

DAN DARE ©

Dan Dare, Super Hero, must save the Earth from the clutches of his arch-enemy, the evil Mekon.

The Mekon is holding the Super Powers of Earth to ransom by threatening to eliminate our fair planet unless he becomes ruler! The Green Menace has propelled a hollowed-out asteroid on a collision course with Earth. Dan must travel in his trusty craft the Anastasia, and land on this desolate artificial planet. He must halt it and defeat the Mekon before earth is either destroyed or subjected to a rule of terror.

Taking Digby as co-pilot, Dan heads for Spacefleet HQ and his trusty spaceship, the Anastasia. Soon, they are flying towards the Asteroid, leaving an anxious Earth behind them.

As they approach the Asteroid, they see pieces of machinery and small buildings upon its surface. Is it inhabited?

With only two hours to go before the Asteroid reaches the point of no return, they arrive at the Asteroid. Dan asks Digby to stay with the ship in case he needs to make a quick getaway.

A few tests reveal there is a supply of oxygen surrounding the Asteroid so Digby lowers Dan to the surface and his solitary quest begins. As he lands gently on the surface, he notices a dis-guarded laser gun lying nearby. It works! Dan takes it... just in case...

Suddenly, as if from nowhere, a laser blast shoots past Dan. He looks up... a Treen, one of the Mekon's faithful followers, stands poised to shoot again. Dan returns the fire, hitting the Treen squarely on the chest. The Treen vanishes. Not far away, Dan can see some sort of entry point into the Asteroid. Dan heads for this, not knowing what lies before him... and only two hours to go...

It is your task to guide Dan around the Asteroid from the moment of his arrival, in order to initiate the self-destruct sequence and escape back to the Anastasia. There are five parts to be collected and inserted into a control panel to do this. These Dan will find in various parts of the Asteroid.

You can make Dan run left and right, make him leap gaps, or duck beneath laser bolts fired by the Treens. You can also make him fire back, but be careful as the laser gun is not too accurate.

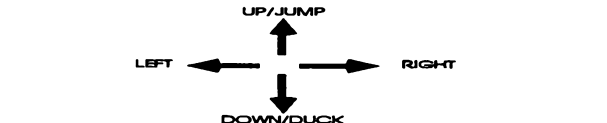
The Treens have devastating effects on Dan if they catch him. Some will merely sap his strength, some will take him to prison. However, the Asteroid has been damaged in its travels. The prison door mechanism has completely shut down so Dan can easily escape if captured. But most likely, the Treen that captures him will knock him unconscious, and Dan will lose vital minutes. And the Treens are not Dan's only problem...the Mekon may be here too...and what else?

Once loaded, the title screen will be displayed. Pressing '1' on this screen allows selection of the following control options.

- 1) Keyboard...Q up A down O left P right and any key from the following to fire... B N M Symbol-Shift Space.
- 2) Cursor keys (5,6,7,8) and 0 to fire, also compatible with any cursor type joystick.
- 3) Standard Kempston Joystick

After selecting 1,2 or 3, press ENTER to return to the title screen. Pressing FIRE will start the game.

The key/joystick controls are...



and FIRE to shoot laser

The game can be paused at any point by pressing CAPS-SHIFT and SPACE (also called BREAK), and the game can be aborted by pressing CAPS-SHIFT and 3 (also called TRUE-VIDEO).

Scattered around the Asteroid, Dan will find some useful objects, such as a re-charger to keep the laser gun at full power, and energy booster pills to build his strength. These are picked up by jumping on them. As Dan finds them, he can decide either to take them or leave them until later if he is not in need of them at the time.

The five pieces of the self-destruct mechanism must be assembled, one at a time, in the control room. You will recognise this as it will show five empty sockets at the start. As Dan returns each piece to this location, he can insert it into the correct socket, and it will start to glow. Doing this also opens a door leading to the next place of the mechanism.

Eventually, Dan will have collected the five pieces and must make his way back to the surface where Digby will be waiting. Note that this may not be the same place as where he first landed.

Good luck... the Earth is depending on you...

DEDICATION

This game is dedicated to the memory of Frank Hampson the creator of Dan Dare who sadly died on 8th July 1985. We hope he would have approved of our treatment of his characters.

BACK TO THE FUTURE ©

You are "Back to the Future" hero Marty McFly. Your friend eccentric scientist Dr Brown gets you to test a nuclear-powered De Lorean car he has created! The experiment worked better than even Dr Brown anticipated as you are transported back in time to 1955! After carefully concealing the car, you explore your home town, go to school there and meet other kids - none other than your own father and mother to be, George and Lorraine, and troublemaker, Biff. Complications set in when Lorraine starts to fall for you instead of George. So, before you can return to your own time you must do a bit of match-making between George and Lorraine otherwise you, your sister and brother will never have existed!

The main playing area scrolls across the centre of the screen and you will meet the other characters here. There are various objects you can use to help you influence other people. These are shown as icons along the top of the screen. Under the main playing area the four other characters are represented as icons which light up to show if they are influenced by you or are using an object you have given them. It can be useful to see which characters are together when you are not around. You must encourage George and Lorraine to be together as much as possible, this way they will fall in love.

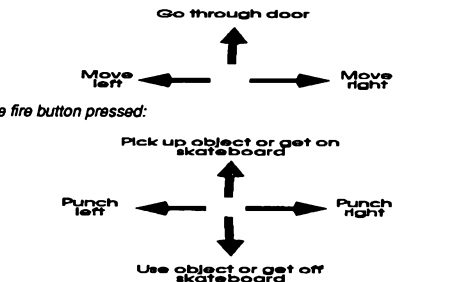
The photo at the bottom left of the screen is you, Marty McFly. This gets erased as the future is corrupted but can be built up again as you do things to ensure the past is kept as it should be! To the bottom right of the screen is a photo of you and your brother and sister; as the other photo is erased or added to, so will this one but if it becomes completely erased you will have failed.

SKILL LEVELS (all different)
There are 5 levels to choose from. If you do not select a level the game will play on level 4. Level 1 is the easiest; as the levels get harder you will start the game with less of the photograph revealed and the character's behaviour will change to make play more difficult.

CONTROLS

1. Start Game
2. Select Level
3. Terminate the game at any time during play
4. Pause/Continue

JOYSTICK CONTROLS



OBJECTS
(left to right)

- Love Poems:** Found in the school (in the film Marty writes these for George to read to Lorraine in the coffee shop).
- Cup of Coffee:** Found in the coffee shop.
- Allen Suit:** Found in Doc's house (in the film Marty disguises himself as an alien to frighten George into going to the dance with Lorraine).
- Guitar:** Found at the dance hall (in the film Marty plays this at the school dance).
- Skateboard:** Found near old packing cases. You can travel around very quickly but you will have to get off to give someone an object or to punch!

Icons will turn yellow as you are passing and white when you are carrying one. You may only carry one object at a time but you can use the skateboard when picking up or carrying objects. Try using different objects on different people to see their reaction. They will behave in one of four ways; (1) turn away (2) follow you (3) stand still (4) ignore the object (sometimes you may not even need an object to influence people!). Making a list may be helpful.

CHARACTERS

In the main playing area, characters look like this:

- Dr Brown:** Doc has wavy hair and wears a white coat. He can help but sometimes gets in the way; you will notice Biff always avoids him.
- Biff Tannen:** Biff has short hair and a belt and he is the school bully. He will try to punch you when he can; it will knock you down and stun you for a short time. You can avoid this by passing him at high speed on your skateboard. You may punch him too and stun him but not when riding your skateboard.
- George McFly:** George keeps his head down all the time because he is very shy.
- Lorraine Bains:** Lorraine is instantly recognizable as she is the only girl in the game! She already likes you, so watch out!

CHARACTER ICONS

From left to right: Doc, George, Lorraine and Biff
Icons turn white when engaged in conversation or doing something. If you try to influence someone their icon will go white if they are interested. If two or more of the character icons go white when you are not involved it means they are interacting with each other (this can help you find out if George and Lorraine are together). When you have successfully occupied someone with an object you have given them their icon will go green until they have finished when their icon returns to cyan.

CLOCK

This shows the time you are taking to complete the game. The faster you complete the game, the higher your skill.

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HACKER

Other computer games often have lengthy instructions to explain how the game is played.

Hacker is not like other computer games.

We've told you how to load the program: everything else is up to you. A real-life hacker would proceed by trial and error: and that's how you play this game. The only tip we'll give you is, don't play Hacker like a standard adventure. You'll get further, faster, if you just try things out, instead of trying to decide what the next most logical step would be.

So start hacking!

(This program simulates the experience of being a computer hacker and is intended solely for entertainment purposes. Activision in no way endorses or condones any activities associated with gaining illegal entry to computer networks or files.)

MISSION OMEGA

A large alien object, equal in size to Earth's moon, is threatening the safety of Earth. Known as Omega, the mystery "planet" had dropped out of hyperspace. It had been travelling at the speed of light but had now begun to decrease speed on its approach to Earth. As Captain Allen on the mining ship Windwraith, you are very close to the current position of Omega and you receive a Priority 1 Order from the U.N. assembled on Earth because of the emergency situation. You have one hour to explore Omega and gain as much knowledge as you can about its origins before the launch of a powerful missile from Earth that will blast Omega out of existence.

Windwraith is equipped with a powerful series of robot components which you can assemble to any specification you wish to fully explore Omega.

Follow the on-screen instructions to select joystick or keyboard control.

The main game commands are along the top of the screen left to right; **QUIT, BUILD, SCRAP, CONTROL, MAP.**

QUIT: Use this to stop playing, end game or (only when you have completed the mission) to launch yourself away from Omega before the hour is up.

BUILD: You will need to begin here. Another complete set of headings will appear. These present choices you can make when constructing your robot. You will have to choose the various components carefully. The base must be able to support the weight of equipment and the power supply must be big enough to drive the unit. There are other considerations too, such as velocity and vulnerability, depending on what use you put your robot to. When you have chosen and are happy, select with O.K. If you change your mind, reselect the box at the top. You may name your robot by selecting this sub-heading under QUIT. If you have not done something or you have, say, overloaded the robot's base, you will not be allowed to do this. You must experiment with different robot constructions; you can have as many as your "raw material" allows.

SCRAP: Allows you to dispose of a robot.

CONTROL: You may select auto control here which lets your robot freely explore as yet uncharted areas of Omega. Selecting manual control lets you guide your robot with cursor or joystick control; use DOWN and FIRE to come out of this. Alternatively, you can "program" the robot to go in a specific pattern while you go and do something else. Its ability to do this depends on your original choice of Sensor. The Energy and Damage reading of each unit is shown here. When battery supply gets low you must rest the robot to increase its energy supply. Damage will also decrease during "rest". You can see what you have discovered so far at the base of this screen.

MAP: The results of your explorations are shown here.

GENERAL

Mission Omega requires a great deal of experimentation on your part. You must build your robots carefully and leave no part of the alien object unexplored. In addition to finding objects you will have to work out how to deal with electrical barriers and the internal transporter system. Do not forget to keep your eye on the clock!

JONAH BARRINGTON'S SQUASH

REPROSOUND

Jonah Barrington's Squash incorporates an amazing technique whereby the human voice has been accurately reproduced. In this way Jonah Barrington's voice will call out the scores. In order to take full advantage of the unique REPROSOUND system, it is advisable to amplify the sound by connecting the ear socket of your Spectrum to the MIC output of your recorder and press PLAY after removing the cassette. To reduce wear on your recorder also press the Pause button if fitted.

Playing Instructions

Jonah Barrington's Squash can be played with either one or two players. If the one player option is selected your opponent will be the computer. Alternatively a demonstration of play at any level of difficulty can be obtained by selecting the computer option for both players. At the end of a rally during the demonstration mode press BREAK to return to main menu.

There are four levels of difficulty, corresponding to the ball spot colours in squash from RED (easy) to YELLOW (difficult). To select level of difficulty press corresponding colour key.

Follow on-screen instructions to select required control keys.

Spectrum owners should avoid redefining CAPS SHIFT or SYMBOL SHIFT keys. Spectrum + owners should avoid using EXTENDED MODE or the following keys when used together: 1 and EDIT, 2 and CAPS LOCK, 3 and TRUE VIDEO, 4 and INVERSE VIDEO, 9 and GRAPHICS or 0 and DELETE. If you have a joystick connected select directions of movement by moving your joystick. Introducing this system of control will enable you to play the game with almost every joystick at present available. If you wish to have a two player game, but have only one joystick, one or both of the players may select the keyboard controls.

Your player will move to the left, right, forwards or backwards by pressing the defined key. Depressing the fire button will enable your player to make a forehand or backhand stroke, depending on the position of the ball when the button is pressed. By timing the pressing of the fire button you can alter the angle at which the ball leaves the racquet. There are six different angles at your disposal. The timing of the swing will also alter the speed at which the ball leaves the racquet.

When you are playing the computer, and it is the computer's serve, press the fire button. You cannot however affect the serve in the same way as your own, by varying the length of time you hold down the fire button.

Name

To enter your name, cursor up or down until letter is reached and then the fire button. Up to eight letters may be entered. Move to the end of the space allowed and press fire to enter game. If two player option selected repeat as above for second player.

The rules of Jonah Barrington's Squash follow the International Squash Racquets Federation rules as far as the computer will allow. There now follows a summary of the rules of Squash, highlighting any differences that may occur in Jonah Barrington's Squash:-

Board (Tin)

The area below the bottom line on the front wall of the court. Made of a material which gives a different sound to the rest of the court. A different sound will be heard from the computer when the ball strikes the board.

Cut Line

The Centre line on the front wall, six feet from the floor of the court.

Short Line

The line on the floor parallel to the front wall and 18 ft. from it.

Half-Court Line

The line on the floor parallel to the side walls, which divides the back half of the court into two equal parts, called the right half court and left half court.

Service Box

A square area within each half court from within which hand-in serves.

Out of Court

The ball is out of court when it strikes the front, back or side walls above the top line or the ceiling. In the computer game the line on the back wall is not shown.

Hand-In

The player who serves.

Hand-out

The player who receives the serve.

Not Up

The expression used to indicate that a ball has not been returned above the board (tin).

Game/Match Ball

An expression used when the server is within one point of winning the game/match.

Scoring

A match consists of the best of three or five games, although a one game option is included in the computer game. Each game consists of 9 points and the player who first reaches 9 points is the winner except that if the score should reach 8-all hand-out he may, if he chooses, set the game to 2, in which case the first player to score two further points wins.

In the computer game, if the score reaches 8-all, it will automatically continue until one player reaches 10 points. Points can only be scored by hand-in. When hand-in wins a stroke he scores a point. When hand-out wins a stroke he becomes hand-in.

Serving

The right to serve is decided by the spin of a racquet. In the computer game player 2 initially serves first. The server continues to serve until he loses a stroke, when his opponent becomes the server, and so on throughout the match.

Before being struck, the ball is thrown into the air and must not touch the floor or wall. The ball is struck onto the front wall in the area above the cut line and below the top line, so that it would fall on the floor or wall. The ball is struck onto the front wall in the area above the cut line and below the top line, so that it would fall on the floor in the half court opposite the server, unless volleyed. If these conditions are not met a fault is called and the server makes a second attempt. If his second attempt fails a double fault is called and service passes to his opponent.

If the server fails to hit the ball on service a double fault is also called and service passes to his opponent. The service receiver (hand-out) may attempt to return a fault serve and if he does so the service shall then be good.

At the beginning of each game and of each hand, the server may serve from either box, but after scoring a point he serves from the other and so on throughout the game. No choice is given in the computer game and all initial serves are taken from the right half court.

In practice if the service receiver volleys the service before it crosses the short line a markers warning would be given and could lead to disqualification. In the computer game a let is called.

Let

A let is an undecided stroke and the service or rally in which a let is called shall not count.

The Play

After a good service has been delivered the players return the ball alternately until one or the other fails to make a good return.

A Good Return

A return is good if the striker, before the ball bounces twice on the floor, returns the ball onto the front wall above the board and in play without allowing the ball to touch the floor after striking it and before reaching the front wall.

Stroke

A player wins a stroke if the rules regarding service (see above) are not complied with by his opponent or if his opponent fails to make a good return of the ball.

Obstruction

The rules of the International Squash Racquets Federation are complicated and rely totally on the discretion and opinion of the referee. Basically after making a stroke a player must get out of his opponents way as much as possible. If a player, in the referee's opinion, has not made every effort to do this the referee will stop play and award a stroke to his opponent.

The computer game, in the absence of a referee, allows a let to be played if a collision or obstruction occurs between the players as long as the receiver is attempting to play a shot.

General

If the striker fails at his first attempt to hit the ball in play he may make further attempts provided the ball is still in play.

Clothing should be white. Out of necessity both players are dressed in black in the computer game, player No. 2 being distinguished by a white stripe across his shirt and down the side of his shorts.

"New Generation have produced a computer game so close to the real thing that it is not only great fun to play, but will also teach players at all levels to improve their game."

JONAH BARRINGTON

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