



SCREEN HEROES

Ocean Software Limited,
Ocean House, 6 Central Street, Manchester 2.

HIGHLANDER™

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Highlander runs on the Spectrum 48/128 micro computers.

There can be only one Victor in this timeless battle. Become a master swordsman or perish as your foes grow more skillful and you finally encounter the might Kurgen in this contest for immortality.

LOADING (also see important note)

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

THE GAME

Battle through time, develop the skills of sword play and learn from Ramirez, your first opponent, the arts of defence and attack, timing and position. When you have defeated him move in time to the present and encounter Fizir, an ancient and more skillful opponent in modern day New York. Here you must hone your skills and sharpen your reactions for upon his demise you reach the final battle with the mighty Kurgen. High above the city streets on a deserted rooftop the last act of this deadly quest is fought. A duel which can only be won by supreme exponent.

ENERGY

is the key to the game — when it runs out you're dead? It is expended when you receive a blow or when you are unsuccessful in attack — So you win by a combination of skillful attacking and prudent defence. As you learn the different attack sequences you will develop the strategy which enables both objectives to be achieved. The energy is recharged at a constant rate but recovery is slower than depletion so keep a watchful eye on the level and if it reaches the red band back off quickly and defend until your strength builds up for another attack.

SOUND

Identify the different sounds made by your sword and your opponents landing a successful attack and contrast these with the sound of a defence. This is best achieved in demo mode and will be a great help to skillful play.

VARY ATTACKS

Mix your attacks and defences; using the same sequence each time allows your opponent to pick a winning response

(this is especially true in playing against the computer). The cut-down blow to the head can prove devastating and win the duel outright but successfully defended can knock you down and be equally damaging to the attacker so try to achieve the element of surprise.

POSITION

Always fight away from the edges of the playfield for as you become pinned down against the sides it is impossible to execute some of the strokes and of course backing off for a "breather" is out!

RANGE

The achieve maximum effectiveness the range of different strokes must be judged precisely, the "lunge" against the "cut" is a trade off between effect and risk, skill in making accurate assessment being vital to success.

STAGES

There are three stages in the game, where skills acquired in completion are necessary to have any chance with the next opponent. Each stage is loaded in memory separately (see important note) but the increasing difficulty has been chosen to enhance your ability at each level. The strategy required to complete each stage is different, even if you have become expert by defeating Ramirez and Fizir the mighty Kurgen cannot be beaten by strength alone, strategy must be employed to turn his power against himself. Swordplay is a balance of risk and reward, a co-ordination of the senses of sound and vision, to triumph you must be brave . . . and careful!

STATUS

Your status and that of your opponent are energy bars at the bottom of the screen. Each bar is divided into three segments. Green — Plenty of energy, attack at will.

Yellow — Some vitality has been lost proceed with caution
Red — Reserves dangerously low take a breather or run away to battle again later.

CONTROLS

The control of your player and the development of swordplaying skill is crucial to the enjoyment of the game. It is worthwhile watching the demo mode and then practising the moves against Ramirez (stage 1) in order to put together attack sequences and defence strategies. The instructions may seem slightly complicated at first but it will soon be apparent that the sophistication of movement gives animation of the highest order and provides stimulating and exciting play.

KEYBOARD

LEFT HAND KEYBOARD (JOYSTICK 1)

W — UP
D — RIGHT
X — DOWN
A — LEFT
S — FIRE

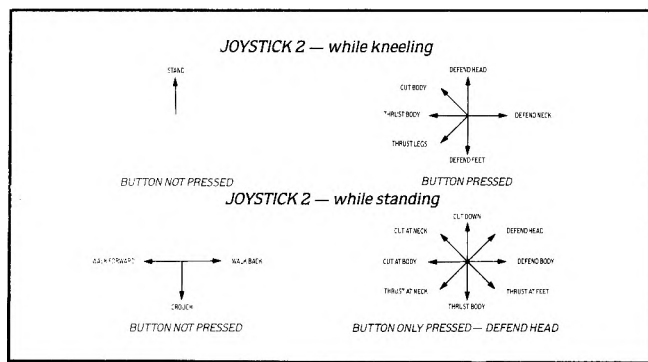
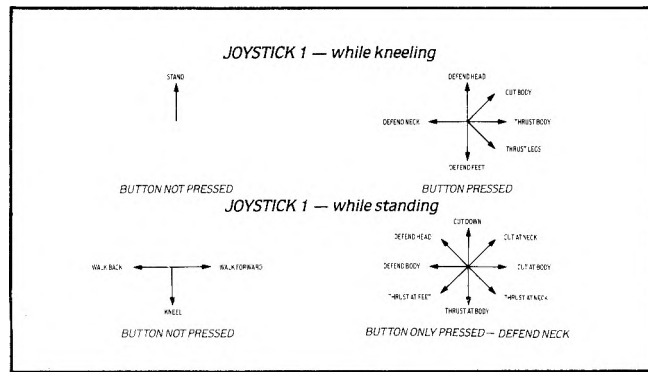
RIGHT HAND KEYBOARD (JOYSTICK 2)

U — UP
K — RIGHT
M — DOWN
H — LEFT
J — FIRE

SPACE — Out of credits/Continue from pause

ENTER — Pause

SYMBOL SHIFT — Abort during pause



IMPORTANT NOTE

Highlander has three difficulty levels, which have to be loaded independently. This means that there are three different parts to be loaded. To make things easier for future loading it is suggested that when you first get your tape, reset the tape counter to 000 and load in the first part (see paragraph headed LOADING). When the first part has loaded, stop the tape and make a note in the second box below of the counter number. Switch off the machine and follow the normal loading instructions above to load in the second part of Highlander. When this is completed make a note of this new number on the tape counter and mark it in the third box below. You will now be able to load in the chosen level you require by rewinding or fast forwarding the tape to the specific number you have noted.

Counter No

HIGHLANDER PART 1 HIGHLANDER PART 2
HIGHLANDER PART 3

CREDITS

Produced by DC Ward ©1986 Ocean Software Limited
Highlander Productions Limited MCM LXXV. All rights Reserved. TM — Trademark owned by THORN EMI Screen Entertainment Ltd., and used by Ocean Software Ltd., under authorisation: Movie and Media Marketing Ltd., Licensing Agents

FRANKIE GOES TO HOLLYWOOD

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the letters BANG will appear above the personality factors) and achieve a score of 99,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door — the Door to the Ultimate Experience — the heart of the Pleasure Dome.

NOTE
BEFORE LOADING PLEASE ENSURE THAT THE COMPUTER IS SET TO 48K MODE AND THEN FOLLOW LOADING INSTRUCTIONS BELOW.

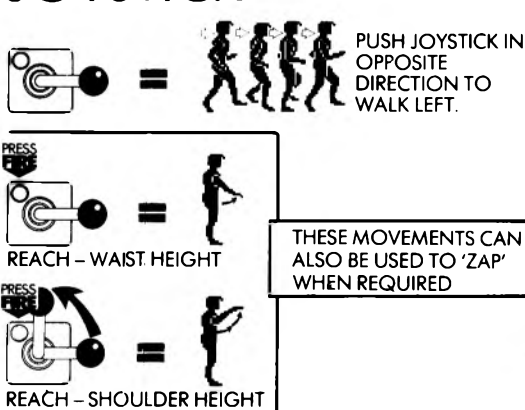
LOADING

Position the cassette in your tape recorder and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. Type LOAD "" <ENTER>. (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P key simultaneously. For further instructions consult your manual. Press PLAY on the recorder. The game will load automatically. When loaded follow screen instructions.

KEYBOARD

User defineable keys. Study the joystick controls for the full repertoire of movements available. All these movements can be obtained by using the relevant combination of keys.

JOYSTICK



A short 'stab' on the joystick/keyboard in opposite direction to which figure is facing will achieve this position.

TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment — your curiosity will be rewarded. Pick up objects — some of these will help you now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble

MURDER MYSTERY

You will come across a body...who is the killer? Solve the mystery by a process of elimination:- Find all the clues which appear in windows (23 facts in all). Return to the scene of the crime, walk into the window showing the suspects and point to the killer. CAUTION: You will need to resart the game if you're wrong. TAKE A TIP: A system of noting the clues may help your investigation. In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

CORRIDORS OF POWER

This Labyrinth enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered). It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits. The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared. These entrances and the ones which will become evident in the Corridors of Power give access to the

ARCADE ELEMENTS

- THE TERMINAL ROOM**
You must use information to complete this task — pay close attention to your inventory and the objects on the screen.
TIP — If your inventory is incomplete the lift may aid your escape.
- SEA OF HOLES**
Go in and out of time and space to reach the floor beneath you.
HINT — There's more here than meets the eye.
- CYBERNETIC BREAKOUT**
One game must be completed for each symbol (guide the symbol into the spark).
HINT — What you are carrying could have your pain or double your pleasure!
- RAID OVER MERSEYSIDE**
Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).
- THE ZTT ROOM**
Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)
HINT — You may bring protection from the rooms of the Mundane, quite appropriate to cover this task.
TIP — Locate the key which switches pieces on and not off
- TALKING HEADS**
This dialogue between World leaders can get nasty. A counter tells you how many (political) lives you have left.
- SHOOTING GALLERY**
Take pot shots at famous personalities.
PLAYING TIP — You must reload to fire (allow the sights to fall to the bottom of the screen).
- WAR ROOM**
Shoot the symbols in this final Arcade task to obtain Pleasure Points. (There is one game for each symbol).
HINT — The power of love may be of great help here.

CONTROL PLAN

As you become more familiar with the Pleasure Dome and its interface with the Ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that Door behind which lies the secret of self discovery ... Go for it!

RAMBO™

FIRST BLOOD™ PART II

THE GAME

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, a secret Temple and many different types of terrain. Colonel Trautman, your C.O. (Commanding Officer), has given you very precise orders... Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way North to the extraction point where a helicopter awaits you. You will then be automatically flown back to the safety of your base in Thailand.

Your orders are specific:

- "Do not engage the enemy".
- "Do not attempt to rescue".

However when you arrive at the P.O.W. camp and see your former comrade Banks, tied to a Bamboo Cross in the compound you know that another scenario will unfold, one in which you are the Hero! You must decide.

Ignoring your C.O. and using the knife, you cut your buddy free — now there is no turning back as you have alerted the camp guards. Taking Banks with you, you battle your way North towards the helicopter in an attempt to get transport to free all the P.O.W.s.

Having located the chopper you must return to the camp to find the main body of prisoners — again using your knife to cut their bonds, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship, is sent in pursuit. Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

STATUS AND SCORING

On screen information shows current score of the bottom of the screen and is included at the end of the game in the high score table which is fully displayed.

An "Energy Band" shows Rambo's strength reserve and is replenished upon completion of each stage. Bonus points are achieved by collecting weapons hidden at strategic points.

WEAPONS SYSTEMS

Your choice of weapons is displayed at the left side of the screen and the comprehensive list includes KNIFE, ARROW, EXPLOSIVE ARROW, GRENADE, ROCKET LAUNCHER and MACHINE GUN. (Some of these weapons are available at the beginning, others are hidden in the terrain.)

HINTS AND TIPS

Try not to disturb or engage the enemy unnecessarily, especially on the way to the P.O.W. camp, (i.e. use of loud weapons will alert enemy activity).

Don't stand still in the camp and remember you will need your knife to cut free the solitary prisoner. Inside the helicopter you can only fire the rocket launcher (which is hidden on board). It can be very dangerous to deploy certain weapons in inappropriate circumstances. Here you can rescue the first solitary prisoner there is no turning back — you are committed to becoming a Hero.

GOOD LUCK!

© 1985 Anabasis Investment N.V.

All rights reserved. TM Trademark used by Ocean Software Limited, under authorisation of Stephen J. Connell Prods., Licensing Agent.

PRODUCED BY JON WOODS.

THE OFFICIAL COMPUTER GAME OF THE FILM

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. RAMBO FIRST BLOOD PART II runs on the Amstrad 464, 664 and 6124 micro computers.

THE ACTION is set in the Vietnamese jungle — A reconnaissance mission which turns into a rescue! You are JOHN RAMBO, a highly trained jungle fighter whose instructions are to gain entry to a P.O.W. (Prisoners of War), camp and photograph evidence of American war prisoners — but having found them will your conscience let you walk away?

LOADING

AMSTRAD CPC 464 — Place the re wound cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type [TAPE] then press ENTER key. Then type "RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 — Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the re wound tape in the cassette recorder and type [TAPE] then press the ENTER key. Then type "RUN" and press ENTER key. Follow the instructions as they appear on the screen.

CONTROLS

The game requires joystick or keyboard control and Rambo's movement is determined by the direction in which the joystick is pushed.

The FIRE button activates any weapon system that you are carrying and must be pressed repeatedly for operation.

The different weapons systems at your command appear on the left hand side of the screen and are selected by means of the SPACE BAR.

TAB KEY PAUSES game.

CONTROL KEYS

- Q — Up
- A — Down
- U — Left
- P — Right

STREET™ HAWK

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Street Hawk runs on the Spectrum 48/128 micro computers.

Become the hunter and the hunted in this battle with the forces of evil. Armed with the top secret motorcycle Street Hawk, you must outwit the bad guys and survive for long enough to get a crack at the master villain.

LOADING

- Place the cassette in your recorder ensuring that it is fully re wound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or Spectrum + then load as follows: Type LOAD"" (ENTER). (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on screen or in the accompanying manual.

THE GAME

Your name is Jesse Mach a cop with a test pilot mentality. You have been chosen by Norman Tuttle, a crack government engineer, to test the top secret motorcycle project Street Hawk — and in so doing avenge the death of your best friend Marty, killed by criminal elements who you must track down and destroy.

First pursue the bad guy's cars, the XR3s, through town eliminating them with the lazer. Watch out for snipers, they can prove deadly and be careful not to shoot innocent civilians since this will alert the attention of the Police who will give chase. You will be informed of a robbery and have to act quickly if you want to dispose of the villains, (in order to proceed) and keep moving because these guys shoot back!

In the robbery scene the lazer sight must be positioned over the villain, then press FIRE to shoot. In the next scene your target is the large black Sedan, get rid of this and you can progress to the main event — the Porsche of the chief criminal; he'll be difficult to knock out, but the memory of your friend spurs you on... GOOD LUCK!

CONTROLS

The game is controlled by joystick or keyboard as follows.

JOYSTICK



KEYS (redefinable follow screen instructions)

DEFAULT KEYS

- N — Left
- M — Right
- S — Acceleration
- X — Brake
- A — Fire
- Space — Jump
- T — Turbo

TURBO

Activated by pressing T continuously. When activated the bike goes to maximum speed and when the road is clear, into Hyper-Turbo (thrust lasts while the Turbo key is pressed or the power is drained; see screen display).

DISPLAY PANEL

Situated at the bottom of the screen is the Display Panel the key below explains the functions of the various symbols. Also incorporated is a scrolling message for information.

KEY TO DISPLAY PANEL

- TEMPERATURE
- LAZAR
- SCANNER
- F — FUEL
- H — HYPERTHRUST
- D — DAMAGE

STATUS & SCORING

Scoring is increased as you go further along the road.

CHASE SECTIONS

- Passing Car — 10 points
- Black Sedan (in section 2) — 2000 points
- Villain Cars — 100 points
- Porsche (in section 3) — 5000 points

ROBBERY SECTION

Shooting robbers — 1000 points

HINTS and TIPS

- * Constant fire will overheat the lazer and render it inoperable.
- * Watch out for the scanner turning red — the Police are getting very close, time to turn on the Turbo Boost.
- * After you have disposed of the Black Sedan you will return to base where re-charging and re-arming can take place.

*TM & © 1984 Universal City Studios, Inc. All rights reserved.
Licensed by Merchandising Corporation of America, Inc.

Daley Thompson's SUPER-TEST

Daley Thompson's SuperTest is an eight event game divided into two days of competition. You have three lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

NOTE

BEFORE LOADING PLEASE ENSURE THAT THE COMPUTER IS SET TO 48K MODE AND THEN FOLLOW LOADING INSTRUCTIONS BELOW.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is re wound to the beginning. Ensure that the connection lead goes from EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. N.B. Type LOAD"" (ENTER). (Note there is no space between the two quotes) The "" is obtained by pressing SYMBOL SHIFT and P keys simultaneously. For further instructions consult the section on loading in your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls until loading takes place. At the end of the loading process follow the screen instructions.

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible. The keyboard controls are user-definable and are selected by an on-screen menu. Upon selecting your choice of controls the "letter ring" will appear; this enables you to input your initials before commencing. Use the left and right controls to move the pointer and press fire to select the chosen letter.

To enter your name upon finishing place the pointer on the end letter (a lower case "e") and press fire or leave your controls alone. Both will result in your name being entered and the game will restart.

Day One

- Pistol Shooting
- Cycling
- Spring Board Diving
- Giant Slalom

PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels. Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the red cross-wires at the centre.

Points are awarded for accurate shooting (600 for a bulls eye)

There are three chances to qualify and you are allowed 10 shots per qualification round.

HINT

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

CYCLING

Wait for the starting gun — you're off; now alternate the running keys (or joystick) for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina)

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated left/right key depressions will make him somersault. Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- Take Off
- Number of somersaults
- Dive finish
- Overall grace

HINT

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults. Overall grace depends on the position of entry into the water.

GIANT SLALOM

Wait for the green starting light. Push off — you have a short run to increase your speed until the first flag appears (use left/right control alternatively). Now press fire button to transfer control to skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify)

HINT

Skiering directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slope as these can prove fatal.

N.B. Keep a note of your score on day one so that you can produce a grand total for the two day's events.

Day Two

- Rowing
- Penalty
- Ski Jump
- Tug O'War

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your

CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points)

PENALTIES

Your player will run towards the spot, use alternate left/right keys to build up the power for the shot.

When the ball is reached, press fire to kick.

The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed.

You have 5 shots and to qualify you must score 3 goals

HINTS

The goalkeeper will respond to save the ball — but he is susceptible to the same kind of shots that score in a "live" game.

SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time.

As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better).

As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall!

You have 3 chances to qualify.

TUG O'WAR

First choose your opponent (point with the cursor hand and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen.

Now to do "Battle" — Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

GOOD LUCK

Written by Paul Owens and Jonathan Smith.

PRODUCED BY D. C. WARD

© 1985 Ocean Software Limited.

MIAMI VICE

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Miami Vice runs on the Spectrum 48/128 micro computers.

THE GAME

Crockett and Tubbs have heard; the word is on the street — a one million dollar contraband shipment is due in town on Thursday morning, for collection by Mr. 'J' — an old fashioned gangster with a respectable new image and some influential friends.

These big deals usually go down under the cover of a waterfront warehouse and as of Midnight Sunday that's as much as you know.

Just get out there and squeeze the network of dealers, starting with the real low — life, the \$10 wrap men who frequent the local bars. If you handle them right you just might get to your suppliers, the next link in the chain and eventually the slick businessmen who operate in the casinos — they should have lots of information if you don't have to shoot them first!

LOADING

- Place the cassette in your recorder ensuring that it is fully re wound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.

3. If the computer is a Spectrum 48K or Spectrum + then load as follows: Type LOAD""(ENTER). Note there is no space between the two quotes. The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.

4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

6. After loading press any key.

NOTE

- Select Joystick or Keyboard.
- Press CAPS LOCK to pause (border flickers).
- When paused, press E to quit current game (the press CAPS LOCK to start).
- When games have ended automatically, game starts in PAUSE mode. Press CAPS LOCK to start new game.

CONTROLS

At start of game, select either:

- Interface 2
- Kempston 3
- Cursor Joysticks
- Keyboard

KEYBOARD CONTROLS

X = LEFT M = DOWN Y P = FIRE

C = RIGHT L = UP

CAPS LOCK — Press to pause game. Indicated by flashing border. Press again to continue.

"E" KEY — Exits from current game. Only works in pause mode — note pause will still be engaged after exiting.

JOYSTICK DURING CAR GAME

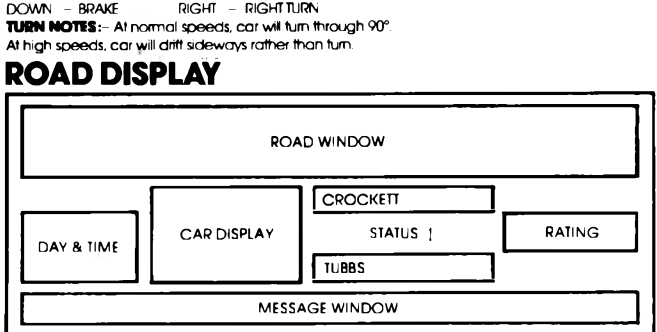
UP — ACCELERATE LEFT — LEFT TURN

DOWN — BRAKE RIGHT — RIGHT TURN

TURN NOTES: — At normal speeds, car will turn through 90°

At high speeds, car will drift sideways rather than turn.

ROAD DISPLAY



TO SHOOT OUT OF CAR WINDOW

Press FIRE to enter fire mode — car display will light up. To shoot in direction shown in car display, press FIRE again (fire mode will then be exited).

To select a new aiming direction, move joystick...

UP — Shoot ahead

DOWN — Shoot behind

RIGHT — Shoot directly out of the window (right)

N.B. Passenger cannot shoot left!

Once new aim selected, player must fire to exit fire mode.

NOTE: When in fire mode, joystick will only select aiming directions — the car cannot turn!!

TO ENTER A NAMED LOCATION

Stop on the road; press FIRE; release and move joystick left. Car display will change to:



Press FIRE when arrow pointing to chosen side is lit. To abort entry, press FIRE when no arrow lit (if either character enters a location, any evidence or suspects carried in the car will be lost). N.B. Note that turning is possible whilst reversing.

JOYSTICK CONTROLS WHEN INSIDE A LOCATION

UP — Go through door

DOWN — Exit option mode

LEFT — Walk left

RIGHT — Walk right

FIRE — Shoot in current direction

Evidence (bags of contraband) are collected by walking over them.

Should a crook be encountered, his name will be displayed in the message window. A crook may be apprehended by catching, trapping or shooting (if he survives). When a

crook surrenders, option mode is automatically selected. Choose options by pressing FIRE when option is highlighted.

Successful interrogation should yield a name of a person or place, a time, or a dollar value of a deal.

Any crook that is arrested will be carrying all of their deal. Crooks and evidence should be returned to City Hall to score.

SPECIAL LOCATIONS

Do not have interior screens, but computer beeps when they are visited. They are: CITY HALL — Drop off crooks and evidence here (both will be lost if car crashes with them inside). You will not score for a crook who hasn't talked (but you will score for his evidence).

City Hall will interrogate him and pass on information on the message window in about 3 hours.

HOSPITAL — May be visited once a day to recover some player strength.

TIMING

1 game minute = 1 second real time.

If you enter a location before the meeting time, the crooks will spot the car as they arrive, and the meeting will be called off.

If you enter a location when a meeting has been going on less than 4 minutes, the crooks will have fled, leaving behind evidence.

If you enter a location 4 to 8 minutes after a meeting has started, you may find a crook carrying evidence.

If you enter enter a location 8 to 12 minutes after a meeting has started, it will be deserted — but if you leave quickly you may spot the red getaway car.

If you arrive after 12 minutes you are too late.

If you fail to catch Mr. 'J', the game will restart on midnight of next Sunday, after you have played to midday on Thursday. All meetings will follow the previous week's schedule, except for crooks who have been taken to City Hall, or shot dead.

SCORING

The game ends automatically when you apprehend Mr. 'J', or when either Crockett or Tubbs is killed.

YOU GAIN POINTS FOR:

- Returning evidence to City Hall (all crooks carry evidence which will be scored when they are returned)
- Return crooks to City Hall once they have talked (but not if they fled)
- Shoot getaway cars (red ones).

YOU LOSE POINTS FOR:

- Crashing your car
- Destroying civilian (non-red) cars.
- Each wound on Crockett or Tubbs
- Having a bribe rejected
- Failing to arrest a suspect after threatening to do so.

If you haven't got Mr. 'J' at the end of any weekly cycle (i.e. by midday Thursday), you lose all your score.

MEETINGS

Your captain has provided you with sets of probable time schedules for all the meetings which are expected on Monday.

There are two possible schedules for Monday a.m. and four for Monday p.m. All meetings within each twelve hour period will follow the same schedule, although you do not know which ones at the start.

To catch a crook at a meeting, arrive at the meeting between 4 and 8 minutes after its scheduled start. To disturb a meeting in order to make to crook flee, leaving his contraband behind, arrive between 0 and 4 minutes from its start. To encounter a crook's car (the red car), enter and leave the location of a meeting within 8 and 12 minutes from its start.

SCHEDULES: MONDAY ONLY

A.M.		Time — this could be either of the times stated below	
Suspect	Location		
BLADES	SAMS BAR	2:00	9:20
PADDY	ISLAND BAR	3:20	8:00
MAC	FATS BAR	4:40	6:40
RONNIE	DIXIE BAR	6:00	5:20
BONZO	LAMP BAR	7:20	4:00
CHICO	SURFER BAR	8:40	2:40

P.M.		Time — this could be any of the times below			
Suspect	Location				
DINO	JOES BAR	0:20	9:40	6:00	5:20
SHARKY	VINES BAR	1:20	8:40	7:00	4:20
TOOTS	SAMS BAR	2:20	7:40	8:00	3:20
HUGGY	ISLAND BAR	3:20	6:40	9:00	2:20
DUKE	FATS BAR	4:20	5:40	10:00	1:20
FRANKIE	DIXIE BAR	5:20	4:40	1:00	10:20
EDDIE	LAMP BAR	6:20	3:40	2:00	9:20
HAWKER	SURFER BAR</				