

# COIN-OP CONNEXION

## LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE: Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.

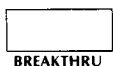
COMMODORE 128 CASSETTE: Play in 64 mode.

SPECTRUM CASSETTE: Type LOAD"" and press ENTER. Press PLAY on your cassette recorder.

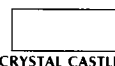
SPECTRUM + 3 DISK: Turn on your computer, insert selected side of disk into drive and press ENTER and then follow screen prompts.

AMSTRAD CASSETTE: Press CTRL and SMALL ENTER. Press PLAY on your cassette recorder.

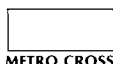
Each game on this compilation is individually loaded so for the second game on each side stop the recorder after the first has loaded and switch off the computer and then on again and repeat loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player. For ease we have included a grid for you.



BREAKTHRU



CRYSTAL CASTLES



METRO CROSS



EXPRESS RAIDER

## BREAKTHRU

**YOUR MISSION...** Retrieve PK430 your country's revolutionary fighter.

**LOCATION...** 400 miles behind enemy lines.

**POSSIBLE ENEMY ARMAMENTS...** Flamethrowers, helicopters, tanks, jeeps, land mines.

**YOUR EQUIPMENT...** The world's most sophisticated armed vehicle.

**ENEMY STRONGHOLDS...** Prairies, Cities, Mountains, Airfields, Bridges.

**MISSION STATUS...** Vital.

**MISSION CONSEQUENCES...** World Peace.

**MISSION OBJECTIVES...** You must "BREATHRU".

### BREAKTHRU – MOUNTAINS

Encounter minefields and small groups of men who will attempt to delay and destroy your invading jeep. Landslides and rockfalls are to be avoided whilst lurking in the tunnel between two mountains are flamethrower tanks.

### BREAKTHRU – BRIDGE

Defenders on the bridge, reinforced by missile firing armoured fighting vehicles, will try to prevent you crossing. The bridge has been blown up and must be jumped in various locations.

### BREAKTHRU – PRAIRIE

Cross the prairie where the defences are more difficult and ultimately a water obstacle bars the way.

### BREAKTHRU – CITY

Encounter enemy hardware and if you survive the onslaught you finally BREAKTHRU to the plane.

### BREAKTHRU – AIRFIELD

Run to the plane avoiding flamethrowers and everything thrown at you that the enemy can muster.

### KEYBOARD CONTROLS (AMSTRAD VERSION)

Directions – Use Cursor Keys.  
Fire – COPY key.  
Jump – (DECIMAL POINT key).

### KEYBOARD CONTROLS (SPECTRUM VERSION)

Z – Left      5 – Fire      D – Down  
R – Up      X – Right      SPACEBAR – Jump

### COMMODORE 64/128

Joystick only.

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## CRYSTAL CASTLES

### SCENARIO AND GAMEPLAY

You play Bentley, a bear with a passion for collecting gems. The gems are scattered on the floors of a series of 18 3D structures packed with lifts, ramps, tunnels and hidden passages. To prevent you completing your task there are various creatures, each with their own characteristics. The MAD MARBLES try to take the shortest route towards you, The TREE SPIRITS do the same, but are frozen for a while if you jump over them. The SKELETONS move at random, but tend to block your way. The GEM EATERS (which look like centipedes on their hind legs) can be seen swallowing the gems inside them, if you attack one in mid gulp it will be destroyed. BERTHILDA the witch may only be killed when you are wearing the MAGIC HAT, which makes you invincible for a short time. If you take too long on a screen, the BEES will arrive in a swarm to chase you.

### HINTS

The HONEY POT is worth bonus points if collected, but it and the hat cannot be negotiated by the nasties, so should be used strategically. There is a bonus of 1000 + SCREEN × 100 awarded for clearing the last gem on the screen, so don't let the baddies get it. Watch as the screens are built up to see where the passageways and tunnels are, remember you can walk around behind some of the structures. Some enemies move predictably, and the good player uses this to their advantage to remove gems in awkward places or to trap the trees etc., out of the way. The last gem is sometimes hidden under the hat, remember that you can pick up the hat by jumping over it as well as walking over it.

There are eighteen different screens in the game, if you can complete these you will start again at fast speed. The tape version uses three short files, each holding the information for six screens of action. When you have completed the first section on the tape version you will be prompted occasionally to load a new set of screens. You may choose any set here, so you can play or practice in the order you want.

### CONTROLS (CBM 64/128 VERSION)

Joystick only.

FIRE/F1 – Start Game.

F3 – Number of players

F5 – Difficulty level/Abort game.

### CONTROLS (AMSTRAD/SPECTRUM VERSION)

Keyboard:

Q – Up      A – Down

P – Right      O – Left

M – Jump

or joystick.

### SCORING

Each gem collected: 10

Collecting the HONEY-POT or MAGIC HAT: 1000

Killing a GEM-EATER or BERTHILDA: 1000

BONUS for collecting the last gem on a screen: 1000 + SCREEN × 100.

Lives are displayed at the top of the screen. An extra life is awarded every 10,000 points.

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## METRO CROSS

### KEYBOARD CONTROLS (CBM 64/128)

A – Up, Z – Down, « – Left, » – Right, SPACE – Jump, RESTORE – Reset Game  
CTRL – Pause

### KEYBOARD CONTROLS (AMSTRAD CPC/SPECTRUM 48/128)

Keys are redefinable by user.

### JOYSTICK OPTION

Rats

If they bite your shoulders you slow down so you need to shake them off.

Hurdles

Jump all of those in your path.

Coke Cans

You need to jump over them.

Blue Cans

Kick them and you score points, 100, 500, 1000, 2000, 5000. Jump on them and the timer stops for two seconds.

Green Cans

Speed cans which double your speed.

Spring Boards

Increase your speed, strategically placed to enable faster completion of a level. Metro Cross comprises 24 levels which increase in difficulty.

### SCORING

You gain 50 points for every 3 squares completed.

2,000 points for swapping skateboards.

1,000 points for skating through the bridge.

If you run on the green tiles your speed decreases to ¼.

The timer at the bottom indicates time left available.

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## EXPRESS RAIDER

A sensational coin-op conversion from DATA EAST. The ultimate in fast-action shoot 'em-ups. Your task is to engage in a battle against time to rob the fastest express in the West.

First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along the top of the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

After the loading has finished you will see some demo pictures. By pushing the joystick "UP" you can select the type of game. By pushing the joystick "DOWN" the difficulty level can be selected.

### Practice Mode

32 lives. You can practice on the first two trains though your scores will not appear on the score table.

### Normal Mode (Spectrum and Amstrad Version)

5 lives, 8 trains. Your score will be listed on the score table. If you lose your lives, a screen message will tell you: "GAME OVER". If your score is higher than the lowest which has been ever reached, your score can be entered on the score table, and you can automatically restart the game with 5 new lives.

### Normal Mode (CBM 64/128 Version)

5 lives, 8 trains. Your score will be listed on the score table. If you lose your lives, a screen message will prompt: "Press button to continue".

If you press FIRE within 10 seconds, you will go to the carriage of the train where you died, where you can continue on the same train. By waiting 10 seconds a screen message will indicate "Press button to restart".

Press FIRE and you will restart the game. Tapping RESTORE key at any point during game will restart the game again.

### Advanced Mode

5 lives, 8 trains. Your scores will be listed on the score table. In all cases when your lives run out, you have to restart the game from the very beginning.

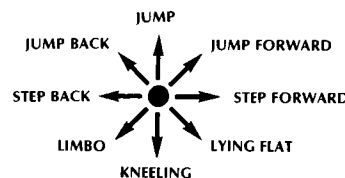
### SELECTING DIFFICULTY LEVELS (4) (SPECTRUM AND AMSTRAD VERSIONS)

Connect the joystick to the port and select by moving the joystick RIGHT (the difficulty increases) and LEFT (the difficulty decreases).

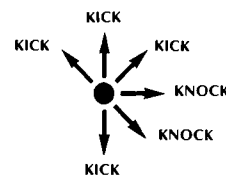
### SELECTING SKILL LEVELS (4 LEVELS) (CBM 64/128 VERSION)

Connect the joystick to either port and select by moving the joystick UP and DOWN and pressing FIRE. Having completed the time selections, press FIRE to start or reselect by moving joystick UP.

### GAME CONTROL (SPECTRUM AND AMSTRAD VERSIONS)



### FIRE



### SCORING

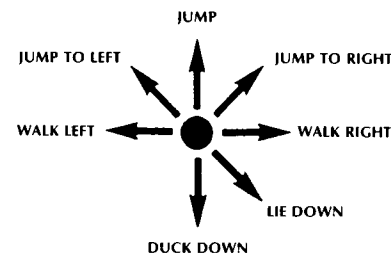
Your score will rise by:

1. Hitting People
2. For carriages completed.
3. For shooting people, hand grenades and ducks.
4. For shooting hidden targets on the engine.
5. For just one shot at the lady dressed in red (but another shot will cost your life!).

You will lose strength if you are hit by enemies, flying objects.

You will lose a life if your strength goes down to zero, you run out of time, or you are shot.

### GAME CONTROL (CBM 64/128 VERSION)



### FIRE:

When standing up or lying down – punch.

When crouching – kick (and punch, if the stick is pushed to the left).

When jumping – kick.

When riding – the rider can move in 8 directions so as to be able to aim. You will be left by the carriage if the joystick is in the central position.

Fire + Down – duck down in the saddle, in this case you cannot be shot from the train but you will be left behind by the carriage.

### SCORING:

Your score will rise by

- 1) Hitting: (a) people (b) flying objects and (c) hanging signs.
- 2) For carriage completed.
- 3) For shooting people, hand grenades and ducks.

You will lose strength if you are hit by enemies, flying objects or hanging signs.

You will lose a life if your strength goes down to zero, you run out of time or you are shot. A bonus life is added for every 50,000 points scored (normal and advanced mode).

DELETE KEY – Restart game (Amstrad version)

T KEY – Restart game (Spectrum version)

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