

THE GOLD COLLECTION III

SPECTRUM 48K

LOADING INSTRUCTIONS

Ensure cassette is fully rewound. Zeroise tape counter. Type LOAD"" and press ENTER. Press PLAY on the recorder. The required programme will then load automatically. In the event of 2 games on one side of the cassette stop the recorder after the 1st game has loaded. Switch off the computer and then on again and repeat loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player for quick reference.

Each game on this compilation loads separately so it is worthwhile to make a note when using the cassette recorder to make a note of the number each game commences at. For ease we have included a grid for you.

BEACH HEAD II

POLE POSITION

KNIGHTLORE

BOUNTY BOB

PENTAGRAM

KUNG FU MASTER

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BEACH-HEAD II

USING THE MENU

Pressing any key during the title screen or demonstration mode will bring up the menu screen.

There are three status bases: one displaying the choice of Allies or Dictator, or if a two player game has been selected; another displaying the skill level; and finally the largest displaying the current control options for the Allies (-A-) and the Dictator (-D-).

Further to this, there is a list of keys which perform various functions when pressed:

S - to start play

P - to toggle the choice of Allies, Dictator or two players

L - to alter the skill level (this loops through easy, fair and hard)

C - to go to the controls editor

CONTROLS EDITOR

When **C** is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: "**ENTER**" when the new selection is complete; **J** to select a joystick (continue pressing to loop through options); or **D** to define the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key you wish to define.

NOTE 1 when a two player game is selected, Player 2 has the opportunity to use the controls editor after Player 1 has pressed "**ENTER**".

NOTE 2 The game hold button is defined as "**H**". This cannot be changed nor can either player define "**H**" as a control key.

NOTE 3 In a one player game, Player 1 has a complete freedom to select any control key except "**H**" and "**T**", but in a two player game either player may not select a key already selected by the other.

NOTE 4 With a Sinclair ZX Interface 2, the port to be used is indicated by LHS (Left hand port) and RHS (Right hand port).

NOTE 5 During play the game can be aborted at any time by pressing "**T**" and "**H**" ("**T**" must be pressed first or the game will HOLD).

SIGNING ON

When you press "**S**" to commence play you will be asked to input your name. Simply type in your name up to 8 letters. There is a delete facility using the Spectrum delete keys or the Spectrum Plus delete key.

When you complete the process press "**ENTER**". The computer will now initialise the screen.

INTRODUCTION

DATE LINE: JULY 1947

BEACH-HEAD II is a true "Head-to-Head" two player multi-sequence game that allows you to play against another person or the computer. You can choose to play either of the following characters.

PLAYER 1: THE ALLIED COMMANDER (J.P. STRYKER)

Profile: Youngest man ever to reach rank of Chief Commander. Fought courageously during World War II and was awarded the Medal of Honour for heroism. Quickly rose through the ranks during the war and gained the respect and admiration of his colleagues for his integrity and leadership abilities.

PLAYER 2: THE DICTATOR (KNOWN AS "THE DRAGON")

Profile: Evil, bloodthirsty, power crazed maniac. Fought savagely against the Allies during World War II in the Pacific, disappeared and formed his own renegade army after the war. "The Dragon" demands (and gets) blind obedience from his followers who worship him as a demigod. He is a brilliant military tactician who has been trapped and outnumbered in battle many times, but has managed to turn the tables on his opponents through cunning and ruthlessness. His current objective is to obliterate the forces that gave his army a stinging defeat and destroyed his fortress.

SEQUENCE I "ATTACK"

OVERVIEW:

Allied forces have moved inland by helicopter and are ready to begin their assault against "The Dragon's" sanctuary to rescue prisoners - captured during previous battles. The full weight of the Dictator's arsenal will come to bear on Allied troops in a war of attrition.

ALLIED CONTROLS IN SEQUENCE I

The Allies control the helicopter in the background as the scene starts. The controls of the helicopter are as follows:-

PUSHING THE JOYSTICK LEFT OR RIGHT will move the helicopter left or right.

PUSHING THE JOYSTICK FORWARD will increase the height of the helicopter.

PUSHING THE JOYSTICK BACK will decrease the height of the helicopter.

PUSHING THE FIRE BUTTON will release the paratroopers to begin their assault.

If the helicopter is too low the parachutes will not have enough time to open, so killing the paratroopers.

After the paratroopers have landed they will advance to the first wall.

The helicopter cannot move towards you and cannot be hit by the machine gun, but the airborne paratroopers can be hit.

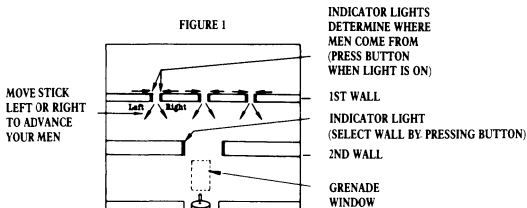
Make sure when dropping paratroopers that you distribute them as evenly as possible (a maximum of six behind each section of the first wall). Placing more than six behind any wall will overcrowd that area causing the extra men to desert, leaving you short-handed.

On the three skill levels the number of paratroopers is varied. On EASY skill level 24 paratroopers are available, on FAIR skill level 16 paratroopers are available and on HARD skill level the number of paratroopers available is 8.

After your men have reached the first wall they must then advance to the second wall. The control sequence is as follows:

- Press the fire button to stage your men.
- Move the joystick left or right to advance them to the second wall.

The white indicator light determines which wall they will be taken from. (Refer to Figure 1).

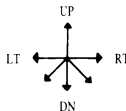


The men that reach the second wall will try to scramble to safety out of reach of the machine gun. If a single man gets past the gun, he will be able to blow the door and thus proceed to the next sequence. If any soldiers reach the second wall they will be joined by reinforcements which will double the number of men.

All your men, however, will have to challenge the gun. The control sequence for this segment is as follows: (Refer to Figure 1).

- SELECT A WALL by pressing the fire button when the indicator light is on for that wall. Move the joystick left or right to turn off the light and activate a man behind the wall. If the light does not stop alternating then there are no more men behind that section of the wall.
- CONTROL YOUR MAN. He is just behind the wall that you have selected.

His controls are as follows:



Press the fire button to throw a grenade.

The men cannot retreat at a diagonal, by they may charge at a diagonal.

c) **SEND A MAN OVER THE WALL (OPTIONAL).** You may send a man over the wall to act as a diversion and draw enemy fire. This man is completely computer-guided and counts the same as your controlled-man. (If he makes it, of course). To start a man over the wall you must position your computer controlled man behind the wall and press the fire button. If nothing happens then there is no one behind the wall but your controlled man.

d) **THROW A GRENADE.** Destroying some of the machine guns will significantly enhance your score. Your controlled man can throw at anytime, but his feet must be within the "grenade window" to score a hit (See Figure 1). The size of the "grenade window" is reduced as the skill level increases.

When all men have faced the gun, the sequence will end. If at least one man has made it past the gun the game will continue and move on the next sequence.

DICTATOR CONTROL IN SEQUENCE I

The Dictator controls the machine gun in the foreground. The joystick controls the direction of the fire (left, right, up and down). To fire the gun push the fire button on the joystick. When bullets are fired you will see the tracer effect of each shot leaving the barrel. There is no limit to your supply of ammunition. Firing your machine gun slows the rate of movement of the gun. Because of this, it is better to stop firing when you need to quickly move the machine gun to another target.

Your score is based upon the number of soldiers killed. The machine gun cannot hit the helicopter but can hit the parachutists. Obviously the closer in the Allied soldiers are the easier they are to hit.

The Allied men can move out of range of the machine gun by moving past the front wall to the extreme left or right. If they reach these points you will not be able to stop them unless they come back into range. If no Allied men make it to safety the game will end.

NOTE: IF ANY ALLIED SOLDIERS reach the second wall they will be joined by reinforcements which will double the number of men remaining.

SEQUENCE II "RESCUE"

OVERVIEW:

Allied forces are inside the sanctuary and are attempting to rescue the hostages. "The Dragon's" men are low on ammunition but are still determined to prevent the rescue of the hostages. The hostages face the formidable task of having to cross the open courtyard with "The Dragon's" men throwing anything they can find at them.

ALLIED FORCES:

The Allies have captured the Dictator's machine gun to protect the hostages as they come out. The hostages will appear on the far left of the screen and attempt to cross the courtyard to a point where helicopters are waiting to take them out. Your mission is to protect the ten hostages from "The Dragon's" men.

"The Dragon" has four weapons which can stop the hostages: one soldier dropping stones from the top of the wall; one man who can place mines through trap doors along the hostage pathway; a tank which has no shells, but which comes straight at a hostage in an attempt to run him down and finally a truck with a small calibre machine gun which can shoot the hostages.

The tank must be hit behind the small box located in the middle of the tread. The truck must be hit in the window and the men must be hit directly.

When the hostages are on screen they can be speeded up by shooting either of the three doors along the wall of the compound.

Your machine gun fire can accidentally hit the hostages, but it will not harm them. They will however stop for a moment, and then resume at a slower speed.

Remember, the machine gun moves more quickly when the fire button is not pressed.

THE DICTATOR

The Dictator controls the following four weapons:

SOLDIER ON TOP OF THE WALL To use this soldier, push the joystick forward. With the stick in the position, move it right or left. This controls his movements along the wall. This soldier is now under your control. When he is in proper position over the hostage, the soldier can drop objects to stop the prisoner. When he is positioned correctly, push the joystick forward and press the fire button to lift the object. Once his arms are extended, push the joystick forward and press the fire button again to release the object. If the soldier is shot he will be replaced after a short delay.

TANK To deploy the tank push the joystick to the right and press the fire button. Once the tank has started moving it is computer controlled. Every time a tank is destroyed a new tank can be deployed by following the same procedure. The only time a tank cannot be deployed is if the hostage has passed the door farthest to the right.

TRUCK The truck can be deployed by pushing the joystick left and pressing the fire button. Once the truck has started moving it is computer controlled. When a truck is destroyed another can be sent by following the same procedure. The hostage must have passed the door farthest to the left before the truck can be activated.

TRAP DOOR To use this soldier pull back on the joystick. With the joystick pulled back move it left or right to move the trap door along the ground. When you wish to set a mine pull back on the joystick and press the fire button. A man will then appear and set a land mine in the hostage's path. If the trap door soldier is hit he will be replaced after a short delay.

NOTE The best strategy for the Dictator is to keep as many items on the screen as possible. This keeps the Allied gunner occupied. For example, once a tank or truck has been destroyed you should immediately deploy another. Co-ordinate your use of the trap door soldier and the soldier on the wall. The key to success is keeping the machine gun moving around and busy.

SEQUENCE III "ESCAPE!"

OVERVIEW:

The rescue helicopter now must get the hostages off the island by running "The Dragon's" gauntlet. In addition to an automated defence system, "The Dragon" controls the tanks on screen. There are four helicopters. Each is capable of taking all or some of the prisoners out. The Dictator, however, determines which level of difficulty each helicopter will face. There are four directions in which the helicopter can travel (North, South, East and West). Each of the courses are different, some being more difficult than others. Each course can only be flown once. For example, if you try to take out all the hostages on the first run and the Dictator selects a difficult course the chance of making it is slim. However if you do escape you will be awarded a number of bonus points.

DICTATOR

The Dictator controls the course of the individual escape runs and the tanks located throughout the enemy terrain. The player must be ready to move his tank into position as soon as it becomes visible on the screen. The tank must be lined up directly in front of the helicopter to destroy it. When you are properly lined up push the fire button to fire a shell at the helicopter. Tanks are located throughout the escape run.

NOTE:

It is to the Dictator's advantage to prevent his opponent from seeing the course selection.

ALLIED FORCES:

You must select the number of hostages for each helicopter by pushing the joystick back or forward. Press the button when the helicopter is loaded, and the engine will start. To fire the helicopter rockets, push the fire button. To get past walls you must fly through the openings. **YOU CANNOT FLY OVER THE WALLS.**

SEQUENCE IV "BATTLE"

OVERVIEW:

Before "The Dragon" invaded the island the bastion he chose as his sanctuary was an ancient temple where islanders would worship their gods. Underneath the temple is a series of caves. These caves were used in ancient times for combat between natives in ritualistic ceremonies.

Commander Stryker has finally tracked down the Dictator to his last hiding place. Far beneath the sanctuary, the stage is set for showdown between madman and liberator – only one will survive.

ALLIES AND DICTATOR CONTROL:

The only weapons remaining are heavily sharpened sticks known as poontas. The poontas were used by natives in ceremonies long ago. The natives would stand across from each other and attempt to knock their opponent off his platform by hitting him with a poonta. If the opponent was hit enough times it often caused unconsciousness and death. "The Dragon" has challenged Stryker to a final contest of superiority. The players are isolated on platforms and face each other across an underground river. To control movement along the platform, push the joystick back or forward.

Both players can jump or duck to avoid being hit. To jump push the joystick towards the cave wall. To duck push the joystick towards the water. When you feel you are in the proper position to throw the poonta push the fire button. You can control the direction of travel by doing the following:

STRAIGHT THROW – push the fire button

CURVED THROW – push the fire button. When the throwing motion has started push the joystick back or forward in the required direction and then release.

The battle will be fought over five rounds. A round ends when a player has been hit four times. After each round the score will be displayed. To start a new round push the fire button. In addition to points scored for each hit a player can get bonus points for winning by a blitz (4-0 round).

SCORING TIPS

In general, higher scores will be obtained at higher playing levels..

ATTACK SCENE

ALLIES: can significantly increase their points total by throwing grenades and destroying the gun.

ESCAPE SCENE

ALLIES: points are awarded for objects destroyed and hostages saved.

DICTATOR: his only opportunity for points comes by destroying the chopper and any hostages on board.

KNIGHT LORE

THE WEREWOLF

My journey's end is near: as the last few ebbs of daylight dance fleetingly in the cooling twilight, and then suddenly dart off to chase the red sinking sun. Behind me I feel night's dark icy fingers slither up long looming shadows, hiding behind large mounds and boulders, watching my every move... silently waiting...

For days I have journeyed from the realms of the jungle wulf to 'KNIGHT LORE' castle to seek the old dying wizard and ask for his help to free me from this deathly curse... For countless nights I have slept chained to trees to keep my deathly curse at bay, but now I am here...

My footsteps echo around the damp mossy walls of the large chamber, as I enter through the open main gateway, colossal doors judder open in an untouched groaning symphony, beckoning me forward on my quest.

I sense the old wizard's gaze playing upon me, encapsulated within the labyrinth of traps and tests, to keep out all but the most persistent of unwanted guests who seek an audience with the great wizard MELKHIOR.

Suddenly a cool blue mist starts to ebb forth from the cracks in the ancient stone-work. As it does so it begins to take form and becomes a powerful swimming swirling vortex of energy.

Over all of the noise can be heard the chanting and singing of long forgotten tunes, all sung in a blur of forgetfulness.

THE MIST TUNES

The wizard's older now than all
His help you seek within this wall
For forty days your quest may last
Locate the potion, make it fast
This hideous spell upon your soul
To lose its hold must be your goal
Beware, the traps from here begin
The cauldron tells what must go in
To break the curse and make the spell
To save yourself and make you well.

The mist suddenly ceases its action and dissipates as quickly as it came. I drop to the floor and with full knowledge of the old wizard I begin my quest.

Dimly lit torches light the massive stone walls, their tired flickering flames never seeming to penetrate the inky darkness for more than a few feet...

Crystalline Merkyls, hideous Hobgoblins, stand frozen on huge monoliths, glittering in the cool trembling moonlight. Encapsulated by the old wizard long ago, they await their fate in an un-ending task of defence, silently and stoney.

This is to be their everlasting fate as guardians of **KNIGHT LORE** castle, until the ultimate death of the old sorcerer...

The moon has risen quickly and in the fullness of its cool blue light, I become a Werewolf...

My fate is now all too clear. I have but forty days and forty nights to find the old Wizard and seek his help and magical instruction, before my tormented soul becomes forever a werewolf.

FEATURES

KNIGHT LORE features filmation – a unique process whereby you have complete freedom within the confines of your imagination, to do as you wish with any of the objects and items found within **KNIGHT LORE**.

Filmation®	Monsters	Chalices	Doorways	3 Dimensional Movement	Superb Graphics
Sabreman	Dungeons	Boots	Portcullis	Moving Floorways	Amazing Animation
Metamorphic Change	Castle	Caskets	Jump Button	Different Levels	Status Scrolls
Gargoyles	Halls	Chests	Materialization	Extra Lives	Day Display
Wizard Melkhior	Corridors	Diamonds	Continuous Pause	Parapets	Sun
Magic Spells	Impalers	Potions	Collection Feature	Balconies	Moon
Traps	Ball Chains	Tables	Sundial Face Clock	Surfing Demons	
Tests	Blocks	Werewolf	Spell Ingredients	Caged Monsters	
3D Scenario	Rover	Stairways	Ingredient Display	Hidden Treasures	

KNIGHT LORE

CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

LEFT Your Adventurer will turn left using the **Z**, **C**, **B** and **M** keys.

RIGHT Your Adventurer will turn right using the **X**, **V**, **N**, and **SYMBOL SHIFT**.

MOVE FORWARD Your Adventurer will move forward using any key on the second row **A**, **S**, **D**, **F**, etc.

JUMP Your Adventurer will jump using any key on the third row **Q**, **W**, **E**, **R**, etc.

PICK UP/DROP Your Adventurer can pick up or drop an object using the **1 - 0** keys.

PAUSE The whole game can be paused by using the **Caps Shift** or **Space/break** keys.

JOYSTICK CONTROLS

Your Adventurer can be fully controlled by using the **KEMPSTON INTERFACE**, **CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT**, **RIGHT**, **FORWARD**, **JUMP**, **FIRE** and **PICK UP/DROP** commands.

PENTAGRAM

The quest for the **PENTAGRAM** could not have been further from Sabreman's mind as he collected his Grand Arch Wizardry spell book from the Old Mystic Curio Shoppe in Conjour town. It was the last copy of the book now left in existence.

Sabreman chortled to himself as he eagerly jumped into his shimmering blue robes and hat. Now at last he was ready.

Through jungle, cavern and castle had he struggled, he trembled as he relived the fear of ghosts and horrors, battling against all odds to complete his tasks and to bring him to this moment. He paused and then in an instant was off, spell book at the ready to solve his quest.

Many years had passed and the **PENTAGRAM**'s whereabouts had slipped through man's frail memory and into oblivion. Only Myth and Legend remained to recall its once great power and magnitude, but sadly now it remains lost. Some say it never really existed, except in man's fickle and fleeting imagination.

The camp fire's flames licked around the glowing embers of charring radiant logs. As Sabreman started to read the passage from the Grand Arch Wizardry Spell Book concerning the **PENTAGRAM**, hush fell over the gathering around the fire. Ears eager to clasp the long since written words as Sabreman began to speak...

"and silvery waters drawn forth from the well did quench the ravages of time. Decay dissolved, they point to the stars proud and sharp and new. Two you will find and thence, two more, all charmed with the magical dew. Across them you will find the **PENTAGRAM**, its form will become as solid as rock for all to see. The Runes must you learn and glean, their place in Magic and in this land will they find without aid and the **PENTAGRAM** will be yours."

The fire flames flickered and died. For soon the land would know the **PENTAGRAM**.

The **QUEST** has begun.

CONTROLLING SABREMAN

KEYBOARD CONTROLS

LEFT: Sabreman will turn using the **Z**, **C**, **B** and **M** keys.

RIGHT: Sabreman will turn right using the **X**, **V**, **N** and **SYMBOL SHIFT**.

WALK: Sabreman will walk forward using any key on the second row, **A**, **S**, **D**, **F**, etc.

JUMP: Sabreman will jump using the **Q**, **E**, **T**, **U**, and **O** keys.

FIRE: Sabreman will fire using the **W**, **R**, **Y**, **I**, and **P** keys.

PICK UP/DROP: Sabreman can pick up or drop any object using the **1 - 0** keys.

PAUSE: The whole game can be paused by using the **CAPS SHIFT** or **SPACE** keys.

JOYSTICK CONTROLS

Sabreman can be fully controlled by using the **KEMPSTON INTERFACE**, **CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT**, **RIGHT**, **FORWARD**, **JUMP**, **FIRE** and **PICK UP/DROP** commands.

POLE POSITION

KEYBOARD

When using your keyboard you can move your Racer with the following keys:-

O LEFT
P RIGHT
Q BRAKING
A GEAR CHANGING

JOYSTICK

Steer your Racer by moving your Joystick to the left or to the right. Move your Joystick to the forward position to put your car in gear. To give your car extra boost, shift the Joystick from the forward position (LO Gear) to the back position (HI Gear).

TO BEGIN

Press the 'S' key to start the game.

PAUSE

Pressing the 'H' key pauses the game. To resume the game press the 'H' key again.

RESTART

To restart the game at any time press the 'S' key.

GAME PLAY

Here's your chance to prove you've got the skill to be a professional race car driver, as you pit yourself against the clock and the world's top Formula 1 race cars.

You have 90 driving seconds in the qualifying run, but must achieve a lap time of 73' or better to qualify for the race. After you qualify the real race begins!

If you hit another car, your car will explode, costing you precious time. No matter how many times you crash, you'll receive another car until your time runs out.

GAME STRATEGY

- **MAKE A FAST START.** In the qualifying lap, be prepared to take off as soon as your race car appears on the screen.
In the real race, be ready to take off as soon as the green light flashes.
- **USE THE INSIDE TRACK.** Stay in the inside lane as much as possible. You can travel faster and manoeuvre more easily around other cars.
- **AVOID SKIDS.** Skidding slows you down and gives other cars a chance to outdistance you. Remember, you earn 50 points for every car you pass.
- **USE THE GEARS.** From a standing start, always select LO Gear. To optimise your acceleration, change to HI Gear before you reach 105 mph.

SCORING

Qualifying Lap Times Per Starting Position and Corresponding Bonus:

STARTING POSITION	LAP TIME	BONUS
1	58"00	4000
2	60"00	2000
3	62"00	1400
4	64"00	1000
5	66"00	800
6	68"00	600
7	70"00	400
8	73"00	200
Each five metres travelled		50
Each car passed		50
Each second left on time clock after reaching the checkered flag		200



AN AMAZING OFFER!

BLUE MAX
SPYHUNTER
TAPPER

BEACH HEAD
BUCK ROGERS
ZAXXON

Offer available only to the purchasers of Gold Collection II, an opportunity to buy Gold Collection I (previously not available on general sale) at a special offer price of **£12.95** cassette, **£14.95** disk (including postage, previously sold for £16.95 cassette / £19.95 disk).

Orders received by 8th December will be guaranteed delivery before 24th December.

Name

Address

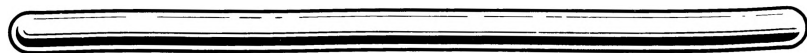
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Birmingham
B6 7AX.**

== BOUNTY BOB STRIKES BACK ==

SLIDES, LADDERS AND FRAMEWORK

Bob's main goal in the mine is to "claim" every section of the framework in each mine cavern. He does this by simply walking over each framework piece. As he walks over a piece, it will turn solid. To get around the mine there are many slides and ladders placed throughout. When all framework sections have been claimed, Bob advances to the next cavern. Make sure that he claims all the sections as pieces where a slide begins are sometimes overlooked.

CONTROLLING BOUNTY BOB

The joystick controls the direction of movement for Bounty Bob. The trigger button controls his jumping. After pressing the trigger button to begin a jump the joystick may be pushed either left or right for the desired jump direction. Extremely long or short jumps may be made by varying the delay between pressing the trigger button and moving the joystick. To climb ladders simply stop directly in front of the ladder and push up or down to climb or descend the ladder. You may only exit a ladder from either the very top or very bottom. The only action required to use a slide is to walk over the framework where the slide begins. Gravity will do the rest.

If Bounty Bob walks off the edge of a piece of framework he will fall until he hits something. He can only survive short falls, however. Longer falls will cause death.

SPECIAL KEYS

FUNCTION

Begin Game
Freeze/Unfreeze play
Options Screen
Hi-Score Table
Main Title Screen
Demo (screen 1)

SPECTRUM

Enter
1
2
3
4
5

WARNING!

Once pause is activated it will remain until it is deactivated. Burns on your television may result if pause is left on for an extended period of time. If pause is intended to be left on for a while, shut off your television until the game is ready to be resumed.

GRAIN ELEVATOR

It'll take you up, but getting down will be up to you! Jumping onto the middle, and off from the edges will insure a safe trip.

SUPER ENERGY FOOD BARS

These little delicious goodies will pep you up for those extra long leaps and bounds. Better move fast after chomping one 'cause the effects wear off quickly!

THE GRAVITY LIFT

What goes down must come up - after Bounty Bob gets off, of course! This piece of equipment goes down faster than it goes back up, so know where you want to get off before you get on!

HYDRAULIC LIFTS

Just hop on and you are instantly promoted to "Lift Commander". Pushing up or down on the joystick gives you manual control of the lift while you're on it. But once you get off, the lift's automatic circuits take over and return it to ground level leaving you to figure out how to get back on.

SUCTION TUBES

Since these tubes were originally designed to carry mail and memos it's hard to imagine that good ol' Bounty Bob has found a way to use them as shortcuts through the mine. The air in some of the tubes travels in only one direction. Other tubes have diverter valves to channel the air either left, right or off. To operate the valves simply jump up in front of the control box whose number corresponds to the tube you wish to adjust. An indicator needle on each tube shows the direction of air flow. Some tubes are powerful enough to suck you up from where you stand; other tubes you'll have to jump directly in.

MOBILE SUCTION UNIT

This nifty contraption was the brain-child of Nuclear Ned. He had planned to get rich selling this as the vacuum cleaner of the 80's. It's the only device of its kind that can be programmed to "search and suck!" It sucked up the dirt well enough; unfortunately it also sucked up the furniture! Bounty Bob has reprogrammed it so that anytime he collects one of the mini-suction tubes it will search him out and suck him up!

THE ACID RAIN

You must beware of this radioactive liquid that drips from the stalactites at the top of the mine (or are they stalagmites?) It seems that one of Yukon Yohan's companies began dumping radioactive waste in a field without knowing that Nuclear Ned's mine was below. They probably would have dumped it there even if they did know what was below! All this is unimportant to poor Bounty Bob who must avoid these droppings if he wishes to stay alive.

THE CANNON

This old war relic was given to Nuclear Ned by his great, great, great, great grandpappy "Sulfur Sylvester." Sylvester, known to his friends as "Sly" actually used this cannon in the war for independence. After one heavy battle there were many casualties. Sly and his cannon, nicknamed "Old Faithful", were called upon to give a twenty-one gun salute for the men who had died. Unfortunately the cannon malfunctioned and all they got was a thirteen gun salute!

The moral of this story is never overload the cannon! It can handle a maximum of thirty tons of TNT. After loading the TNT use the suction tube to enter the cannon. Use the joystick to move the cannon left and right. Press the fire button to ignite the TNT.

TRANSPORTERS

Another one of Nuclear Ned's creations; these devices have the capability to move Bob's molecules from one location to another. These are only low power transporters and they have no ability to beam Bounty Bob up to any passing Starships. (Good thing too: imagine what would happen if Yukon Yohan overtook a Starship!) After entering the chamber, an indicator will flash on another transporter. When the indicator on the transporter you wish to go to is flashing, push up or down on the joystick to energize!

UTILITY HOIST

The utility hoist is one of the few pieces of special equipment that Nuclear Ned did not make. He bought this from a travelling hoist salesman as a birthday present for his young son, Knucklehead Ned. Unfortunately, Knucklehead is no longer with us, at least in that form. You see, he fell off the hoist one day and landed in a bunny's carrot stockpile. He instinctively gnawed on some of the contaminated carrots and poof! He's now "Chuck" the mutant! Make sure that you don't repeat Knucklehead's - er, Chuck's mistake. Hop on to the hoist carefully and it will automatically engage. Move the joystick to manoeuvre the hoist around. Press the trigger button to turn off the hoist. To restart the hoist, press the spacebar.

PULVERIZERS

Ned salvaged some parts from a demolished aluminium recycling centre to make these contraptions. He used them to squash the giant mutated cockroaches that were somehow immune to bug spray. He got all of those big bugs but overheated the pulverizer control panel in the process. Now the pulverizers run rampant and present a constant threat to Bounty Bob. Move quickly through them or Bob will be squashed flatter than a mutated cockroach!

MOVING PIECES

There are ~~many~~ different varieties of moving pieces in Ned's mine. Ned ordered all of them through the Speedy Elevator and Escalator mail order catalogue. Ned was fascinated by the wide assortment so he ordered one of each. Some constantly move back and forth at varying rates of speed. Others stay parked at stopping areas until Bounty Bob jumps on them. All of them are very useful and are essential for getting around the mine. No special operations are required to use them other than simply jumping on and jumping off.

MUTANT ORGANISMS

Back in the early days of the mine a variety of small, furry creatures such as rabbits, gophers and weasels burrowed throughout storing food for the cold months. When the waste from Yukon Yohan's dumping began to seep into the mine, all the stored food became contaminated. As the unsuspecting little furry creatures began to eat their winter food supplies they slowly started to mutate into hideous forms that no pet store would ever display. Since these mutants are extremely radioactive any contact with them is fatal for Bounty Bob.

TREATS

Scattered throughout the mine are many of Nuclear Ned's worldly possessions that he had acquired over the years. All of them absorbed a minute level of radioactivity. As Bounty Bob collects these items the low-level radioactivity enters his body. This makes him immune to the harmful effects of the mutants for a short span of time. Additionally during this period the mutants become vulnerable to contact with Bounty Bob, enabling him to destroy them by touch. The mutants sense this and turn into a pleasant form in the hope that Bounty Bob will ignore them.

HIGH SCORE FACTORY

In this screen you actually use machinery to "build" your name to be displayed on the high score screen. Upon entering this screen you will see two bulldozers on lifts, a mini MSU (Mobile Suction Unit), and a small portable nuclear power generator. Pressing the joystick left or right changes control from one bulldozer to another or to the auxilliary command centre. Pressing up or down changes the level you are on. Press the trigger button to activate the function you have selected.

DIFFICULTY

This parameter is adjusted in the OPTIONS screen. In the "EASY" mode, filled-in framework remains filled-in and dead mutants remain dead from one life to the next. Also, all mutants move at a slow rate. In the "MEDIUM" mode, the aliens move slightly faster, and filled-in framework resets. In the "HARD" mode, dead mutants resurrect from one life to the next. Finally, in the "C'MON" mode, the bonus timer starts with 1000 less.

BONUS TIMER

This four digit timer is located at the top of every level. It indicates how much time is left for Bounty Bob to complete the level. When it counts below 1000, it will "beep" to indicate that Bob is running out of air. When the timer reaches zero Bounty Bob will be out of air and he will implode!

GAME ADJUSTMENT SCREEN

Press 2 to enter this mode on the Spectrum home computers. There are different game parameters you can adjust. The line you are currently on is indicated by a solid strip of background colour and the flashing parameter setting. To go to a different line, press the joystick up or down. To adjust the parameter setting press the joystick left or right until the desired setting appears. The last line labelled "SPECIAL CODE" is for exclusive use by Big Five programming personnel. Left/right moves "cursor" over letter "FIRE" changes the letter to allow warp to other levels. These codes will be revealed as the game progresses.

DEMO MODE

If the game is not being played and it is not in the pause mode the program will cycle through the high score display screen, the main title display screen, and a demonstration of level one. Beginners should watch this demo a few times to get an understanding of how to play.

KUNG FU MASTER

USING THE MENU

Pressing the 'M' key during the title sequence or demonstration mode will bring up the menu and the Game Option Status boxes on the top third of the screen.

The menu allows you to press:-

S - to commence play

P - to toggle between 1 or 2 player mode

L - to increase the starting level

or

C - to edit the controls

CONTROLS EDITOR

There are three function keys shown "ENTER" to complete selection; 'J' to select a joystick (continue pressing to loop through options); or 'D' to define keys. When defining keys a cursor will flash beneath the key to be redefined, simply press the key of your choice.

NOTE 1: There are six keys to be defined; left, right, up, down, punch and kick. When using the joystick the fire button will allow you to punch or kick and you may alternate between the two by pressing the "SPACE" bar.

NOTE 2: The game hold button is defined as 'H'. This cannot be changed nor can either player define 'H' as a control key.

NOTE 3: When a two player game is selected Player 2 has the opportunity to use the controls editor after Player 1 has pressed "ENTER".

NOTE 4: With a Sinclair ZX Interface 2 the port to be used is indicated by the abbreviations LHS - left hand side or RHS - right hand side.

OBJECTIVES

You are the Kung Fu Master. Travel through the wizard's temple to rescue the maiden held captive. Use your own martial arts skills to defeat the weapon-wielding henchman, dragons, demons and other evil obstacles which stand in your way.

GAME PLAY

You begin your quest on the first floor and must battle your way to the fifth floor to make your rescue. As you start you have three (3) lives; each score of 40,000 points awards you with an additional life. You must reach the stairs at the end of each floor before your energy or the timer runs out. If not, you are defeated and lose one life.

ENERGY - Your energy level is always displayed on the bar graph at the upper left hand corner of the screen.

TIMER - The game timer starts at 2,000 and counts down. A warning sound is heard when the timer runs below 200.

To pass through to each floor, you must successfully defeat all the obstacles and henchmen in your path. Climb the stairs to the next floor. At this point the timer and your energy will reset. Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware: in this round, all enemies and obstacles are stronger, faster and more abundant.)

ENEMIES

HENCHMEN will approach you from either side and will attempt to grab you, depleting your energy. You need only kick or punch each of them once to defeat them. Note: if the henchman grabs you, move your joystick (or keyboard controls) rapidly left and right to shrug them off.

KNIFE THROWERS approach you from either side wielding sharp knives. Duck or jump to avoid the knives. To defeat them, you must kick or punch them twice.

SNAKES appear from falling vases as they hit the floor. You may destroy the vase as it falls with a skillful punch or kick, but you cannot kill the snake. These snakes are small and fast as they scurry by your feet. Avoid their harmful contact by jumping as they pass under you.

FIRE BREATHING DRAGONS appear from falling balls as they hit the floor. You may destroy the ball before it hits the floor or defeat the dragon with a single mid-punch or kick, but beware of the harmful flames.

MYSTIC GLOBES hover at your head and will soon after burst into dangerous fragments. You may use a jump kick or punch to destroy the globe before it explodes or avoid the flying fragments.



DWARFS will approach from either side to somersault onto you. Stand or use a single squat kick or punch to defeat them.

KILLER BEES will emerge from various heights on either side to sting you. Kick or punch them once to defeat them.

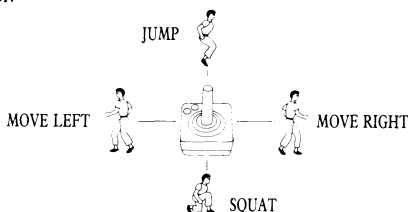
GUARDIANS on each of the floors obstruct your path to the stairs for the next level. You must defeat the guardian before advancing, by kicking or punching several times until his energy is depleted.



THE CONTROL

You can control your player(s) with a standard joystick(s). The 8-way joystick is more than adequate to indicate which direction to move. The button will alternate between serving as a kick and a punch button. As the play starts, the button serves for a kick control. By pressing the Space Bar on the keyboard, the button then becomes a punch control.

FIGURE 1: FOUR-DIRECTION



JOYSTICK DIRECTIONS AND RESULTING MOVES

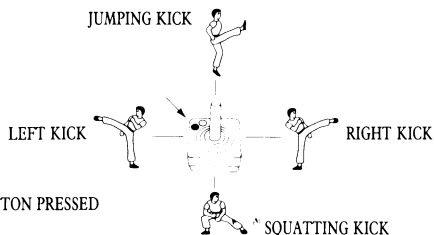
TWO PLAYER GAME

The Kung Fu Master games offer one-and-two-player modes. Note that since play alternates in a two-player game that only one player is actually playing at any one time. Play alternates between the two players every time a player loses a life. Should one player lose all his lives before the other player, the remaining player is allowed to play all of his lives out (without alternating to the other player) until the game ends.

SCORING

Below is a chart of the points you receive from defeating each of the enemies.

ENEMY	DEFEATING WITH LEFT, RIGHT OR SQUATTING KICK	DEFEATING WITH PUNCH, SQUAT PUNCH, OR JUMPING KICK
Henchmen	100	200
Knife Thrower	500	800
Falling Vase or Ball	300	200
Dragon	2000	2000
Floating Globe	1000	1000
Dwarf	200	300
Jumping Dwarf	400	400
Bee	500	600
Bat (From Monster)	2000	2000
Guardians	?	?



MOVES WITH "KICK" BUTTON PRESSED

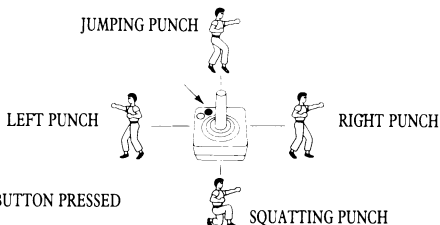
KEYBOARD CONTROLS

PAUSE game play

To pause game play, press **H**. To re-start action, press any key.

QUIT game play

To end the current game press 'Caps shift' and 'Symbol shift' simultaneously.



MOVES WITH "PUNCH" BUTTON PRESSED



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