INTRODUCTION

You've seen them all on TV and now is your chance to become a contestant with TV SHOWTIME.

TV Games would like to thank all the hosts and their TV companies for all their support in getting this excellent compilation together.

Thank you for purchasing TV SHOWTIME and we wish you many hours of answering all these questions, but before you start, spend a bit of time studying these loading instructions.

LOADING INSTRUCTIONS
(They are the same for all five games)

Spectrum
Type RUN" and press ENTER. If you have a disc drive attached type I TAPE first.

Spectrum
48/128K Type LOAD"" and press ENTER
+2/+3 Go into 48K mode and follow 48K Instructions

Commodore 64
Hold down SHIFT and press RUN/STOP

One final note – some of these games take some time to load into your computer as they are quite complex. Please be patient! You will also find on some titles that extra parts of the game or further question are recorded after the game has loaded. Should you experience any problems at all, just refer to the instructions for each individual game.

IT'S TV SHOWTIME!

The Ultimate TV Game Compilation!

BLOCKBUSTERS

This is the All New Blockbusters game of the successful ITV Quiz Show featuring Bob Holness and his keen questioners.

THE GAME
The concept is exactly the same as the TV Show, except that the role of Bob Holness is taken by your computer. It's all about answering questions correctly and creating a connecting line across the Hexagon matrix.

LOADING
Make sure that the cassette is fully rewound. Insert the tape into the cassette player and follow instructions on the tape label. The game will load in a few minutes.

PLAYING BLOCKBUSTERS
The computer version of Blockbusters should be played by two people.

TWO PLAYER MODE
Once the game has loaded, type in each name and press the key as told by the computer. Now the fun starts! As player 1 is trying to go one way across the Hexagon and Player 2 the other way, get ready to press your buzzer and beat the other Player!

Player 1 will be asked to pick a letter say "P" from the Hexagon screen and the Computer "Bob" will ask a question "which P...." As quick as you can, press your buzzer key if you know the answer – don't forget the other Player may beat you to it!

The computer will decide which Player pressed their buzzer first and that Player then types in the answer which in our example will be one word beginning with "P". You will be told if the answer is right or wrong.

DICTIONARY
Don't worry if your spelling is not 100% accurate every time. We all know how easy it is to get excited because you think you know the answer, only to type in "DONARK" rather than "DOMARK". Our Computer "Bob" is programmed to understand what you meant and will either give you the benefit of the doubt or ask you to type in the answer again.

CORRECT ANSWERS
When you give a correct answer, the Hexagon will change to your colour and off you go again!

BLOCKBUSTERS
You get "BLOCKBUSTERS" when you have connected one side to the other. When you have got Blockbusters once that is enough! It is the best of 3 games and the Player who wins 2 of the 3 games goes on the GOLD RUN.

GOLD RUN
You are a champion if you get to this stage. Now two or three letters appear in each Hexagon and you must connect one gold side with the other within 45 seconds to get the GOLD RUN.

TIMER
To get the game going at a faster pace, you can put a timer on answering the questions. Again, the Computer "Bob" will tell you how to do this.

Blockbusters is a Central Independent Television Production made in association with Mark Goodson and Talbot Television. Central TV logo © Central Independent Television PLC.
Music © 1987 ITC Film Scores Ltd.

BOB'S FULL HOUSE

Bob's Full House is a game for up to four players based on the television series hosted by Bob Monkhouse. There are four main sections to the game which is based upon Bingo. Only the overall winner of the first three rounds can go on to the fourth.

GETTING STARTED
When the game "loads in" you will be asked to select the number of players from one to four, and then to enter in the names of your players. The computer will add its own players, if necessary, to make the total number of contestants up to four. These computer-driven players will participate in the game, though their answers will not be displayed for all to see. They can get it wrong too! Once all the players have been selected, the game begins...

ROUND ONE
The objective is to light up all the corners on your card and questions are open for all to answer. Once Bob has asked the question the first player to hit the buzzer gets to answer. Answers are typed in using the keyboard and the letters must fit the dashes. If you answer correctly, you will be asked to enter the number of an unlit corner on your card. Get the question wrong and you'll be "wallied", which means you will be unable to answer the next question, and the question will be thrown open to the other players. The first player to light all four corners of his/her card will be asked to select a "prize" for winning the round.

ROUND TWO
The next round is similar to the first. Bob will ask each player in turn to select a category of question by entering a number which fits the corresponding to the subject. If you get it wrong, the question will be repeated and thrown open to the other players. The first player to buzz gets the question and if they get it wrong, they are "wallied". Bob continues to ask each player in turn, swapping the categories around ("mixing the six") until one player has the entire middle row lit. That player is then asked to select a "prize" for winning the round.

ROUND THREE
This is the "Full House" round and the questions are open to all players. The objective is to light up every number on the card. The first player to do so wins the whole game and goes on to the bonus round. As usual players can be "wallied" if they get it wrong. Winning this round also wins a "prize".

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THE FINAL
And now "Bob's Golden Card" and the chance to win a "holiday". A card is displayed, with its contents concealed. The player must answer as many questions as possible in 60 seconds. Press the space bar to answer. If in doubt, type "PASS" to go onto the next question. Get the question right and you'll be asked to select a number. Behind each number will be that number's value in cash or a letter. Uncovering all the letters on the card will spell out the name of your holiday destination.

Every time you begin a new game, you will be asked to load in the questions to allow a greater variety of questions per game. Don't take too long answering as Bob soon moves onto the next question. Please note that the "prizes" are only to make the game more realistic and true to the TV show – you cannot really win the prizes.

CONTROLS
PLAYER 1: Q   PLAYER 2: P   PLAYER 3: Z   PLAYER 4: M

LOADING INSTRUCTIONS
After loading the main game on side 1 of the tape, turn the tape over to side 2 to load the questions

Cassette:
Spectrum 48/128K: – Type LOAD " " and press ENTER (LOAD is obtained by pressing the J key). Then press play on tape.

Commodore 64: – Hold down SHIFT and press RUN/STOP.

Spectrum +2/+3: – Go into 48K mode and follow 48K instructions.

Amstrad CPC range: – Hold down CTRL and press the small ENTER key. If you have a disc drive attached then first type :TAPE (":" Is obtained by pressing the shift and the "@' key together).

Disk:
Commodore 64: – Type LOAD"*",8,1 and press RETURN.
Amstrad CPC: – Type RUN " disc and press ENTER.

BULLSEYE

Bullseye is a version of the successful TV quiz programme, adapted for popular home computers. It is a game for 2 players, played over 4 rounds. Skill at answering questions from any of 11 different categories is combined with simulated dart throwing to gain high scores.

The cassette includes the game itself and two data files containing hundreds of questions to give you hours of competitive enjoyment.

LOADING
SPECTRUM: – Insert tape into recorder. Type LOAD" " and press ENTER (LOAD is obtained by pressing the "J" key.) Start tape.
NOTE 128 and +2 users should go into 48K mode before loading
Stop tape after tune starts playing. After some game you may be asked if you want to load new questions. If you answer "Y" start tape until the next block has loaded.
CBM 64: – Insert tape into recorder. Hold down SHIFT key and press RUN/STOP key. Press PLAY on recorder. At some points during the game you can load new questions by pressing the "L" key. It will tell you on screen if this is possible.
AMSTRAD: – Insert tape into recorder. Hold down CTRL key and press the small ENTER key. Press play on the tape deck and then any key on the computer. Extra questions can be loaded in after the end of a game. The screen will tell you when.
BBC 'B': – (NOTE: THIS GAME DOES NOT WORK ON THE MASTER) Type CH:" and start tape. When the music begins stop the tape.

PLAYING THE GAME
SPECTRUM: – Press "Y" if you want a practice OR enter the names of the two players and then choose the duration and difficulty of the game.
Press "S" to change the second ON/OFF and press A or B if you want to play 1 or 3 games. The skill level is between 1 and 9 (denoting the time you have to enter questions).
CBM 64: – Press "P" to practice or SPACE to start the game proper. You can also load a new block of questions by pressing "L" and restarting the tape.
Selecting Skill level is slightly different from other versions as you have to use the 2 SHIFT keys to move the indicator at the bottom left. The more red that shows the longer you have to answer the questions.

AMSTRAD: – Enter the names of the two players and press a number between 1 and 9 for difficulty level. You are then given the option of a practice at dart throwing.
BBC 'B': – You will be asked various questions to which you answer yes or no. When asked to input skill level use space bar.

PRACTICE
This feature gives you the chance to become familiar with the controls before entering the real game. The controls below move the dart throwing hand left and right and set the strength of the throw. Try it now to get an idea of how to aim the dart. Hold down the strength key until the bar reaches the desired point and then release the key to throw. Notice how the dart's height is changed by the amount of strength you use.
You are given 6 darts after which the main screen will re-appear to allow you to select again.
The keys are:

	LEFT	RIGHT	STRENGTH
Spectrum	5	8	7 (up arrow)
CBM 64	Left Shift	Right Shift	Spacebar
Amstrad	Left Cursor	Right Cursor	Spacebar
BBC			Spacebar

THE MAIN GAME
At this stage you will be taken through the 4 rounds of the main game. Details is shown on left and at the end of the game, the final score is shown and the program restarts.

Round 1. Each player is called to the ockey 3 times. A dartboard with 10 sections is shown with letters A to J representing a question category.
On the Spectrum simply press a key to move through the categories until you find one you would like to answer a question on.
On the CBM 64 the category is selected by pressing keys F1 and F7 to move through the letters.
On the Amstrad pressing the desired letter will select the relevant category.
On the BBC use the spacebar to step through the categories.
Having selected the ideal subject, a dart will appear showing use the left, right and strength keys as explained in the practice section.
A question will then be posed in the subject that is hit. If this is also the subject chosen by the player, a bonus score is awarded, this being higher the closer the dart comes to the Bullseye.) Answer the question correctly and your score increases. Answer incorrectly (or not at all within the time allowed) and your opponent has a chance at answering and gaining points.

Round 2. This round uses a normal dartboard.
Each player is called to the ockey to throw 3 darts

The player with the higher score then wins an attempt at answering a general knowledge question to win points. Again, an incorrect answer gives the opponent a chance to answer.
This is repeated 3 times in all.

Round 3. This is a bonus round, where the player who is currently winning throws 9 darts at a special dartboard, showing 8 red segments and 8 black segments. Hitting a red segment ONCE ONLY scores the bonus shown. Hitting the same red segment again loses the bonus shown. Hitting black segments has no effect.

Round 4. The player with the higher score is asked whether or not he wishes to gamble on the last board. (If not, the other player is offered the same option.) If one or other player accepts the challenge, he has 4 darts to throw at a normal board in order to score 101 or more.
Success means his score is doubled.
Failure means his score is halved.

Notes on answering questions
• If you make a slight error in spelling, you will usually be given a second chance at answering.
• If an answer is a number, use the number keys – eg answer 5 rather than FIVE.
• All answers are single words, so type a person's surname when required, unless that person is generally known by first name alone.

Bullseye is a Central Independent Television Production made in association with Phil Television. Logo © Central Independent Television PLC.
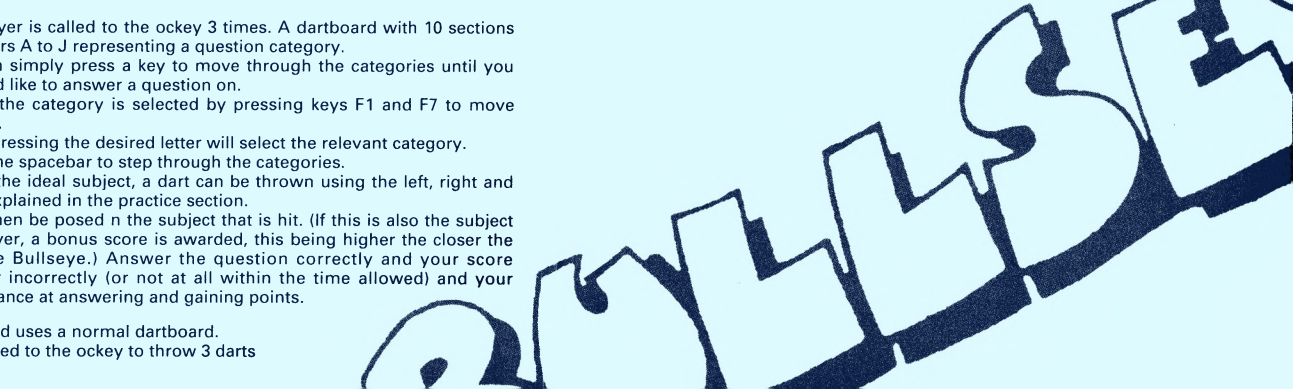
The KRYPTON FACTOR

This program is based on the highly successful Television quiz show "THE KRYPTON FACTOR" from Granada Television. Just as in the show you have the chance to compete against up to three of your friends or family in the six exciting sections that make up "the world's toughest quiz". After each section has been completed you are given the relevant points which all build up until the player with the highest number of points proves that they are the one with the greatest Krypton factor.

LOADING THE GAME.

SPECTRUM 48K/128K: – Insert tape into recorder. Type LOAD" " and press ENTER (LOAD is obtained by pressing the "J" key.) Press PLAY on recorder.
SPECTRUM +2/+3: – Go into 48k mode (see manual) and follow instructions for Spectrum 48k.

AMSTRAD CPC range (tape): – NOTE: disk drive owners should type I Tape and press ENTER before loading.
Insert tape into recorder. Hold down CTRL and press small ENTER key. Start the tape and press any key.
AMSTRAD CPC range (disk): – Insert disk into drive and type 1 CPM and press ENTER (1 is obtained by holding down SHIFT and pressing the @ key).
CBM 64 (tape): – Insert tape into recorder. Hold down SHIFT and press RUN/STOP. Start the tape.
CBM 64 (disk): – Insert disk into drive. Close drive gate. Type LOAD"**",8,1 and press RETURN.

NOTE: The game is too long to fit into the computer in one load and so you will be asked to start the tape again during the game to load in the next section. Please follow the on-screen prompts.
Disk owners should leave the disk in the drive.

THE AIM OF THE GAME

The aim of the game is to find out which of the players is a Superperson. Each section tests and challenges a different aspect of human ability. There are both mental and physical tests which will stretch the best of us.

THE GAME

The game can be played by up to four players. The first thing to do is to enter the details about each person. You will be shown a selection of digitised pictures (digipics) along with some "personal details" of each person. (Note there are four male and four female characters.) On-screen prompts will tell you how to select a

character but you can also change the details of the name, occupation etc to your own if you so wish. Just put the cursor onto the line you wish to change by pressing ENTER/RETURN and delete will remove the text ready for your new details.
The digipics will appear throughout the game to show which player is currently in control.

SECTION ONE – MENTAL AGILITY

This is a test of your mental powers – it is not a test of memory or general knowledge, that comes later, but rather a test of your ability to deal with and juggle numbers in your head.
Each player takes a turn and a series of numbers between 1 and 9 are flashed up onto the screen one by one. The players must rearrange the numbers, in their head, into correct ascending numerical order and type them back into the computer. The computer will then show whether they were correct or not. Each player starts with six numbers and each round increases the amount of numbers by one up to the maximum of nine. If a player incorrectly types in the numbers they are removed from the game until the next section.

THE KEYS:

NOTE: in all sections and on all machines the space bar terminates the scrolling message and moves on to the next stage.
Spectrum : Amstrad : CBM 64
Keys 1-9 to enter numbers
Do not use the keypad on the Amstrad.

SECTION TWO – OBSERVATION ROUND

This is where we test your powers of observation. A story and associated picture will be shown for each player from a selection stored in the computer. The story will be shown in the form of the scrolling message at the bottom of the screen. The player whose turn it is has to look at the picture and read the story at the same time. After all the story has been shown pressing a key will show the story and picture again but with certain changes to both. The player will then be asked to enter the changes that they think have been made.
The text changes are entered in the form:
CAT became DOG
HAT became COAT
The picture changes are highlighted from a choice of POSSIBLE changes in a list that appears on the screen.
After each player has had a turn, points are awarded to the players who have correctly noticed the most changes.

THE KEYS:

To enter the text changes just type the words and press ENTER/RETURN.
To enter the picture changes use the following keys –
Spectrum: Q=up, A=down and M to select.

Amstrad:– Cursor Up=up, Cursor Down=down and Space to select
CBM 64:– Q = up, A=down and Space to select

SECTION THREE – RESPONSE ROUND

This round consists of two sections. The first features a rather unusual piece of equipment called and "Ergobuggy". This tests co-ordination by a novel control method. The point of the game is to get the buggy to the end of its track. In the TV programme the competitor sits on the buggy and must cycle forwards with their feet and backwards with their hands (above their head!) but at different speeds! We have shown the buggy on screen and it is up to the player to get it moving in the following way.
Four keys are used instead of the cycling machines. The keys are split into a pair on each side of the keyboard. With the left hand the player must tap the first pair of keys alternately as that the speed on the left of the screen is kept between two markers. With the right hand the player does the same with the second pair of keys and the right hand speed bar. The only problem is that the two pairs of keys must be tapped at different rates to keep the bars between the markers. The longer the player can stay within the markers with BOTH speed bars the faster the buggy will move. It is a race against the clock with each player having a go to get to the end in a faster time than the others. The time remaining is used for the timer in the next part of this round.
The second section of the Response round is called the "Vidiwall" and tests your colour sense. The screen represents a number of TV sets arranged around the edge of a square. The square is split into four quarters and in each quarter the TV sets can be either blank or showing a colour eg the TV's in the bottom left quarter may be blue or blank. One key in each corner of the keyboard represents the corresponding quarter (and colour) of the square. When the game starts the TV's are all blank. A random number of TV's in each quarter will then change to their respective colour. The player has only a split second to press the key representing the corner in which most TV's of a colour are showing eg there might be 10 yellow TV's, 5 blue TV's and 3 green TV's so the player should press the key in the blue corner.
If the player was wrong the border will change to show the correct colour but if the player got it right their score counter is increased by one. When the player reaches 10 correct the timer is stopped and it is the next players go. If the time runs out the number of correct plays is counted.
The game does not wait for the player and so it is important to be quick with the keys.
At the end of this section a combination of the Ergobuggy and Vidiwall decides the order of the points.

THE KEYS:

Ergobuggy Section – (i) shows the pairs

Spectrum:– (Q,A) and (O,P)
Amstrad:– (Q,A) and (O,P)
CBM 64:– (Q,A) and (O,P)

Vidiwall Section – the four keys for each quarter are:
Spectrum: Q,O,M
Amstrad:– Q,P,Z,M
CBM 64:– <-,C=,F1,F7

SECTION FOUR – PHYSICAL ABILITY

We now reach the point where we introduce the dreaded Krypton Factor Assault Course. In the real thing the contestants must use a combination of strength and stamina to get to the end of a series of difficult and dangerous obstacles. Well, we have removed the danger but the difficulty remains. The players are represented on screen by a character that must be skillfully controlled over our computerised Assault Course. The method of control is similar to that used on the Ergobuggies except that now the four keys must be treated separately.

Each key represents one of the four attributes of:

STRENGTH   STAMINA   ARM POWER   LEG POWER

The obstacles on the Course need a different amount of each of the attributes in order to complete successfully. For instance, a high wall would need leg power as you jump up, arm power and strength as you drag yourself over and stamina in order to do it at all!
As you tap each key you will see the bars on the screen, which represent each attribute, rise and fall depending on how fast you hit the relevant key. Each player must use their skill to balance the four attributes to get the maximum speed over the obstacles eg. as you approach a high wall you should tap the leg power key faster than the others until you are on the wall when you should concentrate on your arm power. Do not forget to keep the other keys going or you may fall off!
The section is played by two players at the same time who have their own keys to tap on the left or right of the keyboard. If there is only one player they should use the left players keys. The time each player takes is recorded and the relevant points are awarded.

THE KEYS:

	STRENGTH	STAMINA	ARM	LEG
Spectrum left player:	1	Q	X	M
Spectrum right player:	O	O	M	N
Amstrad left player:	TAB	CAPS LOCK	Z	X
Amstrad right player:	F9	F6	F1	F2
CBM 64 left player:	1	Q	Z	X
CBM 64 right player:	CLR	<-	U/D cursor	L/R cursor

SECTION FIVE – INTELLIGENCE ROUND

In this section your logic and reasoning abilities are tested by a simple puzzle. On the screen you will see a large grid and some small squares containing a picture

of a logo that has been chopped up and mixed around. Some of the pieces will also have been turned through 90 or 180 degrees. The player is given a time limit in which to put all of the small pieces into the large grid in the correct order and alignment to show the complete logo. They can pick up the pieces from the bottom of the screen and rotate them 90 degrees until they feel they are the right way up before placing them into the grid. Pieces can also be deleted from the grid to be picked up again and placed back in another position. The game continues until the logo is correct or time runs out. Points are again awarded for the fastest completion times.
Six keys are used to control this part of the game. The left and right keys are first used to select the small square that you wish to manipulate. Up and Down keys will cause the current square to rotate through 90 degrees. If the Select key is pressed then the direction keys change purpose and will now move the current square around the large grid to the chosen position. The Select key will then place the piece onto the grid. The Delete key will remove the piece under the cursor and return it to the bottom of the screen.

THE KEYS:

	UP	DOWN	LEFT	RIGHT	SELECT	DELETE
Spectrum:	Q	A	O	P	M	O
Amstrad:	Up csr	down csr	left csr	right csr	Space	DEL
CBM 64:	Q	A	O	P	SPACE	DEL

SECTION SIX – GENERAL KNOWLEDGE

The last of the tests is the quiz section. The digipics of the players are shown at the top of the screen and each player has a key to represent a buzzer. A question will scroll along the bottom of the screen and the first person to know the answer should press their key (they do not have to wait until the whole question has appeared). The players digipic will be highlighted and the player should then say what they think the answer is out loud so that the rest of the players can hear. The "Reveal" key is then pressed and the correct answer is shown on the screen. The player will then be asked if they are right and pressing Y for yes and N for no will register the score.
If an answer is correct two points are awarded to the player but if they are wrong then two points are deducted. It is up to the other players to make sure that no-one is cheating and saying yes when the answer was wrong.
Please note that while every effort has been made to ensure that the answers to the questions are correct it is possible that the odd wrong answer has slipped in. We apologise in advance if it causes any arguments!!
The questions are split into blocks to lessen the chance of you getting the same questions each time you play. You will be given the chance to choose which block you wish to play with at the beginning of the round but it is unavoidable that you will see some repeat questions the more you play but they will not appear in the same game.

THE KEYS: THE FOUR PLAYERS KEYS AND REVEAL KEY ARE

Spectrum:– Q,Z,O,M   reveal=R
Amstrad:– Esc, Caps Lock, Del,\ reveal=SPACE
CBM 64:– <–,C=,F1,F7   reveal=SPACE

At the end of the time period the players scores are added to the running total and you will at last find out who is the KRYPTON FACTOR champion.

The Krypton Factor is a trademark of Granada Television Ltd.

EVERY SECOND COUNTS

THE GAME

The computer game is a simulation of the popular BBC TV programme hosted by Paul Daniels, in which couples answer questions in an attempt to gain as high a score as possible. The game can be played by up to three couples or up to three single players. Single players however play with a fictional partner to make up the required couple.

SELECTION OF PLAYERS

First you will be asked to enter the number of teams. You will then be allowed to use either a couple or a single male or single female character per team. These will be your characters throughout the game.
To select a character move the "gauntlet" to the character you wish to select using the left and right keys then press select. You will then be prompted to enter the character. Once selected a character cannot be deselected.

THE KEYS:

	LEFT	RIGHT	SELECT
Spectrum:	O	Z	SPACE
Amstrad CPC:	C=	Z	Left Shift
C64	8	9	0

Normal ASCII input for the character name.
All rounds start with the team who have the lowest score.

Round 1. (True/False Questions)

On the bottom of the screen a description of the question will appear. on the top of the screen two boxes will appear with the two possible answers inside. E.G. TRUE/FALSE.
Between these boxes is the head of the current player.
The middle section of the screen represents the TV studio with the couples sitting at their desks with their current scores displayed on the front.
Up to nine questions phrases will be displayed below the description one at a time. The current player then has to select the correct answer by using one of 10 keys. Should the answer be incorrect the team score will be decreased by two points. If the answer was incorrect then the score will stay the same and the current team triangle will be turned off to indicate that this team is now out of the round. This process is repeated, moving on to the next active team until all nine questions have been asked or until there are no more active teams.

THE KEYS: (Select Category)

	Marker Left	Marker Right	Select Category
Amstrad CPC:	f7	f9	f8
C64	C=	Z	Left Shift
Spectrum	8	9	0

Normal ASCII input for Answers.
For DELETE keys see SELECTION OF PLAYERS.

Round 3. (True/False Questions)

This round is identical to the first round 1 except that points given for a correct answer increases to four.

Round 4. (True/False Questions)

This round is identical to round 2 except that points given for a correct answer increases to four.

BONUS ROUND

(General Knowledge Questions)
This round is identical to the previous BONUS ROUND.

FINAL ROUND

(Choice Of Three Answers)
The team with the highest point score go on to the final round. They are then presented with two categories to choose from on the bottom of the screen. Once the category has been selected, three answers are displayed at the top of the screen and a description of the question will be displayed on the bottom of the screen.
The middle screen section will change to show the two team members side by side rather than one behind the other. The desk will also change to show a number of triangular lights. The number of lights indicates the number of correct answers needed to get to the next section of the game.
The points gained in the previous rounds are now used as the number of seconds available to answer the many questions correctly as possible. The remaining time will be displayed in the centre of the desk.
The players will be asked to press a key to start the round – a buzzer will then sound – at which point the description will change and the question using the appropriate key. The next answer is then displayed and the sequence is repeated until all lights are out or time has run out. If all lights have been put out then the number of lights is increased by one and the whole section is repeated until time runs out or seven lights have been put out.

SCORING: Scores are calculated as follows:
10 x (lights put out) +10 x (seconds left on the clock)

At the end of this round the final score will be displayed with an EVERY SECOND COUNTS CLOCK TROPHY screen and the names of the winners.

THE KEYS: (Select Category)

	Select Left Answer	Middle Answer	Right Answer
Amstrad CPC:	f7	f8	f9
C64	C=	Left Shift	Z
Spectrum	8	9	0

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