THE COLLECTED WORKS

## LOADING INSTRUCTIONS

SPECTRUM 48K/128K, +2
CASSETTE
Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected. Ensure cassette is fully rewound and zero your tape counter Type LOAD""' and press ENTER. Press PLAY on the tape recorder. The required program will then load automatically. Each game is individually loaded so for the second or third game
on each side (as applicable) stop the recorder after the preceding game has loaded and switch off the computer. Turn on again and repeat loading procedure. You may find it worthwhile for those machines with tape counters to make a note of the count grid for this purpose.

| PSSST | $\square$ | Lunar Jetman |  |
| :---: | :---: | :---: | :---: |
| Cookie | $\square$ | Sabre Wulf |  |
| Tranz-Am |  | Knight Lore |  |
| Atic Atac |  | Alien 8 |  |
| Jetpac |  | Nightshade |  |
|  |  | Gunfright |  |

NOTE: For Spectrum +2 users -After each game has loaded a series of 3 consecutive sound bleeps indicate the end of the program loaded (1st bleep) and the beginning of the next game to be loaded ( 3 rd bleep). There is a 5 second gap between the end of the program and the first bleep. Also a 5 second gap

SPECTRUM +3 DISK
urn on the computer, insert disk, and press ENTER. The game will load automatically. Refer to menu for running order.

## PSSST

All he has to do is figure out which spray kills each insect outright, as the wrong spray will only stun them momentarily. If Robbie leaves his plant unattended the insects will swarm al over it, eat the leaves and the plant will wilt, shrivel back and die Little vermin. Leave my plant alone. Oy! My plant's dying. No
Nol Nasty bugs sucking the life from my Thyrgodain Megga Chrisanthodil, making her shrink, wilt and die. III soon put a stop to their little game, quick Spray-O-This'll sort 'em out. There! Take that and that! Hal Hal Musn't die, musn't die. It's got to flower, it must do. It said on the packet "takes between two and five minutes to grow", it can't be much longer, won't Whyt you litte
Whyl you little .... Quickly get the Super Space Slug Spray and hen the Leech Laser. Quick, quick. They breed so fast, can't

GROWING INSTRUCTIONS
Plant these seeds in good soil, growth can be speeded up by
collecting all compost bags, keping young sho collecting all compost bags, keeping young shoots free from all
garden pests and by looking after the leaves, which collect sunlight. Remember, the more leaves the plant has, the faste it will grow. As the young shoots give off an exotic aroma, the
plant is especially prone to and will in fact attract hoards of

Interstellar Space Slugs, Scuttling Leeches and Menacing Midges. Use of correct repellants will prevent all of these attacks.
Please note: Only approximately $20 \%$ of all plants will blossom Please note: Only approximately $20 \%$ of all plants win
and reveal Robbie's Ultimate dream. Growing time and reveal Robbies 5 anmate

CONTROLLING YOUR ROBOT
Your robot is fully controllable using either the keyboard or a joystick
KEYBOARD CONTROLS
LEFT - Robot will move left by using the ' $Q$ ' key on the third row. RIGHT - Robot will move right up using the ' $W$ ' key on the third

UP - Robot will move up using the ' $E$ ' key on the third row. DOWN-Robot will move down by using the ' $R$ ' key on the third

FIRE - Robot will fire the various spray cans using the 'T' key on the third row.

## LUNAR JETMAN

Desperate to regain the lost minerals, the aliens initialise their
ancient attack mechanisms. All round, huge missile installations ancient attack mechanisms. All round, huge missile installations
erupt from deep within the bounds of the planet, surrounded by erupt from deep within the bounds of the planet, surrounded by their own strategic defence stations. Their huge linoleum sh
missiles glisten in the distant sunlight as the multitronic warheads Auto-arm and poise for attack.
With no hope of help from the nearby and unaware Earth, JETMAN has to destroy all of the installations, single-handed before the imminent destruction of his home planet. Using only his Hyperglide Moon Rover to carry the strange equipment and supply Bridging units, with any other equipment he can find to complete his mission
PITY HE CANT FIND

CONTROLLING YOUR JETMAN Your JETMAN is fully controllable using either the keyboard or joystick and keyboard combined.
KEYBOARD CONTROLS
LEFT - JETMAN will fly, walk or drive left using the keys $X$, $N$ RIGHT-JETMAN will fly, walk or drive right using the keys C,M. FIRE - Any key on the second row may be used to fire Quad Photon Laser Phaser, rapid fire can be obtained by continuous fire key, e.g. A, S, D, F, etc.
THRTMANT - Any key on the third row can be used to thrust PAUSE Hydrovac JET PAC, e.g. Q, W, E, R, etc. PAUSE - The whole game can be paused using the $O$ key. PICK UPIDROP JETMAN can pick up or drop a piece of equipment using either the $Z$ or SYMBOL SHIFT keys. ENTER/EXIT JETMAN can enter or exit a piece of equipment,
i.e. the HyperglideMoon Rover using the CAP SHIFT i.e. the Hyperglide Moon Rover using the CAP SHIFT or BREAK
keys. HOVE
HOVER Any key on the numbers row, from 1 to 9 can be used to hover JETMAN whilst in flight without the need for thrust, 2, 3, 4, etc.

## JOYSTICK CONTROLS

JETMAN can be controlled using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Thrust, Hover
and Fire commands. ommands.

## SCORE LINE

The Score Line displays:
One and two player scores
One and two player lives left
Highest score obtained
Jorious game options are available including: options, upon the start of the game.

## ATIC ATAC

## THE CASTLE

Now that you have been trapped in the evil haunted Castle, your object is to find the Golden Key of A.C.G. and escape via your The Castle consists of 5
caverns, which contain counts, including the 'Atic' and the you may find furniture, food, drinks, objects, Ghosts, Ghouls and Monsters. Eat and drink sparingly so that you do not deplete your food supply. Collect and utilise any objects you find to yo
best advantage, be wary of slamming doors and working trapdoors which will try to trap you and avoid contact with the Ghosts and Monsters, as each of these will use their best

YOUR WARRIOR
Each of the characters, Knight, Surf and Wizard, are armed with heir own specific weapons, individual movement type and us one set of secret passages, unbeknown to the others. GOOD LUCK.

## CONTROLLING YOUR <br> WARRIOR

keyboard controls
LEFT - Your Warrior will move left using the $\mathbf{Q}$ key. RIGHT - Your Warrior will move right using the $W$ key. DOWN - Your Warrior will move down using the E key. UP - Your Warrior will move up using the $R$ key FIRE - Your Warrior will use his weapon when the $T$ key is ressed.
CKUP/DROP - Your Warrior can pick up/drop an object using he $\mathbf{Z}$ or SYMBOL SHIFT keys.
PAUSE-The whole game can be paused using the CAPS SHIFT or SPACE keys.
JOYSTICK CONTROLS
Your Warrior can be controlled by using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Up,

## TRANZ-AM

Possessed for too long by the 'Deadly Black Turbos', the 8 cups remain hidden throughout the land, their strange inscriptions long since forgotten and their locations reverently protecte Your Chance ... A Super Blown Red Racer equipped with technology far advanced. A last chance with a weapon, whose engine thunders into life, the shrill rumble from the exhausts and the hypnotic whirr beckon the Deadly Black Turbos. The noise reaches crescendo and in one sudden lurch the Red Racer spits forward across the land at incredible speed, in the last great
battle of your life. battie of your life
Use your skill to outwit and crash the Deadly Black Turbos and he instruments to locate and collect the $\mathbf{8}$ Great Cups of immate before you run out of fuel.
CONTROLLING YOUR RED RACER

## KEYBOARD CONTROLS

TURN ANTICLOCKWISE-using the following keys, Z, C, B, M. TURN CLOCKWISE-using the following keys, $\mathbf{X}, \mathrm{V}, \mathrm{N}, \mathrm{SYMBOL}$ SHIFT.
BRAKE - using any key on the second row, e.g. A, S, D, F etc ACCELERATOR-using any key on the third row e.g. Q, W,E, R, etc.
PAUSE - the game by using the CAPS SHIFT key.

## JOYSTICK CONTROLS

TRANZ-AM can be controlled using Kempston Competition-Pro Joysticks.

## JET PAC

Butt as you don't often get the chance of a free trip across the Galaxy, and space travel is, oh, so expensive, now is your chance on your journey, collect the odd sack of precious gems, elements or gold, and take them back with you. SOUNDS SIMPLE DOESNT IT!
But! before you go and make yourself the richest person in the whole Universe, you must remember to refuel your Spaceship, very time you land on a planet, with 6 fuel pods. Any other goodies you collect are yours to keep. Upon landing, you will
find yourself equipped with the very latest Hydrovac JET PAC, which can automatically air lift almost any rocket stage, fuel pod or valuables, you care to land upon, and release them over th ocket ship base, plus megga powerful Quad Photon Laser Phasers, to blast any nasty, mean, little aliens who might object o your visit
And my! do those aliens get upset when you collect all of thei
valuables, and sneak off, without so much as a by-your-leave.
CONTROLLING YOUR JETMAN
Your Jet Man is fully controllable using either the keyboard or a joystick.

## KEYBOARD CONTROLS

LEFT - Jet Man will fly or walk RIGHT - Jet Man will fly or walk right using alternate keys on
the bottom row e.g. X, V, N, SYMBOL SHIFT.

IRE-Any key on the second row may be used to fire the Quad Photon Laser Phaser, e.g. A, S, D, F, etc.
Rapid fire may be obtained by continuous hold of the FIRE key. THRUST - any key on the third row can be used to thrust Jet Man's Hydrovac JET PAC e.g. Q, W, E, R etc.
HOVER - Any key on the numbers row can be used to hover Jet Man whilst in flight without the need for thrust, e.g. 1, 2,3,
4, etc.

JOYSTICK CONTROLS
Jet Man can be controlled using the KEMPSTON CompetitionPro Joysticks.
SCORE LINE
The Score Line displays:
One and two player scores
One and two player lives left
Highest score obtained
Various game options are available including Joystick/Keyboard various game options and available including Joystick 1 or 2 player options, upon start of game.

## ALIEN 8

The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated and the hatchways
closed. The ULTIMATE evolution ALIEN 8 cybot whirs into closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an
artificial cybernetic rush of intelligence. All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.
the Journey
Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving a
waiting .....
The long journey is near completion as the central compute alerts you to the nearing of the predestined solar system. The dus of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.
The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately th
starship slows to sub-hyper-warp speeds, is open to attack. All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship. The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All cryogenic systems must be reactivated semi-cyclic planetary orbit, at $\mathbf{0}$ light years from the planet. Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.

## INSTRUCTION MANUAL

## the Starship

A. The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed hyper-warp is relatively safe and untroubled Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the Once the starship has slowed down into sub/hyper warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable recovery to be made.
C. The starship is equipped with indestructible multi-control
directional robodroids.

## ALIEN 8 PROGRAMMING

A. All cryonaughts must remain activated.
B. Locate and recover all thermolec valves and ALIEN 8 replacement packs.
C. Ensure all thermolec val
continuing reactivation
D. Locate and activate all cryogenic chambers.
E. All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.
F. You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will

CONTROLLING YOUR ROBOT

## kEYBOARD CONTROLS

LEFT - Alien 8 will turn left using the $Z, C, B$ and $M$ keys. RGHT - Alien 8 will turn right using the $X, V$, N and SYMBOL SHIFT keys.
MOVE FORWARD - Alien 8 will move forward using any key on the second row e.g. A, S, D, F etc.

JUMP - Alien 8 will jump using any key on the third row e.g. $Q, W, E, R$, etc.
PICK UP/DROP - Alien 8 can pick up and drop any object using the 1 - 0 keys.
PAUSE - The whole game can be paused by using the CAPS
SHIFT or SPACE/BREAK keys.

## JOYSTICK CONTROLS

Alien 8 can be fully controlled using the KEMPSTON INTERFACE, CURSOR CONTROLLED INTERFACE or the
SINCLAIR INTERFACE II and joystick by replacig the SINCLAIR INTERFACE II and joystick, by replacing the LEFT,
RIGHT, FORWARD, JUMP and PICK UP/DROP commands.

## SABRE WULF

Darker and darker, deeper and deeper. It is the end that I fear, of this untrodden voyage ...
Fall and end meet on soft mossy soil ... with weapons drawn and Fall and end meet on soft mossy soil ... with weapons drawn and
senses full I move quickly and quietly around the mounded clearing ... all safe except a message ... an ancient warning etched deep into the lifeless stone.
THE WARNING
THY PATH IS LONG SO TREAD WITH CARE
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
TO FREE THEE FROM THIS SUNKEN GATE AN AMULET TO SEEK THY WILL
TWAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE TO GAIN AN ENTRANCE TO THE GATE THE PIECES LOST MUST THEE AMAS
THE EXPLORATION
I edge through the shady mounded clearing and on through the
dense thickets of hot house rain forest undergrowth, of sorts I dense thickets of hot house rain forest undergrowth, of sorts
cannot tell, and wait ... and listen ... Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble to fight and kill. I stay hidden ... The rumblings grow louder and and tail lashing, still I hide as its thunderous noise dies away All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow. Danger threatens so I should move quickly ... but Where???

## THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal their hidden
secrets ... Strange food orchids suddenly bloom, their staining secrets ... Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very
ground, swimming, slithering, diving and crawling ... I must hide ... Stay safe ... With weapon strong and cunning nature, I will survive ...

## CONTROLLING YOUR <br> EXPLORER

## KEYBOARD CONTROLS

LEFT - Your Explorer will move left using the $\mathbf{Q}$ key. RIGHT - Your Explorer will move right using the W key. UP - Your Explorer will move up using the R key. STAB/SWORD FIGHT - Your Explorer will fight using the T key. PAUSE - The whole game can be paused by using the CAPS
SHIFT or SPACE/BREAK key.

## JOYSTICK CONTROLS

Your Explorer can be fully controlled by using the KEMPSTON
INTERFACE CURSOR CONTRO INTERFACE, CURSOR CONTROLLED INTERFACE or the
SINCLAIR INTERFACE II and joystick by replacing the LEFT, RIGHT, UP, DOWN and STAB/SWORD FIGHT commands. PICK UP - Your Explorer will automatically collect any useful objects required by passing over them.

## NIGHTSHADE

the lost valley
Somewhere between the purple mountains, and the seas of the Seven Islands, lies a hidden valley, a land that time has not touched.
All remained peaceful and tranquil until darkness descended
upon the land, light and freedom were banished from its homely hills and the evil seed set.

Death and hunger spread, and all who remained within the walls of the village became stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. Th

## THE PLAGUES

The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmutted by some terrible disease into the most hideously
foul creatures. They wander their once peaceful village, foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who
dares trespass into the village, to try to defeat the evil overlord.

## THE STORY TELLER

Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend. Songs were sung and tales were told of brave adventurers who ener to return, of the riches that could bey the evil force and successful adventure, and the evil which lay in wait for anyo who dared to set foot in the evil enchanted NIGHTSHADE village.
The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.
"Tales of ghosts and mad monks enslaved by evil forces to do the village. Even death itself was and foul demons let loose on of NIGHTSHADE as an un-invited guest of the evil one."
The old man continues:
"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey." "Hideous demons" he croaks "and terrible ailments and spells waiting to absorb anyone who dares anger the evil force. Lirt
the darkness and the Kingdom of NIGHTSHADE shall be yours forever."
The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village. You set off down the valley and enter the forbidden
NIGHTSHADE village. IIGHTSHADE village.
This story is continued by playing the most Advanced Home FARE THEE WELL.

## CONTROLLING YOUR ADVENTURER

LEFT-Your Adventurer will turn left using the $\mathbf{X}$, $\mathbf{V}$ or $\mathbf{N}$ keys. RIGHT-Your Adventurer will turn right using the C, B or Mkeys. MOVE FORWARD - Your Adventurer will move forward using the $A, S, D, F$ or $G$ keys etc.
PAUSE - The whole game can be continuously paused using PACSE - The whole game can be continu
the CAPS SHIFT or BREAK SPACE keys. FIRE-Your Adventurer will fire his antibodies using the $\mathbf{Q}, \mathbf{W}$,
E, R or T keys. E, R or T key.
JOYSTICK CONTROLS
Your Adventurer can be fully controlled by using the KEMPSTON
INTERFACE, CURSOR CONTROL INTERFACE SINCLAIR INTERFACE II or any JOYSTICK by replacing the LEFT, RIGHT, UP, DOWN and FIRE controls.

## GUNFRIGHT

## THE GOVERNOR OF BLACK

 ROCKNOW Y'ALL LISTEN UP. Seems we got ourselves a new Sheriff in town, reckons he gonna clear the town of the meanest and fastest Gun Totin' Bunch of Rootin' 'ootin' Gun Slingers which ever did hit the Wild West, goes by the name of Sheriff Quickdraw. Yes Siree
Meanwhile in the Sheriffs Office ....
...... TELEGRAM ......
WHOLE LODA BADDIES A WHOOPIN' AND A WAILIN HEADING STRAIGHT FER TOWN LOCK UP YER HOUSES BAR UP YER SHOPS AND WAIT FOR THE SHERIFF TO CLEAR OUT THE MOBS .... END.
Sheriff Quickdraw springs into action and within the blink of an eye, is away on his trusty steed Panto.
"Wha, eye jus' git on ma Horsey, rustle up thim thar Bunch of no good trouble Roosters and raad thim straight out a' Town No Messin'.
$A^{\prime}$ comin' in here, $a^{\prime}$ wailin', $a^{\prime}$ hollerin', $a^{\prime}$ yelinn, $a^{\prime}$ robbin' an
${ }^{\prime}$ ' shootin' aller these here fine friendly Town Kinsfolk.

Ah gotta git sime er that nee-or-mality restored to this here lii'ole Town.
An' ah bes' get ready beefer thim Gunslingers arrive, an ain't nobody gonna stand in ma way, Nooo Sir
Ahh just gonna git ma sommat that amm-une-nee-shon an a'hm ready for thim baddies, as soon as they's hit town, Wha eye might Dang Nabbit, go git thim villans, Sheriff Quickdraw.

GUNFRIGHT LAW BOOK

1. Your Super-Slung Six Shot Slinger will re-load as soon as the chamber is empty.
2. Prices of bullets may vary during your Term of Office at Black Rock. You will have to pay the going rate at the time
3. During Gun F
inadvertently shot , should any of the townsfolk be Sheriff shot by either Yourself or the Baddies, th
4. Salary must be collected to provide funds to buy further ammunition.
5. Bandits may be shot on sight, but Hardened Wanted Criminals and Gunfighters will want to fight the fast Crimin
way.
The T
6. The Townsfolk will point the way to the nearest Baddie. Sheriff's Horse Panto must be used to make chase, for any Fast Moving Horse Mounted Bandits.
pprehended during Gunfighting.
7. Apprehended during Gunfighting.
8. When in fast Draw Combat, beware of Hardened and Fast When in fast Draw Combat, beware of Hardened and Fast
Draw Criminals, the likes of Quick Draw McGraw, fastest Gun in the West.
9. Read your Telegram wires and stay in touch with the rest of the Town.

## GUNFRIGHT KEYBOARD

CONTROLS
GUNFRIGHT MODE
LEFT - Sheriff Quickdraw will Rotate Left using the $\mathrm{X}, \mathrm{V}$ or N
keys. keys.
RIGHT-Sheriff Quickdraw will Rotate Right using the $C$, $B$ or
$M$ keys.
M keys. WALK-Sherif
and F keys. and $F$ keys.
DRAW/FIRE-Sheriff Quickdraw will Draw/Fire using the 1-0 keys.
PAUSE - The whole game can be continuously paused using
CHANGE VIEW - You can change the angle of view using the CHANGE VIEW - You can ch
$Z$

FAST DRAW MODE
LEFT - Sheriff Quickdraw will Move Left using the X,V or N keys. RIGHT - Sheriff Quickdraw will Move Right using the C, B or M keys.
UP - Sheriff Quickdraw will Move Up using the Q, W, E, R, T row etc.
DOWN - She
FIRE - Sheriff Quickdraw will fire using the 0.9 keys.
PAUSE - The whole game can be continuously paused using
the CAPS SHIFT or BREAK SPACE keys. PAUSE The whe
JOYSTICK CONTROLS
Your adventurer can be fully controlled by using the KEMPSTON INTERFACE, CURSOR CONTROL INTERFACE or the SINCLAR INTERFACE II any JOYSTIC
RIGHT, UP, DOWN and FIRE controls.

## KNIGHT LORE

## THE WEREWULF

My journey's end is near, as the last few ebbs of daylight dance fleetingly in the cooling twiight, and then suddenly dart off to
chase the red sinking sun. Behind me I feel night's dark chase the red sinking sun. Behind me feel night's dark icy mounds and boulders, watching my every mood ... silently waiting ....
For days I have journeyed from the realms of the old jungle wulf
to 'KNIGHT LORE' castle to seek theold dying Wizard and ask to 'KNIGHT LORE' castle to seek the old dying Wizard and ask for his help to free me from this deathly curse ... For countless
nights I have slept chained to trees to keep my deathly curse at bay, but now I am here ....
My footsteps echo around the damp mossy walls of the large chamber, as I enter through the open main gateway, colossa doors judder open in an untouched groaning symphony, beckoning me forward on my quest.
I sense the old Wizard's gaze playing upon me, encapsulated
within the labyrinth of traps and tests, to keep out all but most persistent of unwanted quests who seek an audience with the great wizard MELKHIOR.
uddenly a cool blue mist starts to ebb forth from the cracks in the ancient stone-work. As it does so it begins to take form and Over all of the noise can be heard the chanting and singing of ong forgotten tunes all sung in a blur of forgetfulness.
THE MIST TUNES
The Wizards older now than all His help you seek within this wall
For forty days your quest may las Locate the potion make it fast This hideous spell upon your soul To lose its hold must be your goal
Beware, the traps from here begin
The cauldron tells what must go in
To break the curse and make the spell
To save yourself and make you well
The mist suddenly ceases its action and dissipates as quickly as it came. I drop to the floor and with full knowledge of the old imly lit torches light the
Dimly lit torches light the massive stone walls, their tired fickering flames never seeming to penetrate the inky darkness more than a few feet ...
Crystalline Merkyls, hideous Hobgoblins, stand frozen on huge monoliths, glittering in the cool trembling moonlight. Encapsulated by the old wizard long ago, they await their fate in an un-ending task of defence, silently and stoney.
This is to be their everlasting fate as guardians of KNIGHT LORE , mon
The moon has risen quickly and in the fullness of its cool blue .
My fate is now all too clear, I have but forty days and forty nights o find the old Wizard and seek his help and magical instruction,

## CONTROLLING YOUR

## ADVENTURER

## kEYBOARD CONTROLS

LEFT - Your Adventurer will turn left using the Z, C, B and M keys.
RIGHT - Your Adventurer will turn right using the $\mathbf{X}, \mathbf{V}, \mathrm{N}$ and YMBOL SHIFT keys.
MOVE FORWARD - Your Adventurer will move forward usin ny key on the second row e.g. A, S, D, F, etc
aMP - Your Adventurer will jump using any key on the thir ow Q, W, E, R, etc.
using the 1-0 keys. PAUSE-The whole
or SPACE/BREAK keys.
JOYSTICK CONTROLS
our Adventurer can be fully controlled by using the KEMPSTO NTERFACE, CURSOR CONTROLLED INTERFACE or the SINCLAIR INTERFACE II and joystick, by replacing the LEFT
RIGHT, FORWARD, JUMP and PICK UP/DROP commands.

## COOKIE

Charlie the Chef, keeps all the ingredients locked away in the pantry, only letting them out when he wants to cook them! Now this makes them jolly upset, let me tell you.,
Sci: As soon as they can, the ingredients dash out of the pantry dragging all the sorts of nasties found in the bottom of drawers and cupboards, with them, to escape and run wild.
Poor old Charlie! he has to daze the ingredients with his flour bombs and knock them into the mixing bowl, because if they go into the dustbins they will be eaten by the bin monster, who Should any rubbish or nasties get into the cake mix then the "ingredients needed" counter will change, and Charlie will have to work quicker and faster if he's going to bake his cake.
CONTROLLING CHARLIE CHEF KEYBOARD CONTROLS
LEFT Charlie will move left by using the $\mathbf{Q}$ key RIGHT Charlie will move right by using the $W$ key. RIGHT Charie will move right by using the $W$ key.
DOWN Charlie will move down by using the $E$ key.
UP Charlie will move up by using the $R$ key.
FIRE Charlie will throw flour bags when the $T$ key is pressed PAUSE the game by using the CAP SHIFT key.

JOYSTICK CONTROLS
COOKIE can be controlled using either Kempston or Protek cursor controlled joysticks by selecting the correct mode.

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## the Collected works

## HISTORY

When Jetpac and PSSST were released in 1983, very little was known about Ultimate Play the Game, the creators of these two Spectrum masterpieces. Based in Ashby-de-la-Zouch in Leicestershire, Ultimate was wholly owned by two brothers Chris and Tim Stamper with Tim's wife Carol. With one or two other "software engineers" they set up to create "arcade quality graphics" - superior to any other game at the time.
Ultimate's first releases were even more surprising in that they were packed into only 16 K of memory. Cookie and Tranz-am quickly followed with the complex 48 K games Lunar Jetman and Atic Atac hot on their heels.
Between 1983 and 1986 Ultimate had an unbroken chain of 14 Spectrum hits with overall ratings averaging $93 \%$ for most of those reviewed by "CRASH" Magazine. They became the magazine's most highly praised software house of their time. During this period the company maintained press silence which gave them an aura of mysticism. "CRASH" were perhaps the closest to that elusive interview after running several closest to that elusive interview after running
competitions, but the interviews never came.
Each Ultimate game was eagerly awaited and if the forthcoming release was delayed for any reason, consumer response was phenomenal.
Knight Lore introduced an entirely new three-dimensional concept with superb animation called Filmation which was revolutionary in that it brought about the isometric 3-D arcade adventure.
By the end of 1985 Ultimate's magic seemed to be waning, although the company's profile remained high until well into 1986, the flair seemed missing as many CRASH readers' letters referred to the similarity of the later Ultimate titles.
From small beginnings as two arcade game designers Chris and Tim Stamper changed the face of Spectrum games and 11 of their greatest hallmarks are included in this package.

## ULTIMATE - The Interview (CRASH - April 1988)

## WHY ULTIMATE FADED

I started with the most obvious burning question: why did Ultimate disappear about $11 / 2$ years ago? Perched on the edge of a massive desk, Tim Stamper, who acts as the company's business spokesman, thought for a moment and then corrected me slightly.
"I think for us, as the main development team, possibly 2 years ago was the time. It wasn't really conducive to company expansion to carry on producing on the Spectrum - unless we went along the budget route."
That's what people said at the time: that Ultimate had gone as far as it could with the Spectrum. But what about the 1987 games like Bubbler and Cyberun? Tim insisted that was the
post-Stamper Ultimate's work.
"They were not really our involvement. We said "Ultimate, if you're developing on the Spectrum, carry on doing that - we're still the majority shareholders in Ultimate, so we still take an active interest in the company."
Chris - the quieter brother, who concentrates on coding-broke in: "What was the last one we developed as a team? It was Gunfright I think. Everyone was copying our Knight Lore concept, so we thought we'd do one as well! Get a little bit of the action!"
But even before Gunfright, Ultimate had come in for magazine criticism - Sabre Wulf is a copy of Atic Atac, Alien 8 is a copy of Knight Lore, and so on.
"It was funny to read the reviews", recalled Chris. "A lot of the earlier reviews were actually incorrect. It never really affects you. You know whether the product's good or bad.
"I think the only criticism we would be aware of was the sales and the sales were very good."
Tim observed: "CRASH always gave us fair reviews, but with some of the other magazines, if we didn't advertise, the product got a bad review - and I was actually told by a few of the other companies that they thought the problem existed as well - and I'm sure it's still there now."
"So we steered clear of talking to anyone, and if they liked the product great, and if they didn't I wasn't bothered because if the sales were there people were buying it."

## FANS

Most software houses get as much criticism from letter-writing players as they do from reviews. But Chris said, "We had hardly any letters written to Uitimate which actually complained. We had tremendous fan mail, though, 50-60 letters a day and had to have someone fully employed just to deal with it."
Talk of fan maif prompted Tim to : iake a point. "I think we had an opportunity to capitalise on the sort of fan club Ultimate created. So many people wanted more information on Ultimate and sweatshirts and caps and that.
"We could have expanded, like some companies did, with a large fan club and giveaways and posters to buy, and we could have said "If you like Ultimate, buy the games, buy sweatshirts, but in fact we gave them all away.
"If anyone asked us for a sweatshirt or a cap we said "Well you can have it ... or posters". We were just interested in seeing the software out there and getting fair reviews."

## QUALITY CONTROL

Today's software houses, anxious to keep buyers happy with bugless games, regard playtesting as essential. But despite Ultimate's string of hits, the Stampers never employed hordes of young playtesters as the old Imagine used to.
"We rely on friends and friends of the family", said Chris, "usually people a lot younger than ourselves, to play the game. We like to see their reaction to the game from fresh. It's very easy for us to see what the problems are when they start to play the game. Basically we're all arcade players and we're all arcade addicts."
No game is perfect, and with hindsight the Stampers can often see something they should have done better.
"But when we've finished a game, all we can see is all the hard work that went into it. It takes a long time before you can look at it with a different eye, you always remember all the problems and all the concepts that were thrown out, all the stages of development.
"It's easier to look at a product you haven't worked on, because you can look at it with an open mind. It's so difficult for us to

## criticise or comment on our own games."

## MYSTERY

A mystery in one Ulitimate game always annoyed even the label's staunchest fans-so I demanded the definitive company answer. "Was there ever a trailer in Lunar Jetman?" I asked.
After a cautious silence, Tim replied, "Well I never got far enough I once saw a picture in a magazine with a trailer." Yes, I told him, that was in CRASH. A reader sent it in, but obviously it was a hoax - or was it? I added that the graphics looked very authentic. Tim merely laughed
"I wish they had contacted us!"
And so mystery was Ultimate's fifth name. Was it a conscious policy to be mysterious? Was it seen as good PR?
"No, it wasn't", said Tim, "That's the way it turned out, we were so busy producing a few products a year and making sure they were right. I think while we were full-time Ultimate, we only had two Christmas mornings off and that's how hard it was.
"We worked seven days a week, 8am till 1 or 2 in the morning. I don't feel it's any good having engineers who only work 9 to 5 because you get a 9 to 5 game, you need a real input.
"And the day a product was released the phone would just be red hot with all the distributors ringing. It was really bad ..." His voice trailed off.
"I prefer it here without those sorts of pressures", Chris added. "It's just a development place, the atmosphere for development we have in this place is excellent. It's a nice rural setting with chickens all over. It's a farmhouse and we want to keep it that way because it gives you something to refresh yourself."
"It's good for development rather than being stuck in the middle of some suburb or city centre."

## RARE

The Ultimate software label has been largely dormant since mid-1987 and though the Stampers still have an interest in it, 2 years ago they formed a new company, Rare Ltd. and moved from Ashby-de-la-Zouch to the nearby village of Twycross. It's from Ashby-de-la-Zouch to the nearby viliage of Twycross. It's there that the Stampers are working on a new generation of
games and it was there that they gave CRASH the Ultimate story. Twycross is a tiny Midlands village perched on the borders of Leicestershire and Warwickshire, known only for its zoo. Sitting on the western edge of the village is a very large 18th-century mansion, part of Manor Farm.
This is the home of Rare, protected by rambling outbuildings, barns and a crowd of noisy cockerels and chickens. It's an elegant though rather dilapidated building, gradually being repaired by the Stampers, and its calm, very country-English exterior belies the power of the technology within.
The inside is half-finished, but in the board room a row of clocks on the wall shows the times in Japan and America - all part of Rare's international market.
And what illuminates Rare's operation is the Stampers' intimate working knowledge of their hardware. Very little equipment in the mansion is as it came from the manufacturer; even the modest Amstrad PCs have been given vitamins. That's the style of the two former coin-op designers, of course, and it was their technical knowledge of the Spectrum as much as their imagination that kept Ultimate playing the game so long.
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## ULTIMATE - THE COLLECTED WORKS HINTS SHEET

## JETPAC

By positioning Jetman on the top right of the screen on the platform and leaving him there, the aliens cannot kill him and your score will amass.
On the first three levels, by staying on this platform, fire left and right rapidly, leaving the platform only to collect fuel, jewels and gold. On level 4 by standing on the left hand side of the platform in the middle, the aliens will not hit you, they crash and you collect many points.

## GUNFRIGHT

Between killing each round of outlaws you will receive a bonus of $\$ 2,000$ and then you have the chance to get more money by shooting the money bags, gradually this screen gets faster. At the beginning of group 3 bandits a new monster appears, Tumbling Weed. Just to make matters worse the fine also increases. As you progress through the game, the reward for bandits increases. The first bandit is worth $\$ 350$, the second $\$ 700$, the third $\$ 1,500$, the fourth $\$ 2,000$ and so on.

## PSSST

After getting past the first level and the slugs, you will need two different cans of spray but you can't hold both at the same time. So put one above the other in one of the comers, it makes them easier to swop over. Also. get the grow-bags. water cans and fly swatter.

## NIGHTSHADE

It is worth leaming which antibodies kill which nasties because if you use the wrong antibody the creature will either double itself or change into something even worse. If you press $\mathbf{Z}$ then your view will change - this is undocumented, butit does work. Throughout the maze there are four extra weapons. These are used to destroy the four big nasties that are pictured at the bottom of the screen. When you are near a monster and you have the weapon needed to kill it, then that object will flash. To destroy the baddie just throw the object at it. If you miss dorit worry because the object will just fly past and you can go and pick it up.

## TRANZ-AM

When you are being chased by the crazy black cars your engine will overheat and slow you down. Hide behind a tree, stone etc. and you will cool down while the chasing car cannot usually get you until it has hit the obstruction five times. This gives you the time to cool down and escape.

## COOKIE

On the Colonel Custards, if you stand at the top and fire down you will knock everything into the bowl, including Mike the Pikes and Tin Tin Cans, which comes out of the bin, but you will eventually fill up the mixing bowl. Terry Tacks, Bernie Bolts and Wally Washers home in on you, so watch out for them. Before a nasty is thrown out of the bin, a thing will pop up. If you throw a bag of flour atit, he will not throw a nasty out. It's best to do this on the higher levels.

## LUNAR JETMAN

If you run out of fuel, all you have to do is get back into the Moon Rover and you fill up again. After you have progressed past level 10 it is possible to find a trailer for your Moon Rover which will hold three more implements.
To fill up holes:

1. Keep fingers on the right key, pick up/drop key and enter/exit key.
2. Continually press right key. Then Exit key (presumably you are in the Moon Rover).
3. Press pick up key, walk right a bit and press it again. Walk left. Press enter key. You are now back in the Rover with a filled up hole in front of you.
Alternatively you needn't fill the holes in at all. When you reach a hole, hold down a key for the direction you wish to go in, then continually exit and enter your Rover. Each time you do this, the Rover will move a little more over the hole.

Once you are over the hole, remain in the Rover and continue on your way.

## ATIC ATAC

The three parts of the ACG key are to be found on different floors and the only part that is always in the same place is the third part of the key. But it is deceptive as it resembles a golden cup. The spanner kills Frankenstein and if you have the cross you're safe from Dracula. If you drop the leaf in the room where the Mummy is, he will eat it and then go after you. If you drop the chair in the room where Quasimodo is, he will move on top of it and then you can go through the blue door. After a very lengthy period, he will go back to guarding the door.
There are no yellow doors in the caverns, so you can leave the yellow key upstairs. That is if you can find it! The yellow key is always in the room with four doors, all yellow. You get in by a trap door from above - too complicated to explain. But you must get the yellow key to be able to get up to the attic which is blocked by a yellow door. There is always one part of the ACG key up there on the top floor.
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