

THE GOLD COLLECTION

SPECTRUM CASSETTE LOADING INSTRUCTIONS

- Both cassettes are recorded on each side. Tape one has Beach-Head on side one and Zaxxon followed by Blue Max on side two. Tape two has Spy Hunter on side one and Tapper followed by Buck Rogers on side two.
- To load the games on sides one of the tapes simply ensure that the tape is full rewind and follow loading as below (4).
- When loading the first games on the sides ones for the first time, rewind the tape, set your tape counter to 000. Immediately it has loaded make a note of the tape counter reading. These readings will be used as the starting points when loading the second games. On subsequent loading of the second games on the second sides you should rewind your tape, set your tape counter to 000, fast forward your tape until the tape counter reaches that of the previous number noted. It is always better to be slightly before the noted counter number for loading purposes.
- Ensure that the connection lead goes from the EAR socket on your cassette recorder to the EAR socket on your computer and that the MIC lead is disconnected. Now type LOAD"" (LOAD is found on the J key). **Note** that there are no spaces between the two sets of ". The " symbol is obtained by pressing the symbol SHIFT and P keys simultaneously.
- Press the PLAY key on your cassette recorder. The message will appear and the game will load and run automatically. If this does not happen adjust the volume on your cassette recorder and repeat the procedure. When the game has loaded press the STOP key on your recorder and follow the instructions displayed on your screen.

BEACH-HEAD

1. USING THE MENU

The menu screen displays four status boxes: one for the present number of players; one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions:

"S" To start.

"I" To go to the instructions pages.

"P" To change the number of players (this is a toggle putting 1 to 2 or 2 to 1).

"L" To change skill level (this loops through "easy", "fair" and "hard").

"K" To define the game keys – you are asked to press your key selections with the option to reselect should you make an error.

"J" To make a joystick selection (keep pressing to loop through selections).

If the machine is loaded and left unattended the game will self-demonstrate.

When you press "S" to start the game you are asked to input your name, which can be up to eight characters. This Input routine has an erase facility using the normal Spectrum "Delete" keys. When you are finished inputting your name press "Enter" to start the game itself. From now on the program will refer to each player by name – a unique feature of this game.

2. THE MAP SCREEN

Guide your fleet around the aerial reconnaissance screen by using left, right, up and down. The Hidden Passage is shown by the flashing square in the top left. Kuhn-Lin base is shown by the flashing square in the bottom left and the enemy fleet by the four dots in a square formation.

3. THE HIDDEN PASSAGE

Use left and right to rotate direction. To accelerate use up and to decelerate use down. There are five speeds from Full Ahead to Engines Stop. Avoid all rocks, torpedoes and mines. When a ship has passed through safely it is displayed in blue on the status lines.

Skill level controls the speed of torpedoes – Skill level "easy" is slow, skill level "hard" is fast.

4. GENERAL QUARTERS FIGHTERS AT 12 O'CLOCK

Planes will take off from either end of the aircraft carrier and will come towards you. When they are close enough they will launch bombs at you then swoop off. Use left and right to move your gun turrets left and right. Use up and down to alter the elevation of your guns up and down. Press fire to release a burst of anti-aircraft fire.

For each hit you receive the damage rating will increase by one. When the damage rating reaches a certain level you will lose a ship – the figure at which this occurs is dependent on the skill level.

Ten planes must be shot down to proceed to the next phase if you have gone through the Hidden Passage or thirty planes if you attacked the fleet head on.

5. BATTLE STATIONS

Move and fire as in GENERAL QUARTERS. Use the Degree of Elevation to estimate the distance (a 1° change in elevation represents 200 metres in distance)

Enemy ships are more accurate if you have attacked the fleet head-on. For each hit taken you lose a ship.

BEACH-HEAD

Use up and down to move up and down. Avoid all obstacles. Completion of phase promotes you to the Final Battle.

7. THE FINAL BATTLE

Move turret and fire as in BATTLE STATIONS. Shoot each white target one after another. Once all ten targets are shot the big gun will explode and the enemy will surrender.

SCORING

Even if you destroy the fortress. Beach-Head allows you to compete for high scores.

Game scoring is as follows:

Ships navigated safely through passage	3,000/ea.
Airplanes	400/ea.
Reconnaissance Plane	2,000/ea.
Carrier	10,000
Other Ships	2,000/ea.
Enemy Tank	1,000/ea.
Machine Gun	400/ea.
Bunkers	800/ea.
Towers	600/ea.
Targets	2,000/ea.
Kuhn-Lin Destroyed	20,000
Extra Ships (over 4)	2,000/ea.

WINNING STRATEGY TIPS

- Learn to navigate the secret passage. It is difficult to get your ships through initially, but if you take the time to learn to get your ships through, your score will be higher in the overall game.
- When the enemy fighters are approaching aim for the body of the airplane and do not use rapid fire until you zero in on the plane.
- In the artillery sequence, make small changes in elevation by gently tapping the joystick.
- When your tanks start down the beach, the enemy defence installations will usually lie in the only clear path to the fortress. You must anticipate where they will be to get a clear shot at them. When enemy tanks attack you they will try to stay in front of you. In order for your shell to hit them, you must stay in their line of fire until your shell is about to hit their tank before moving out of the way.
- Attacking the Fortress – If there are only a few targets left on Kuhn-Lin and you have a number of tanks left, you can increase your point total by using all your tanks before destroying the fortress. Be careful, because each time a tank succeeds in reaching the fortress the following tanks have a much more difficult time.

ZAXXON USING THE MENU

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Further to this is a list of keys to press which perform various functions.

S To start

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P To change the number of players (this is a toggle putting 1 to 2 or 2 to 1)

L To change skill level (this loops through "easy", "fair" and "hard")

K To define the game keys – you are asked to press your key selections with the option to reselect should you make an error

J To make a joystick selection (keep pressing to loop through selections)

If the machine is loaded and left unattended the game will self-demonstrate.

When you press "S" to start the game you are asked to input your name, which can be up to eight characters. This Input routine has an erase facility using the normal Spectrum "Delete" keys. When you are finished inputting your name press "Enter" to start the game itself. From now on the program will refer to each player by name – a unique feature of this game.

SHUTTLE CRAFT

Your ship is controlled in the normal aircraft manner. Pull back on the stick to climb, push forward to dive. Left and right turns are made by moving the stick to the left or right, and the trigger button fires your laser cannons. An altimeter on the left hand side of the screen helps you to determine your altitude. This is especially helpful when navigating through the wall openings and electronic barriers, as well as in deep space dogfights. The fuel gauge indicates fuel remaining, which is replenished by destroying the fuel depots in the Asteroid Cities.

ELECTRONIC BARRIERS

In the early levels, you must fly over the walls and under or over the deadly electronic barriers erected to protect the Asteroid City. As play progresses, the walls become more impenetrable, leaving only small openings to pass through. These openings are also protected by electronic barriers, so your task is doubly difficult. Fire your lasers at the electronic barriers to gauge your position in relation to the openings.

THE ASTEROID CITIES

At the beginning of your mission you enter the first Asteroid City. You must successfully make your way through the city and destroy as many enemy aircraft as possible. The higher your tally here, the fewer aircraft you will encounter in deep space. You should also destroy the fuel depots to increase your own supply of fuel and also score points. Finally, you should destroy as many radar towers, gun emplacements, and base missiles for the highest possible score.

DEEP SPACE

Successfully negotiating the perils of the Asteroid City leads to deep space and encounters with those enemy aircraft that survived your earlier onslaught, as well as enemy tracking satellites. The size of the aircraft indicates their altitude. (Smaller planes are not as high). The number of enemy planes (EP) remaining is displayed in the upper right hand corner of the screen. When all enemy planes have been destroyed a bonus of 1000 points is awarded.

THE CONFRONTATION

Your flight through the perils of deep space will, if successful, bring you to yet another Asteroid City. But this one is different, it is the fortress of ZAXXON, the deadly robot who will appear launching seeker-missiles. Destruction of the robot requires three direct hits on its missile launcher. After you conquer ZAXXON, the round advances and the difficulty increases. If you lose your ship inside an Asteroid City your next ship will be launched at the beginning of that city. The gameplay ends with the loss of your last ship. An additional ship is awarded for scoring 20,000 points.

SCORING

Radar Towers	1000
Fuel Tanks	300
Gun Emplacements	200 or 500 random
Base Missiles	150
Enemy Planes	100 (Increases by 50 each round)
Satellites	300
Robot Missiles	200
ZAXXON	1000

BLUE MAX JOYSTICKS

Blue Max is compatible with the Kempston, AGF, Protek and Interface Two.

PLAYING INSTRUCTIONS TAKEOFF

Press fire to begin taxi-ing. When the speed reaches 100 miles per hour, press forward on joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs by pressing the fire button (or key). Again your speed must be at least 100 mph to successfully lift off.

TARGETS

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing bullseye
- Flashing enemy planes
- Flashing cars
- Flashing ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level.

STRAFING

Air-to-ground strafing can be accomplished by reducing your altitude to 18-26 feet (the command bar will show a steady magenta colour), and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

BOMBING

Bombing is accomplished by pressing the fire button and pulling back on the joystick (or by pressing the "fire and down" keys simultaneously). You will descend during a bombing run, so be sure that your aircraft is high enough.

LANDING

When a friendly runway approaches, a tone will be heard and an "R" will appear on the command bar. Press the fire button to lower the landing gear, and the "R" will change to "L". When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

CONTROL DISPLAY

The display shows:-

Fuel remaining
Bombs remaining
Altitude and speed
Score

The large warning letters which appear from time to time indicate

W	= Cross-wind
P	= Enemy plane approaching
R	= Runway approaching
L	= Landing gear down

Flashing "R" or "L" = Must land (enemy city approaching).

DAMAGE DISPLAY

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar runs red briefly. Damage is shown along the top right of the command bar as follows:

F = Fuel leak B = Bomb gear damaged (intermittent bombing).

M = Decrease manoeuvrability.

G = Machine gun damage (intermittent firing)

When all the above are lit, the next anti-aircraft hit causes a crash.

COMMAND BAR COLOURS

Red = hit by enemy or anti-aircraft.

Blue = at same altitude as enemy plane – can now be destroyed.

Magenta = strafing altitude.

Yellow = flying too low – a crash is imminent!

Green = mission complete!! – and land and receive award.

OPTIONS

Press:

"K" – To redefine play keys and set game to play via the keyboard.

"J" – To select the type of joystick in use and set game to play via the joystick.

"C" – To select "normal" or "reverse" controls.

"G" – To switch gravity on or off.

"S" – To start game (or fire button if joystick selected.)

Normal CTRL = push joystick forward to climb, back to descend.

Reverse CTRL = pull back to climb, push forward to descend.

Gravity = plane will drop when joystick is released.

No Gravity = plane will not drop when joystick is released.

PAUSE

Press the "I" key to pause the game. There is no time penalty for pausing the game.

HINTS FOR BETTER PLAY

- Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.
- Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.
- At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.
- Don't excite the Axis Powers!! They anger easily and may come after you in greater numbers.
- Stay airborne. Crashing shortens game.

SPY HUNTER

USING YOUR CONTROLS KEYBOARD CONTROL

User defined – see main menu.

JOYSTICK CONTROL

Compatible with a variety of joystick interfaces. With use of FIRE button, joystick movements are:

UP – Forward, up the screen, accelerating to maximum speed.

LEFT and RIGHT – moves vehicle to left and right.

DOWN – Down the screen, decelerating until car stops.

FIRE button initiates weapons systems selection.

The joystick movements below select and discharge particular weapons, if collected, but do not control vehicle direction or speed until FIRE button is released.

UP/DOWN: **UP/DOWN LEFT:** **UP/DOWN RIGHT:** Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.

MIDDLE: Waits for weapons choice

LEFT: Oil Slick

RIGHT: Smoke Screen.

HOW TO PLAY SCREEN AND GAMEPLAY

Your Spy Hunter adventure game starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase the enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls over to the road shoulder to let a new Spy Car roll out of the back onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens.

WEAPONS


A Weapons Vans appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.


You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.


ENEMY AGENTS


The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:

 **The Road Lord (bulletproof)**
Must be rammed off the road by Spy Car.

 **Switch Blade**
Extended buzz-saw hubcaps to slash cars

 **Barrel Dumper**
Dumps barrels in water ahead of Spy Boat

 **The Enforcer**
Fires a shotgun

 **The Copter (Mad Bomber)**
Drops bombs onto Spy Car

 **Doctor Torpedo**
Fires torpedoes at Spy Boat

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.

SCORING

You will lose points if you destroy any of the innocent civilian vehicles. The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen. Here's how the score adds up:

Travelling on the water 15 points for every 1/4 of screen
Travelling on the road 25 points for every 1/4 of screen

If you destroy:
The Road Lord 150 points
Switch Blade 150 points
The Enforcer 500 points
The Copter (Mad Bomber) 700 points
Barrel Dumper 150 points
Doctor Torpedo 500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1500 points.

BUCK ROGERS

It's the 25th Century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death! Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are five levels of increasing difficulty – each with four rounds of challenging space combat.

Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against zapping ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you deplete your fuel you crash into the surface of Planet Zoom, destroying any one of your three battle ships. The faster you fly, the less fuel you burn. Be aggressive but don't be reckless. This is "do or die" cosmic combat and it's the MOTHER SHIP or YOU!

You'll begin your battle with a fleet of four fighterships that you navigate one at a time above the surface of Planet Zoom and into space. You can use your keyboard or joystick to control them.

USING YOUR CONTROLS JOYSTICK CONTROL

From the Main Menu select Kempston Sinclair interface 2 or Cursor Joystick interfaces. Pushing your joystick FORWARD will elevate your fightership until it has reached its maximum elevation.

Pulling the joystick BACK brings your ship lower until it skims the surface of Planet Zoom.

Pushing the joystick to the right will turn your ship to the right.

Pushing the joystick to the left will turn your ship to the left.

If the joystick is angled up or down while turning right of left, your ship will fly at that angle.

Keep fire button depressed to steady fire.

KEYBOARD CONTROLS

Your ship will fly the same way on your screen when using keyboard controls.

Keys 1 to 0 will ELEVATE your ship.

Keys A to L will bring your ship to the surface of Planet Zoom.

Keys Q to T will steer your ship to the LEFT.

Keys Y to P will steer your ship to the RIGHT.

Keys Z to M will FIRE your missiles.

HOW TO PLAY

The object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly Electron Posts, Saucers and Space Hoppers destroy you!

THE SCREEN

Your screen shows the view as you skim over the surface of Planet Zoom. In the distance are mountains and beyond them, outerspace and your battle with the MOTHER SHIP.

The upper edge of your screen shows your score and your fuel gauge.

When your fuel is depleted, an alarm sounds and your fuel gauge flashes as your ship collides into the surface of Planet Zoom, destroying that ship.

If that was the last of your three ships, the game is over. If you run out of fuel before reaching the next round, you return to the first round of that level minus one ship.

Below your fuel gauge is your enemy/obstacle display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Posts to be passed through.

GAME PLAY

Now you are ready to do battle on Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level.

LEVEL 1

ROUND 1 – 10 Electron Posts

ROUND 2 – 16 Electron Posts, Alien Saucers and Space Hoppers

ROUND 3 – 18 Electron Posts and Alien Saucers

ROUND 4 – 20 Alien Saucers

ROUND 5 – The Mother Ship with Missiles.

The number of Electron Posts, Alien Saucers and Space Hoppers indicates the combined total of enemies and aliens you must destroy or Electron Posts you must pass through. Your screen will show no more than 20 enemies or aliens to be destroyed.

ENEMIES AND ALIENS

 **Electron Posts**

With each level they are spaced more closely. They explode on impact.

 **Alien Saucers**

Will explode on impact and fly by with greater speed and frequency as levels of difficulty increase.

 **Space Hoppers**

Will explode on impact with your ship. As levels of difficulty increase. Space Hoppers will appear with greater speed and frequency.

The MOTHER SHIP – this is your greatest challenge. Her destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it dead centre. As it approaches the MOTHER SHIP will fire at you.

SCORING

Alien Saucers 400 points
Space Hoppers 400 points
Electron Posts 500 points
The MOTHER SHIPS 10,000 points

STRATEGIC TIPS

- If you fly outside the Electron Posts after level 1, you are likely to be hit by Electron Posts.
- You are more vulnerable to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Enemies appear in waves. Try to determine the rhythm of the waves.
- Be aggressive – if you're not, you'll use your fuel before your encounter with the MOTHER SHIP.
- Over-steering will cause you to collide with Electron Posts, Alien Saucers or Space Hoppers.

TAPPER

USING YOUR CONTROLS HOW TO USE THE MENU

Press any key during the title page, demo mode, or hall of fame, and this will bring you to the menu screen.

The menu displays three status boxes:

1. The number of players
2. The present skill level.
3. The control option or options selected.

There is a list of keys to press which perform various functions, they are:

- S** To start play.
- I** To request instructions.
- P** To change between one or two players.
- L** To select skill level, these levels being easy, fair and hard.
- C** To change the control option.

Selecting C gives each player the opportunity to select a joystick or define the keyboard. Press J to loop through the joystick selections or D to define the various keyboard selections.

After the selection is complete press "ENTER" for no further change. If two player option is selected player two can select after player one presses "ENTER".

Abort game: Press CAPS SHIFT and SPACE BAR (together).

Toggle Sound ON OFF: Press CAPS SHIFT and HALT (together).

Use your joystick control to move your Bartender accordingly.

Up – Bartender moves up to next bar.

Left – Bartender moves left along bar.

Right – Bartender moves right along bar.

Down – Bartender moves down to next bar.

If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar. Push the "Fire Button" for the Bartender to fill the mugs. You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

HOW TO PLAY SCREEN AND GAMEPLAY

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar scenes.

BONUS ROUND

In the bonus round "Watch Closely" appears on the bottom left of the screen. The Soda Bandit appears and shakes six of the seven cans on the bar then shuffles them around. You will have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans the Bartender will appear. Use left and right to move him along to the can you believe wasn't shaken and press the fire button. If you have chosen correctly you will receive 3,000 points, if you are wrong you will be sprayed with soda.

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the Bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customer will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid:

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After the customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by, if they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy/girl out of Door 50 points
Get Sportsperson out of Door 75 points
Get Punk Rocker out of Door 100 points
Get Space Creature out of Door 150 points
Catch an Empty Mug 100 points
Pick up Tip 1,500 points
Complete Screen (get all customers out) 1,000 points
Complete Bonus Rack 3,000 points

EARN EXTRA BARTENDERS

EASY earn extra Bartender lives every 10,000 points.

FAIR earn one extra life after your first 20,000 points and another life for each additional 60,000 points.

HARD earn extra lives in an Expert game the same as the Arcade level except that you must either earn 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.



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