NOW GAMES 5

LOADING INSTRUCTIONS

FOR ALL GAMES TYPE LOAD "" AND PRESS ENTER.
PRESS PLAY ON YOUR TAPE PLAYER

INTERNATIONAL KARATE ©1986 Endurance Games

Your aim as a Karate Master is to fight throughout the continents of the world for the International Karate Tournament.

HOW TO PLAY

INTERNATIONAL KARATE is a karate simulation based as closely as possible on a karate tournament. The game is played by a player scoring points through the various ways of hitting an opponent.

Each round lasts a maximum of 30 seconds during which you have to try and gain a maximum of 2 points. Depending on how successful a hit has been the judge will award you either a half point or a full point. Score 2 points and you have won that round.

Points scored are shown on a system of circles next to your score which light up to indicate a half point or a full point. The judge will tell you when to start, when to stop and what points you have scored.
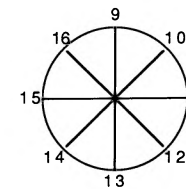
If you win the best out of three rounds then you can go on to the next continent and the next opponent . In between trips to each of the continents there are two different bonus screens where you can win bonus points.

1.	Jump	9.	Flying kick
2.	Front lunge punch	10.	Front somersault
3.	Walk Forward	11.	Front kick
4.	Chest kick	12.	Front side kick
5.	Foot sweep	13.	Back crouch punch
6.	Crouch punch	14.	Back side kick
7.	Walk backwards	15.	Roundhouse
8.	Back lunge punch	16.	Back somersault
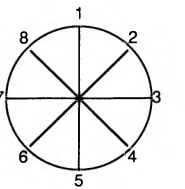
WITHOUT BUTTON PRESSED

WITH BUTTON PRESSED

PLAYER ONE KEYS

1	=	W	9	=	W + S
2	=	E	10	=	E + S
3	=	D	11	=	D + S
4	=	C	12	=	C + S
5	=	X	13	=	X + S
6	=	Z	14	=	Z + S
7	=	A	15	=	A + S
8	=	Q	16	=	Q + S

PLAYER TWO KEYS

1	=	O	9	=	O + K
2	=	P	10	=	P + K
3	=	L	11	=	L + K
4	=	Symbol	12	=	Symbol + K
5	=	M	13	=	M + K
6	=	N	14	=	N + K
7	=	J	15	=	J + K
8	=	I	16	=	I + K

HACKER II ©1986 Activision Inc

SELCT
Used to select screens for activation. Selection occurs in a left-to-right, top-to-bottom, sequence.

VHOLD
Vertical hold adjust mode switch. Adjust to prevent picture roll.

CAM
Selects "live" camera for viewing.

MON
Gains access to target site internal closed-circuit security monitors. Two circuits are available for viewing: MON A and MON B.

VTR
Activates the Video Tape Recorder.

TGS
Activates the Telemetry Guidance System display on the screen selected.

+
Increments channels when in CAM and VTR modes. Toggles between site security monitor circuits when in MON mode. Adjusts vertical hold on some models.

–
Decrements channels when in CAM and VTR modes. Toggles between site security monitor circuits when in MON mode. Adjusts vertical hold on some models.

BYP
Toggles VTR bypass of site monitor circuit.

In this dangerous mission to recover the Doomsday Papers you will control MRU's (Mobile Remote Units) and monitor all activities through complex electronic equipment. You must locate the safe combinations, the safe and the documents!

You must use the technology you have been given, in the best possible way. You can devise to achieve success.

The monitoring equipment you will use on your mission is known as MFSM. It controls a variety of remote equipment accessible through four video monitors which appear on the screen.

The cursor is used to point to a function on the bottom panel and FIRE activates. Use SELCT to switch from monitor (flashing panel indicates current selection), only one may be programmed at a time. Each screen may require vertical hold adjustment. You may view through site monitors A and B; video tape recordings of any events that have occurred; the Telemetry Guidance System which provides a plan view of the immediate 200 square yards of an active MRU; view through site surveillance cameras "live" events. Additionally you can select a camera view and there are 36 channels.

BASIC PROGRAMMING RULES

A hand shaped cursor controlled by the joystick is used to "press" the appropriate pushbuttons on the MFSM front panel.

When a pushbutton has been pressed, the finger of the cursor changes to a down position, and the lettering on the button is highlighted with colour to indicate the active status. Depending on the pushbutton pressed (and the function in operation) the highlight may be momentary, it may continue as long as the button is held down, or it may stay on until the pushbutton is pressed a second time.

Selecting Display

To select a display, move the SELCT pushbutton. The channel indicator for the next display in a left-to-right, top-to-bottom order will immediately flash. The channel number is changed by pressing the + or – pushbuttons.

Adjusting Vertical Hold

Sometimes the vertical hold must be adjusted on a display. To do this, perform the following procedure:

1. Press the SELCT pushbutton to select the desired display.
2. On systems equipped with a joystick:

   * Move the hand cursor to the VHOLD pushbutton.
   * Press and hold the joystick control button.
   * The VHOLD is highlighted.
   * While still pressing the joystick control button, move the column forward to control the rate of bottom-to-top vertical roll, and back to control the rate of top-to-bottom roll.

OPERATING MODES

In the MON mode, an operator may view a site's internal monitoring system. In CAM mode, the operator may also view individual cameras, independent of its monitoring system. The VTR mode allows for playback and analysis of all the site's recorded activities. The BYP mode enables an operator to intercept an internal monitoring system and substitute its current channel with a taped image corresponding to the same channel. Finally, the TGS and MRU mode provide information concerning the relative displacement and disposition of hostile counterintelligence forces, and allows command and control over friendly intelligence elements.

a) Monitoring

Monitoring takes place in two modes: viewing of a remote site internal video security monitoring circuits, and viewing elements of those circuits independent of the site central control.

b) Viewing Security Monitors.

To gain access to internal security monitors, perform the following procedure:

1. Select the desired display on the MFSM.
2. Press the MON pushbutton.
3. The default monitor circuit is "A". Verify that the monitor status display indicates "SECURITY MON A (or B)".
4. To change the current monitor, press the MON pushbutton.
5. Verify that the monitor status display indicates the alternate monitor circuit.

c) Viewing Independent Cameras

Individual surveillance cameras at the site can be isolated for viewing. To view a separate camera, the appropriate channel for that camera must be activated. Perform the following procedure:

1. Select the desired display monitor on the MFSM.
2. Press the CAM pushbutton.
3. Verify that the monitor status display indicates "LIVE".
4. Press the + pushbutton to increment channels and the – pushbutton to decrement channels.

To disable the bypass, do the following:

1. Select MFSM display showing the bypassed camera.
2. Press the BYP pushbutton to return to normal VTR function.

WARNING
SOME SECURITY SYSTEMS CAN DETECT WHEN A SYNCHRONIZATION ERROR HAS OCCURED. BE ABSOLUTELY CERTAIN THAT THE CORRECT TIME SYNCH SIGNAL IS PRESENT ON THE BYPASS CHANNEL.

Video Tape Recorder Operation

The Video Tape Recorder mode of operation is useful for display and analysis or pre-recorded activity. Recording is continuously automatic, so there are no provisions for "recording" an independent event, as with a standard VTR. When a channel is set for display, the taped material is transferred from a standard buffer. When a display on the MFSM has been selected and the VTR pushbutton has been pressed, the VTR will then function in a manner similar to normal analog device. The display status indicates "TAPE" when the VTR is active. To change the current tape channel number, press either the + or – pushbutton.

The synch signal that is recorded with the original image is automatically shown during playback. that signal is present on the bottom part of the screen as numbers that correspond to the minute and second of one hour period. Shuttle search is possible by pressing the PLAY pushbutton and then pressing the >> or << buttons. A speeded image of the recorded material will be shown, along with synch numbers at the bottom.

BYPASS

The bypass mode allows the recorded image from a VTR channel to replace its corresponding surveillance camera. To perform a monitor bypass, do the following:

1. Use one of the MFSM displays to show the VTR screen.
2. Select the VTR channel to be bypassed (using + or – pushbutton).

3. If necessary, advance or rewind the VTR until the time synch values match those shown on a real-time display.
4. Press the VTR pushbutton on the VTR.
5. Press BYP to bypass the surveillance camera signal with tape.
6. Verify that the monitor status display indicates "BYPASS CAMERA".

TGS and MRU Modes

When the Telemetry Guidance System screen is present in any of the MFSM displays, all pertinent information regarding active cameras, site personnel placement, navigational information, and MRU location is provided.

To display the TGS screen:

1. Select the desired display monitor on the MFSM.
2. Press the TGS pushbutton.
3. Verify that the monitor status display indicates "TGS-_____". The current direction of the MRU is shown in the space after the dash.

Since location of an active MRU can also be shown relative to its surroundings, it is best to control the MRU in conjunction with the TGS display.
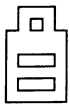
MRU   **SITE SECURITY PERSONNEL**   **ACTIVE MONITOR**
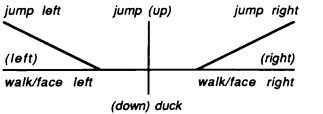
Controlling MRU Movement.

To control an MRU displayed on the TFS, perform the following procedure:

a)   Move the hand cursor to the MRU pushbutton.
b)   Press and release the joystick control button.
c)   The MRU button is highlighted.
d)   Move the column forward to move the MRU forward, and back to move the MRU backwards.
e)   Move the column to the left to turn the MRU to the left, and to the right to turn the MRU to the right.
f)   Note that the TGS status display indicates the direction (EAST, WEST, NORTH, or SOUTH) the MRU is facing.
g)   Centering the control column stops the MRU in its current position.
h)   Press the MRU button again to release the MRU function.
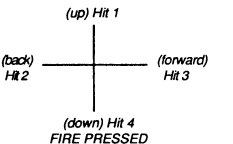i)   Verify that the MRU button is no longer highlighted.

STREET HASSLE ©1987 Beam Software

GAME PLAY

```
        jump left     jump (up)      jump right

        (left)                              (right)

    walk/face  left                     walk/face  right

                    (down) duck
```

These moves are NOT aggressive moves and have no effect upon the creatures. Aggressive moves are selected by selecting a direction on the joystick with the fire button pressed.

There are different aggressive moves available on each stage, and since half the fun is finding the new moves and which is the best one to use on each stage, these moves will not be detailed here. The general layout of the joystick control for these moves is diagrammed below ...

```
              (up) Hit 1

   (back)                  (forward)
    Hit 2                    Hit 3

            (down) Hit 4
           FIRE PRESSED
```

Note that instead of left/right on the diagram above, the directions are labelled forward/back. This is because the move selected changes according to which direction the player on the screen is facing. Thus, to get HIT 3 (which is a head butt on stage 1), press the FIRE button and pull the joystick in the direction the player is facing. This will be to the right if the player is facing to the right and to the left if the player is facing to the left.

REBEL ©1987 Virgin Games

CONTROLS

SYMBOL SHIFT/SPACE	= restart game
ENTER	= pause game
JOYSTICK INTERFACES	= Kempston, Interface II, Cursor
FIRE	= DROP/PICK UP/ ROTATE/REFLECTOR

KEYBOARD CONTROLS

UP	= 1
DOWN	= A
LEFT	= I
RIGHT	= P
BOTTOM ROW	= DROP/PICK UP/ROTATE/REFLECTOR

Q   = Up
Z   = Down
I   = Left
P   = Right

Space bar to Fire

LOADING NOTE

The game won't load into a 48k Spectrum in one go, so when reaching the end of stage 5, you'll be prompted to load the additional stages. These follow immediately on the tape.

Press PLAY on tape recorder to load.

The Object of the Game

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit. Turn the solar beam on to blast your way through the exit to the next level. There are 10 levels to penetrate before you can finally escape.

Hints and Tips

Avoid Patrol Squads at all costs. All surveillance machines patrol set routes, so with practise you will learn the safest paths. Good luck!

PROHIBITION ©Infogrames

PRINCIPLE OF THE GAME

You have a contract to fulfil : get rid of all the killers which appear, without causing the death of an innocent victim ...
Your gunsight looks onto the fronts of the houses.

COMMANDS

To move the gunsight, move the joystick in the desired direction.

The Police Surveillance Department is comprised of Patrol Squads, causing severe damage unless you avoid them.

Reflectors

Each level has a limited supply of solar reflectors that are placed in reflector stations. A reflector can be rotated within a station, or removed and transported to another station. Drive your tank under the station and use FIRE to turn it to reflect in a different direction, pick it up or drop it.

The Object of the Game

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit. Turn the solar beam on to blast your way through the exit to the next level. There are 10 levels to penetrate before you can finally escape.

To fire, press the FIRE button on the joystick.

KEYS

Q   - UP
S   - DOWN
O   - LEFT
P   - RIGHT

SPACE - FIRE
ENTER - DODGE

DODGE : The only means of protection against the enemy bullets, is the dodge key. When you press it, you dodge the bullets ... but you can't dodge indefinitely !

Each completed contract brings in Dollars and makes you go to a higher level : but there are other killers who are even faster ...

KAT TRAP ©Streetwise

It is the Twenty Fourth Century .....

Two hundred years ago the Earth was wrecked by Solar explosions. The population of earth was decimated but for a brave few who escaped on the rapidly built NewArk.

Only now have the people of Earth completed a circuit of the Universe and returned to their home planet. To their surprise it is not only habitable but inhabited. Inhabited by the Kat Men.
The Kat Men's own planet KraMoD was made a nuclear wasteland in their vicious war with the N'Gised whose own homeworld they had attacked because it lay in the path of the Empire building Kat Men. Earth was discovered by one of the few remaining warships of the Kat Men and made the base for reprisals on the N'Gised.

To regain their lost homeworld the Humans first launched a frontal assault on Earth. Badly beaten and having lost all attack fighters they now intend to send a small scale attack force.

The mission personnel will be Hercules 1 and MT ED whose mission is to destroy the main battle computer of the Kat Men. They are to be supplied with replens-droids and battery chargers which will be delivered separately to the drop zone. However as soon as they land the Kat Men win an early victory and Hercules 1 is captured.

Advance reports show that the Kat Men have also let loose mutants from the time of the Solar explosions, including Fire Demons, Icemen, Shadowmen and Sewerbeasts.

MT ED is alone, his mission is to disable the battle computer and rescue Hercules 1.

When MT ED has penetrated the defences of the Kat Men and reached the battle computer he will find the Deathgrid, a device set up to protect the computer.

MT ED can only deactivate the Deathgrid by shorting the pulses of electrical energy moving around the grid. To do this he must position a remote device on the top of the grid (controlled by left/ right) and select a switch on the left of the grid with MD ED (controlled by up/down). Two bursts of anti-matter will then be released (by pressing fire) into the grid. If, where these meet, there is an electrical pulse it will be destroyed.

Fifteen of these pulses must be destroyed within a minute or MT ED will fail in his mission. However, if he completes this task the battle computer will be destroyed and MT ED must make his way back to his ship where Hercules 1 to escape.

Different weapons must be used to destroy the various types of Alien - you will have to experiment to discover which!

MT ED - Multi Terrain Exploration Droid - Equipped with both computer targeted front weapons system and grenade launcher.

Weapons capability:

Electric charge; Laser; Flamethrower; Bullets; Shells; Water; Arrows; Grenades.

Speed:

Up to 250km/h over flat terrain.

Power unit:

Small, needs frequent recharging.

Armour:

Heavy steel plate.

Control of MT ED is via a remote operator, whose range of control will be run left/right, jump, duck, fire whatever is loaded into weapons uses (a press of the fire control with a direction key held down as well) and fire the grenades (a press of the fire control only).

KEYS

Q	= Jump
A	= Duck
O	= Left
P	= Right

Space	= Fire Grenade
Space + P	= Fire Weapon Right
Space + O	= Fire Weapon Left
Enter	= Select Weapon