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Cassette Counter Setting

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Loading Instructions

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Type LOAD and press ENTER.

Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction leaflet for easy location of games for future use.

WARNING

If you encounter any problems in loading make sure the heads on your tape-deck are clean and the azimuth head alignment is okay.

1 ► WIZARD'S LAIR

© Bubblebus 1985

The Legend of the Cave

'Tis a legend told long ago,
About dark caves far down below,
Where deep within a Wizard dwells,
Bespeaking doom and casting spells.
If this lair thou dost uncover,
Four pieces of lion thou must discover.
Only then may you escape
Past the lion that guards the gate.
So heed this warning and beware
Never venture into 'Wizards's Lair'.

Play Trapped in an underground cave 'Pothole' Pete stumbles across the WIZARD'S LAIR – a massive subterranean network of interconnecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lion which are spread over several levels of the cave. There are many items and strange creatures to help and hinder Pete in his quest to escape.

FEATURES

Caves: Rooms: Tunnels: Passages: Secret Passages: Doors: Trap Doors
Underground Rivers: Lakes: Waterfalls: Wells: Subterranean undergrowth:
Dozens of species of monsters inhabiting the lair : Knights: Executioners:
Gold: Food: Drink: Armour : Weapons: Wings: Crosses: Rings: Diamonds: Keys
and spells to be collected: Snakes: Tables: Gargoyles: Skulls: Shields: Tiger
rugs: Lamps: Longcase clocks: Dressers: Pictures: Seven levels of the lair :
Bonus lives User definable keys – Joystick and Pause options.
Either Kempston or Sinclair 2 joystick compatible, or user definable keys for
keyboard operation.

Pothole Pete



Magic lifts



Wardrobe lifts



Weapon throwing

Pause The game may be paused during play by pressing the BREAK/SPACE key.

Any key or joystick action will restart.

2 ► STARSTRIKE II

© Realtime Software

CONTROLS

Q Up
O Down
A Left
P Right
B, N, M, SYM, SPACE Fire
or
Sinclair Joystick
Kempston Joystick
Cursor Control

ADDITIONAL CONTROLS

Z Decelerate
X Accelerate
H Head-up displays on
J Head-up displays automatic
D Dock

Blurb

The Outsiders have been driven from Federation space by the Starstrike series of starfighters. Now, Federation Command is launching an all-out offensive on the Outsider's home planetary systems with the next generation of Starstrike ships.

Instructions

You must neutralise all of the Outsiders' planets to allow the Federation's forces to take control.

The Ship

A Starstrike II ship is designed for planetary attack and does not carry the equipment to make hyperspace jumps between stars although it does carry a small hyperdrive unit to allow it to jump between planets within a star system. To reach the Outsider suns and to move between stars in the Outsider systems each ship has a Support Module that carries an interstellar hyperdrive motor and a reserve fuel supply.
The ship's control panel is at the bottom of the display. It contains a computer screen and three gauges. The gauges show the level of laser energy, fuel supply and force-field energy. At certain points in the game you can recharge the force-fields from your fuel supply.

The Outsiders

The Outsider's home planets are grouped around five stars in the Lesser Magellanic Cloud. There are 22 planets in total, of three basic types: industrial, military and agricultural. The planets are of varying difficulties. To neutralise a military planet you must knock out its battle computer, an industrial planet is neutralised by destroying the reactor that powers it, and on an agricultural planet you must knock out the control system that runs the robot farming machinery.

Military intelligence suggests that the military planet Delta V, the industrial planet Alpha 1 and the agricultural planet Beta III are poorly defended examples of their respective types.

3 ► 2112 AD

© Design Design 1985

The year is 2112 AD and technology has advanced to a stage where society has become completely computer based. Citizens do all their shopping by computer, work at their computer and derive all their entertainment by computer. All menial tasks such as rubbish collection and deliveries are now carried out by robots of one form or another.

The old city of London has become one vast computing complex taking over the job of running the country, providing Government, Law, Food Production and Finance Control.

However, due to the activities of some irresponsible hackers messing with the programming, the computer is quickly turning into a Dictator by oppressing the British public and handing all power over to machine servants it has designed itself.

Your job is to regain control over the computer by finding all the pieces of a Switching Code and inserting them into the computer in the right places, this will hopefully bring the computer round to a more sensible way of thinking. These Codes are stored in large Rom Cards, numbered 0 to 9, and scattered around the complex.

You start in the approximate centre of the computing complex where the computer cells that should contain the Code pieces are situated. The Codes must be placed back in these cells in the correct order. To deduce the order required, try dropping Code Roms in the central room. If the Code appears in one of the cells, it is correct; if it is just dropped to the floor it is not the next code expected by the computer, and has been rejected.

To help, you have a faithful Robo-hound called Paddy, whose numerous uses you will have to work out. He is controlled by a remote control device you carry at all times. The control will also perform other useful functions. The display from the remote control device is shown at the bottom of your screen. The left section is a message window, and the right displays various icons. These are selected by pressing Fire and then placing the cursor over the icon you require and pressing Fire again. All the icons are explained in the Help Menu, which is displayed by selecting the Question Mark icon. Moving around the complex will delete both your food reserves and Paddy's energy.

There are things in the computer complex that will be useful and some that will be essential, but you will find that most things mechanical are loyal to the computer and will do their best to stop you.

Good luck. The fate of the U.K. rests in your hands!

CONTROLS

2112 AD can be used with most popular joysticks as follows:-

Left	Rotate Left
Right	Rotate Right
Up	Forwards
Fire	Select Icon Mode

Layout 1 is:-

Bottom Row	Alternate Left and Right
2nd Row	Down
3rd Row	Move Forward or Up
Top Row	Fire

Layout 2 is:-

Z	Left
X	Right
N	Up
M	Down
Symbol Shift	Fire

4 ► MANTRONIX

© Probe 1986

The year is 2001 AD and you have finally received your much desired Legal Combat Status from the Planetary Law Federation: "BOUNTY HUNTER". Excited by your successful promotion, you prepare to embark for the planet Zyor.

Zyor is a sparse planet, sustaining an advanced race of humanoids, who are programmed to protect four planetary criminals called XTRO II, ARIEL HEAD, MAX PORKA and YOKOHAMA. Many Bounty Hunters have tried and many have failed to reap the rewards held in Zyor, and each has received the same fate ... DEATH. You activate your AutoDock System and the combat craft slowly lands on the planet surface with a graceful elegance. Suddenly, you receive a message from the Galaxy Police on your communications console:

TERMINATION WARRANT

TERM:	LICENCE 1
ALIAS:	XTRO II
CRIME:	SLAVE TRADER
CREDITS:	100,000 cr.

Never before had you turned down the chance to gain 100,000 credits and it would be a good opportunity to use the Mantronix that you had bought, in the Do-Monic Sector.

Equipped with a sophisticated pulse lazer and a Mk.1 autoscanner camera, the Mantronix can be controlled from your own combat craft. While viewing the planet's landscape and transmitting the pictures back to your craft, it can also collect valuable items and enter into combat.

You must find and terminate the four criminals before their humanoids kill your Mantronix. However, the Mantronix must also find eight power cubes which are necessary to reverse the direction of the conveyor belts and essential as fuel for your homeward flight. Pulsators are a vital life source to the criminals and may only be destroyed if you possess the correct equipment. Zyor holds many riches such as diamonds, money, machinery, firearms and spare parts for your Mantronix. Try to collect as much as possible while you are on the planet as it will prove to be a vital source of revenue for further intergalactic trading, but be careful of the Black Holes as they will kill your friend.

CONTROLS

Kempston
Cursor or Keyboard
Sinclair joystick



Star Selection

The star selection screen appears whenever you enter the Support Module and allows you to choose a new star or refuel your ship.

Next to each star is a display of the planets in that system, neutralised planets are shown in blue, unvisited planets are shown in green.

Planet Selection

The planet selection screen shows you the position of the remaining targets in a system and allows you to select your destination. A small text display shows the name, type and range of each planet as you select it. The controls for this screen are the same as for the star selection screen.

The Space Wheel

All military and some industrial planets have wheel shaped orbital space stations. To destroy one of these huge space wheels you must shoot the defence pods spaced around its edge. When all the pods have been destroyed an entrance will appear on the main body of the wheel. To dock with the wheel you must centre it in your sights and press the 'D' key. LEFT and RIGHT will now act as rotation controls to allow you to match roll with the wheel. To successfully dock the entrance must be horizontal as you hit the wheel.

A successful docking manoeuvre leads into the space wheel's internal hanger. The exit from the hanger is an iris valve on the rear wall that is continually opening and closing. There are three control units around the iris. As the last control unit is destroyed the iris will freeze its motion, so shooting of the final unit must be timed to stop the iris in an open position.

Defence Fields

All Outsider planets are surrounded by defensive force-fields. The only way through these force-fields is by way of small openings maintained to allow Outsider ships to pass. These openings are heavily defended and you will need split second timing to pass through them successfully.

Orbital Fighters

Once through the planetary defence fields your ship goes into orbit around the target planet and you must face its fighter defences. When a ship is destroyed it sometimes leaves a fuel pod, collide with this to replenish your own fuel supply. If a fuel pod is not collected quickly then Outsider scavenger ships will swoop in to scoop it up.

To enable you to track enemy targets you have two head-up displays. The right hand display shows the altitude of targets relative to you, the left hand display give a plan view of the combat area. These displays appear automatically whenever a new target is visible on your viewscreen. The targets are shown on the display as

+ Enemy Ship x Fuel Scoop — Fuel Pod

Once all the orbital fighters are destroyed you descend to the planets' surface.

Ground Attack

Fly over the enemy terrain destroying the targets on the ground and avoiding the airborne defences. Your lasers' point of impact is shown by a cross shaped sight which runs along the ground in front of you.

Ventilation Duct

Fly down the ventilation duct avoiding the fans and other obstacles. In this section your guns are disabled and the fire key switches your controls so that UP accelerates and DOWN decelerates your ship. It is not possible to accelerate or decelerate and manoeuvre at the same time.

Reactor System

Destroy the tetrahedral reactor vessel and exit through the iris valve on the rear wall; the iris will only open after the reactor has been destroyed.

Battle Computer

Knock out the battle computer and escape through the iris valve that opens on the far wall.

Agricultural Control Centre

As with the battle computer you must destroy the control system and escape via the exit on the rear wall.

When the program starts, select joystick or keyboard and sound on or off. Press ENTER to start the game.

During game play, it is possible to pause the game by pressing CAPS SHIFT and SPACE at the same time. To resume play press '1' or to abort the game and return to the menu, press '2'.

FIRE = BOTTOM ROW
PAUSE/ON = 1
PAUSE/OFF = 2
RESET = CAP SHIFT/BREAK

DEFENCE HUMANOIDS



POWERCUBES



PULSATORS



OBJECTS and RICHES



5 ► ATTACK KILLER TOMATOES

© Global Software Ltd 1986

Here's your chance to take a trip into the strange and bizarre world of the low-budget movie.

Global Golden Turkey Productions is proud to bring you this sizzling story of contaminated gro-bags in small town America!

It's no ordinary day in the PuraTom(tm) bottling plant for our hero Wimp Plasbott Jnr when the mutant tomatoes make their move. Captured in brilliant CompuScope (tm) thrill to brave Plasbott's battles to bottle the mutated mush fast enough. You will be squirming in your seats as Plasbott tries to keep the Pizza Parlours supplied with puree and to maintain the flow of Bloody Marys.

Can you imagine any game this red and squishy?

THE GAME

There's Wimp in at 9, and just about to begin another day's work, when he discovers that the tomatoes have mutated.

In his fight against the clock Wimp must nab the Killer tomatoes and hole them before they pip him to the post. Then there's the Pizza Parlours who have to be supplied regularly with puree from the bouncing ones, and it's a long trek to those crushers. Being a wimp though, there are several objects scattered around to help him in his bloody fight. As a bit of a cheat, he can gain more time by finding some punch cards and clocking in, if he can remember where to find the machine. But he'll have to discover which objects will allow him to defeat the might of the bouncing, time consuming, killer tomatoes.

Have you got the bottle to take up the challenge of the Attack of the Killer Tomatoes?

KEYBOARD CONTROLS

Q = Jump A = Advance

Z = Rotate left X = Rotate right

1, 2, 3 = Collect/drop stunned bouncy tomatoes

4, 5, 6, 7 = Collect/drop objects (individual pocket control)

8, 9, 0 = Collect/drop punch cards

P = Pause S = Start after pause

BREAK = Abort game

JOYSTICK CONTROLS

Protek & Sinclair Joystick:

FORWARDS = Advance FIRE = Jump

LEFT = Rotate left RIGHT = Rotate right

A, S, D = Collect/drop stunned bouncy tomatoes

F, G, H, J = Collect/drop objects (individual pocket control)

K, L, ENTER = Collect/drop punch cards

Others as for Keyboard

Kempston Joystick:

FORWARDS = Advance FIRE = Jump

LEFT = Rotate left RIGHT = Rotate right

Others as for Keyboard

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