

THE REAL GHOSTBUSTERS™

GAMEPLAY

Real Ghostbusters is a one- or two-player multi-level game in which the players control members of the Ghostbusters team. The objective of the game is to fight your way through each of 10 levels, capturing and storing ghosts on the way. The end of each level features one or more guardians who, when defeated, will yield a key allowing the player(s) to exit that level.

The characters are armed with both guns and Proton Beams. Creatures can be shot with either weapon to transform them into ghosts. The ghosts can then be zapped with the proton beam to store them in the players' backpack. Ammunition for the gun is unlimited; the proton beam has a limited charge which is displayed at the top of the screen. Also displayed are the number of lives remaining and the number of ghosts collected.

On reaching the end of a level there is a short graphic sequence in which collected ghosts are beamed into ghost storage. A bonus is awarded for each ghost.

Some creatures and objects (e.g. oil drums, wheel-barrow) also award the player with bonuses:

- BEAM ENERGY UP
 - SHOT POWER UP
 - AURA POWER - providing a shield for a limited time
 - SLIMER - the friendly ghost who will hover around the player, acting as a shield and zapping any creatures he touches
- (The latter two bonuses will be lost if the player loses a life)

CONTROL KEYS

	SPECTRUM	
	Player 1	Player 2
UP	Q	P
DOWN	A	L
LEFT	Z	N
RIGHT	X	M
GUN	D	H
PAUSE	ENTER	



SPECTRUM
48/128
#2/+3



ocean

BARBARIAN II

THE DUNGEON OF DRAX

PROLOGUE

At the finale of BARBARIAN - THE ULTIMATE WARRIOR, the barbarian defeated the warriors of Drax and thus freed Princess Mariana from his evil spell.

Drax fled to the dungeons beneath his black castle, vowing to wreak disaster on the Jewelled Kingdom. It is decided that there is only one way to stop Drax. The barbarian and Mariana - herself an accomplished swordswoman - are the only two warriors skilled enough to survive the perilous journey to Drax's lair. They must stop him before it is too late.

CHOICE OF CHARACTER

You may choose to play either the barbarian or Princess Mariana. At the beginning of the game the two characters will appear. Choose your warrior by moving the joystick left or right and pressing FIRE.

LEVELS

You must fight your way through three levels - the Wastelands, the Caverns, and the Dungeons - before arriving at the fourth level, the Inner Sanctum of Drax. These sections must be played in the correct order.

Each of the first three levels is a maze consisting of approximately 28 screens. As you view each screen it is possible to walk left, right, or into doors or caves at the back of the screen.

The direction you are walking, as viewed on a map, is continually changing and therefore a compass (in which the sword always points north) has been provided at the bottom of the screen.

When you reach the exit to the next level the Level Display will pulse as a warning. It is not advisable to leave a level without first collecting all available magical objects (see below).

MONSTERS

On each of the first three levels you must fight six different types of monster, some of which can be killed with one well-placed blow.

They are:

The Wastelands Saurian beasts, Neanderthal men, Apes, Mutant Chickens, Stabbers, Floaters.

The Caverns Carnivores, Orc Guards, Crabs, Slithering Things, Cave Trolls, Stingers.

The Dungeon Pit Things, Dungeon Masters, Giant Grubs, Gobblers, Eyes, Orclets.

If you survive to the Sanctum of Drax you must face The Living Idol, a great Demon and, finally, the dreaded Drax!

MAGICAL OBJECTS

In each of the first three levels there are two magical objects that you will need to collect in order to survive throughout the quest.

The axe increases your strength;

The globe guards against death from Drax's magic;

The potion increases your resistance;

The key opens portacullis doors;

The shield guards against instant death from the Demon's fire;

The jewel disables the Living Idol when the idol is reached.

ENERGY AND LIVES

Your energy is displayed as a bar at the top right of the screen. When it runs out you lose a life.

You start the game with five lives. More lives can be gained throughout the game by collecting any skulls you may find. These contain the life-force of warriors who have preceded you. When you lose all your lives you restart the current level.

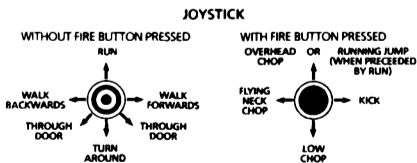
The energy of the current monster you are fighting is displayed as a bar at the top left of the screen. When it runs out the monster is destroyed.

SCORING

The more difficult fighting moves will score highly and do more damage.

JOYSTICK MOVES

These are your joystick moves when you are facing right (reverse these when facing left).



KEYBOARD

WITHOUT FIRE BUTTON PRESSED		WITH FIRE BUTTON PRESSED	
Q = RUN	Q = OVERHEAD CHOP or RUNNING JUMP when preceded by RUN	WITH SPACE BAR PRESSED:	
A = TURN AROUND	A = LOW CHOP	O = WALK BACKWARDS	O = FLYING NECK CHOP
W = WALK BACKWARDS	P = KICK	P = WALK FORWARDS	
N = THROUGH DOOR			

To jump across holes or pits you will need to make a running jump. If you do not jump far enough you will find yourself teetering on the far edge of the hole. By swiftly wagging the joystick left and right you may save yourself.

BARBARIAN II was conceived and designed by STEVE BROWN. Sound by RICHARD JOSEPH. Graphics by JO WALKER and STEVE BROWN. Commodore 64 programming by ROB STEVENS. Spectrum and Amstrad programming by PAUL ATKINSON and TOM LANIGAN for ICON DESIGN. Atari ST and Amiga programming by I.D.S. Additional graphics by LORNE CAMPBELL. Game and packaging © Palace Software 1988

DRAGONNINJA

The latest hot arcade game from Data East explodes with heart-thumping fury. Seven levels of lean, mean, fighting screens to battle through.

Use your special Martial Arts skills, Punch, Kick, Jump, Flying-kick and Super-punch; with added power in the shape of special Ninja-style weapons. The opponents in your battle for supremacy are four types of Evil star/throwing Ninja Assassins whose skills are manifold and dangerous. Also out to spoil your day are acrobatic Women Warriors and vicious Guard Dogs.

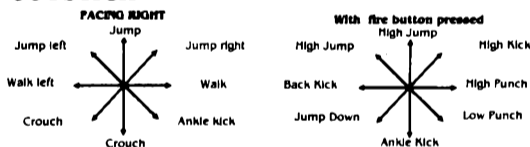
At the end of each level you must overcome the Ninja Master in order to progress - some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad giant and the Green and Gruesome Giant Ninja - who has a disconcerting habit of suddenly multiplying into an army!

Mission accomplished? ...not yet! Now rescue the President of The United States from the grip of these villainous warriors and fly him to safety. Dragon Ninja, the hottest coin-op conversion around, designed to give your computer some real kicks!

CONTROLS

Redefinable keys & Sinclair and Cursor Joysticks

JOYSTICK



Note: When facing left the controls are reversed

The game is controlled by joystick only in port 1, one player only.

Leaving the fire button pressed starts the super punch. Release to action.

GAMEPLAY

Battle your way through screen after screen of adversaries, progressing right or left depending on the level.

You face a giant enemy at the end of each level who must be disposed of with multiple hits.

You can collect extra weapons (chain or knife) if dropped by a fallen enemy. There are also capsules scattered randomly around the playfield. Time capsules give extra time for the level while energy ones replenish your life source.

The Super-punch feature allows you to knock down several adversaries with one blow. This power blow takes all your concentration and can only be implemented by standing still and holding down the fire-button for a few seconds until charged.

STATUS & SCORING

Display

- Score
- Lives
- Time remaining
- Your power
- Enemies' power

Scoring

Points are scored for disposing of adversaries (200) and 50 for a hit on the giant Ninjas. 3000 points are awarded for disposing of these big baddies. If time reaches zero - game over. If energy reaches zero - life lost.

HINTS AND TIPS

- Keep a look out for Ninjas with weapons, they carry useful objects which you can pick up.
- Extra weapons extend your reach so make sure you keep hold of them.
- The giant Adversaries need more than one hit - dodge, then attack.
- Make sure you're facing the right direction when implementing the Super-punch, as you cannot move during the charging process.
- Be careful out there!

DRAGON NINJA

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CREDITS

Written by Paul Owens
Graphics by William Harblson
Music by Jonathan Dunn
Produced by D C Ward © Imagine Software





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Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge.

Please note that this does not affect your statutory rights.



LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

OPERATION WOLF

Central control to Lone Wolf . . . parachute into hostile territory . . . locate enemy concentration camp . . . release captives interned there . . . repeat . . . Operation Wolf, an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countrymen being held prisoner in a concentration camp. Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no water, no chopper cover, not nearly enough ammo and no idea if you are going to make it back . . . volunteers only!!

NOTE

The 48K version loads the main game and then each level is loaded when required.

CONTROLS

Keyboard redefinable. Also accepts Sinclair Cursor and Kempston Joysticks.

Normal Keys are:-

K	-	UP	X	-	RIGHT
M	-	DOWN	L	-	FIRE
Z	-	LEFT	G	-	GRENADE

GAMEPLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub-machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.

Animals, if shot, will sometimes drop these items, however under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape.

Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage).

As you complete each level, a small amount of your energy is replenished and when you have just a few units left, the display will flash. To complete a level you must shoot and destroy the relevant number of soldiers, tanks, helicopters etc as displayed on the bottom of the screen. This will probably be the most dangerous mission you have ever undertaken. Be alert, be strong and above all be careful!

STATUS AND SCORING

Status panel shows score, number of bullet magazines left, number of bullets per magazine, number of grenades and damage level. Also shown on each level is the number of baddies which need to be eliminated in order to complete level and number of hostages rescued. Points awarded for disposing of baddies vary depending on type. Points also awarded for completing level.

When damage level is full player is dead. There is one 'continue' option. Player's damage is increased if he shoots a civilian.

SURVIVAL SUMMARY

Magazines	-	Shooting this gives one extra magazine of ammunition.
Grenades	-	Shooting this gives one extra rocket bomb, up to a max. of 5.
F-ON A BULLET	-	Shooting this gives an increased rate of fire for one magazine.
P-ON A BOTTLE	-	Shooting this improves your physical condition.

Enemy missile fire can be shot down before it hits you. Vehicles can be destroyed by bullets, but they must be hit several times.

HINTS & TIPS

- ★ Don't fire constantly, save bullets.
- ★ Keep grenades for large groups of enemies and vehicles.
- ★ Shoot enemies which inflict most damage first.

OPERATION WOLF

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CREDITS

Coding by Andrew Deakin.
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 Music and sound effects By Jonathan Dunn.
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