

THE GOLD COLLECTION III

SPECTRUM 48K

LOADING INSTRUCTIONS

CASSETTE:

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 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.

EXPRESS RAIDER		BREAKTHRU	
LEVIATHAN		PSI-5 TRADING COMPANY	
MARTIANOIDS		CRYSTAL CASTLES	

EXPRESS RAIDER

A sensational coup-op from DATA-EAST. The ultimate in fast action shoot 'em ups. Your task is to engage in a battle against time to rob the fastest express in the West. First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along the top of the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

LOADING CASSETTE:

After the joystick preselection program has been loaded you should stop the tape and choose the type of joystick you want to use (from the numbers 0-4 listed on the screen). After the input of your number type **LOAD** and press **RETURN**.

After the loading has finished you will see some demo pictures. By pushing the joystick "up" you can select the type of game. By pushing the joystick down the difficulty level can be selected.

GAME TYPE

(3) Practice Mode:

32 lives. You can practice on the first two trains though your scores will not appear on the score table.

(2) Normal Mode

5 lives. 8 trains. Your scores will be listed on the score table. If you lose your lives, a screen message will tell you "GAME OVER".

If your score is higher than the lowest which has ever been reached, your name can be entered on the score table, and you can automatically restart the game with 5 new lives.

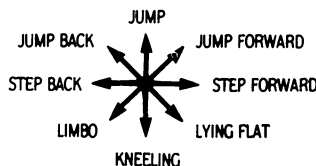
(1) Advanced Mode

5 lives, 8 trains. Your score will be listed on the score table. In all cases when your lives run out, you have to restart the game from the very beginning.

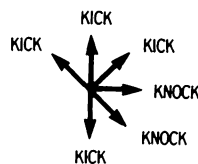
SELECTING DIFFICULTY LEVELS (4)

Connect the joystick to the port and select by moving the joystick right (the difficulty increases) or left (the difficulty decreases).

GAME CONTROL:



FIRE:



SCORING:

Your score will rise by

- 1) Hitting people.
- 2) Hitting coyotes.
- 3) For shooting people, hand grenades and ducks.
- 4) For shooting hidden targets on the engine.
- 5) For just one shot at the lady dressed in red (but another shot will cost your life!)

You will lose strength if you are hit by enemies, flying objects or you miss a jump over the coyote.

You will lose a life if your strength goes down to zero, you run out of time or you are shot.

T key = RESTART GAME

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LEVIATHAN

Leviathan takes you thirty three seconds into the future, where pop videos inspire crazy fantasies in the minds of ordinary people. Your objective (we were going to call it a mission, but that's a bit pretentious, don't you think?) is to seek out and destroy enemy ships in three excitingly different planet zones:

MOONSCAPE (LEVIATHAN Master Program)

CITYSCAPE (Landscape 1)

GREEKSCAPE (Landscape 2)

Each zone must be crossed, LEVIATHAN destroying all the enemy ships in each zone within the allotted time. If successful, select the next skill level, or cross to the next zone, if you dare.

You have limited fuel (audible warnings will keep you on your toes), unlimited missiles, 5 lives plus a bonus life every 5000 points, and must have the will to succeed!

Extra fuel can be collected by landing on the arrows near the fuel pods in the CITYSCAPE and in all three 'SCAPES you can shoot the spinning FUEL CUBES (FCUBES) in the space sectors.

Watch the diagonal arrows flashing green to guide you in the right direction to find those elusive aliens, and keep your 3 smart bombs in reserve: you can use them to eliminate your enemies!

(Smart bombs that also blow themselves to smithereens are not really that smart, but they do play their small part in the short history of space shoot-'em ups).

The timer will monitor your gameplay: if it runs out, you will just have to start again. Sorry!

CONTROLS

Use a joystick to control the ship and firing, plus:

A: Left

S: Right

D: Down

F: Up

H: Freeze/Unfreeze game

J: Reset to OPTIONS SCREEN

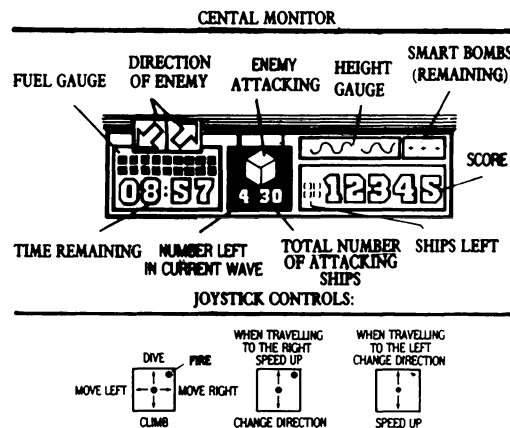
K: Reset to Title Screen (128 Version only)

G: Fire

Enter Key: Smart Bomb

Change Direction: Press G, and the D or F keys, depending on which direction you are flying.

For those of you who are just too impatient, wanting to know the exact shape, colour and appearance of all your enemies before you've even been confronted by them, watch the CENTRAL MONITOR at the start of each new game: lo and behold ten different aliens for all to see!



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MARTIANOIDS

The Mission

After a long journey with only routine maintenance to do, Markon is suddenly attacked by vicious and barbaric Aliens ... the MARTIANOIDS.

The MARTIANOIDS enter your ship, disrupting the passage of programs as they are transmitted through the Brain of Markon, draining your battery in desperate suicidal attacks to destroy you and your ship. Their Photon Weapons pass through the internal parts of The Brain destroying all Active Components in their path.

Your task is to guide the Program from the Transmitter to the Receiver in each sector. When a program is received the internal defences are activated thus preventing any further damage in that sector of The Brain. Beware of Disposal Chutes as your program will fall down these and be lost. You must repair any damaged Active Components using the Replacement Cones. If all the Active Components in a sector are destroyed, then that sector is destroyed and can no longer be repaired or activated. Spare batteries are located around The Brain for you to use when your charges become low. To defend yourself you have Lasers which destroy Internal Walls, Active Components, Replacement Cones and Aliens.

To help you in your mission, the Console displays a map which shows your position within The Brain, the position of the program and the status of each sector. Red indicates that sector has been destroyed, White that it has been activated and flashing Red and Yellow indicates a sector under attack. Also your Console displays messages to tell you what is happening within The Brain.

Play the Game

Keyboard Controls

Left: Your Droid will turn Left using X, V and N keys.

Right: Your Droid will turn right using C, B, and M keys.

Forward: Your Droid will move forward using A, S, D, F ... "Enter" row.

Laser: You can fire your laser using Q, E, T, U and O keys.

Blaster: You can fire your blaster using W, R, Y, I and P keys.

Pick Up/Drop: You can pick up and drop spare parts using 1, 2, 3, 4 ... O, Z and 'Symbol Shift'.

Joystick Controls:

Your Droid can be fully controlled using Kempston, Curvior and Interface II joysticks which replace turn Left, turn Right, Forward, Laser Fire, Pick Up/Drop (Pull Back). The Blaster is fired using Z, X, C ... "Symbol Shift".

Pause: MARTIANOIDS can be paused by pressing "Caps Shift" or "Space".

MARTIANOID FEATURES

- | | | |
|-----------------------|------------------------------|---------------------------|
| 1. 3D Scrolling | 13. Battery Charge Indicator | 25. Joystick Control |
| 2. Transmitters | 14. Scrolling Message | 26. Extra Lives |
| 3. Receivers | 15. Lasers | 27. Attacking Photons |
| 4. Disposal Chutes | 16. Blasters | 28. Materialisations |
| 5. Active Cells | 17. Penetrable Walls | 29. Destroyed Cells |
| 6. Replacement Cones | 18. Program | 30. Large Play Area |
| 7. Spare Batteries | 19. Photons | 31. Sector Status Display |
| 8. Map Display | 20. Indestructible Walls | 32. Sounds |
| 9. Pick Up/Drop | 21. Droids | 33. Amazing Animation |
| 10. Scores | 22. Clockwork Mice | 34. Continuous Play |
| 11. High Scores | 23. Aliens | |
| 12. Name Registration | 24. Explosions | |
- MARTIANOIDS © ULTIMATE PLAY THE GAME. Copyright & Trade Name, 1987 Ashby Computers & Graphics Ltd.

BREAKTHRU

Mountains

Encounter minefields and small groups of men who will attempt to delay and destroy your invading jeep. Landslides and rock falls are to be avoided whilst lurking in the tunnel between two mountains are flamethrower tanks.

Bridge

Defenders on the bridge, reinforced by missile firing armoured fighting vehicles, will try to prevent you crossing. The bridge has been blown up and must be jumped in various locations.

Prairie

Cross the prairie where the defences are more difficult and ultimately a water obstacle bars the way.

City

Encounter enemy hardware and if you survive the onslaught you finally BREAKTHRU to the plane.

Airfield

Run to the plane avoiding flame throwers and everything thrown at you that the enemy can muster.

Keyboard Controls

Z - left

R - Up

S - Fire

X - Right

D - Down

Space Bar - Jump

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PSI-5 TRADING COMPANY

You are about to command your ship through one of the great edge-of-your-seat adventures of the 35th Century. Summon your management skills and man the bridge. The physical and economic survival of the PSI-5 Trading Company is in your hands.

You must first choose your cargo and course through the Parvin Frontier. Then select the best crew possible from a cast of human and nonhuman characters. As you take command of your space freighter on its perilous voyage, your challenge will be to command the mission by successfully managing your resources and allocating task assignments to your crew.

Replay on Full Mission and Crew Select

After you have chosen your mission and crew you will see your crews photos on the screen. Several minutes later the screen will turn black before the game starts. Note the tape counter position and write it down. Usually you will only have to do this once. At the end of your game you can use the 'Quit/Replay' commands. It will prompt you to rewind the tape to start of black screen. Rewind the tape until the counter equals your recorded value and press play.

Load or replay game 2 & 3 on stand alone game side

After game one loads and the tape stops, record the tape counter position. This will be the location to load or replay game 2. Do the same after game 2 loads, and this will be the position to load or replay game 3. You will usually only have to do this once.

IMPORTANT:

On the rewinds using the counter for positioning it is always better to be slightly before the counter reading than after it.

Control

In general all game options may be selected using the keyboard or joystick. Using the joystick functions move the highlighting or cursor to the appropriate place and press FIRE.

The four cursor keys and CAPS SHIFT may be used to emulate the joystick. Alternatively you may make your selection from the Keyboard by pressing the key corresponding to the first letter or number of the desired command.

Controls

Fire Button

Move Left

CAPS SHIFT
CURSOR LEFT
(CAPS SHIFT + 5)

CURSOR RIGHT
(CAPS SHIFT + 8)

CREW SELECTION: Four cursor keys and ENTER

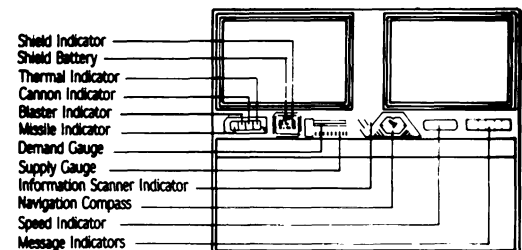
Spectrum is Keyboard control only.

Pausing the game: BREAK - Pause FIRE - Continue

COURSE SELECTION:

The display of possible courses will include their distance, cargo and reward/payment for completion. The larger rewards indicate greater risk, difficulty, danger and challenge in nature of your cargo. You must arrive at your destination within a reasonable length of time.

To select your course, use the joystick and FIRE BUTTON (left up, right down) or enter the course number on the keyboard.



CREW SELECTION

In addition to the control console which you operate as Captain, your space freighter has been retrofitted for five other departments scattered throughout its creaking hull. These are Weapons, Scanning, Navigation, Engineering and Repair.

You must carefully select your crew from thirty potential candidates - five groups of six individuals trained in each department specially. These "assorted beings" consist of humanoids, aliens and vacodroids, each with different backgrounds, skills, personalities and reactions under stress. The six candidates for a department position will be displayed. To examine the resume for any individual, type the first letter of the character's name or move the joystick and select by pressing the FIRE BUTTON. Once selected, the candidate's resume will be displayed for your scrutiny. The two options presented at the bottom of the screen will be "Welcome (name) to the Crew" or "Exit". The options may be selected using the joystick or typing W and E. "Welcome ..." hires this person to fill the department position and the candidates for the next department will be displayed. "Exit" returns to the same department to allow you to examine the resumes of other candidates.

TO PLAY

After the last department crew member is selected you will be prompted to remove the disk and flip it over to re-insert with the back side up. Then press **RETURN** key or **FIRE BUTTON** to continue. Play takes place with you (the Captain) sitting on the communications console. The ship's view of space will be displayed on the left console screen and the communications screen on the right will display the department crew member with whom you are interacting at any given time. There will also be indicators on the console showing weapons, motion, speed and pending messages.

ACK - Can clear out all messages (CLR) or Enable/disable the message automatically answered interrupting you. The initial command options (main menu) may be selected via keyboard or joystick and include the ability to acknowledge pending messages (communications) from any department or interact with any specific department. In general, when you select a department, you can examine the status of department activities or make task assignments/commands by removing, adding or reprioritising the list of functions to be performed by that crew member. Because time is money and you are in the freight business, we suggest the first command you give is to tell the Navigator to accelerate the ship to a given speed. If you (the Captain) don't issue specific orders, the crew persons in Repair, Weapons and Scanning will eventually get bored and start performing tasks on their own. The detailed command options for each department are described below. Note: Selecting "?" on any department command line will display pending messages. Pressing the **DELETE** key or selecting ← with joystick or pushing up on the joystick and pressing the **FIRE BUTTON** will delete the last entry on the command line.

WEAPONS DEPARTMENT

Status: Displays statistics of past performance (i.e. number of shots and kills). Through this you can learn how effective the weapons specialist (crew member) is with each weapon.

Display: Show the activity list (assignments) for the weapons specialist to perform. The information includes the type of weapon, the number of shots, target (indicated by scanning ID), priority and status of weapons/target.

Cancel: Removes a weapons command from the list.

Rank: Reprioritises the weapons list.

Fire: Adds a command to the weapons list.

SCANNING DEPARTMENT

The general function is to identify and keep track of other vehicles in space.

Status: Assigns ID letter to new object in space and adds it to the end of the list. As time progresses, more of the following information is gathered regarding a target.

- **Blinking Activity Character**
-) blinking symbol appears if this object is being examined.
- (•) blinking bullseye appears if Weapons Department has outstanding orders for this target

the class (of people)
type (friend or foe)
locked on to continue tracking (L)
position of object in space (PO)

Position (PO)	In Range	Out of Range
Fore (in front)	Fi	Fo
Aft (behind)	Ai	Ao
Port (left)	Pi	Po
Starboard (right)	Si	So

Display: This is a prioritised list of what the scanner crew person is to do (examine). The information shows damage to the target ship and recommend weapon to use.

Cancel: Removes an action item from the list.

Rank: Reprioritises the list.

Examine: Adds a target to the list to be examined.
Note: Before the Weapons Department can fire upon a target, the Scanning Department must examine the target long enough to get a lock on it. Continued examination will determine class and damage and suggest a weapon. This is done by adding the target to the scanning list at a high priority and waiting to give the scanning crew member enough time to fill in the appropriate data.

THE NAVIGATION DEPARTMENT

In this department the crew member can fly a specific course/speed and control evasive manoeuvring.

Status: This displays course description which includes shortest path, medium deviation to port/starboard, and full port/starboard circumvention. It also shows estimated time of arrival (ETA), risk factor, requested speed, current speed and evasive manoeuvring, INF (information) scanner must be operational for RSK (Risk) column to operate. For RETA (relative estimated time of arrival.)

- means early
- means late

Display: Shows prioritised list of possible courses.

Cancel: Eliminates evasive manoeuvring.

Rank: Selects course.

Accel: Sets speed and allows selection of standard or evasive manoeuvring.

ENGINEERING DEPARTMENT

This department is responsible for managing and allocating power oriented devices that can be controlled. Different sections of the ship can be shut down to conserve energy (i.e. port shields can be turned off if the pirates are on the starboard side). Defensive weapons such as shields require a set amount of energy just to be turned on (in operation). They can deflect an enemy shot by countering it with an equal amount of energy which is drawn from reserve battery power (if the charge is sufficient). Note that engine power consumption is variable depending on actual speed.

Status: This displays the Device ID, a description of it and its enabled state. The device types include shields, weapons, information Scanner and two batteries.

Display: Shows classes of power, power drain, level of activation (yes, no, partial).

Rank: Prioritises devices in relationship to available power and thus determine which devices are on, partially on (subject to "Brown Outs") and off. As an example if in navigation the speed is requested - 5 but the current speed 4, it is because the engines are only partially on (at a lower priority on the list).

Cancel: Unlike corresponding commands in other departments which act upon the "Display" list, these cancel or enable devices on the status list. This will
and
Enable: cause a corresponding change of status to RqC (request cancel) or RqE (Request enable) for pending requests.

REPAIR DEPARTMENT

This department is responsible for repairing damaged devices on the ship. There are three forms of damage to a device.

1. It can still operate (at a higher power consumption).
2. The damage can be repaired.
3. The device is destroyed/dead and cannot be repaired.

The repair person is assisted by a number of robodroids. When one of them is re-allocated or completes a task, they won't be immediately available. It will take some time for them to return to the department, get tools, assignments and instructions before they can begin their next task. The robodroids can have the following status:

1. Active - available to work.
2. Damaged - will become an item to be repaired.
3. Dead - can never be reactivated.

Looting Note: If your ship is helpless (where engines, shields and weapons are not functioning) the pirates can board your vessel and start looting. You will slowly lose your cargo until one of the above items is repaired.

Status: 4 indicating ready, in transit, on the job or broken. Those totally destroyed are not indicated. This lists up to the first 16 items to be repaired and includes I/D, description, ETR (estimated time of repair) and items being worked on currently (indicated by *). A blinking check mark (✓) appears before the item ID if a repair order has been given to fix the device.

Display: Shows what is currently being repaired (up to 8 items) and how many robodroids are working on it (and the number of them assigned to work on it)

Cancel: Removes an item from the repair list.

Rank: Reprioritises the repair list.

Assign: Adds an item to be repaired (and number of robodroids to work on it) to the repair list.

TO RESTART

Selecting the **QUIT** function from the main menu allows you to restart the game within the existing courses and crew selection.

SUGGESTED TRAINING MISSION

As an introduction to the game to gain familiarity with the functions and understanding of the interrelationship between departments try the following procedure for your first mission:

1. Select the **ENGINEERING** Department and prioritise the ships power classes to shields, weapons, charge shield battery, scanners, engines and charge emergency battery using **DISPLAY** and several **RANK** commands.
2. Select the **NAVIGATION** department and accelerate the ship to speed 1 using the **ACCELERATE** command.
3. Select the **SCANNING** department and get a status report by using the **STATUS** command.
4. Watch scanning status until the first unknown vehicle is detected.
5. Select **NAVIGATION** and use **ACCELERATE** to stop the ship.

6. Select **SCANNING** and use **EXAMINE** to get detailed information on the first vehicle.
7. Use scanning **DISPLAY** to watch for class of vehicle, damage, and suggested weapon to be filled in.
8. Do a **STATUS** command.
9. Select **WEAPONS** and **FIRE AT WILL** at the target using the suggested weapon.
10. Experiment with **STATUS** and **DISPLAY** functions within both the **SCANNING** and **WEAPONS** departments.
11. After the target is destroyed, repeat steps 2 through 7 and remember, use the run/stop key to pause the game so you can catch your breath and gather your thoughts. To continue playing, any key will start up the game.
12. Select **ENGINEERING** and turn some shields off using **STATUS** and **CANCEL**.
13. Select **WEAPONS** and **FIRE** one shot at a target. This will make them mad, even if they are normally friendly.
14. Select **REPAIR** and get a **STATUS** report. Observe entries being added as hostile targets shoot at your ship.
15. **ASSIGN** one robodroid each to fix several items. Flip back and forth between **STATUS** and **DISPLAY**.
16. When you have had enough, select **ENGINEERING** and use **STATUS** and several **ENABLE** commands to turn the shields back on.
17. Complete the repairs, start the ship moving, experiment and enjoy!

Galatic Greetings,

Playing the role of Captain on a space freighter full of unknown people, enemies and equipment can be intimidating. The best way to become familiar and successful is to imagine yourself actually as the captain and put yourself in the game.

Your duties as Captain require you to investigate and monitor the different crew members and departments often. Working too long in one department while ignoring some others can lead to your downfall. A wise strategy is to load up your repair, scanning and weapons officers with several tasks. This will insure they will stay productive while you are busy elsewhere. One powerful capability of the ship's computer is to monitor one department's **STATUS** or **DISPLAY** while giving commands in another.

Here are some playing hints on a departmental basis:

- Weapons:** Confine targets to be hostile (foes) or known enemies before shooting normally peaceful ships.
- Scanning:** Examine any new targets as quickly as possible.
- Navigation:** Be sure to monitor the **RISK** column on the **STATUS** report. Change course to avoid overwhelming odds, but not as often to delay reaching your destination.
- Engineering:** Pick power priorities to match your strategy. Consider turning off (**CANCEL**) power to individual items to increase your power management options.
- Repair:** Be sure to fix mission critical components as soon as possible, (such as cargo support devices, life support systems and power reactors). Fix other items as best to serve your strategy. If damage seems out of your control it is often wise to stop the ship, divert power to shields, and weapons and fight between repairs.

Many actions depend on the **PSI-5** ship to be in working order. If something appears not be working, check the **Engineering STATUS** and **DISPLAY**, the **REPAIR STATUS** and **ACKNOWLEDGE** messages to gain clues to possible causes.

We have given you enough information to be well on your way. We have purposefully not given you every gruesome detail because there is fun in learning to use your mind, imagination, common sense and by experimenting.

I wish you the best of luck on your perilous mission and may the winds of Xaldu be in your favour!

Sincerely,

Admiral Mike Lorenzen
Star Base 27 Command

CRYSTAL CASTLES

Diamond Plateaus in Space

SCENARIO AND GAMEPLAY

You play Bentley, a bear with a passion for collecting gems. The gems are scattered on the floors of a series of 18 3D structures packed with lifts, ramps, tunnels and hidden passages. To prevent you completing your task there are various creatures, each with their own characteristics. The **MAD MARBLES** try to take the shortest route towards you, **THE TREE SPIRITS** do the same, but are frozen for a while if you jump over them. The **SKELETONS** move at random, but tend to block your way. The **GEM EATERS** (which look like centipedes on their hind legs) can be seen swallowing the gems inside them, if you attack one in mid gulp it will be destroyed. **BERTHILDA** the witch may only be killed when you are wearing the **MAGIC HAT**, which makes you invincible for a short time. If you take too long on a screen the **BEEES** will arrive in a swarm to chase you.

HINTS

The **HONEY POT** is worth bonus points if collected, but it and the hat cannot be negotiated by the nasties, so should be used strategically. There is a bonus of 1000 + **SCREEN** x 100 awarded for clearing the last gem on the screen, so don't let the baddies get it. Watch as the screens are built up to see where your passageways and tunnels are, remember you can walk around behind some of the structures. Some enemies move predictably, and the good player uses this to their advantage to remove gems in awkward places or to trap the trees etc. out of the way. The last gem is sometimes hidden under the hat, remember that you can pick up the hat by jumping over it as well as walking over it.

There are eighteen different screens in the game, if you can complete these you will start again at fast speed. The disk version uses the disk to store the screen information, the tape version uses three short files, each holding the information for six screens of action. When you have completed the first section on the tape version you will be prompted occasionally to load a new set of screens. You may choose any set here, so you can play or practice in the order you want. The flipside of the tape contains just the data files for the game.

CONTROLS

Keyboard:

Q - Up
P - Right
M - Jump
A - Down
O - Left

You can redefine control keys if you select keyboard option.
Compatible with Interface 2 and Kempston (with joystick).

SCORING

Each gem collected: 10
Collecting the **HONEY POT** or **MAGIC HAT**: 1000
Killing a **GEM EATER** or **BERTHILDA**: 1000
BONUS for collecting the last gem on a screen: 1000 + **SCREEN** x 100
Lives are displayed at the top of the screen. An extra life is awarded every 10,000 points.
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