

# PLAY IT AGAIN

CBM 64/128 SPECTRUM 48K AMSTRAD CPC

## LOADING INSTRUCTIONS

**Commodore 64 Cassette**  
Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.  
**Commodore 128**  
Play in 64 mode.  
**Spectrum Cassette**  
Type **LOAD**™ and press **ENTER**. Press **PLAY** on your cassette recorder.  
**Amstrad Cassette**  
Press **CTRL** and **SMALL ENTER** and then press **PLAY** on your cassette recorder.  
Each game on this compilation is individually loaded so for the second game on each side stop the recorder after the first game has loaded and 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 ease we have included a grid for you.

10th FRAME	LEADERBOARD TOURNAMENT
LEADERBOARD	METROCROSS
SUPERCYCLE	EXECUTIVE LEADERBOARD (C64 compilation only)
EXPRESS RAIDER (Spectrum & Amstrad compilation only)	PITSTOP II (C64 compilation only)
IMPOSSIBLE MISSION (Spectrum & Amstrad compilation only)	

**IMPORTANT:**  
PLEASE READ INSTRUCTION SHEET THOROUGHLY BEFORE PLAYING.

## 10th FRAME

### GETTING STARTED

Load 10th FRAME as instructed in the **LOADING INSTRUCTIONS**. Please note that you must leave the **PLAY, FAST FORWARD** or **REWIND** button down while playing. (The **FAST FORWARD** key is recommended). You may remove the cassette if you wish, but this must be done while in the 'Select League' or 'Open Bowling' screen. At any other point, one of the above buttons must be down or the game will not operate.

### KEYBOARD CONTROLS (Spectrum and Amstrad)

Q - Up F - Right  
A - Down CAPS Fire (Spectrum)  
O - Left SHIFT or CTRL - Fire (Amstrad)

### ADJUST YOUR SOUND (CBM only)

10th FRAME™ is designed to provide the highest quality sound possible on the C64/128 sound chip. However, some machines have variations in the sound filter hardware which may cause your sound to be either muffled or scratchy. If the sound on your computer is unsatisfactory, you may modify the filter settings for optimum clarity. While in the 'Select' screen, press the + key to make the sound brighter, press the - key to make the sound softer. The maximum adjustment is approximately 64 increments in each direction. The sound you hear is the sound of the ball hitting the pins.

### SETTING UP FOR GAME PLAY

10th FRAME™ can accommodate up to eight players in league or open bowling. When the 'SELECT LEAGUE OR OPEN BOWLING' prompt appears, press L for league play or O for open bowling. If league play is chosen, you will have to supply the following information:

1. Team names.
2. Number of players on each team (up to 4).
3. Player names and ability levels.
4. Number of games to play (up to 3).

If open bowling is chosen, you will be asked to supply the following information:

1. Number of players (up to 8).
2. Player names and ability levels.
3. Number of games to play (up to 5).

### ENTERING PLAYER NAMES AND ABILITY LEVELS

Type in the name of a player (up to 9 characters) and press **RETURN** (Spectrum) **ENTER**. Now select the ability level for the first player. Each player can compete under conditions that match his or her level of ability and experience. Press K for Kids, A for Amateur or P for Professional. Below is a description of each level.

ABILITY	DESCRIPTION
Kids	This level has been designed so that younger children (4-8) can play the game. When a ball is thrown on this level, the amount of speed is automatically set and the ball will go straight where the shot is aimed with no hook. Kids level should not be considered the beginning level as most of the elements of skill have been eliminated.
Amateur	This can be considered the 'Beginning Level'. Throws are affected by your selected speed setting and the amount of 'hook' you put on the ball.
Professional	Advanced Level - On this level your accuracy using the speed/hook indicator is critical. Any error made will greatly increase the chances of making a poor throw. This is the level you should work toward for true tournament play.

### PLAYING THE GAME

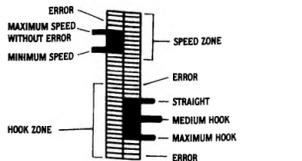
**Aiming Your Throw**  
Before the ball is thrown, both the bowler and his 'mark' must be positioned. Pushing **FORWARD** on the joystick will activate the 'mark'. While the 'mark' is active it may be positioned by moving the joystick left or right. To position the bowler, pull **BACK** on the joystick to de-activate the 'mark'. Now moving left or right will move the bowler.

**Throwing the Ball**  
Once the bowler has been positioned and the direction set, there are only three more things to do before the ball is on its way: set the approach, set the speed and throw the ball straight or with a hook. The control is accomplished during the approach of the ball and requires timing and concentration. The sequence can be viewed by watching the **Speed/Hook Indicator**.

**STEP 1**  
Start the approach by **PRESSING** the joystick button. To help your timing, three short bars will appear on the indicator as the bowler starts his delivery. After three bars, the indicator will move quickly toward the speed zone (see below). To set the speed, **RELEASE** the button when the indicator reaches the desired level within the zone.

**STEP 2**  
The speed zone is noted on the left side of the **Speed/Hook Indicator**. Releasing the button at the bottom will give you minimum speed. If you release the button in the red area, a direction error will occur. The indicator moves quickly so maximum concentration is needed to hit the desired level of speed. When the button is released, the setting you have chosen will be locked on the indicator.

### SPEED HOOK INDICATOR



### STEP 3

Set the **Hook** by **PRESSING** the button when the indicator is within the hook zone. Pressing the button near the top of the hook zone will cause the ball to be thrown straight. The amount of hook increases as the indicator moves downward. Pressing the button at the bottom of the hook zone will produce a curving shot with maximum hook. As in the speed zone, stopping the indicator in the red area will produce a direction error.

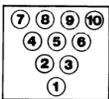
The overall sequence is **PUSH THE BUTTON TO START - RELEASE THE BUTTON TO SET THE SPEED - PUSH THE BUTTON AGAIN TO SET THE AMOUNT OF HOOK**. NOTE: Your speed setting affects the amount the ball will curve as it travels down the alley. When you throw with less speed, it maximizes the hook's effect. The greater the speed, the less the ball will hook.

### SCOREBOARD

When each player bowls, a line score will appear on the top portion of the screen. The line score will show the last five frames of a bowler's score. An overall scoreboard will appear after bowlers have completed a frame (2 or more players). When the scoreboard is displayed, press the joystick button to continue play.

### BOWLING STRATEGIES

Bowling pins are set up in a form of triangle. Each pin has its own number. Spares and splits are named by the number of pins left standing after a ball has been rolled. 10th FRAME bowlers can throw two kinds of balls - a straight ball or a hook. No matter what kind is used, a bowler should aim for the pocket between the one and three pins.



### BOWLING FOR SPARES

A successful bowler must be able to make spares, which means to knock down with his second ball all the pins left standing after his first ball in a frame. An arrangement of pins with more than one pin space between is called a split. A bowler usually rolls from the left side of the lane if the remaining pins are on the right side of the lane. If the pins stand on the left side of the lane, he generally delivers the ball from the right side.



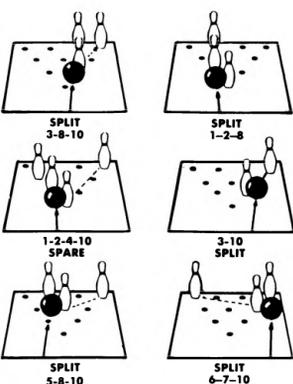
### STRAIGHT BALL

### HOOK BALL

### SCORING

While scoring in 10th FRAME™ is automatic, the fundamentals of scoring need to be understood in order to fully enjoy the game. A bowling game consists of 10 frames. Each bowler rolls the ball twice in each frame, unless a strike is scored. A STRIKE counts 10 pins, plus the total number of pins the bowler knocks down with the next two balls that are thrown. On a strike, the scorer marks an X in the small square in the corner of the larger square on the score sheet. (Shown as a ■ on the scoreboard). A SPARE counts 10 pins, plus the number of pins the bowler knocks down with the first ball thrown in the next frame. The scorer marks the diagonal line / through the small square for a spare. (Shown as a / on the scoreboard). When a bowler fails to make a strike or spare, only the pins knocked down count, and no scoring is carried over to the next frame. A bowler must roll 12 consecutive strikes to score 300, a perfect game. This includes one strike for each of 10 frames, plus one strike for each of the two extra, or bonus, chances that a bowler receives for scoring a strike in the 10th frame.

### TYPICAL SPARES AND SPLITS



### BOWLING TERMS

**Brooklyn** is a strike made when a right-handed bowler's ball hits on the left side of the head pin, or when a left-handed bowler's ball hits on the right side of the head pin.

**Frame** is one tenth of a game. A player can roll twice in each frame but the tenth. In the tenth frame, a player can roll up to three times. The score is marked in a frame, or square, on the score sheet.

**Line** is a complete game of 10 frames.

**Loft** means to throw the ball into the air so that it drops on the alley beyond the foul line.

**Pocket** is the space between 1 and 3 pins for a right-handed bowler. A left-handed bowler tries to hit the pocket between the 1 and 2 pins.

**Spare** occurs when a bowler knocks down all 10 pins with two balls in the same frame.

**Split, or railroad**, occurs when a bowler leaves two or more pins standing that are not close together.

**Strike** occurs when a bowler knocks down all 10 pins with the first ball.

**Turkey** is three strikes in a row.

### ADDITIONAL FEATURES

**Abort Feature** - You can return to the 'Select' screen from almost any point in the game by pressing (Commodore), CAPS/SHIFT and BREAK (Spectrum) ESC (Amstrad). This will cancel the game in progress.

**Replay Feature** - If you wish to start over at the First Frame without changing names, etc., press P from the 'Select' screen.

**Automatic Demo** - If left unattended for one minute, the computer will start the demo. You may start it by pressing D from the 'Select' screen.

**Score Printout (Commodore only)** - At the end of a game, a hard copy printout is available. When 'Print Score Sheet?' appears, type Y for Yes and N for No.

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## LEADERBOARD

ACCESS welcomes you to the exciting world of professional golf with **LEADERBOARD**. **LEADERBOARD** is the most realistic golf game ever developed for the home computer because it gives you a true perspective view of each golf shot you take.

**LEADERBOARD** is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing **LEADERBOARD** like a touring professional.

**OBJECT OF THE GAME** is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

### GETTING STARTED

**LOAD LEADERBOARD** as instructed in **LOADING INSTRUCTIONS**. When the Select Player screen appears the game has finished loading. Please note that you must leave the **PLAY, FAST FORWARD** or **REWIND** button down while playing. The **FAST FORWARD** key is recommended. You may remove the tape if you wish, but this must be done while in the Select Number of Players screen. At any other point one of the above buttons must be down or the game will not operate.

### KEY CONTROLS

Amstrad CPC only.

Z - left  
X - right  
D - down  
R - up  
S - fire

### SETTING UP THE GAME

#### SELECT NUMBER OF PLAYERS

**LEADERBOARD** can accommodate up to four players, press 1, 2, 3 or 4.

#### ENTER PLAYER NAMES AND ABILITY LEVELS

Type in the name for the 1st player (up to 8 characters) and press **RETURN** (CBM 64/128) or **ENTER** (Spectrum & Amstrad).

Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press M for NOVICE, A for AMATEUR, or P for PROFESSIONAL. Below is a description of each level.

ABILITY	DESCRIPTION
Novice	Beginner Level - When a shot is taken on this level it will not hook or slice or be affected by the wind.
Amateur	Intermediate Level - Shots at this level will not be affected by the wind.
Professional	Advanced Level - No restrictions on wind or hook and slice. After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

#### SELECT NUMBER OF HOLES

**LEADERBOARD** allows you to play from 18 to 72 holes with computerised scoring. To select the number of holes:

Type CBM 64/128:	Type Spectrum & Amstrad:
F1 18 Holes	1 18 Holes
F3 36 Holes	2 36 Holes
F5 54 Holes	3 54 Holes
F7 72 Holes	4 72 Holes

#### SELECT COURSES

There are four different courses to play. Each varies in difficulty. If you have selected more than 18 holes you can play the courses in any order. For example if selected 72 holes and wish to play all courses enter 1 2 3 4 or 4 1 2 3 etc. To play the same course four times enter 1 1 1 1 or 2 2 2 2 etc.

### PLAYING THE GAME

#### SELECT A CLUB

Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORT	LONG
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
11 Iron	110	220
212 Iron	70	210
313 Iron	68	202
414 Iron	70	189
515 Iron	67	181
616 Iron	55	169
717 Iron	50	153
818 Iron	26	138
919 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1'	64'

\* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole) This is the only club you can use on the green.

#### AIM YOUR SHOT

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick from right to left. If you are playing on the professional level, be sure to check for wind effect.

#### WIND

(Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

**White** - The white stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the white stake, the less the wind will be a factor.

**Blue** - The blue line indicates the direction the wind is blowing. The line acts as a streamer. If the line is towards you, the wind is blowing toward you.

#### SWING THE CLUB AND HIT THE BALL

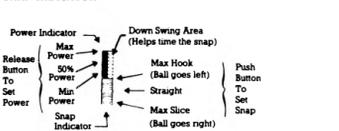
Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way: start the swing, set the power, and snap your wrists to control hook or slice.

All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

**STEP 1** - Start the swing by holding down the button.  
**STEP 2** - Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power.

The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.

#### THE POWER SNAP INDICATOR



**STEP 3** - Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the 'Tea Bar' on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to 'hook' (go left). Snapping too late will cause the ball to 'slice' (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: **Start - Power - Snap or Button - Release - Button**. The best way to learn to hit the ball straight consistently is to practice on the driving range.

**Please note:** Due to memory restrictions there is no driving range on the Spectrum version.

#### PUTTING

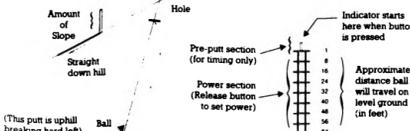
Once you get within 64 feet of the hole the computer will automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

To putt the ball, you need to do only two things - aim your shot and set the power.

Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

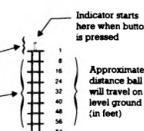
Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the figures following.

### SLOPE INDICATOR



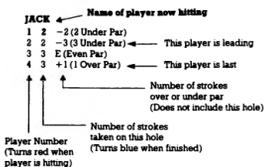
(This putt is uphill breaking hard left)

### POWER INDICATOR



### READING THE SCORE

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken to this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time he or she got to this hole. If your score is '-5' for example, that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.



### RULES FOR SCORING

1. You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball into the hole.
2. You receive a distance penalty if you hit a ball out of bounds, into a water hazard or into the mud.
3. Low score wins.

### RULES OF THE GAME

1. **PLAYS AT LAYS.** You must play the ball from the position in which it lands. Exceptions are out of bounds and those that land in the water or mud. (See below).
2. **OUT OF BOUNDS.** If your swing takes the ball out of bounds, you will hear a BUZZER. You are penalised distance and the ball is returned to its original position. It is still your turn.
3. **IN THE WATER.** If your ball lands in a water hazard, you will see and hear a SPLASH. You are penalised distance and the ball is automatically placed back at the point from which you took your shot in the first place.
4. **IN THE MUD.** If your ball hits the side of an island, it will stick in the mud and have to be replayed. Occasionally you will find other small hazards that do not appear to be grass. Do not land in them as your lie will be considered to be unplayable and you will have to hit again.
5. **THE COMPUTER** will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky bounce'.

### METHODS OF PLAY

**1 PLAYER**  
In this game you play alone, either against par or your own best score. You do NOT play against the computer.

### 2 OR MORE PLAYERS

1. After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.

2. When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.

3. Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.

4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the honour. The computer also keeps track and automatically changes the colour of the score readout for the player who has the honour.

### METHODS OF SCORING

**1 PLAYER AGAINST PAR**  
Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 10 - 20 strokes under par on eighteen holes.

**2 OR MORE PLAYERS**  
MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

**MATCH PLAY (Singles or Partners).** Each individual hole is awarded to the player with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

**BEST BALL (Partners only).** Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

**NOTE:** If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

**GAME TIPS**  
1. Be sure to **CHECK YOUR CLUB** - Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.

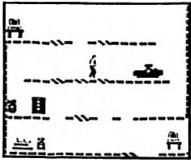
2. Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.

3. Remember that the wind can make a substantial difference to your shot, especially short irons and your pitching wedge.

4. Try to avoid hitting your ball onto the edge of the green far away from the hole. The greens are large with downhill and uphill breaks and if you are too far from the hole, you may require 2 putts to get to the hole. Remember: You MUST use your putter on the green.

5. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.

6. Learn to use the hook and slice. They can be used to your

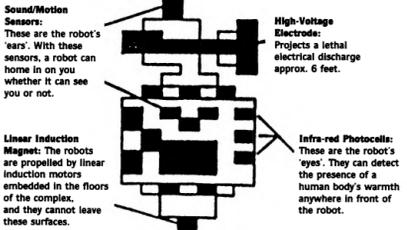


Elvin's stronghold has 32 rooms. Some of them are used as living quarters and others are computer rooms. But (here comes the strange part) our intelligence indicates that each room has a series of floors, or catwalks, which are connected by lifts. The last agent who tried to crack Elvin's stronghold gave the following report:

*(excerpt) 'I have just entered what appears to be a living room... (static)... peculiar. All of the furniture seems to be on catwalks high above the floor... not sure how to get up there... (static)... I can see a fireplace and a sofa directly over my head... how can anyone live here like this? Hold it... (static)... I think a robot may have seen me... aarrgh!!!' (transmission terminated).*

Clearly, Elvin has constructed the rooms of his stronghold in such a way that only he can negotiate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Elvin's nasty, human-seeking robots. Devilishly clever, that Elvin.

**Elvin's Robots**  
 Height: 1.57 metres. Weight: 67 kilos.  
 Armour Type: ablative (AC-4)  
 VCC: 5 megavolts  
 Weaponry: high-voltage Ionic plasma generator.  
 Energy Reserves: 3.14 megajoules (estimated).  
 Maximum Angular Velocity: 1.2 megaradians/fortnight  
 Angular Velocity:  
 Alpha Class: 2.5 x 10<sup>-4</sup> c  
 Beta Class: 1.2 x 10<sup>-4</sup> c  
 Gamma Class: 5.9 x 10<sup>-4</sup> c  
 Omega Class: 0c  
 Photovoltaic Threshold: 0.12 lumens  
 Entropic Conversion Rate: 2.71628 ergs/nsec  
 Thermionic Coefficient: 6.07 therms/hour



**Elvin's Security System**  
 Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

Now comes the REALLY strange part.

**We believe that Elvin hides his passwords in his furniture.**  
 Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardly around the house. You can find one of his passwords in the sofa. Or the stereo. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (but we don't want to think about that, do we?)

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. This should present no problems. However, the control room password is another matter. Realising the importance of this particular code, Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form the password.

With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

**Objective**  
 To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and get a stop to his plans.

You score points by finding puzzle pieces and putting them together, and by resetting Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged, and the puzzles will be different.

**Starting Play**  
 After the game is loaded Elvin will welcome you to his underground chambers (in his nastiest most flendish voice) He does this as a favour to allow you to adjust your volume. This is the last kindness Elvin will show you. You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

- Controls**
- In the Elevator:** Push the joystick forward or back to go up or down. Push the joystick left or right to move in either direction along the corridor. Running off the edge of the screen takes you into a room.
  - In the Rooms:** Push the joystick left or right to move in either direction. If you press the FIRE BUTTON, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky robots).
  - On Lifting Platforms:** If you're standing on a striped lifting platform in one of the rooms, you can push the joystick forward or back to go up or down.

**Game Play**  
 As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room you should conduct a search.

**Searching for Codes**  
 Search every object or piece of furniture in the rooms for codes and password puzzle pieces (If you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "Searching" will appear in a box near your agent's shoulder. You will also see a horizontal bar indicating the length of time it will take to search the object.

You must continue holding the joystick forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room or commence searching another object you'll have to start the search from the beginning. When you have finished searching the object, one of four things will appear above your agent's shoulder.

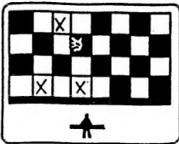
- The words "Nothing here".
- A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.
- A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

**Using the Security Terminals**  
 You can use the SNOOZES and LIFT INITs at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you. To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the FIRE BUTTON when the arrow points to the function you want):

- Reset Lifting Platforms:** To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITs you have.)
- Temporarily Disable Robots:** To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)
- Log Off.**

**Code Rooms**

Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick forward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in sequence so that the notes are sorted in ascending order (from low to high). If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar.

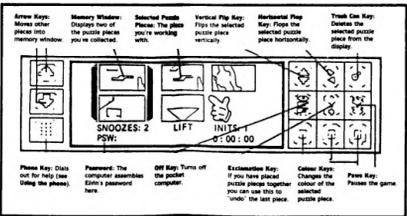


**Pocket Computer**

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

To activate your pocket computer, you must be standing in one of the elevators or corridors. Press the FIRE BUTTON to turn on the pocket computer. **You can't use the pocket computer in any of the rooms. Pressing the FIRE BUTTON in a room will cause you to do a somersault.**

When the computer is activated, the map of Elvin's stronghold will vanish and a glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

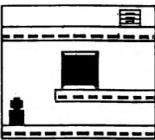


**Using the Glove**

- To Move The Glove.** Move the joystick in the desired direction.
- To Activate a Function Key:** "Point" to it with the glove and press the joystick button.
- To Pick up a Puzzle Piece** in the memory window, "point" to it with the glove and press the joystick button. Then you can move it moving the joystick.
- To Drop a Puzzle Piece:** Press the joystick button.
- To Make a Copy of the selected puzzle piece,** "point" to it with the glove and press the joystick button.
- To Put Back a Copy of the selected piece,** position the copy directly over the selected piece and press the joystick button.
- To Select a Puzzle Piece that isn't selected,** "point" to it with the glove and press the joystick button.
- To Find Out if Two Pieces Match,** position one piece directly over the other and press the joystick button.

**Solving the Puzzles**

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.
- Pieces must be the SAME colour, or they won't match. If two pieces with different colours look like they should match, then use the colour keys to change them.
- A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).
- There are FOUR pieces in each completed puzzle, and NINE puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.
- When you have all nine of the letters in the password, you can open the door to Elvin's control centre and save the world.



**Control Room**

The door to Elvin's control room is in one of the blue rooms. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last laugh.

**Using the Phone**

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices. Select the one you want with the glove, then press the FIRE BUTTON.

**Correct Orientations of Leftmost Pieces.** The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear to the left of each piece that has been flipped.

**Have we enough pieces to solve the upper left puzzle?** The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

**Hang up.** Hangs up the phone.

**Scoring**

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. Each time you fall off the bottom of the screen or get zapped by a robot or floating orb, you are penalised ten minutes. Each time you use the phone, you are penalised two minutes. When the game ends, you are awarded points as follows:  
 1 point for each second remaining on the clock.  
 100 points for each puzzle piece found.  
 100 points for each SNOOZE or LIFT INIT found.  
 500 points for each puzzle solved.  
 1000 points for completing the mission

**Hints**

- Here are some playing hints from the author of IMPOSSIBLE MISSION.
- Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
  - Each robot has a different behaviour program. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
  - Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.

- You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping over it. But don't let up on the joystick until you get to the other side or you'll fall.
- If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need.
- Well, that's all you'll get out of me. The rest is up to you. After all, saving the world isn't supposed to be easy.

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**EXPRESS RAIDER**

**Spectrum and Amstrad compilation only**

A sensational coin-op conversion 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**

To load game, please refer to section headed **LOADING INSTRUCTIONS**. After loading you will see some demo pictures. Push the joystick UP to select the type of game. By pushing the joystick LEFT or RIGHT the difficulty level can be selected.

**TYPE OF GAME**

**(3) Practice Mode**  
 32 lives. You can practice on the first two trains though your scores will not appear on the score table.

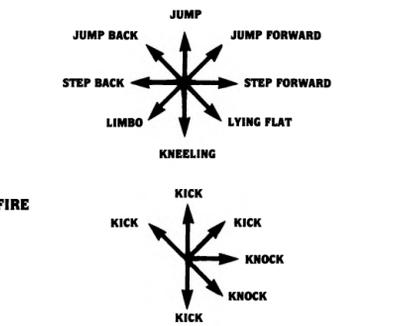
**(2) Normal Mode**  
 5 lives. 8 trains. Your score will be listed on the score table. If you lose your lives, a screen message will tell you "GAME OVER". If your score is higher than the lowest value which has been ever reached, your score can be put on the score table, and you can automatically restart 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) and LEFT (the difficulty decreases).

**GAME CONTROL**



**SCORING**

Your score will rise by:  
 1. Hitting People  
 2. For carriages completed.  
 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. You will lose a life if your strength goes down to zero, you run out of time, or you are shot.

**DELETE key** - Restart Game (Amstrad version).  
**T key** - Restart Game (Spectrum version).

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**PITSTOP II**

(C64/128 Compilation only)

**INTRODUCTION**

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

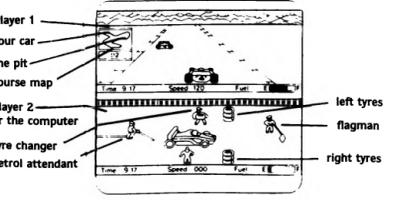
This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Six of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaways of Vallelunga. You can practice against the computer... but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple - auto racing was never meant to be a solo sport.

**OBJECTIVE**

Winning each race requires strategy, determination, and guts. Drive as hard as you can, but keep an eye on your tyres and fuel gauge. You may find that you can build a lead by wearing out your tyres, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tyre wear - to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge on winning the race.

**CONTROLS**

- Steering**  
 Use your joystick to steer your car while on the track.
- Speed**  
 To accelerate, push forward on the joystick. To apply the brakes pull back on the joystick. For additional acceleration, press the FIRE BUTTON to engage the "turbo boost".
- Pit Crew**  
 Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the FIRE BUTTON to activate the crew member, the menu him with the joystick. To use another crew member press the FIRE BUTTON to disengage cursor then reposition the cursor with your joystick. Press the FIRE BUTTON again to engage the other crew member. To leave the pits, position the cursor over your driver and press the FIRE BUTTON.



**RACING**

When it's race time, PITSTOP II changes to a split screen display with two views of the race track. The upper half of the screen is Player One's display. Player Two (or the computer) uses the lower half of the screen.

**The Map:** Out on the race track, it's important to keep track of three things - your car, your opponent and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.

**Tyres and Fuel:** Keep an eye on your fuel supply and tyre wear, because you'll need to make a pit stop when your fuel is low or when your tyres are worn. Your fuel indicator is located at the bottom half of the screen. You will use more fuel at higher speeds - so if you want to make fewer pit stops, try a slower pace.

Tyre wear is indicated by the colour of your tyres. They start black and change to lighter colours as tyre wear accumulates - they finally turn white at the last stage before a blowout. Tyre wear is caused by taking corners at high speeds, bumping into other cars, or hitting the side of the road. Once a tyre turns white, even the slightest bump can cause a blowout and put you out of the race.

**The Pits:** The entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits, steer your car into the entrance. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the petrol intake on the back of your car. Watch your fuel indicator! If you overfill, the tank will empty and you'll have to start again!

To change tyres, move your second crew member to a worn tyre - after he grabs it, hurry over to the stack of new tyres, the stack near the rear of your car has rear tyres and the stack near the front of your car has front tyres. Once you pick up a new tyre, move back to the car and mount it. To leave the pits, move the cursor over your driver and press the FIRE BUTTON. Be sure crew members are away from your car.

**GRAND CIRCUIT**

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

**SCORING**

After each race, the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all six races on the circuit.

**CONTINUING PLAY**

When a race is over, press the FIRE BUTTON to play again. In addition you can restart the game at any time during play by pressing the RESTORE key.

**RACE TRACKS**

**Brands Hatch, Formingham, England.** The 2.65 mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.

**Hockenheim, Hockenheim, Germany.** A 48 mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.

**Sebring, Sebring, Florida.** The 52 mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.

**Watkins Glen, Watkins Glen, New York.** Site of the United States Grand Prix. A 3.58 mile course in a picturesque wooded setting four miles southwest of the town of Watkins Glen.

**Rouen les Esarts, Rouen les Esarts, Elbeuf, France.** One of the sites of the French Grand Prix. This 4.36 mile circuit on public roads is 75 miles northwest of Paris.

**Vallergangen, Rome, Italy.** A 165 mile circuit located 23 miles from Rome the Autodromo Vallelunga hosts formula and prototype races.

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**EXECUTIVE LEADERBOARD**

(C64/128 Compilation only)

ACCESS welcomes you to the exciting world of professional golf with LEADERBOARD Executive Edition. The most realistic golf game ever developed for the home computer because it gives you a true perspective view of each golf shot you take.

LEADERBOARD Executive Edition is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing LEADERBOARD Executive Edition like a touring professional.

**OBJECT OF THE GAME** is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

**LOADING INSTRUCTIONS**

To load game please refer to section headed **LOADING INSTRUCTIONS** when the Select Player screen appears the game has finished loading. Please note that you must have the PLAY, FAST FORWARD or REWIND BUTTON down while playing. The FAST FORWARD key is recommended. You may remove the tape if you wish, but this must be done while in the Select Number of Players screen. At any other point one of the above buttons must be down or the game will not operate.

**SETTING UP THE GAME**

**SELECT NUMBER OF PLAYERS**  
 LEADERBOARD Executive Edition can accommodate up to four players, press 1, 2, 3 or 4.

**ENTER PLAYER NAMES AND ABILITY LEVELS**

Type in the name for the 1st player (up to 8 characters) and press RETURN. Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press N for NOVICE, A for AMATEUR, or P for PROFESSIONAL. Below is a description of each level.

**ABILITY**

**Novice**  
 Beginner Level - When a shot is taken on this level it will not hook or slice or be affected by the wind.  
 Intermediate Level - Shots at this level will not be affected by the wind.

**Professional**  
 Advanced Level - No restrictions on wind or hook and slice.

After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

**SELECT NUMBER OF HOLES**

LEADERBOARD Executive Edition allows you to play from 18 to 72 holes with computerised scoring. To select the number of holes:  
 Type:  
 F1 18 Holes  
 F3 36 Holes  
 FS 54 Holes  
 F7 72 Holes

**PLAYING THE GAME**

**SELECT A CLUB**

Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORT	LONG
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
11 I Iron	110	220
21 I Iron	100	210
31 I Iron	88	202
41 I Iron	70	189
51 I Iron	55	161
61 I Iron	37	149
71 I Iron	50	153
81 I Iron	36	138
91 I Iron	26	117
PW Pitching Wedge	11	83
Putter	1*	64*

\* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole) This is the only club you can use on the green.

**AIM YOUR SHOT**

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick from right to left. If you are playing on the professional level, be sure to check for wind effect.

**WIND**

(Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

**White** - The white stake indicates the direction the wind is blowing. The line acts as a streamer. If the wind will be a factor, the line is towards you, the wind is blowing towards you.

**SWING THE CLUB AND HIT THE BALL**

Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way: start the swing, set the power, and snap your wrists to control hook or slice.

All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.