100 GREAT GAMES II

GREMLIN

SPECTRUM & AMSTRAD

Tape 1, Side 1:–
- [0] [0] [0] **Death Wish 3**
- [ ] [ ] [ ] **Final Matrix**
- [ ] [ ] [ ] **Convoy Raider**
- [ ] [ ] [ ] **Samurai Trilogy**

Tape 1, Side 2:–
- [0] [0] [0] **Samurai Trilogy (cont.)**
- [ ] [ ] [ ] **Jack the Nipper II in Coconut Capers**

Tape 2, Side 1:–
- [0] [0] [0] **Basil the Great Mouse Detective**
- [ ] [ ] [ ] **Mask**

Tape 2, Side 2:–
- [0] [0] [0] **The Duct**
- [ ] [ ] [ ] **Thing Bounces Back**
- [ ] [ ] [ ] **Auf Wiedersehen Monty**

CBM 64/128

Tape 1, Side 1:–
- [0] [0] [0] **Death Wish 3**
- [ ] [ ] [ ] **Rebounder**
- [ ] [ ] [ ] **Convoy Raider**
- [ ] [ ] [ ] **Samurai Trilogy**

Tape 1, Side 2:–
- [0] [0] [0] **Samurai Trilogy (cont.)**
- [ ] [ ] [ ] **Jack the Nipper II in Coconut Capers**

Tape 2, Side 1:–
- [0] [0] [0] **Basil the Great Mouse Detective**
- [ ] [ ] [ ] **Mask**

Tape 2, Side 2:–
- [0] [0] [0] **Mask (cont.)**
- [ ] [ ] [ ] **Bulldog**
- [ ] [ ] [ ] **Thing Bounces Back**
- [ ] [ ] [ ] **Auf Wiedersehen Monty**

A colossal compilation of original gameplays and unique challenges brought together in one classic collection of action, intrigue, humour and entertainment. More fun...more excitement than even the most dedicated gameplayer can handle at one time.

Gremlin Graphics Software Limited,
Alpha House, 10 Carver Street, Sheffield S1 4FS.

LOADING INSTRUCTIONS

CBM 64/128

CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

SPECTRUM +3

Use the **DISK LOADER** as normal.

AMSTRAD

CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.
DISK:
See disk label for loading instructions

DEATH WISH 3

For far too long, ruthless and merciless gangs have terrorised the streets. Muggings and robberies have become commonplace and the police seem powerless against the underworld. So, when the Chief of Police turns a blind eye, you take over where the law left off...

You play CHARLES BRONSON'S leading role of street vigilante Paul Kersey, New York's own unique brand of Justice Fighter, and you are out to rid the city of the punks and creeps who infest the streets.

Having received a distress call from an old friend, you venture to New York, scouring the streets and buildings for the villains and the vermin, eliminating them as you go. The police help out where they can, but your driving force is the belief that the safety of the decent New York citizens is in your hands.

It's not going to be easy – locals can get caught up in the action, but luckily medics are on hand to tend to the wounded. Remember too that the cops are on your side – shoot too many by mistake and you will find them far less than friendly. Punks and creeps are easily identified, but the notorious gang leaders, lolling around behind their desks, are your prime targets.

PLAYING THE GAME

DEATHWISH III has a realistic three-dimensional scenario. You may turn around to look in any direction – the view you have is always geographically correct, the streets and buildings form a logical map. A compass in the lower part of the screen will help you find your way around the city and shows your direction of view – NORTH, SOUTH, EAST or WEST.

Your location in the city is shown on the map alongside your compass, and is always orientated in the direction of view. The map can also be toggled to inform you of either the whereabouts of gang leaders or the location of replacement weapons.

You have four types of weapon at your disposal: your famous 475 WILDEY MAGNUM, a pump-action shot-gun, a machine gun and a rocket launcher. Each weapon has its own distinctive devastating effect, but ammunition is not limitless. The weapon currently being used and its remaining ammunition is shown at the bottom of the screen. When a weapon runs out of ammunition, it's automatically discarded until another can be found. Kersey will inform you if he has no weapon!

The lower part of the screen also contains all the information you'll need in your fight to free the streets of New York. A printout from the police HQ computer warns you of where riots are breaking out. Gangs from the outlying regions will fight for control of the city centre, so you can be sure that this is the most dangerous place to be. The condition of your bulletproof vest and your state of health are shown. Too many holes or a direct hit to the heart is fatal.

The top part of the screen contains all the action. Buildings may be entered and searched for extra weapons or gang leaders. You may approach windows and look through them, a gunsight will appear and allow you to fire into the street outside. Higher points are given for shooting from windows, but watch out for creeps attacking from behind!!!

CONTROL KEYS

CBM 64/128
F – Walk Left
G – Walk Right
SPACE – Fire
P – Turn Up
L – Turn Down
or use joystick in either port.

RETURN – to enter through doors
W – to look out of windows
CTRL – to change your weapon
M – to toggle map – blue for weapons, yellow for gang leaders.
F7 – to pause game
SHIFT/RUN-STOP – quit game
F1 – music/effects

SPECTRUM

Z – Walk Left
X – Walk Right
SPACE – Fire
O – Turn Up
K – Turn Down

or use Kempston, Cursor or Interface 2/+2 in port 1 joysticks.

ENTER – to enter through the doors
W – to look out of windows
C – to change your weapon
M – to toggle map – blue for weapons, yellow for gang leaders.
**H** – to halt (pause) game
BREAK – quit game

AMSTRAD

Z – Walk Left
X – Walk Right
SPACE – Fire
O – Turn Up
K – Turn Down   OR USE A JOYSTICK.

ENTER or RETURN – to enter through doors
W – to look out of windows
COPY – to change weapon
M – to toggle map – blue for weapons, yellow for gang leaders.
H – to halt (pause) game
CTRL & ESCAPE – quit game

Deathwish 3 starring SHAUN HOLLINGWORTH & PETE HARRAP. Co-starring CHRIS KERRY & COLIN DOOLEY. GRAPHICAL STUNTS by STEVE KERRY & MARCOS.

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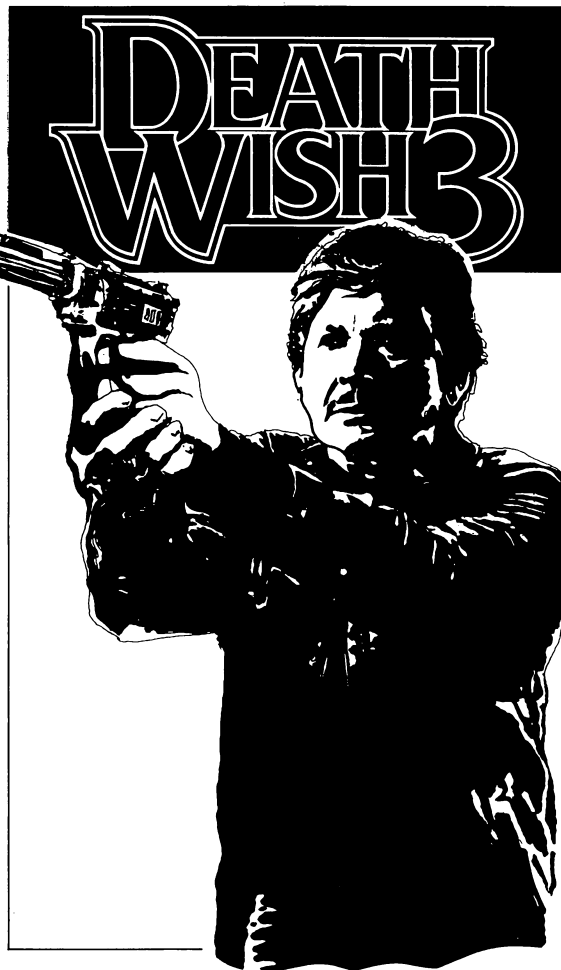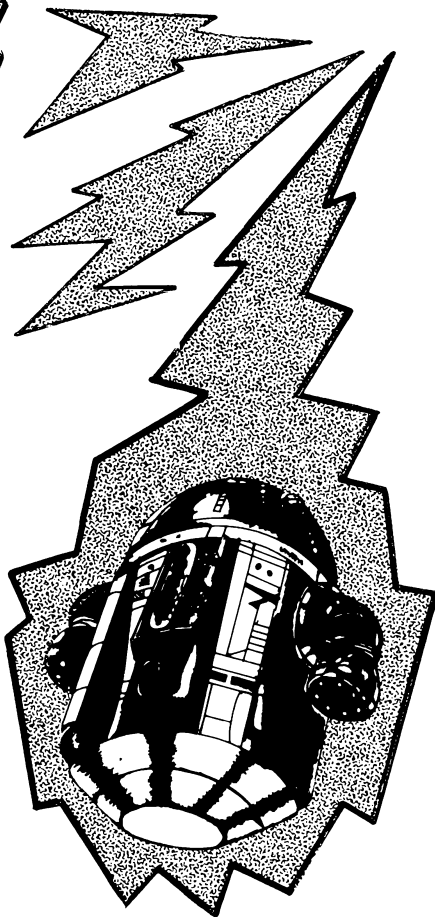
THE FINAL MATRIX

When the Universe appeared, two forms of life were to evolve – the organic types like humans and the mechanical forms such as Bioptons. The Bioptons are a very friendly race and they live on a planet called Pludos. Unfortunately a group of Bioptons were on a space outing when their spaceship was intercepted by the hostile Cratons. They were taken hostage and guarded closely on the Cratons Matrix network. This sinister network of 'space prisons' are very well protected and it is impossible to get a rescue craft down to retrieve the hostages. There is only one way to rescue the Bioptons – a brave and courageous Biopton must approach each Matrix in his spaceship and then actually land on the Matrix himself to rescue the hostages individually.

Poor Nimrod! He has been chosen by the Biopton Government as the one to rescue all the hostages. The task is a difficult and challenging one – for a start nobody really knows how many hostages there are to rescue and their location is anybody's guess! The only consolation for Nimrod is that you can help him find the helpless Bioptons with the aid of a spaceship fitted with the ultimate in Biopton navigation aids – the Pentavision.

The Pentavision display shows a map of the stars in the Craton galaxy and also the Matrix positions. As you steer the ship through the stars, you should manoeuvre a Matrix into the red section in the middle of the Pentavision screen in order to enable Nimrod to land upon that Matrix. When a Matrix has been centred in this way, press **FIRE** to enable Nimrod to go through with the automatic landing sequence.

Each Matrix is named and has a defensive power according to the number of times Nimrod visits that particular Matrix. Obviously Nimrod should try to visit a Matrix only once – or

risk being dematerialised very quickly! The ship's console also tells Nimrod how many hostages have been rescued and how much time is left. The Cratons told the Biopton Government that they would give them 99 Aeons before executing the hostages! (An Aeon is an infinitely long period of time but you the player don't have to wait that long – your Aeons are approximately one Earth minute long).

Once Nimrod has landed on a Matrix, he will be equipped with a simple weapon device. This will give a small amount of resistance to attack but there are other weapon units to be found scattered around the Matrix – like the powerful Megabolts which can even blast away heavy block-like obstructions. Nimrod is normally confined to the ground but if he finds a Thrustpak, his weapon fire button becomes a thrust control. This upward thrust is limited to twice Nimrod's own height, but should prove useful in getting around. To obtain any weapon or thrust device, Nimrod has only to touch the unit. Note that the weapons do use up the ammunition, and that the thrustas only have a limited fuel supply!

Where Nimrod lands on the Matrix is also the place where he must launch himself – hopefully with the rescued hostage – back to the spaceship. To help him locate the landing position, the display shows which direction relative to Nimrod the take off position is. To return to the spaceship, position Nimrod on this site and press **FIRE**. Assuming Nimrod was stationary, then he will launch himself off the surface of the Matrix and go back to the spaceship. If the hostage was near to Nimrod at the take off site, then the hostage will copy Nimrod and also launch himself off the surface.

Fortunately, the Cratons installed a TV monitoring system which was never actually used by the matrix inhabitants. Nimrod can, however, stand upon a TV monitor and gain valuable information about the Matrix he is on. This will also provide Nimrod with a map layout of the Matrix.

The Matrix has a very sophisticated security system and has various means of coping with Nimrod or any other foreign visitor for that matter. There are:

1. Guards.
2. Disruptors.
3. Mines.
4. Floor pad operated doors.
5. Heavy obstructions.
6. Wire framed antagonists.
7. Rebound thrust squares.
8. Energy loss squares.
9. Deadly black ice.

The guards patrol certain parts of the Matrix and their movement is in straight lines which can track Nimrod's movement. They will take pot-shots at Nimrod and are very dangerous.

The disruptors are just that! They are spherical and fast moving and they will knock Nimrod off course – or anything else for that matter – be warned.

A mine means instant death for Nimrod or the hostage. Doors can be opened by standing on a floor pad switch. The wire framed antagonists are a sinister form of defence devised by the Cratons. They don't really do anything except push Nimrod where he doesn't want to go.

The rebound thrust squares make manoeuvring very tricky – watch out for them!

Energy loss squares are also to be avoided unless Nimrod is feeling strong.

Should Nimrod be positioned on Black Ice, his energy will be sapped very quickly – manoeuvre him to the nearest floor to stop the energy drain. Try to find a refuelling square to build up his energy.

One remarkable thing about the Cratons is that the company which was responsible for constructing the Matrix network – Associated Craton Enterprises (A.C.E.) – were just like any Earth bound construction company in that they left all their building materials lying around. A few miscellaneous crates here and there – some filled with concrete and obstructing movement through the Matrix, and a few lightweight crates can in fact help Nimrod to rescue the hostages.

Having located a hostage, the hostage will follow Nimrod and the task now is to return to the take off site. The job will be harder now that you have a hostage to protect!

BE ON YOUR GUARD AND GOOD LUCK!

KEYS

Left	**T, U, O, Joystick Left**
Right	**Y, I, P, Joystick Right**
Up	**Q, W, E, R, Joystick Up**
Down	**A, S, D, F, Joystick Down**
Fire	**SPACE, SHIFT, Z, X, C, V, B, N, M, Joystick Fire**
Pause	**'H'**
Effects On/Off	Press **ENTER** to toggle
Reset Game	Press **BREAK**
Reset Computer	Press '**1**' then the **BREAK** key

The joystick can be either the Sinclair Interface 2 version (as standard on the Spectrum + 2), or a Kempston compatible type.

CONVOY RAIDER

CBM 64/128

Your mission is to patrol the Inner sea and using all your modern weapon systems protect the free world.

Use the joystick to select modes and control weapons. To enter a mode press the **FIRE** button. To abort from a mode press the **SPACE BAR**.

The game utilises six different screens, all that can be reached from the radar screen.

THE RADAR SCREEN

This shows the current threat situation your ship is facing. The top scope displays enemy aircraft and missiles, the centre scope shows enemy surface shipping and the bottom scope shows enemy submarines. Each scope has a corresponding threat level indicator which can be in one of the following states:-

Condition green – no threat

Condition yellow: enemy within weapons system range.

Condition red: enemy are attacking!

To enter the corresponding weapons system to counter the threat select the correct icon. The map screen and status screen can also be selected from the radar screen.

THE MAP SCREEN

This displays the position of your ship in the inner sea and any enemy that are in the same sector. Your ship is represented by a flashing white circle. The Map on the far wall shows which sector is being displayed on the map table. The heading and speed of your ship is shown by a compass and a numeric readout of the ship's speed. The ship is steered by means of the joystick.

THE STATUS SCREEN

This displays your current score and the damage sustained by your ship. The more of the ship silhouette that is shown in red the greater the amount of damage.

THE WEAPONS SYSTEM

SEAWOLF USE AGAINST AIRPLANES AND ANTI-SHIP MISSILES.

Shoot the incoming enemy out of the skies with your steerable missiles before they reach your ship and damage you.

EXOCET USE AGAINST SURFACE SHIPS.
Fly this video-linked missile at wave height and attack the enemy shipping.

The screen consists of four video screens. The large central one shows the picture received from the video camera attached to the missile. This picture signal can be jammed by the enemy if the missile is flying high:

– the bottom left screen shows the gyro readout of the missile or the radar readout from the missile's homing radar.

– the bottom centre screen shows the flight time remaining for the missile in this phase.

– the bottom right screen shows the height of the missile above the waves.

ATTACKING BY MISSILE IS DONE IN TWO PHASES:

A Flight to last known enemy position:
Keep the missile on course by keeping the gyro cursor in the centre of its display. If a missile does wander off course then the enemy will be harder to find.

B Select Target:
Using the target silhouette readout decide which object on the horizon is the true target. Engage this enemy with the missile by pressing the **FIRE** button. This has to be done within the allotted flight time.

ANTI-SUBMARINE HELICOPTER

Using sticks of depth charges attack the enemy submarine but watch out for its anti-helicopter missiles. The depth charge will explode when it reaches the depth indicated by where the arrow was at the instant the depth charge was fired.

Damage to your ship can be repaired by docking with your friendly repair ship. When your ship is in need of repair the repair ship will appear in one of the sectors. Warning messages are sent to the player telling him to rendezvous with the repair ship. When next to the repair ship damage is repaired.

SPECTRUM

The status of your ship is shown on the map screen so there is no status screen.
There is no condition yellow.
Colliding with land causes extensive damage.

Controls

JOYSTICK – Use Kempston or Interface II (left port).

KEYBOARD
Up – **L**, Down – · or **SYMBOL SHIFT**, Left – **Z**, Right – **X**, Fire – **ENTER**.

When your ship is in need of repair you must dock with the repair ship. This is shown on the map by a flag symbol, (the other flag symbol represents the enemy base which will launch waves of aeroplanes at you so there should be no mistaking the two).

Once used the repair ship will change position. The repair ship is represented by a chevron flag. The enemy base is represented by a rising sun flag.

AMSTRAD

Items are not implemented compared to the C64 version. No status screen.

Controls

KEYBOARD
Left – **Z**, Right – **X**, Up – },], down ' \, Fire – **RETURN**.
OR USE A JOYSTICK.

SAMUARI TRILOGY

SCENARIO

Deep in the orient, in the province of the Nang River, exists a band of fighting warriors. Highly skilled and deadly, only students of exceptional calibre are permitted to train under their Supreme Masters. No other group of fighters have as many Samurai War Lords to swell their ranks, and no other Samurais have had to complete so gruelling a training course to attain their title. Those who succeed are honoured by the inscription of their name on the walls of the "Chopemup Temple".

GAMEPLAY

Having merited a coveted place in the War Lord's training program, your quest for excellence in combat begins. Your mentor, Supreme Master Chu Yu, will guide you through your fights and impart his judgement of your performance; if you heed Chu Yu, his words will serve you well – ignore him at your peril. To prove that you are worthy of the coveted title Samurai, you must demonstrate your fighting skills and mental agility, whilst using three different combat techniques, Karate, Kendo and Samurai.

You must emerge victorious over a top level expert in each of the techniques before Chu Yu will allow you to progress to the next one.

DEFENCE DECISIONS

Your opponent may be beaten only when you are fully in tune with his strengths and weaknesses. (He may be beaten on points or a direct knockout basis.) Before embarking upon a fight therefore, certain tactical decisions are required of you. An accurate assessment of your opponent's key attributes
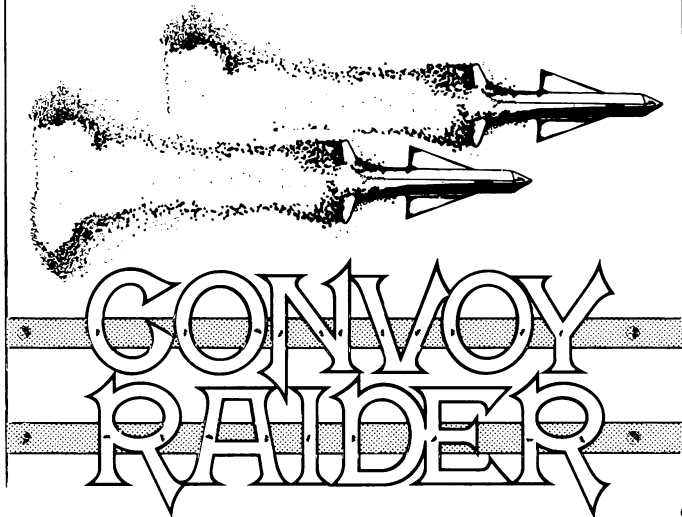
must be made, i.e. whether he depends on skill, speed, strength or stamina. You must then select the strategy which will most effectively counter this ability, e.g. if in your opinion your opponent relies on strength, then you might decide that speed will best equip you to deal with him. When assessing your opponent's abilities, you must also decide his level. You may select either one, two or three, but remember the higher he is, the further a victory over him will advance you. Throughout your fights, your morale will be closely monitored. To select a weaker opponent will lose both points and Chu Yu's favour, so remember, improvement of your own abilities is your constant goal.

Before fighting each opponent, you must train yourself religiously. You may select three of twelve training routines in an effort to improve your chosen strategy.

Circuit	
Weights	
Running	
Isometrics	
Makiwara	Practice fighting techniques against an image.
Kihon	Practice movement and technique.
Tamoshiwari	Breaking bricks, slates, etc.
Ibuki	Breathing
Tai Sabaki	Reflex training.
Kata	Combination movements.
Kumite	Sparring
Mokuso	Meditation

Each of the routines is designed to improve specific skills, and a wrong decision can cost you dearly. The opponent, strategy and training decisions which you have made so far contribute to your overall defence. Your opponent's abilities are determined by his levels.

TACTICAL DECISIONS

Having now psychologically assessed your opponent's fighting abilities and adapted yourself accordingly, you are required to adopt an attack initiative. This decision will have a direct effect on your hit power and must be made diligently.

Between each stage of combat, you are required to select attack and defence tactics; this is done by distributing a chosen number of points (you are allocated five) between the four key attributes. This distribution is represented by four bars at the foot of the screen. Both you and your opponent have an attack and defence bar; (you and your bar are red, both your opponent and his bar are blue) all four bars are monitored constantly and react to the ensuing fight. If you've calculated wrongly and are losing your fight, or if you attack wildly and waste your energy, your defence will slowly be depleted, and could finally result in death. Do not despair though, as Chu Yu will award extra attack strength to the student who has trained well and fights wisely.

There will be opportunities to meditate and alter the tactics on the first rounds of Karate and Kendo (each round will last for one minute): a time limit is set on this privilege after round one.

During Samurai, the third and final test, you will be allowed an initial selection, but from then on you will fight without pause to the death: four opponents must be beaten in this final test. It is now that your training will be put to the greatest test; you will either die or emerge to claim your title:- Samurai War Lord.

NOTES

On all versions, you will be prompted to select one of four languages before playing the game.

The joystick control is extremely sensitive and it is advisable to select the practice mode before playing the game.

Whilst playing, you will be able to save your game between fights for re-loading at a later stage. After having practised all three arts, you may find it useful, for future reference, to make a note of the tape counter number at which each of the arts is located.

Record the numbers here:

Karate	000
Kendo	
Samurai	

To make the text screen disappear at any point during play press **FIRE**.

TO MAKE YOUR SELECTIONS

Move the cursor to the desired piece of text using your Joystick. Move Joystick **RIGHT** to confirm the option or **LEFT** to cancel the option. Press **FIRE** to execute.

HOW TO MOVE

Spectrum 48K

P – Pause On/Off
ENTER – Exit Practice Mode

Spectrum 128K

P – Pause On/Off
M – Music & Sound Effects On/Off
ENTER – Exit Practice Mode

Amstrad CPC

F7 – Pause On/Off
F1 – Music & Sound Effects On/Off
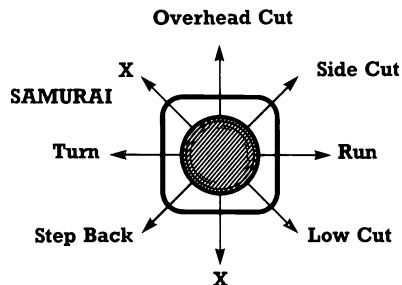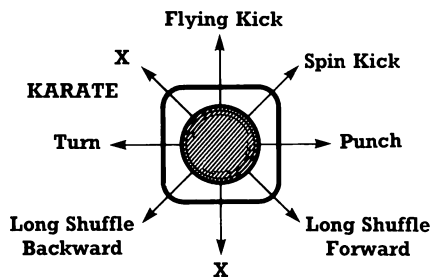**ENTER** – Exit Practice Mode

Commodore 64/128

F7 – Pause On/Off
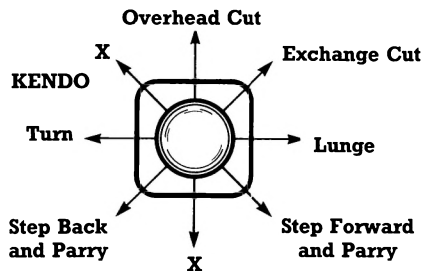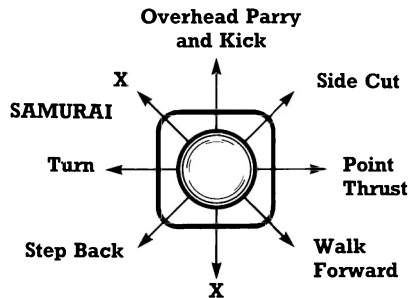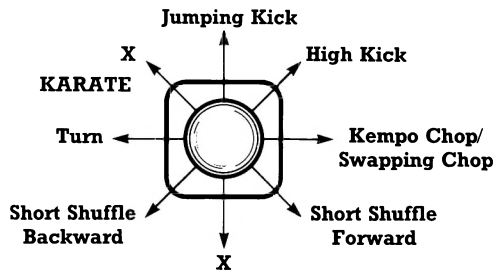**F1** – Music & Sound Effects On/Off
RETURN – Exit Practice Run

HOW TO MOVE

Controls when facing right – button pressed.

KARATE
Flying Kick
X
Spin Kick
Turn
Punch
Long Shuffle Backward
X
Long Shuffle Forward

SAMURAI
Overhead Cut
X
Side Cut
Turn
Run
Step Back
Low Cut
X
Jumping Cut

KENDO
X
Exchange Cut
Turn
Run Forward
Step Back and Parry
Step Forward and Parry
X
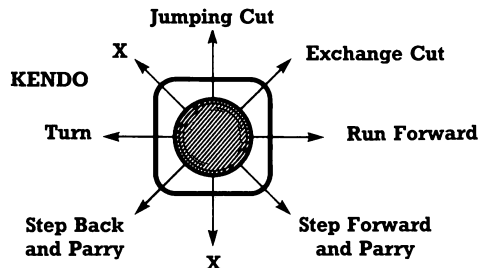
HOW TO MOVE

Controls when facing right – button not pressed.

KARATE

- Jumping Kick
- X
- High Kick
- Turn
- Kempo Chop/ Swapping Chop
- Short Shuffle Backward
- Short Shuffle Forward
- X

SAMURAI

- Overhead Parry and Kick
- X
- Side Cut
- Turn
- Point Thrust
- Step Back
- Walk Forward
- X

KENDO

- Overhead Cut
- X
- Exchange Cut
- Turn
- Lunge
- Step Back and Parry
- Step Forward and Parry
- X

SAMURAI TRILOGY
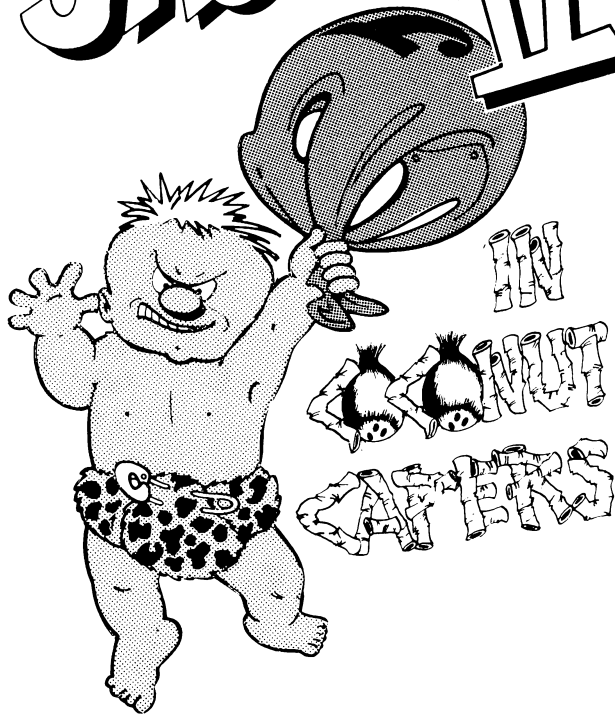
JACK THE NIPPER II IN COCONUT CAPERS

Imagine the scene – blazing hot sun beats down over a tropical forest, the only sounds to be heard are those of chattering monkeys, a trumpeting elephant and the screeching of the parakeets. Gazelles graze peacefully and zebras are sipping gently from a tropical pool when the peace is disturbed by the drone of an aeroplane.

Suddenly, a triumphant, blood curdling yell, swiftly followed by the sound of a thud, shatters the stillness – Jack has landed!

So begins the story of Jack's exploits in the jungle. After having been so dastardly in his last adventure, Jack and his family are on their way to Australia, following a deportation order. Jack is not too happy with the idea and decides to jump from the 'plane using his nappy as a parachute, his father following in hot pursuit. Having landed in the jungle, Jack gets up to mischief with a tropical flavour, in his efforts to avoid being caught by his dad and getting a spanking!

There's plenty for our fugitive to get up to and you can bet that he finds it! Only having very short legs, Jack finds that swinging in the ropes is a very quick means of travel. This comes in handy when being chased by marauding natives! Jack gets his own back on them though by either bouncing coconuts on their heads or blowing his blowpipe at them!

True to form, Jack tries hard to be as naughty as possible whenever he can.

If Jack's dad catches him, he'll find that its the end of his escapades as the dreaded nappy rash sets in.

Plenty of tasks and puzzles await Jack in "Coconut Capers" – dare you take this new challenge?

"Coconut Capers" can be played in several different ways – for a high score, for maximum naughtiness or both.

At the bottom of the screen are two pockets – the left hand one is for naughty objects, the right hand for weapons. These are automatically placed in the correct pocket. Objects in the naughty pocket can only be exchanged for another naughty object.

Here is a selection of some useful objects:–

Grease
Honey
Onion
Woodworm
Shield
Log

But there are lots more to be found!

HOW TO MOVE

SPECTRUM, AMSTRAD
Keyboard

Z – Left	∅ – Fire
X – Right	**H** – Pause
K – Down/Pick-Up	**Q** – Quit
O – Up	**M** – Music on/off

Press **DOWN** and **FIRE** to use an object.

Alternatively a joystick can be used on Amstrad.

Spectrum version is compatible with Kempston, Interface II and Cursor Joystick.

NOTE: If you are using a Spectrum +2 select Interface II and plug your +2 compatible joystick into Port 1.

CBM 64/128
All movements are controlled by a joystick in Port 2.
CBM key – Pause on
FIRE BUTTON on joystick – Pause off
RUN/STOP – Quit (when in pause mode)
CTRL – Music on/off

Original Concept: Greg Holmes
Programmers: Greg Holmes, Andy Green, Dave Pridmore
Graphics: Terry Lloyd, Greg Holmes
Musical Bits: Ben Dalglish, Greg Holmes, Dave Pridmore

BASIL THE GREAT MOUSE DETECTIVE

INSTRUCTIONS COPY

"BASIL THE GREAT MOUSE DETECTIVE" who lives in the basement of 221B Baker Street (Sherlock Holmes' famous London address) is the greatest detective in all Mousedom. Basil is attempting to solve a case which has led to the kidnapping of his chubby friend, Dr. Dawson, by the evil Professor Ratigan, criminal mastermind of London's rodent underworld. The mysterious case leads Basil from London's seedy waterfront district through the backwaters of London's sewers and finally to the sinister clutches of the notorious Professor Ratigan.

HOW TO PLAY

As Basil, you are caught within the most sinister and fiendish criminal plan of Ratigan's career. You must rescue Dr. Dawson from Ratigan's lawless London prison.

To rescue Dr. Dawson you must collect clues from each of three scenarios – the shops and docks of London, London's sewers and Ratigan's den. Five clues must be collected which will lead you to the next scenario and finally into Ratigan's den. To find your clues examine objects such as jam jars, tin cans, small sacks, cider jars, chests and carpet bags. Pressing the **SPACE BAR** allows Basil to investigate an object. The object under scrutiny will appear in your magnifying glass in the bottom right-hand corner of the screen.

As you look through your magnifying glass you will notice that to its left a red "DROP" symbol begins to flash. Pressing **UP** or **DOWN** selects between "PICK UP" and "DROP" on this

symbol. Press **FIRE** to choose between "PICK UP" and "DROP" whatever object is in each of your five pockets.

If all your pockets are full, selecting "PICK UP" will make a cursor appear, allowing you to select an object to discard, thus making room for a new one.

Professor Ratigan however, has cunningly covered his tracks by leaving 8 false clues in each scenario. Only when you have filled all 5 pockets can you deduce which clues are false and discard them. Do this by holding down the **?** on the keyboard, and your magnifying glass will tell you the answer.

When you have collected the fifth correct clue you will be given a message which asks you to go to an area where the exit to the next scenario can be found.

If by chance you should lose your way you can use each of your five clues to give you a hint as to which direction to go. This too is done by holding down **?** on the keyboard. The best direction to go will appear in place of the clue.

In addition to clues you will also find CHEESE, MOUSETRAPS and NOTHING AT ALL. Cheese will top up your energy; mousetraps can be kept in your pockets and later dropped in the path of Ratigan's Henchmen, who will be caught and made harmless. Press **T** to drop a mousetrap; NOTHING AT ALL speaks for itself!

CONTROLS

CBM64/128	Joystick in Port 1
LEFT	– walk/run left or select pocket
RIGHT	– walk/run right or select pocket
UP	– climb ladder or select PICK UP
DOWN	– descend ladder or select DROP
FIRE	– jump or choose PICK UP and DROP
SPACE BAR	– inspect a clue
T	– drop a mousetrap
?	– clues and hints
RUN/STOP	– pause on/off

SPECTRUM/AMSTRAD

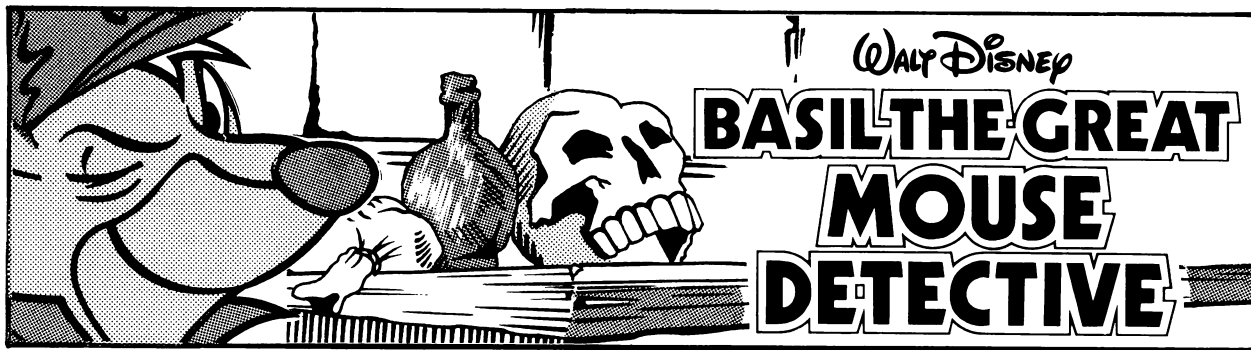|	
K	– walk/run left or select pocket
L	– walk/run right or select pocket
Q	– climb ladder or select PICK UP
A	– descend ladder or select DROP
ENTER	– jump or choose PICK UP and DROP
(or use joystick)	
SPACE BAR	– inspect a clue
T	– drop a mousetrap
?	– clues and hints
P	– pause on/off

MASK™

Once loaded you will find yourself on the first of the four locations:–

- Boulder Hill • Pre-Historic • Far Future
- VENOM Base

There are two agents to be rescued in each location, with the exception of the first, on which Matt must find his own MASK and *one* other agent. The rescue operation consists of locating an agent, and then finding his MASK. In order to locate an agent, you need to collect and activate a scanner (one per agent) which is depicted at the bottom of the screen. The scanner will point in the direction of the hidden agent and thus enables you to make your way towards him. Each scanner can only be operated when four pieces of a security key have been assembled together in the window at the bottom of the screen.

Collection of the keys and other objects is achieved by driving over the chosen symbol in Thunderhawk. You are able to collect any of the following:–

BOMBS   SECURITY KEYS   SCANNER   REPAIR KIT   MASKS

N.B. CBM64/128 users will find a picture of the object they have collected to the right of the panel at the bottom of the screen.

There are keys on each level, eight of which operate the two scanners, the rest of which are bogus. You are only allowed to carry six pieces of key at any one time, and if you attempt to pick up a seventh, you will be made to drop one.

By pressing **W**, an assembly screen showing the collected pieces, many times magnified, will appear in the centre of the screen. Decide which pieces of key will connect to form a letter, and assemble them as follows. Press one of the following digits on your keyboard:–

CBM64/128 – SPECTRUM

1	2	3
4	5	6

AMSTRAD

F7	F8	F9
F4	F5	F6

to assemble the piece of key that is in the corresponding position on the Assembly Screen. If you attempt to assemble two non-matching keys – the computer will not let you. If you wish to change your mind whilst on the Assembly Screen, press **SPACE** to cancel all previously assembled pieces. Once this has been done successfully, press the key formed in the window to activate the scanner, remember, you must have collected a scanner before you can activate it!

Continuing to drive around in Thunderhawk, you must now follow the scanner pointer (at the bottom of the screen) towards the missing agent. During your travels you will encounter two MASK containers which can be examined by driving over them. A MASK can only be collected once you have rescued the agent to whom it belongs.

Agents will be imprisoned in various doorways, not all of which will seem obvious venues for abductees. Once you have identified a potential hiding place, drive into it. If you have chosen correctly, the agent will automatically jump into Thunderhawk. If you are wrong, nothing will happen.

You will have to blast your way past obstacles using one of the bombs which you are able to collect during the course of the game; you are only permitted to carry three at any one time. To drop a bomb once collected, press **SPACE**. Any loiterers near the bomb will be blown up along with the intended target, including Thunderhawk should it be included.

When the agent has been rescued, a status sheet, indentical to that shown when examining a MASK will appear. Once both agents have been collected, take them back to the vortex and then embark upon your journey to another level. In order to survive, you will regularly need to repair damage to

Thunderhawk. A repair item will fix two units of damage; if you have totalled less than two units of damage, you will not be allowed to pick up the kit.

To add pressure, a time limit is set throughout the game. This can be found ticking steadily away at the bottom of the screen.

During your exploration on through space and time, you will encounter the following:–

BOULDER HILL

SWITCHBLADE: Super intelligent Helicopter bomber.
JEEPS & TANKS: will give chase on sight.
FALLING BOULDERS
FREIGHT TRAINS

PRE-HISTORIC

PTERYDACTYL: devious rock-dropping winged beast.
SNAPPING TURTLES: are partial towards Thunderhawk.
RUNNING DINOSAURS
SPITTING VOLCANOES
RUNNING LAVA

FAR FUTURE

UFO Mothership: generates tiny flying saucers which launch overhead attacks.
SKIMMER: hovering fighter vehicle – deadly.
BLACK HOLE: gravitational magnetism – avoid at all costs!
DELTA WING FIGHTER
MONORAIL
BOMBING GUN EMPLACEMENTS
BUBBLING RADIOACTIVE WASTE

VENOM BASE

SWITCHBLADE: the helicopter (see Present Day).
STEAMING GEYSER: fond of boiling MASK agents.
ERUPTING SNAKES
LAND MINES
ACID POOLS
LASER TURRETS: may be temporarily disabled by shots.
GIANT SPIDERS
TANKS

To complete your mission, all agents and their masks must be retrieved and the VENOM snake base totally destroyed. This is achieved in 3 stages:–

1 Bomb the snakehead to stop it shooting at you.
2 Bomb the lower coil to reveal the metal doors.
3 Bomb the doors and return to the time vortex.

THE DUCT

You are in control of a buggy travelling down a series of tunnels. You view the tunnel from behind the car as the tunnel and its myriad hazards zoom past you.

The ducts are occupied by two main sorts of danger, aliens and barriers. The aliens zoom towards you and deplete your limited supply of energy when they collide with you. The aliens can be shot with the laser that is fitted to the front of the car. The barriers are themselves of two types which are those that move around the circumference of the duct and some that stay in one position. The barriers can either be dodged around by rotating the duct or you can jump over them by pushing up on the joystick. Collision with barriers also depletes your energy.

Energy can be replenished by driving into the spheres with an E on them which appear periodically throughout the tunnel. The fuel supply in your car is also limited and this is replenished by jumping into the letter F's elevated on top of a pole. If you run out of fuel or energy then the game ends.
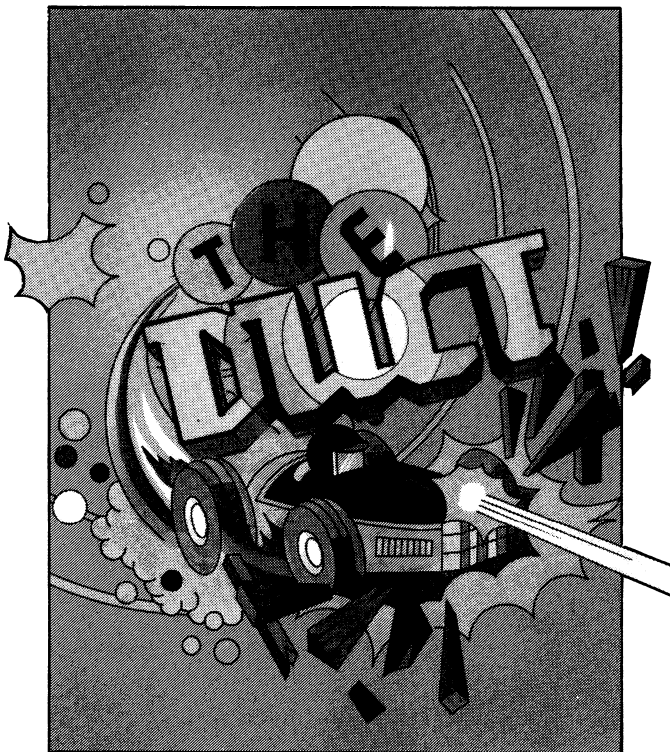
Eventually you will reach the end of the duct where you drive the buggy into a hole that takes you to the next level. Your energy and fuel are replenished and when you enter the next duct things gradually get more and more difficult. The time limit and score are shown in the top right of the screen with the energy and fuel gauges below them.

SUMMARY OF CONTROLS

Rotate duct to the left	Joystick **LEFT**
Rotate duct to the right	Joystick **RIGHT**
Fire laser	**FIRE** button
Jump up	**Joystick** UP
Pause game	**P**
Abort game	**E**

'THING' BOUNCES BACK

Having dealt with the evil goblin, THING must take up his second challenge and stop the goblin's computer producing evil toys by collecting parts of a computer program scattered around the factory.

Travel through a maze of underground pipes to any of the 11, 8-way scrolling game areas, each the size of 12 normal screens.

NOTE: In pipe screen 'fire' reverses direction – if you have enough panics.
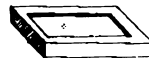
INSTRUCTIONS

Controls

CBM64/128

Z – Left, **X** – Right, **;** – Up, **/** – Down, **H** – Pause Game, **Q** – Quit Current Screen (Lose Life), **F1** – Music On/Off. ◄┘ **RETURN** – Fire, or Joystick.

SPECTRUM, AMSTRAD

Z – Left, **X** – Right, **O** – Up, **K** – Down, **H** & **Q** – as CBM64/128, **Ø** – Fire.

Amstrad – alternatively a joystick can be used.

Spectrum compatible with Sinclair Interface II & Kempston Joystick Interface.

Push Up Down Platform
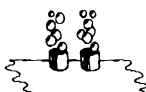
Mystery

Crumbler

Valve

Time Delay

Alien Bounce Button

19

Door Delay Button

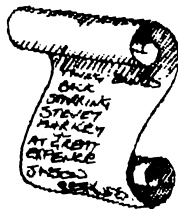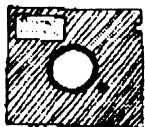Bounce Pads

Blowers

Exit

Cone

Doors

Lazer

Slides

Pipe Entrance/Exit

YOU HAVE TO COLLECT
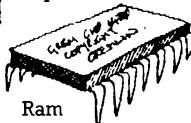

Listing Paper

Disk

Tape

Ram

ALIENS

Gerald the Gremlin

Hatchet

Leg Less

Stoney

Punky

Blue Meanies

Froglet

Rivlet

Sputnik

I wonder what's on at the 'MOLEN ROUGE'

Limited Edition

Ahh So!
Who is liss furrly little lodent?

Limited Edition
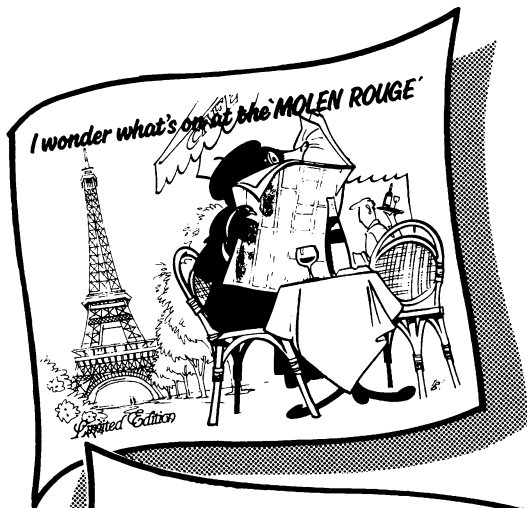
AUF WIEDERSEHEN MONTY

Can you help Monty in his last Fight for Freedom? He must flee for his life across Europe, in an effort to raise enough money to buy the Greek island of Montos. On Montos Monty will at last escape extradition as no one else even knows of its existence.

Travel across the continent with our mole, 'acquiring' travellers cheques and any other valuables on your way. Could Monty make a few francs from fencing the Mona Lisa? Can our intrepid Mole repair his car in time to compete in the Grand Prix? The prize money could come in handy. The Mafia may help if he can avoid the 'heavy duty footwear'.

Romance awaits Monty in "Pizza" in the form of "Mole Fatale", the fair Juliet. Her heart begs to be captured by a daring Muscle Mole – is Monty her mole?

Can Monty tempt the palate of the German wine connoisseurs by delivering a very special bottle of Chateau Blanc from one of the finest vineyards in France.

Collect the plane tickets at the airports to enable Monty to travel from one country to another. While in flight try to nibble the back of the other planes to increase your score.

When all the objects have been collected a complete island will be displayed at the bottom of the screen. Then and only then should you go to Montos as arriving earlier may seriously damage your chances of finishing the game.

CONTROL KEYS

CBM64/128

F – Left
G – Right
P – Up

L – Down
SPACE – Jump
Or use joystick in either port.

Use **RUN/STOP** to break.
Use the **COMMODORE KEY** at an airport to fly.

SPECTRUM

Q – Left
W – Right
P – Up
L – Down
SPACE – Jump
Or Kempston, cursor, Interface II Joysticks . Use the **SYMBOL SHIFT** key at an airport to fly. **3** and **4** together to break.
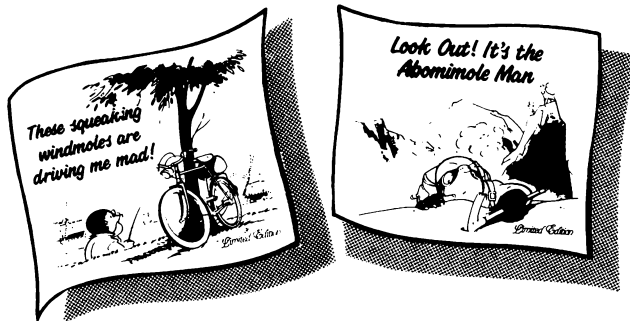
AMSTRAD

Q – Left
W – Right
P – Up
L – Down
SPACE – Jump
Use **CTRL** key at an airport to fly.
Use **CTRL & ESC** together to break.

These squeaking windmoles are driving me mad!

Look Out! It's the Abomimole Man

RE-BOUNDER

INSTRUCTIONS

When you wake up one day you find someones been fooling about with reality. So now it seems you're a tennis ball! Well! This is strange. But even stranger is the fact that every living alien it seems is out to get you. And being of a stubborn nature, you're gonna have none of it. So you arm yourself to the proverbial teeth. And set out to look for the blighter who put you here. And when you find him you're gonna bound all over his toes.

This is how it all started so now you're looking for the Overlord. Who resides in a strange floating fortress .....

The story continues when you start the game .....

You must travel around the Overlord's fortress. Defeating or dodging his evil minions. Collect the smart bombs on the way. If you don't you will never defeat the Overlord. There are many hazards on route, not least the Overlords sentinels. They inhabit the intersections of the fortress. Killing them is a blow to the Overlords power, so he gets meaner as you progress.

Joystick in Port 2.
FIRE BUTTON to fire.
☞ Toggles music **ON/OFF** on the title page.
CTRL – Pause **ON/OFF** while in the game.

Smart bombs are released automatically when the Overlord appears. The strength of your weapon depends on the pressure of your ball.

FEATURES

---------- *Grey slabs are safe.*

These slabs will enable you to jump greater distances.

---------- *Mystery bonuses (may be good or bad).*

 – – – – *Points.*

 – – – – – – – *Energy orbs. Pick them up for points.*

 – – – – *Impenetrable walls (can they be jumped?)*

 – – – – – – – *Smart bombs (you need 16 of these to defeat the Overlord)*

 – – – *Some uneven landscape reduces your pressure.*

 – – – – – *Pump stations allow you to pump up your ball again.*

 – – – – *Bubbly lava is deadly.*

 – – – – – – – *Jelly is deadly to the touch.*

A smile is good ... A frown is bad ...

BONUSES

F – These give you a fire power. The number represents the type.

A – These give you armour plating. Very useful.

There are many many bonuses laid into the very slabs on which you may bound. Some are good and some are bad.

ALIENS

WARP	– Place the crosshair where you want it to reappear
BOMB	– These must be shot.
FACES	– Blind they may be but still deadly.
WAVES	– Fast moving group of aliens.
CRACKLE	– Only the terminals can be shot.
BLUCKER	– These will either blow or suck you.
PLUNGER	– When landed on will be thrown across the screen.
PULSARS	– These slowly home in on you.
ZIPPERZ	– These madhead aliens go everywhere!
STRAIGHTS	– Very deadly aliens sent specifically to get you.

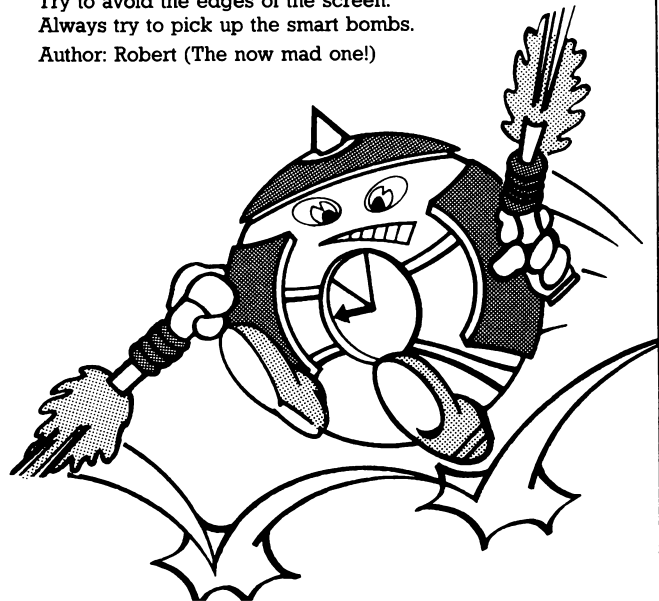If these aliens are not shot they will undoubtedly kill you!

TIPS

Try to remember where the good bonuses are.
Try to avoid the edges of the screen.
Always try to pick up the smart bombs.
Author: Robert (The now mad one!)

BULLDOG

You must blast your way through the enemy's outer defence systems to reach the POLON Motherships. When you have destroyed the mothership, you will be teleported to the next enemy defence system. On your way you will be able to build up your ship's power and speed. But beware, when you die you lose one of your fire powers (F) until you are down to our basic fire power, you also lose 'autorepeat' (B) if you have it.

INSTALLATIONS

There are seven firing enemy installations:

TRAJECTORY X7 – these fire straight towards you.

FAST TRAJECTORY – as before but much faster.

SHIELDERS – these fire a wide bullet straight down the screen.

STRAIGHTS – these fire two bullets horizontally and then two bullets vertically.

HOMER – these fire homing bullets (BEWARE).

There are four types of walls. These walls will kill you if you run into them. They require differing amounts of shots to kill.

All other installations should be killed. These are:-

ANTENNA	CONTROL TOWERS
TANKER	BEER DIAMONDS
RADAR JAMMER	

CONTROLS

CONTROL – Pause
JOYSTICK – Controls your ship's movement and fire.

BONUS AND OTHER COLLECTABLES

These can be picked up by running over them.

F   Gives you extra fire power (maximum 2).

B   Gives you bonus fire, autorepeat.

S   Speeds your ship movement up.

�橫   Slows your ship down.

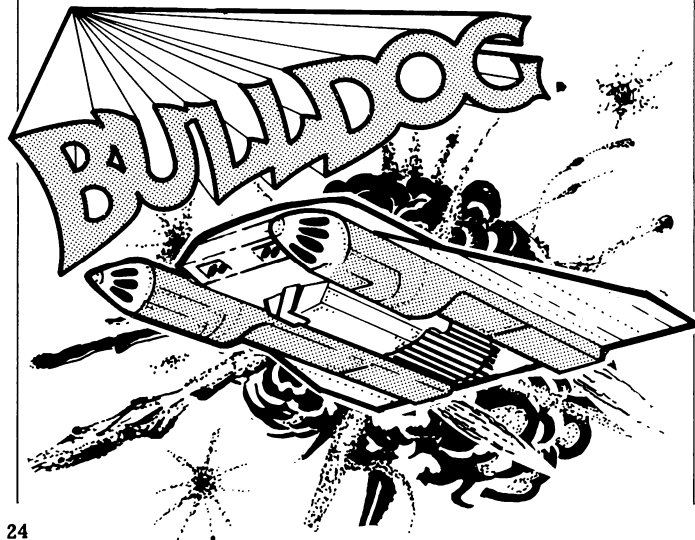**I**   INDESTRUCTABLE, FOR A SHORT TIME.

●   Bomb, gets rid of all bullets on the screen.

↔   Makes you move only left and right for a short time.

D   Drain, takes off all bonus and reduces you to a basic ship.

□   There are mysteries hidden in the levels.

↓   Reverse, allows you to reverse direction, for a short time.

GREMLIN