch Drücken des FEUER-Knopfes oder der LEERTASTE gewählt werden.

#### SPIELOPTIONEN (Menü)

Indem Sie den Cursor auf die Option '1 Spieler' des Menüs bringen, können Sie dann durch Drücken der FEUER-Taste/LEERTASTE zwischen den Möglichkeiten '1 Spieler', '2 Spieler', '2 beide Spieler' wählen.

PUNKTESTAND – Wenn diese Option gewählt wird, erscheint eine Punkteanzahl, die die Spielzeit des Spielers mit je sechs Buchstaben hat, und die dazugehörigen Punkte anzeigt. Durch Drücken des FEUER-Knopfes/ der LEERTASTE kehren Sie zum Menü zurück.

DEFINIERBARE TASTEN – Wenn diese Option gewählt wird, erscheint in der Mitte des Bildschirms ein kleines Feld. Sie erhalten dann zwei Tastenreihen, eine am Spieler 1, die andere für den Spieler 2. Die darin nicht enthaltenen Definitionen sind:

Feuer	Spieler 1 JOYSTICK	Spieler 2 LEERTASTE	Wenn beide Tastenreihen definiert sind, erscheint wieder das Hauptmenü.
Links	JOYSTICK	LEERTASTE	Q – Spielabbruch
Rechts	JOYSTICK	A	P – Pause
Ab	JOYSTICK	Z	
Auf	JOYSTICK	Z	

Spieler 1 Nur JOYSTICK.

SPIELSTART: Sie können mit dem Spiel beginnen, wenn Sie diese Option wählen. Durch Drücken der COPY-Taste können Sie auf dem letzten Spielabend weiterspielen anstatt den Spielstand der einzelnen Spieler neu einzuladen.

#### DAS SPIEL

Es gibt 16 Raumstationen oder Etappen sowie einen Sonderbonus-Teil bei Etappe 17. Wenn Sie alle Etappen durchgespielt haben, beginnt das Spiel wieder von vorn.

Das Spiel kann in einer der drei Arten – '1 Spieler', '2 Spieler' und 'beide Spieler' – gespielt werden. Die ersten beiden Arten sind Standard-Arcade-Ausführungen, während bei der Möglichkeit 'beide Spieler' die Spieler wählen können, ob sie gemeinsam oder in einem Wettbewerb die feindlichen Formationen zerstören wollen. Eine zusätzliche Schwierigkeit bei dieser Spielart ist, daß die Spielobjekte voneinander abprallen, wenn sie sich berühren und so unabsichtlich oder absichtlich in den Weg der Eindringlinge, deren Geschosse oder der im Hintergrund operierenden Objekte geschleudert werden. Wird einer der Spieler während einer Etappe vernichtet, muß der andere diese Etappe allein zu Ende bringen. Der vernichtete Spieler ist dann bei der nächsten Etappe wieder einsatzbereit.

Während des Spieles erscheinen verschiedene im Hintergrund operierende Objekte oder Scheiben, die über den Bildschirm wandern. Viele davon schießen auf Sie, während andere nur ein Hindernis darstellen.

Die meisten Geschosse werden von oben nach unten abgefeuert, während für andere eine von insgesamt acht verschiedenen Richtungen auswärts gewählt werden kann. Schließlich gibt es Objekte, die selbstlenkende Geschosse abfeuern, also einen Spieler selbst aussuchen und ihn zerstören.

Einige Scheiben im Hintergrund ver-wandeln sich, wenn sie zerstört werden, in "Pick-ups" (Joker) (siehe unten).

#### PICKUPS (Joker)