

## A View To A Kill

To load type LOAD "" ENTER

### Introduction

Your name is Bond - James Bond.  
Your objective is to discover what dastardly plot is being hatched by Max Zorin and prevent him from carrying it out. The information you need is in three main locations. Paris, where you must make contact with May Day to get a vital clue. The City Hall in San Francisco, where various secrets are hidden, and finally a Silver Mine under Silicon Valley where you piece together your information and finally foil Max Zorin.

### The Codes

At the end of the first two games you'll be given a code which you must type in at the start of each new game. This simply tells the program how well you've done in the last game.

#### Game 1: Paris Chase

Bond follows May Days movements with the aid of a radio tracker, which indicates her proximity and her altitude and her shadow will pass over your aerial view. You can see the building in front of you through the windscreens, and your speed, the time and damage is indicated on the dash-board. Your objective is to reach the correct drop exactly at the same time as she does, but be careful. The winds constantly change, and her direction may alter at any time, landing on any one of a number of possible drop points.

The One Way system is indicated by little yellow arrows, and going against the system may cause the police cars to chase you. The drivers around Paris are fairly reckless, there are barriers to avoid, and brushing into buildings will definitely take it out on your blue Renault. Bond never travels without a pistol, you can use one here to knock out unwelcome vehicles which may get into your path. Handbrake turns are easy for you, and may get you out of tricky situations!

#### Game 2: City Hall

Zorin sets fire to the top floor of the City Hall, and leaves. Bond pulls himself out of the lift, and must now get Stacey and himself out of the burning building. Using the 'duck shoot' menu system, you can either move Bond from room to room, or take action, such as searching, dropping or issuing commands to Stacey. You can also select the top menu, to collect objects which will be useful later on. There is however a limit to what you can carry, so be selective. Your objective is to find some way of getting Stacey out of the lift, and fight your way to safety.

If you get too close to the fire, you become hot and find it difficult to breathe. This has the effect of slowing your actions. If the fire catches up to you or you get into burning room, you will be totally overcome and have to start again.

A light will shine on the plan view of the City Hall to indicate your position. Once a room has been visited, it will be marked in colour. Use the door passes correctly and consider what items might be helpful in getting Stacey out of the lift shaft.

**Important:** To escape, you're going to need a set of numbers, which fit into the code holder you start off with. When filled, this holder must be set to break the security-locked door of the City Hall

### How the 'Duck-Shoot' Works

When you press the fire button, control will be passed from Bond to the upper part of the duck-shoot menu. When you have selected the object, press the fire button and control will be passed to the lower menu. If you want to go straight to the lower menu, select the downward arrow.

### Controls:

RETURN - Returns control to Bond.  
SEARCH - Searches the room you are in.  
DROP - Drops the object selected in the upper menu.  
USE - Uses the object selected in the upper menu.  
GIVE - Enables you to give an object to Stacey.  
STAY - Tells Stacey to stay in this room.  
FOLLOW - Tells Stacey to follow you.  
PAUSE - Allows you to Pause the game.  
ABORT - If you select this, the lower menu will flash. If you really want to abort then press the fire button again.

### Useful Objects

GUNS and BULLETS: Using the gun you can shoot open the interconnecting doors. Select the gun and then select the USE option.  
DOOR KEYS: These keys are colour coded for specific doors.  
SECURITY CARDS: These are colour coded for the doors for which they are intended.  
CUPBOARD KEYS: Can be used to open locked cupboards.  
MINEPASS AND GEIGER COUNTER: Get these and they will aid you in the mine.

#### Game 3: The Mine - Silicon Valley

Bond enters the old mine to discover the nuclear detonator has been set and time is ticking away. The bomb is in an underground cavern, and the only way to get to it is to be winched down. He must find May Day and persuade her to aid him in his effort to save the world! You're in the mine, and must use the objects you find and the help you need to defuse the bomb before it is too late!

**Important:** When you've found May Day, she will set off another route; meet her at the winching point later on, but make sure you've freed her before you leave.

## Mine Duck Shoot






























Commands are as follows:

GET LIFT: The lift moves to your level.  
WINCH DOWN: Causes May Day to winch you down to the detonator.  
WINCH DOWN: This will cause May Day to winch you up.

### Useful Objects

GRAPNEL GUN: Using the gun will allow you to shoot a rope up from your position to whatever is above. You will then be able to jump onto the rope and climb it as normal. When you jump off, the rope will rewind.  
DYNAMITE AND LIGHTER: Both of these objects can be used to blow up certain rocks.  
GEIGER COUNTER: Will show how close to the bomb you are.  
CODE NUMBERS: You will find numbers throughout the mine, five of these numbers, used in the correct order, will defuse the detonator.

### Symbols

CITY HALL		MINE	
	Fire bucket		Dynamite
	Fire hose		Grapnel gun
	Typewriter		Helmet
	Geiger counter		Plank
	Security pass		Lighter
	Bullets		Winch drum
	Dynamite		Winch handle
	Torch		Winch hook
	Tape		Winch rope
	Code holder		Conveyor handle
	Crowbar		Detonator
	Safe comb 1		Dynamite on duck shoot
	Safe comb 2		
	Drink		
	Can		
	Mine security pass		
	Filing cabinet		

Friday The 13th

To load type LOAD "" ENTER

#### The Game

Jason is wreaking havoc throughout Crystal Lake when you arrive for a holiday. Your task is to find a safe sanctuary where Jason cannot go and then persuade your friends to gather there.

#### The Problem

You have to identify Jason! He is a normal player moving around the game until he attacks or is attacked. You are warned about each attack and have a chance to find him.

#### Getting Started

Once the game is loaded, the computer will display your identity, say Daryl Peters and you play Daryl for the first level. Each character will have pre-set levels of strength, panic and sanity which are shown on the bottom left hand corner of the screen. The stronger Daryl becomes the higher the weight bar rises, the more he panics the more his hair stands on end, and as he cracks up completely Jason's mask begins to fill in.

#### Jason

Jason always attacks the person with the highest panic rating and so he will chase after you sooner or later! The first level ends when you kill Jason and the computer will then select a different character for you to play on level two.

#### Combat

There are 10 weapons, any of which you can pick to defend yourself against attack. Your chosen weapon is shown in the bottom right hand corner of the screen.

#### Sanctuary Cross

You should first find the room with the Sanctuary Cross. The cross can be picked up by pressing the fire button or dropped anywhere in the church, house or barn and this then becomes the Sanctuary location. Jason cannot harm anybody in this location. Gather your friends by walking over them, they then immediately head for the Sanctuary location. They do get bored and adventurous, and wander outside for more sunbathing.

#### Scoring

There are five levels and you are awarded points for killing Jason and for directing friends to the Sanctuary location. You lose points for failing to tell your friends the whereabouts of the Sanctuary location.

Code Name Matt II

To load type LOAD "" ENTER

#### Your Task

You are Matt, holding out against the Myon onslaught to defend the Energy Grid.

Energy is transferred through rows of satellites and the amount transferred is determined by the most damaged satellite in the row. The longer you hold out the more energy will be transferred. When all four satellite rows are broken, energy transfer will be zero and the game will end.

At the end of each attack wave you will have the chance to repair damaged satellites and move others to complete broken rows. Make your moves wisely!

#### Getting Started

Select Defensive Shields (press D), Safety Mech. (press F), and Target Computer (set to auto, press T) and turn your screen to the Quadrant Grid Chart (press Q). You will see a grid of 24 satellites. Centurion II is the flashing cross, the Myon ships are the dots which in the first waves are grouped in fleets of three. If you are within a quadrant which has a Myon fleet in it, Status will become red (showing that you are in danger of attack). You must counter-attack. If you are not within a Myon occupied quadrant you may either wait (and familiarise yourself with the controls) whilst the Myons 'home in' on you, or Warp towards them.

#### Combat

If status is red, prepare for combat.

Turn on the Battle Computer (press B). This will show you the locations of the Myon ships. On the left of the screen is the Range Meter, the red section indicates when the Myon ship is within your main vision, as it approaches the needle will fall. By pressing A, the Battle Computer will switch to each attacking Myon ship, showing you which is the nearest. Having selected the nearest one, you must manoeuvre until it is in front of you, rotate the Centurion until the Myon ship is yellow and in the centre of the Battle Computer screen. You have two weapon types, plasma and laser, lasers use more energy, but you may find them easier at first (Press E to swap).

If status is green, damaged sustained will have been reported on the information, put your Droids into use by using the Damage Report (press M). Assess the worst damage or the most important item and put the Droids to use. You have two Droids and may use both on one item, or on two different items.

#### Warp

You must first select the compass bearing of your travel and your warp factor. You then warp (press W) and off you go. You can abort the warp by pressing Cap Shift W. Check the Quadrant Grid Map (press Q) to ascertain your new position.

#### Detailed Operating Instructions

##### Centurion Controls

Kempston joystick, Interface II or a cursor Joystick may be used.

##### Direction and Fire

6 Left  
7 Right  
8 Up  
9 Down  
0 Fire

(only when not using a Joystick)

##### Ion Engines

1 Decelerate  
2 Accelerate  
3 Decelerate to halt  
4 Go to cruising combat speed (30%)  
5 Go to full speed (Not available with CURSOR JOYSTICK)

##### Other Controls

W	Engage warp drive
CAPS SHIFT	Abort warp
D	Defensive shields (on/off)
F	Safety mechanism (on/off)
T	Target computer (Auto/Manual/off)
E	Change weapons (Plasma/Laser)
A	Change alien being tracked (used for Battle Computer and Target Computer)
H	Hold/Restart program
CAPS SHIFT P	save game
CAPS SHIFT O	Reload saved game

##### Small Screen Controls

L Long range scan  
S Short Range scan  
Q Quadrant chart  
B Battle computer  
M Damage reports

##### Saving Game

You may save your progress through the game at any point. Connect your cassette recorder to the computer (as instructed in the Sinclair Manual) with the leads correctly wired to record a program. Start the cassette player recording on a blank cassette. Then press CAP SHIFT P and saving will start.

To load a saved program, you must first of all load the main program then swap cassettes to the one with your saved game. Then with the game playing press CAP SHIFT 0 and play on the recorder. Your game will then load.

## Pyramid

To load type LOAD "" ENTER

The Pyramid is an arcade style game which has a very adventurous feel.

The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another you must fight off aliens to collect an energised crystal which will neutralise the force field guarding the two exits. The Pyramid is defended by a total of 120 different aliens, one for every chamber and each with a unique attack pattern.

You proceed to explore the Pyramid from top to bottom with the difficulty increasing with the depth of level as the attack patterns get more complex and the aliens become intelligent.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to unravel the secret numbers of the pyramid.

### The Game

To explore the pyramid you have an exploratory capsule with defensive shield power and a highly effective laser to atomize the aliens.

Contact with these aliens is deadly but your shield power will protect you. Your shield energy is used to stomize the unfortunate aliens on contact but this repeated action will deplete your supply of energy. When no power is left in your shield you become totally vulnerable to attack. Shield power is fully replenished to 100 units every time you enter a new chamber. Your current level of shield power is indicated against 'P' on the scoreline.

There are two exits from each chamber guarded by a force field. The force field has to be neutralised to leave the chamber. This is achieved by means of an energised crystal which will descend from the top of the screen after a certain number of aliens have been atomized. The number of aliens to be destroyed before the next crystal is released is indicated on the scoreline against 'A'.

The crystal has three energy states. In its highest energy state (white) the crystal will destroy any aliens that come into contact with it and has too much energy to enable you to pick it up.

Any contact with the crystal in this state will result in loss of shield power. In its intermediate state (yellow) it is still not possible to pick the crystal up but it is now vulnerable to destruction by the aliens. In its lowest energy state (cyan) the crystal can be picked up and this is achieved simply by moving into it with your capsule. When you are carrying the crystal your capsule changes colour to cyan, however the crystal remains vulnerable to the aliens and is lost if the capsule is hit. The force fields guarding the two exits have different energy states, four of them, indicated by yellow (highest), cyan, green through to magenta (lowest). Dropping a crystal through a force field decreases the energy state by one level or if in its

lowest state will neutralise the field, allowing you to exit. Release of the crystal takes place automatically as the capsule passes over either of the exits although it can be picked up again in an emergency.

Points are awarded for the speed with which you negotiate each chamber. You can enter the next chamber even if the points are dropped to zero, your score will simply stay as it is. The points can be seen ticking away against 'S' on the scoreline.

After successfully negotiating a chamber the entire pyramid will be displayed showing your route so far and the next chamber to be entered (flashing). The key number for the previous chamber will also be displayed and this should be noted. If a line of question marks is displayed then the key number for this chamber is missing and will have to be puzzled out.

The following four joystick options are available:

1. Fuller
2. Kempston
3. AGF/Protek
4. Mikrogen

There are three keyboard options available (and additionally the cursor keys can be used by selecting the AGF (Protek option). These are detailed on the opening page when the game starts.

One last point, the game can be paused at any time by pressing "ENTER" on the keyboard. It can be restarted in the same way.

## Test Match Cricket

See Loading Instructions below

Cricket is a full Test Match and Limited Over simulation, which will enable you to make those important Captain's decisions that can turn you overnight into either a hero or villain.

You have the facility to choose which players to have in both England or West Indian teams, of play with a friend and make it really interesting, in which order they will bat and bowl and where the fielders will be placed around the playing area.

Fielders can be moved to new positions at the end of each over, to suit the playing conditions.

Once play commences, caution is the watchword. You have to play very wisely to ensure that your top batsmen are not sacrificed foolishly (this will precede an almost inevitable collapse), and that your weaker batsmen are brought along slowly to guarantee that they play to their best form. Also when bowling make sure that you don't exhaust your top bowlers.

Although the play is randomly generated, your actions will influence decisions at crucial times.

Instructions of what to do are contained within the game and are self explanatory.

Beware the Run Out!

### Instructions

There are two games.

#### 1) Test Match

Two innings are allowed for each side and the maximum duration of the game is 450 overs. a batting side may declare its innings closed at any time. The game also allows the follow-on to be enforced. Each player can select any one of the international teams contained in the program or devise a personalised team of their own. Once play commences, caution is the watchword. You have to play very wisely to ensure that your top batsmen are not sacrificed foolishly (this will lead to an almost inevitable collapse) and that your weaker batsmen are brought along slowly to guarantee that they play to their best form. Also when bowling make sure that you don't exhaust your top bowlers.

To load type LOAD "Test" ENTER

#### 2) One Day Cricket

This game is played with each team only allowed one innings. No declaration can be made during the game. The number of overs can be decided at the beginning of the game. As with Test Match the sides can be composed by the two team captain - although the play

is randomly generated your actions will influence decisions at crucial times.

To load type LOAD "League" ENTER

### Loading details

Each game requires two programs.

- 1) Instructions and graphic data.
- 2) The Cricket Match

The second program loads after the first, which must always be loaded due to important data. All moves during the game are prompted by the computer. If you break into any of the programs RUN will restart them.

### Beaky and the Egg Snatchers

To load type LOAD "" ENTER

Beaky belongs to the family of Andromedan Armed Condors, the rare goggled variety.

The numbers of his species are dwindling fast because of their rather foolish choice of breeding ground, on the planet of Crackit.

This unfortunately happens to be the home of a particularly evil band of creatures known collectively as the Egg snatchers.

The sole malicious intent in life is to wipeout Beaky's species by stealing or destroying the eggs by any foul means available.

Your objective is to try and brood, hatch out and rear as many little Beaky's as possible through 12 different screens of formidable but delightful arcade action.

Andromedan Condors possess great magical power but care must be taken for Beaky has only limited reserves of magic and these must be strategically conserved to protect you through the game's three main phases.

Beaky is armed with potent magic seeds which he is able to spit out in short rapid bursts. This is his only means of attack against the evil Eggs snatchers and their many adversaries in this epic battle for survival.



# SPECTRUM THE THRILLER PACK PAX S11 INSTRUCTIONS