BEAU-JOLLY

VALUE PACK

1 ARCADIA 2 AH DIDDUMS 3 MOLAR MAUL 4 JUMPING JACK

4 GREAT
COMPUTER GAMES
16K SPECTRUM

Arcadia:

Your command is the starship ARCADIA. The most sophisticated space technology ever devised is under your control, including the mind shattering Ion Thrust drive, and the awesome power of dual Plasma Disruptor guns. This makes you the most powerful individual in the galaxy .... and in some quarters the most hated.

The Atarian nation has been steadily and inexorably extending its empire; quietly engulfing smaller, more vulnerable planets. It is now in a position of immense power, and poised to make a bid to enslave the entire galaxy.

The only force capable of repelling the Atarian hoards is under your command; the starship ARCADIA. Every firbe of your body quivers with tension as you prepare to repel the initial thrust of the Atarian battle fleet.

How to Play:

The spaceship Arcadia has been especially equipped with dual Plasma Disruptor guns and an Ion Thrust Drive in order to combat the deadly menace of the many alien races of the Atarian Empire. Your mission as commander of the Arcadia is quite simple – to destroy as many of the enemy as possible. Intelligience reports indicate that the Atarian fleets will attack in formation and are often quite suicidal in their methods. They will attack the Arcadia in waves, each wave lasting a set period of time before it breaks off the attack. If you manage to destroy the entire fleet within this time another fleet will attack you. If an alien

race fails to destroy the Arcadia during this period a different race will resume the attack. GOOD LUCK

How to Control the Spaceship:

There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

Left:

The keys to move left are all on the lowest keyboard row. Beginning with CAPS SHIFT every alternate key may be used, i.e. CAP SHIFT, X, V, N, SYMBOL SHIFT.

Right:

The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, SPACE.

Thrust:

Any of the keys on the second may be used to move thrust upwards, i.e. A, S, D, F, G, etc.

Fire:

Any of the keys on the third row may be used to fire your disruptor bolts, i.e. Q, E, T, U, O, etc.

In addition if a key on the top row is pressed the game will "freeze". Pressing any key not on the top row will allow you to resume the game. To increase the volume of the sound effects you should connect the MIC socket on your Spectrum to the MIC socket on your cassette recorder. Disconnect the ear line. Remove any cassette from the recorder and press play on the recorder.

Status Lines:

The top row shows from left to right: The time left before the end of the current attack wave; The number of spaceships available to you; The score so far; The number of attack levels you have survived; The highest score so far. You start with 5 lives and gain an extra one every time you survive 4 attack waves.

Scores:

The score for each alien destroyed is the number of the current level.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected.

Rewind the tape to the beginning.
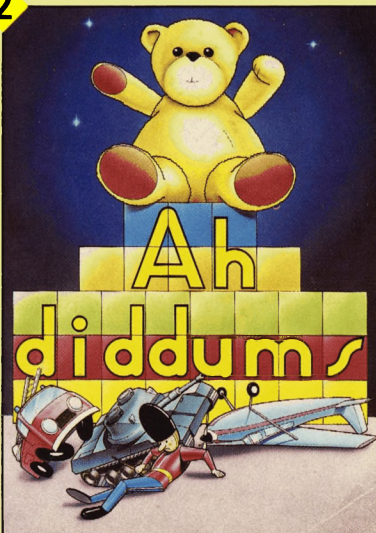
Type the following:–

LOAD "" <ENTER>

The word LOAD is obtained by depressing the J key and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in the second method.

Press play on the recorder.

If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on.

If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.

Ah Diddums:

Baby is crying so mummy and daddy have left the light on. All the toys in the nursery are happy when the lights are left on because they can play.

Teddy is upset when his baby cries and wants to comfort her. Teddy is stuck in the toy box with the other toys and can't get out. Teddy has a brainwave and starts collecting play bricks to build a staircase out.

The toys are angry because if baby is comforted mummy will switch the lights out and they won't be able to play. The toys turn nasty and attack poor old Teddy to stop him. Teddy could get the stuffing knocked out of him if he isn't quick.

How to Play:

The object of the game is to escape from the toy box and comfort baby. To do this you must climb up the toy brick staircase on each level, which you build by collecting all ten toy bricks and stacking them into a staircase. To build the staircase position any part of teddy by each brick and pick it up. To position the brick in the staircase, carry it over and position any part of teddy on the staircase and drop the brick. All bricks must be picked up and placed on the staircase for teddy to automatically move to the next toy box. If when the last brick is dropped, Teddy does not move to the next toy box, place teddy on the staircase and repeatedly press the pick up/drop key, you will then move to the next toy box. Unknown to teddy there are ninety-nine toy boxes which he has to go through, before he can reach baby. The more toy boxes teddy passes through, the more nasty and

vicious the toys become. Teddy's only friend is the Jack-in-the-Box, but he is always asleep. To wake him up throw the beachball, wellies, or fire your peashooter at him. When the Jack-in-the-Box wakes up, all the toys stop for a few seconds to look at him springing up and down, enabling you to pick up the bricks without risk. To defend yourself against the toys you can throw the beachball or wellies at them, or shoot them with your peashooter. To pick these items up position teddy next to them and pick them up, chuck them or fire the peashooter with the chuck key, they will travel in the same direction as teddy. Should you be quick enough to destroy all the toys in the box, the dreaded plasticine will appear and devour everything in its path, except the bricks.

How to Control Teddy:

There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

Left:

The keys to walk left are all on the lowest keyboard row.

Beginning with CAPS SHIFT every alternate key may be used, i.e. CAPS SHIFT, X, V, N, SYMBOL SHIFT.

Right:

The remaining keys on the bottom row may be used to walk right, i.e. Z, C, B, M, SPACE.

Down:

Any of the following keys on the second row may be used to walk downwards. A, D, G, J, L.

Up:

Any of the following keys on the third row may be used to walk upwards, Q, E, T, U, O.

Chuck:

Any of the following keys on the second row may be used to throw whatever Teddy is carrying in the direction he is walking or to fire the peashooter if he has it S, F, H, K, ENTER.

Pick Up or Drop:

Any of the following keys on the third row will cause Teddy to put down anything being carried or to pick up whatever he is next to if his hands are empty, W, R, Y, I, P. In addition if a key on the top row is pressed the toy box will "freeze". Pressing any key not on the top row will allow you to resume the struggle.

Status Lines:

The figures on the bottom row represent from left to right:

The score Teddy has accumulated to date.
The number of lives Teddy has left.
The number of toy boxes Teddy has traversed.
The highest score Teddy has attained so far.
Teddy starts the game with four lives. Teddy gains an extra life for every four toy boxes negotiated successfully.
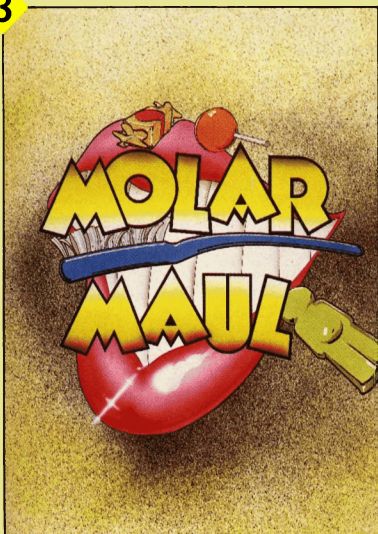
Teddy scores four times the toy box number for each toy box he leaves, i.e. on toy box number six he scores four *six plus a bonus for each object carried with him. Rattle – 1 *Box No. Bottle – 2 *Box No. Dummy – 4 *Box No.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following:–

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Molar Maul:

The following is an extract from The Report of The 25th Bi-annual Symposium on Dental Hygiene:

THE DK MENACE

It has long been known that our teeth are under constant attack from a form of oral bacteria known as Dentorium Kamikazium: the DK. Little has been known about the life cycle of the DK but the recent research has revealed a startling fact.

Bacteriologists believed that the DK's life span was limited because the mechanism by which it attacked teeth led to its own destruction (see 'The Kamikazi Effect', Shimoto 1973). What Shimoto did not realise however was that the DK's destruction was not permanent. It is able to rejuvenate after each attack upon a tooth and thus, far from having a short life is in fact immortal!.

The discovery has led inevitably to a radical change in our attitudes to tooth decay. No longer are we able to believe that decay can be eradicated completely. The indestructability of the DK means that we can only hope to reduce it by constant use of toothbrush and toothpaste.

On a happier note, the research has led to the development of DKX 11. This chemical has the effect of interrupting the normal DK cycle, thereby forcing it to rejuvenate early. When introduced into toothpaste, DKX 11 can extend the life of a tooth by as much as 90%. These are facts. This is the challenge.

How to Play:

You have a limitless supply of Magico toothpaste, (containing DKX 11) and three toothbrushes with which to prevent the DK's from destroying your teeth. One tube of Imagico provides 10 squirts with which to clean them and repel the DK's. Each time you succeed in using up a tube of Imagico you move on to the next and more dangerous bacteria level. But each time the DK's succeed in destroying 4 teeth, you lose one of your toothbrushes. Beware the appearance of various sweets; when the DK's eat them they become more powerful. Finally, remember a toothbrush without toothpaste is useless.

How long can YOU withstand the DK menace?

How to Control your Toothbrush

Left:

The keys to move left are all on the lowest keyboard row. Beginning with CAPS SHIFT every alternate key may be used.
i.e. CAPS SHIFT, X, V, N, SYMBOL SHIFT

Right:

The remaining keys on the bottom row may be used to move right.
i.e. Z, C, B, M, SPACE

Down:

Any of the keys on the second row may be used to move down.

Up:

Any of the keys on the third row may be used to move up.

Scrub:

Any of the keys on the top row may be used to make the toothbrush scrub a tooth. Remember though: you must have toothpaste on the brush.

To Obtain Toothpaste:

Simply position the toothbrush next to the spout of the Imagico tube and a squirt of paste will be delivered automatically. The tube will then disappear and will not reappear until the squirt has been used up.

To increase the volume of the sound effects you should connect the MIC socket on your cassette recorder. Disconnect the ear line. Remove any cassette from the recorder on press play on the recorder.

Status Lines:

On the top left is recorded the current condition of your teeth: the DECAY LEVEL. This is reduced each time you clean a tooth but increased each time a DK attacks one. The condition of individual teeth is indicated by the colour, ranging from white (undecayed) to black (rotten). Initially all the teeth are yellow, corresponding to a decay level of 1600. The green bar indicator on the top right tells you how much toothpaste is left in your current tube of Imagico. The bacteria level you have so far succeeded in reaching is shown on the bottom, on the left. The sweet corresponding to the current bacteria level is displayed on the bottom right. Initially, this a Jelly Baby. After the first game has been completed, the best bacteria level achieved is permanently displayed across the bottom.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following:–

LOAD "" <ENTER>

The word LOAD is obtained by depression the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in the second method.

Press play on the recorder.

If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on.

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Jumping Jack:

Jumping Jack knows a rhyme, a four verse limerick. Unfortunately he is unwilling to recite it unless you help him scale the levels to the top of the screen. Only by helping him through all twenty screens will you learn the entire rhyme. For each screen completed he will tell you two lines.

Jack is faced with eight layers initially containing only two moving leftwards travels upwards whilst the gap moving to the right travels downwards. Jack must jump through the gaps above him whilst avoiding falling through the gaps below.

Jack can only move upwards by jumping through the gap above but he can also move left and right. Should he run off the edge of the screen he will wrap around to the other edge. Should he fall down a layer he will bang his head and remain unconscious for a period of time during which he cannot move. Every time he arrives at the bottom of the screen unconscious he loses a life.

At each successful jump a new gap appears at random – the first three new gaps descend then the next three ascend – up to a maximum of eight gaps. On making a successful jump at the top layer the 'next level' sequence is entered, and the next part of the rhyme is given. Hazards will begin to appear after the first level – one initially, then two right up to a maximum of twenty, one for each level completed. They all ascend and if Jack collides with a hazard he will be knocked unconscious.

How To Move Jack:

Jump	CAPS SHIFT
Left	SYM SHIFT
Right	SPACE
Hold	'Z' KEY

JUMPING JACK will work with any ZX SPECTRUM.

Scoring:

After each completion of each verse of the poem (a four verse limerick) a new life is awarded. Scoring is by successful jumps and progressively more points are awarded at each new level.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the ear socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following: LOAD "" <ENTER>

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Also note that there is no space between the two quotes in this method. Press play on the recorder. If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on. If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.

GUARANTEE

This Software Product is Guaranteed.

Do Not Return It To Your Dealer
The Guarantee will be honoured if the faulty tape is sent to:

    Beau-Jolly Ltd
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    Ealing
    London W5 5AW

If you damaged the tape please include £2.50 to cover replacement costs.

The Guarantee is in addition to any statutory rights.

The games Arcadia, Ah Diddums, Molar Maul, Jumping Jack, their program codes, game mechanics, audio presentation and documentation are protected by National and International copyright laws.

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