CRASH SMASH COLLECTION VOL 1

Loading Instructions

SPECTRUM 48/128, +2 CASSETTE
Type Load "" and press return. Press play on your cassette recorder.

SPECTRUM +3 DISK
Turn on computer, and insert the disk.

Cassette users note that each game is loaded individually. So, for example, if you wish to load the second game off a tape, stop the cassette player once the first game has loaded. Turn off the computer then on again and repeat the loading procedure.
You may find it worthwhile to make a note of the counter references on the cassette player. So for your convenience we have included the following grid.

BIONIC COMMANDO™	☐
720°™	☐
IMPOSSIBLE MISSION II™	☐
WINTER GAMES™	☐
SPY HUNTER™	☐

720°*™

The Game

The player controls a skateboarder. The object of the game is to perform stunts accumulating points for which skate park tickets are obtained. In the parks you compete to gain medals and cash. Cash may be used to purchase better equipment (e.g. boards, shoes, pads, protective helmets) which improves the performance of the player.

Select keyboard or joystick and then press key **1** for three credits.

You can then skate around "Skate City" visiting the four shops and four parks. There are four parks in "Skate City" each of which may be visited only once on each level of the game. The parks are Downhill, Jump, Ramp and Slalom.

The locations of these are indicated on a map which appears on the screen if you pass over a "map" square. Activating the joystick continues the game; these are pointed to by "D" markers – Downhill, "J" – Jump, "R" – Ramp, "S" – Slalom.

Tickets are used as the parks are visited (under the T on the screen).

Extra tickets are awarded at 5,000, 15,000, 25,000, 35,000 etc. points. Medals are awarded for good performance in the parks, with cash prizes and bonus points.

After visiting each park a status sheet is displayed indicating medals awarded. High score and remaining credits also.

When in the vicinity of a shop an icon to the right of the screen flashes alternately with the price. These icons represent helmets, shoes, skateboard and pads. The level of equipment is indicated alongside the appropriate icon. Approaching the counter at the correct place either results in a "SALE" or "NO SALE" message.

Bonus points are awarded for remaining cash at the end of the game.

If the player does not enter a park within the time limit displayed on the bar timer, he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly, transforming into various objects. Extra points may be gained by passing over certain hidden locations.

Dollar bills on the road may be collected. The player should avoid contact with other characters appearing on the screen.

Keyboard Controls

Q – Turn anticlockwise; **W** – Turn clockwise; **J** – Jump; **K** – Kick; **L** – Stop. Rotation keys **Q** and **W** are used to select the direction. Pressing **K** will cause the player to turn off.

P – Pause; **C** – Screen colour; **X** – Exit Skate City to start.

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SPY HUNTER™

You are a world class spy, driving for your life in your ultra-equipped, turbo-charged spy mobile. The road is crawling with Enemy Agents bent on your destruction. They'll stop at nothing... so neither can you!

Manoeuvre your car with all the speed and skill you can, always watching for the Road Lord, Switch Blade, the Enforcer and other Enemy Agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

Keyboard/Joystick Control

KEYBOARD CONTROL
User defined – see main menu.

JOYSTICK CONTROL
Compatible with a variety of joystick interfaces

Without use of **FIRE** button, movements are:

UP – Forward, up the screen, accelerating to maximum speed.

LEFT & RIGHT – Moves vehicle to left and right

DOWN – Down the screen, decelerating until car stops

FIRE button initiates weapons systems selection.

The joystick movements below select and discharge particular weapons, if collected, but do not control vehicle direction or speed until **FIRE** button is released

UP/DOWN + LEFT/RIGHT – Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.

MIDDLE – Waits for weapons choice

LEFT – Oil Slick

RIGHT – Smoke Screen

How to Play

SCREEN AND GAME PLAY
Your spy Hunter adventure game starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins

The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls over to the road shoulder to let the new Spy Car roll out of the back onto the road for more action. If you have no remaining Spy Cars, the game is over

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens.

Weapons

A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry.

They are:

🚗 The Road Lord (bulletproof)
Must be rammed off the road by Spy Car

🚗 Switch Blade
Extended buzz-saw hubcaps to slash cars

🚗 Barrel Dumper
Dumps barrels in water ahead of Spy Boat

🚗 The Enforcer
Fires a shotgun

🚁 The Copter (Mad Bomber)
Drops bombs onto Spy Car

🚤 Doctor Torpedo
Fires torpedoes at Spy Boat

Running off the road or running into a screen boundary at any time will also cost you a Spy Car.

Scoring

You will lose points if you destroy any of the innocent civilian vehicles.

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up

Travelling on the water	15 points every ¼ of screen
Travelling on the road	25 points every ¼ of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1,500 points.

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BIONIC COMMANDO™
Scenario

It may have been ten years, but the oppression and devastation continues. The alien forces that laid waste to our once beautiful world have all but decimated our civilization.

Now, for the first time in so many years comes our chance for glory again. The Bionic Commandos. This elite fighting force is each equipped with a bionic arm with which they can climb and swing from platform to platform by extending their arm and grabbing any suitable object above them. The arm is also useful for catching provisions and extra weapons parachuted into the combat zone. As a weapon the bionic arm delivers an awesome blow to any enemy soldiers he may come to grips with. After battling his way through the alien base complex, the commando must destroy the launch computer, thus preventing the aliens from using their doomsday weapon.

Cassette users note – Press pause after each level has loaded.

Joystick Commands

Without fire button depressed:
Joystick Left – Walk Left
Joystick Right – Walk Right
Joystick Back – Crouch
Joystick Forward – No effect
To attach your bionic arm press **FIRE**.

With fire button depressed:
Joystick Left – Fire Left
Joystick Right – Fire Right
Joystick Back – Crouch and fire in direction facing
Joystick Forward – Extend bionic arm

With bionic arm attached:
Joystick Left – Swing Left
Joystick Right – Swing Right
Joystick Back – Detach bionic arm
Joystick Forward – Climb up bionic arm

Keyboard Commands

User definable

Game Play

Your bionic commando is equipped not only with a bionic arm, but also with a standard double shot gun. As the game proceeds, extra weaponry will be parachuted to you. These include:

A rapid fire gun
Grenade launcher
A plasma bolt blaster
A bionic arm turbo charger may also be dropped for extra speed

Level 1

The Dying Forest:
This is the only accessible route to the alien base complex. However, the aliens know that too! As you approach the complex, alien guards armed with rifles and grenades will bar your way. Use your bionic arm to climb the trees, but beware, the larger soldiers are equipped with a rope and grappling hook with which they can climb trees and chase you. Also the trees are inhabited by, in the lower branches a species of killer bees and on the higher branches lurk vicious flying creatures. These must either be destroyed or avoided at all costs.

Level 2

The Castle:
Once through the forest, your next task is to neutralise the castle under which lies the enemy base complex. Battle your way across the drawbridge doing your best to blast or avoid cannons and gun turrets that spew out wave after wave of deadly shells and missiles. Electric wires that stretch across your path must be destroyed, as touching them is instant electrocution. If that wasn't bad enough, once across the drawbridge, to reach the top of the castle, you must destroy the explosive ladened kamikaze soldiers who will do their best to blow you up, while above you the aliens have placed their toughest soldiers that will try to squash you flat by hurling large objects from above as you pass by.

Level 3

Infiltration:
Gaining access to the underground complex will be no easy feat. With their first two lines of defence destroyed the aliens have sealed off the complex to all but the most frenzied attack. However, there is one slim chance of entry, the sewer system. Infested by lethal creatures, little of which is known, fight your way through blasting not only the creatures, but also massive robots which even though only partly operational, are still extremely dangerous. To add to the battle, evil machines bounce towards you which if hit, catapult its driver clear allowing him to fight on

Level 4

The Control Room
Now inside you must reach the missile with all possible haste. To reach it you must pass through the control room. However, your entry is blocked by a set of immovable doors. These are easily dealt with by blasting the locking mechanism. As you battle to reach the top of the room, blast the soldiers that bar your way, destroy the helicopters that buzz around above you dropping bombs, while avoiding the indestructible stomp machines that will flatten you if they have the chance.

Level 5

The Silo:
The final and most difficult level of Bionic Commando. Smash through the remaining defences that have a few lethal surprises in store. Once at the top of the silo, destroy the alien launch computer, thus stopping the launch of the doomsday missile completing your mission... possibly!

WINTER GAMES™

Moment of Truth

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries

Objectives

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1–4 players. You can compete in seven events – Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross country skiing and rifle shooting). Practice each event to hone your skills

WINTER GAMES provides judges, keeps scores and awards medals to the winners – GOLD, SILVER and BRONZE. If you break a "World Record" your name will be saved to be displayed on the World Record Screen

Getting Started

The 7 events are all on one side of the cassette. Therefore disregard any prompts to turn the cassette over. When competing with your friends you will need to make a note of the scores

Press **FIRE BUTTON** when the title screen has loaded the Opening Ceremony. Press **FIRE BUTTON** to exit the Opening Ceremony. Leave **PLAY** button depressed on the cassette recorder during play

Events cannot be loaded separately but must be loaded in sequence. Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible. Joystick recommended.

Starting Play

The menu offers you a selection of 4 options. To make a selection, use the **SPACE** key to move cursor to your choice then press **ENTER**

OPTION 1 – COMPETE IN ALL EVENTS
The computer keeps a running tally of medals awarded to each player Type your name on the keyboard and press **ENTER**. Repeat name selection for each individual player (up to 4). When all players' names are entered, press **ENTER**

OPTION 2 – COMPETE IN ONE EVENT
Similar to Option 1, but you only compete in the event you select. Use the **SPACE** key to move the cursor to your choice then press **ENTER**

OPTION 3 – PRACTICE ONE EVENT
No scores or records are kept during practice rounds. Use the **SPACE** key to move the cursor to your choice then press **ENTER**

OPTION 4 – SELECT NUMBER OF PLAYERS

OPTION 5 – CHANGE GAME CONTROLS

OPTION 6 – SEE WORLD RECORDS
Displays the highest score recorded in all events, with the name of the player who achieved each world record

The Games

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick, but if you wish you may adopt the keyboard. Should you select the keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys

If the keys are selected you will be asked to choose left, right, up, down and fire. To select certain of the controls for these events it will be necessary to press two keys simultaneously. The following example refers to the Figure Skating. To select the "Camel Spin" press up and left simultaneously.

Figure Skating

Figure Skating (Short Program) is a one minute, timed exercise of seven compulsory movements: **Camel spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin.** You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!

● Press the **FIRE BUTTON** to start Figure Skating.

● To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE BUTTON.**

● To complete a movement, centre the joystick and press the **FIRE BUTTON.**

● To SKATE BACKWARD, centre the joystick and press the **FIRE BUTTON.**

These are the key Figure Skating movements, in their relative joystick positions.

Joystick Controls: figure Skating and Free Skating:

CAMEL SPIN	DOUBLE LUTZ JUMP	DOUBLE AXEL JUMP
SKATE BACKWARD	SKATE BACKWARD	SKATE FORWARD
TRIPLE LUTZ JUMP	SIT SPIN	TRIPLE AXEL JUMP

FIGURE SKATING TIPS

Awkward: A movement will be judged as elegant or awkward, depending on when you press the **FIRE BUTTON.** If you're skating forward and "trigger" a jump when the skater's legs are in open stride, the jump will be perfect. If the skater's legs are closed, the jump will be awkward. The opposite is true if you're skating backwards: trigger the jump when the skater's legs are closed and the jump will be perfect. Practice makes perfect, so keep trying!

Forward Skating performers can do a Double or Triple Axel Jump or turn around and begin skating backwards. Remember: Be skating forwards when time runs out – if you're skating backwards you'll fall down!

Backward Skating athletes can do a Double or Triple Lutz Jump, a Camel or Sit Spin, or turn around and begin skating forward.

When you do **Spins**, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you so dizzy that you'll fall down

DON'T FALL DOWN!
You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

Camel into Sit Spin: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1 2 points!

FIGURE SKATING SCORES
You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry – your score can't go below 0

After you successfully complete each Figure Skating Movement, your score is added like this:

MOVEMENT | POINTS

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
Total	6.0

● Total Score Penalties
.7 Point penalty for each fall.
.2 Point penalty for each awkward movement.

CREDITS: Only the first attempt at each movement completed within the one minute is scored.

Free Skating

In Free Skating competition, you choose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.

FREE SKATING SCORES
In Free Skating, you try to make three successful attempts of the even Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your maximum score based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two minute limit, to get the highest possible score. You begin with 0 points. The maximum score (ceiling) you can get is 6.0 – no matter how high your total score. All controls are identical to Figure Skating.

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

FREE SKATING SCORES MOVEMENT	POINTS EACH ATTEMPT
Camel Spin	.3
Sit Spin	.3
(1.8 points maximum)	
Camel into Sit Spin	.5
(1.5 points maximum)	
Double Lutz Jump	.2
Double Axel Jump	.2
(1.2 points maximum)	
Triple Axel Jump	.4
Triple Lutz Jump	.4
(2.4 points maximum)	
Total	6.9
(6.0 Maximum Ceiling)	

● Total and Maximum Score Penalties

PENALTY	TOTAL	MAXIMUM
Fall	– .5	– .2
Awkward	– .2	– .05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:

Your Total Score	6.9	Maximum:	6.0
1 Fall	– .5		– .2
2 Awkwards	– .4		– .1
		Your final	
Total	6.0	Score	5.7

CREDITS: Only the movements completed within the two minutes are scored.

Movement attempts will be added to your score only if they're successfully completed.

Speed Skating

Speed Skaters can move at 30 miles per hour – much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

● When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose names appears on that half of the screen must press the joystick **FIRE BUTTON**. The next player does the same. This begins the countdown.

● When the countdown reaches "GO" begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skater's legs move back and forth in rhythm as in real skating.
● Continue skating by moving the joystick **BACK** and **FORTH** in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed – and GO FOR IT!
● The skater with the fastest time wins the race.
● When the race is over, press the **FIRE BUTTON** to begin the next event.

Hot Dog Aerials

This demonstration sport tests your guts, grace and precision on skis. Strive for performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.

● Push the **FIRE BUTTON** to start a jump.
● Push the joystick in one of these six directions to begin a movement:

Daffy			Back Scratch
Back Flip	Land		Forward Flip
Mule Kick			Swan

● To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air – timing is crucial.
● To get out of a move or begin another move, push the joystick to the centre (**LAND**) position.
● Hold each movement (except flips) until you choose a different move.
● Go into the landing position before you hit the ground, or you'll fall.

SCORES
The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

● 1.4 point penalty for each awkward movement.
Creates: Only the first attempt at each movement completed within one minute is scored.

Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tuck position, to accumulate as much speed as possible. At the take-off, you leap out, push out, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

● Press the **FIRE BUTTON** to begin your approach.
● When you reach the take-off point, press the **FIRE BUTTON.**
● In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
● If your knees are BENT, move the joystick **UP** to correct.
● If you're TOO FAR FORWARD, move the joystick **LEFT.**
● TOO FAR BACK, move the joystick **RIGHT.**
● SKIS CROSSED, move joystick **DOWN.**
● If you don't correct your faults in time, your Ski Jumper's wild antics will cause wind resistance and lose style points.

Ski Jump scores are based on distance and form.
DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.
STYLE: You'll get more points if you recover quickly from faults and don't fall.

SCORES
Your maximum is tallied by multiplying your DISTANCE (×) 3 (+) STYLE POINTS. A Respectable Ski Jump score would be a flight of 60 metres and 20 style points, for a total of 200 points.

Biathlon

Race over a cross-country track on skies with a .22 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

● Press the **FIRE BUTTON** to start cross-country skiing.
● Move your joystick **LEFT** and **RIGHT** to move your skier's legs in steady, rhythmic kicks and glides.
● ON LEVEL GROUND, keep up a steady pace by moving your joystick **BACK** and **FORTH.**
● For UPHILL terrain, move the joystick faster to increase speed.
● DOWNHILL stretches go fastest if you use the double-pole technique. Pull the joystick **DOWN** when the skier's hands are in front, to get the maximum push down the slope.
● SHOOTING: You are issued five cartridges to shoot at five targets, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** to open the gun chamber. Push the joystick **FORWARD** to load the shell. Push the **FIRE BUTTON** to shoot. Repeat for the next shot. The skier's heart rate affects accuracy – so cool down, and take careful aim before you fire!
● The winner or high score is the skier with the fastest total time.

Bobsled

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

● Press the **FIRE BUTTON** to begin the race.
● Move the joystick **LEFT** and **RIGHT** to guide your sled.

HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction.

Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plummeting toward the finish.

Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner.

● The winning bobsled's score is based upon the fastest time through the tracks

Scoring

AWARDS CEREMONY
After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played

CHAMPION CEREMONY
If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal	– 5 points
Silver Medal	– 3 points
Bronze Medal	– 1 point

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

WORLD RECORDS
If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program. The records are displayed on the world Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

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IMPOSSIBLE MISSION II™

Objective

You as the Agency's Field Agent must reach several objectives to prevent the world from being destroyed. Firstly, you must assemble the 3-digit pass code for each tower while at the same time avoiding and fighting off Elvin's robots, using his own security system to help you. Then you must locate and open Elvin's safes and recover the musical sequences locked inside. After securing the musical sequences you must tie them together into a full melody that will open the express elevator doors to Elvin's central tower control room. Finally you have to find the correct computer terminal in Elvin's control room that will disarm the missile launch codes before they destroy you and the world.

You score points by entering towers, exploring rooms, finding passcode numbers and reaching the central control room. The sooner you reach the control room, the more points you earn.

Keyboard Controls

Spectrum Cassette:

PAUSE	SHIFT · DEL
UP	Q
DOWN	A
LEFT	O
RIGHT	P
FIRE	ALL KEYS ON THE BOTTOM ROW

Spectrum +3 Disk:
KEYS AS SPECTRUM CASSETTE

Controls

In the elevators: Push the joystick FORWARD or BACK to go up or down. Push the joystick RIGHT or LEFT to enter a corridor.

In the corridors: Push the joystick LEFT or RIGHT to move along the corridor. Running off the edge of the screen will take you into a room or another section of corridor.

In the rooms: Push the joystick LEFT or RIGHT to move in either direction. If you press the **FIRE BUTTON**, your agent will do a forward flip, useful for leaping over robots, jumping up to higher levels on a somersaulting over gaps in the floor and over low walls. PUSHING the joystick BACK will put your agent in a crouching position. This position is required for laying a bomb or mine.

On lifting and sliding platforms: If you are standing on a striped lifting platform (you can see the vertical track in the wall), push the joystick FORWARD or BACK to go up or down. If you are standing on a striped sliding platform (you can see the horizontal track in the wall) push the joystick FORWARD or BACK followed by LEFT or RIGHT to move the platform.

Searching For Codes

Search as many objects in each room as possible. These objects range from automobiles and lockers in Elvins garage tower to athletic equipment and lockers in his gymnasium tower. Don't overlook house plants and pictures on the wall either. Search each object by standing directly in front of it and pushing the joystick FORWARD.

The word 'Searching' will appear in a box near your agent's shoulder. You will also see a horizontal time line indicating how long the search will take. You must continue to hold the joystick FORWARD until the time line disappears. If your search is interrupted for any reason (usually a robot bearing down on you), you can go back to the object and resume searching where you left off. Each object disappears after it is searched.

Using Security Terminals

You can use the security terminal commands you have collected at any security terminal in Elvin's complex. These terminals are usually located near the entrance inside each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick FORWARD. The security terminal screen will fill your display. Security terminal command icons and the number you have available appear on the screen. These include:

Platform symbol – resets vertical lift platforms.

Platform symbol – moves the floor segments left or right.

Electric plug – temporarily deactivates robots.

Light bulb – turns on lights in darkened room (can be used in any room within a tower to light other rooms in the tower).

Time bomb – arms time bomb that can be placed by agent to blow up a safe (pull BACK on the joystick and press the **FIRE BUTTON** to place the bomb).

The bomb explodes a few seconds after it is placed allowing the agent to go back to the safe and search for pieces of music.

Mine – arms mine that can be placed by agent. Mine explodes whenever anyone including field agent makes contact with it. It blows a large hole in the floor that the agent can only cross with a leaping somersault.

Push the joystick LEFT or RIGHT to move among the command icons and press the fire button to select whichever one you want to use

Pocket Computer

Your pocket computer is an amazing device that not only locates you in Elvin's complex. It also helps you assemble the passcode that lets you move from tower to tower with its built-in tape recorder that you put together the musical sequence you need to get into Elvin's central tower. Your computer also shows you how much time you have left before Elvin destroys the world.

To activate these last two functions, you must be standing in a corridor or elevator and press the **FIRE BUTTON**. Note you cannot use the pocket computer in any of the rooms. Pressing the **FIRE BUTTON** in a room will make you do a somersault.

When you activate the functions, a hand appears near three buttons at the bottom right of the screen.
The right button has three numbers on its surface.
The centre button has the drawing of a tape cassette deck.
The left button has the word 'OFF' written on it.
Above these buttons you will see three sets of up and down arrow buttons

You can move the hand with the joystick. To select a button, move the hand on top of it and press the **FIRE BUTTON**. When you select the number button, the tower complex map disappears and three windows appear in its place. This is where the three digit passcode to enter the neighbouring towers is assembled. The numbers are in three different colours and each colour appears in its own window. When you move the hand to the up and down arrow keys and select one with the **FIRE BUTTON**. Numbers you have found in the tower appear in the windows to the left. There may be duplicates. When you find the correct number the 'Found' indicator below the windows will light up. Go on to the next window and find the next correct number. When all three numbers for the passcode are found, the 'Complete' indicator below the windows will light up. You can now move through the security access doors into a tower next door.

When you have collected one or more musical sequences from Elvin's safes, you can play them on your pocket computer. Move the hand over the cassette button and press **FIRE BUTTON**. A tape cassette deck complete with standard play, fast forward and rewind controls appears in the centre of your pocket computer. Rewind then press play and any musical sequences you have collected will play. Listen to them carefully because there may be duplicates. A digital tape counter helps you keep track of where you begin a musical sequence. Use this to help you record a new sequence over duplicate piece of music as you collect them from the safes in each tower. When you collect and play six non-duplicate musical sequences linked together on your tape recorder as a song, you can enter the express elevator to Elvin's control room.

You MUST record a musical sequence before you leave a tower because you can't return to a tower once you've left it. If you forget to record the music in each tower's safe, you can't win the game. However, you might get really lucky and still win the game IF the music you forgot in a tower's safe is a duplicate.

Elvin's Robots

The basic security sentrybot: The most common and most dangerous, these are armed with high voltage plasma guns. It can fire any time it detects a human within six feet and you'll never miss at this range. Humans always die as a result of the weapon's massive electrical discharge. Humans have one advantage however in that they have greater mobility. You can dodge sentrybots with a well timed somersault. Sentrybots cannot leave their assigned floors or platforms, and may be found in any room.

Minebots: Encountered in rooms in any tower, they crawl around and lay mines at random. The mines are visible and easily detected. Unlike the mines a player can lay, they have no effect on the floor.

Pestbots: Relatively harmless but annoying, these appear in any tower. They constantly ride the lift platforms and mess up a player's lift platform strategy. They are not dangerous.

Squatbots: Small robots that squat on the floor like a turtle, may be encountered in any tower. With good timing, you can step on one and use it as a stepping stone to leap higher in the air. However, after three seconds it will rise up and smash you against the ceiling if you're not careful.

Bashbot: The second most common robot type, found in all towers, it is shaped like a mini bulldozer. Upon detecting you it will attempt to shove you off the edge of the nearest platform or into a nearby wall. Sometimes if you encounter one near a door into a room, he will shove you back into the adjacent hallway.

Suicidebot: When it senses a man is near, it leaps to its death trying to take the man with it. May be found in any tower.

NOTE: The robot diagrams are representative of the Commodore version, therefore robots in other versions may vary.

Elvin's Express Elevator

You can find doors to Elvin's express elevator between the inter-tower security doors in either the underground passageways or the aerial hallways. Stop in front of the express elevator and push your joystick FORWARD. You will enter the elevator and reappear in Elvin's control room.

Elvin's Control Room

This is an extremely complex room filled with robots. It has security terminals so you can use your collected security commands to help you. Notice the three terminals in the centre of the room. One of these can be used to deactivate the missile launch control codes and save the world. The other two will kill you. Select a terminal, stand in front of it and search it by pushing your joystick FORWARD. If you are lucky, you will deactivate the control codes and confront Elvin.

Scoring

A scoreboard will appear if you successfully end the game or if you die too many times while you are in Elvin's control room or if time runs out. This signals the end of the game. You earn points for entering each room, entering each tower and for completing the mission.

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