KID PLAY

SPECTRUM CASSETTE

1

SIDE A

BOUNTY BOB STRIKES BACK

Slides, Ladders and Framework
Bob's main goal in the mine is to "claim" every section of the framework in each mine cavern. He does this by simply walking over each framework piece. As he walks over a piece, it will turn solid. To get around the mine there are many slides and ladders placed throughout. When all framework sections have been claimed, Bob advances to the next cavern. Make sure that he claims all the sections as the pieces where a slide begins are sometimes overlooked.

Controlling Bounty Bob
The joystick controls the direction of movement for Bounty Bob. The trigger button controls his jumping. After pressing the trigger button to begin a jump the joystick may be pushed either left or right for the desired jump direction.

Extremely long or short jumps may be made by varying the delay between pressing the trigger button and moving the joystick. To climb ladders simmply stop directly in front of the ladder and push up or down to climb or descend the ladder. You may only exit a ladder from either the very top or very bottom. The only action required to use a slide is to walk over the framework where the slide begins.

Gravity will do the rest!

If Bounty Bob walks off the edge of a piece of framework he will fall until he hits something. He can only survive short falls, however. Longer falls will cause death.

Special Keys

Function	Spectrum
Begin Game	(ENTER)
Freeze/Unfreeze play	(1)
Options screen	(2)
Hi-score table	(3)
Main Title Screen	(4)
Demo (Screen 1)	(5)

Warning
Once a pause is activated it will remain until it is deactivated. Burns on your telkevision may result if pause is left on for a while, shut off your television until the game is ready to be resumed

Grain Elevator
It'll take you up, but getting down will be up to you! Jumping on to the middle, and off from the edges will ensure a safe trip.

Super Energy Food Bars
These little delicious goodies will pep you up for those extra long leaps and bounds. Better move fast after chomping one 'cause the effects wear off quickly!

The Gravity Lift
What goes down must come up - after Bounty Bob gets off, of course. This piece of equipment goes down faster than it goes back up, so know where you want to get off before you get on!

Hydraulic Lifts
Just hop on and you are instantly promoted to "Lift Commander". Pushing up or down on the joystick gives you manual control of the lift while you're on it. But once you get off, the lift's automatic circuits take over and return it to ground level leaving you to figure out how to get back on.

Suction Tubes
Since these tubes were originally designed to carry mail and memos it's hard to imagine that good ol' Bounty Bob has found a way to use them as shortcuts through the mine. The air in some of the tubes travels in only one direction. Other Tubes have diverter valves to channel the air either left or right, or off. To operate the valves simply jump up in front of the control box whose number corresponds to the tube you wish to adjust. An indicator needle on each tube shows the direction of air flow. Some tubes are powerful enough to suck you up from where you stand; other tubes you'll have to jump directly in.

Mobile Suction Unit
This nifty contraption was the brainchild of Nuclear Ned. He had planned to get rich selling this as the vacuum cleaner of the 80's. It's the only device of its kind that can be programmed to "search and suck!" It sucked up the dirt well enough; unfortunately it also sucked up the furniture! Bounty Bob has reprogrammed it so that anytime he collects one of the mini-suction tubes it will search him out and suck him up!

The Acid Rain
You must beware of this radioactive liquid that drips from the stalactites at the top of the mine (or are they stalagmites?) It seems that one of Yukon Yohan's companies began dumping radioacive waste in a field without knowing that Nuclear Ned's mine was below. They probably would have dumped it there even if they did know what was below! All this is unimportant to poor Bounty Bob who must avoid these droppings if he wishes to stay alive.

The Cannon
This old war relic was given to Nuclear Ned by his great, great, great, great grandpappy "Sulfer Sylvester". Sylvester, known to his friends as "Sly", actually used this cannon in the war for independence. After one heavy battle there were many casualties. Sly and his cannon, nicknamed "Old Faithful", were called upon to give a etwenty-one gun salute for the men who had died.

Unfortunately the cannon malfunctioned and all they got was a thirteen gun salute!

The moral of this story is never to overload the cannon! It can handle a maximum of thirty tons of TNT. After loading the TNT use the suction tube to enter the cannon. Use the joystick to move the cannon left and right. Press the fire button to ignite the TNT.

Transporters
Another one of Nuclear Ned's creations, these devices have the capability to move Bob's molecules from one location to another. These are only low power transporters and they have no ability to beam Bounty Bob up to any passing Starships. (Good thing too: imagine what would happen if Yukon Yohan overtook a Starship!) After entering the chamber, an indicator will flash on another transporter. When the indicator on the transporter you wish to go is flashing, push up or down on the joystick to energize!

Utility Hoist
The utility host is one of the few pieces of special equipment that Nuclear Ned did not make. He bought this from a travelling hoist salesman as a birthday present for his young son, Knucklehead Ned. Unfortunately, Knucklehead is no longer with us, at least in that form. You see, he fell out of the hoist one day and landed in a bunny's carrot stockpile. He instinctively gnawed on some of the contaminated carrots and poof! He's now "Chuck" the mutant! Make sure you don't repeat Knucklehead's - er Chuck's mistake. Hop on to the hoist carefully and it will automatically engage. Move the joystick to manoeuvre the hoist around. (Press the trigger button to turn off the hoist). To restart the hoist, press the (SPACE BAR).

Pulverisers
Ned salvaged some parts from a demolished aluminium recycling centre to make these contraptions. He used them to squash the giant mutated cockroaches that were somehow immune to bug spray. He got all of those big bugs but overheated the pulveriser control panel in the process. Now the pulverisers run rampant and present a constant threat to Bounty Bob. Move quickly through them or Bob will be squashed flatter than a mutated cockroach!

Moving Pieces
There are many different varieties of moving pieces in Ned's mine. Ned ordered all of them through the Speedy Elevator and Escalator mail order catalogue. Ned was fascinated by the wide assortment so he ordered one of each. Some constantly move back and forth at varying rates of speed. Others stay parked at stopping areas until Bounty Bob jumps on them. All of them are very useful and essential for getting around the mine. No special operations are required to use them other than simply jumping on and jumping off.

Mutant Organisms
Back in the early days of the mine a variety of small, furry creatures such as rabbits, gophers and weasels burrowed throughout storing food for the cold months. When the waste from Yukon Yohan's dumping began to seep into the mine, all the stored food became contaminated. As the unsuspecting little furry creatures began to eat their winter food supplies they slowly started to mutate into hideous forms that no pet shop would ever display. Since these mutants are extremely radioactive any contact with them is fatal for Bounty Bob.

Treats
Scattered throughout the mine are many of Nuclear Ned's worldy possessions that he had acquired over the years. All of them absorbed a minute level of radioactivity. As Bounty Bob collects these items the low-level radioactivity enters his body. This makes him immune to the harmful effects of the mutants for a short span of time. Additionally during this period the mutants become vulnerable to contact with Bounty Bob, enabling him to destroy them by touch. The mutants sense this and turn into a pleasant form in the hope that Bounty Bob will ignore them.

High Score Factory
In this screen you actually use machinery to "build" your name to be displayed on the high score screen. Upon entering this screen you will see two bulldozers on lifts, a mini MSU (Mobile Suction Unit) and a small portable nuclear power generator. Pressing the joystick left or right changes control from one bulldozer to another or to the auxiliary command centre. Pressing up or down changes the levels you are on. Press the trigger button to activate the function you have selected.

Difficulty
This parameter is adjusted in the OPTIONS screen. In the "EASY" mode, filled-in framework remains filled-in and dead mutants remain dead from one life to the next. Also, mutants move at a slow rate. In the "HARD" mode, filled-in framework resets and dead mutants resurrect from one life to the next. Finally, in the "C'MON" mode, the bonus timer starts with 1000 less.

Bonus Timer
This four digit timer is located at the top of every level. It indicates how much time is left for Bounty Bob to complete the level. When it counts below 1000, it will flash to indicate that Bob is running out of air. Bob's face will also flash as his tiny lungs gasp for air. When the timer reaches zero Bounty Bob will be out of air and he will implode!

Emergency Help
It is possible in certain levels to be trapped in an area where no escape, not even death is possible. Normally you would have to wait for the bonus timer to count down. If you find yourself in this situation, type in Big Five's phone number (numbers only - no spaces or parentheses) on the keyboard. This number can be found at the bottom of the main title screen. This will give you "special help" to get you out of that situation.

Game Adjustment Screen
Press (2) to enter this mode on the Spectrum home computers. There are different game parameters you can adjust. The line you are currently on is indicated by a solid strip of background colour and the flashing parameter setting. To go to a different line, press the joystick up or down. To adjust the parameter setting press the joystick left or right until the desired setting appears. The last line labelled "SPECIAL CODE" is for exclusive use by Big Five programming personnel. Left/right moves "cursor" over letter "Fire" changes the letter to allow warp to other levels. These codes will be revealed as the game progresses.

Demo Mode
If the game is not being played and it is not in the pause mode the program will cycle through the high score display screen, the main title display screen, and a demonstration of level one. Beginners should watch this demo a few times to get an understanding of how to play.

Loading Instructions
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder.

LUNAR JETMAN

LUNAR JETMAN
For the 48K RAM sinclair ZX Spectrum
I can't hold her...She's breaking up...She's breaking up!!...CRACKLE...
After JETMAN'S poorly assembled multi-stage rocket started to disintegrate in warp space, he manages to crash land on a strange undiscovered world, inhabited by hundreds of restless aliens intent on the total destruction of the planet Earth.

Desperate to regain the lost minerals, the aliens initialise their ancient attack mechanisms. All around, huge missile installations erupt from deep within the bounds of the planet, surrounded by their own strategic defence stations. Their huge linoleum shelled missiles glisten in the distant sunlight as the mulitronic warheads Auto-arm and poise for attack.

With no hope of help from the nearby and unaware Earth, JETMAN has to destroy all of the installations single-handed before the imminent destruction of his home planet. Using only his Hyperglide Moon Rover to carry the strange equipment and supply Bridging units, with any other equipment he can find to complete his mission.

Pity he can't find the operation manuals!

LUNAR JETMAN LOADING INSTRUCTIONS
1. Connect the EAR socket on your Spectrum to the EAR socket on your tape recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either LOAD "LUNAR JETMAN" or LOAD""
4. Press PLAY on the cassette recorder.
5. LUNAR JETMAN will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
NOTE: Full loading instructions can be found in your Spectrum manual.
6. PLAY THE GAME.
For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC socket on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the PLAY button, the sound may be amplified through the loudspeaker of the recorder.

CONTROLLING YOUR JETMAN
Your JETMAN is fully controllable using either the keyboard or joystick and keyboard combined.

KEYBOARD CONTROLS
LEFT JETMAN will fly, walk or drive left using the keys X,N.
RIGHT JETMAN will fly, walk or drive right using the keys C,M.
FIRE Any key on the second row may be used to fire Quad Photon Laser Phaser, rapid fire can be obtained by continuous hold of the fire key, e.g. A,S,D,F, etc.
THRUST Any key on the third row can be used to thrust JETMAN's Hydrovac JETPAC, e.g. Q,W,E,R, etc.
PAUSE The whole game can be paused using the O key.
PICK-UP/DROP JETMAN can pick-up or drop a piece of equipment using either the Z or SYMBOL SHIFT keys.
ENTER/EXIT JETMAN can enter or exit a piece of equipment, i.e. the Hyperglide Moon Rover using the CAP SHIFT or BREAK keys.
HOVER Any key on the numbers row, from 1 to 9 can be used to hover JETMAN whilst in flight without the need for thrust, e.g. 1,2,3,4, etc.

JOYSTICK CONTROLS
JETMAN can be controlled using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Thrust, Hover and Fire commands.

SCORE LINE
The Score Line displays:
One and two player scores.
One and two player lives left.
Highest score obtained.

Various game options are available including:
Joystick and keyboard combined/keyboard select and 1 or 2 player options, upon the start of game.

MONTY ON THE RUN

MONTY ON THE RUN
SPECTRUM 48K   49 SCREENS
INSTRUCTIONS TO PLAY
Gameplan

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To sucessfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

The Freedom Kit:

1. Compass	2. Jet Pack	3. Disguise
4. Rope	5. Generator	6. Laser Gun
7. Watch	8. Ladder	9. Hand Grenade
10. Gun	11. Floppy Disc	12. Passport
13. Gas Mask	14. Telescope	15. Tank
16. Bottle of Rum	17. Axe	18. Kit Bag
21. Torch	19. Map	20. Hammer

General tips for object selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

Freedom Kit Selection

Use the Left and Right to move arrow and press Jump/Fire to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

Selecting Initial Options

Use Up and Down to position the stars at the side of the desired option then press Jump/Fire to select it.

How to Move

Keyboard:

Q - Left
W - Right
Y-P - Up
Enter-H - Down
B-SPACE - Jump/Fire

Joystick

Compatible with Kempston and Interface II.
These will be selected automatically if present.

How to Load

Load"" Press **Enter**

Press **Break** to re-start the game.

SIDE B

METABOLIS

METABOLIS
Spectrum 48K   150 screens
Instructions For Play
Gameplan

Your transformation, having gone wrong, gives you the chance to free people from the Kremin's grasp.

Your objective is to search the Kremin domain for the reversal serum which changes you back into a man. You must then destroy the area, for which you need 4 pieces of nuclear fuel. Take them to the reactor room and escape from the complex before the reactor explodes.

There are various life forms who help you during your quest - in particular the wizard who is able to cure you of all ailments, but only when you are in natural form.

Be sure to eat on your journey and take care not to exert yourself too much as the transformation process has left you with a weakened heart. Your only weapon is a boomerang which is poisonous to the Kremin - if only you can find it!

Features

150 screens, Gates, Ton Weights, Punches, Kremins too numerous to mention and much, much more!

Controls

Left **Q** Right **W** Up **O** Fire **K**
Joystick Kempston or Sinclair

Marsport

MARSPORT
LOADING MARSPORT
on the Spectrum 48K

1. Type LOAD"" and press ENTER.
   N.B. Do not leave a space between quotation marks.
2. Press PLAY on the cassette recorder.
3. MARSPORT will now load automatically.
   If loading is not successful, rewind the cassette, adjust the volume and try again.

SAVE Game and RESTORE Game are described in the booklet - note that SAVE/RESTORE time is less than one minute.

Keyboard Assignments.

Walk Left/Right - Alternate keys on the bottom row, Z to Symbol Shift.
Enter a Door - The ENTER key.
Camera Left/Right - Alternate keys on the second row, A to L.
Pick Up/Drop - Alternate keys on the third row, Q to P.
Select Object - Top Row, 2, 3, 7, 8, 9.
Fire - The four Corner keys, 1, 0, Caps Shift, Space.
Autorun on/off - The 4 key.
Freeze/Unfreeze - The 5 key.
Return to Options - The 6 key.

The Story so far...

The year is 2494. For seventy years, the Earth has been under siege by the Sept, a hive-culture race from the Galactic centre. Since the siege began, the Sept have been kept at bay by a huge sphere of force, which surrounds both the Earth and the Moon.

Following the loss of Calcuta, it is obvious that the Sept will shortly have the capability to breach the sphere unless the force field can be strenthened according to the instructions contained in the original plans.

Unfortunately, these plans are thought to be hidden somewhere amongst the City Computers of Marsport, beneath the great Elysium Dome on Mars. Evacuated shortly before the start of the Siege, it is now occupied by Sept of the Warrior and the Warlord castes as a command post. It is also known that the main control computer of Marsport, M-Central, has spent the last seventy years incorporating its own deterrents into the city architecture, making the recovery of the sphere plans highly improbable.

However, to this end, Commander John Marsh, of the underground Terran liberation organisation, HASP, now stands in Marsport, on Level C, at the exit of the access tube to the Space Field, in the belief that a determined man can sometimes achieve more than an army...

How Marsport Works

The Option Screen is presented at the start of the game or when Commander Marsh is unfortunate enough to be killed; it can also be accessed during the game via a keyboard request. The screen offers the following choices:

1. Enter the Game
2. Save the current Game
3. Restore the Game
4. Demo Mode

Note that returning to the option screen from a current game will leave the game-world intact - upon re-entry, nothing will have changed unless a previously saved game has been restored. This allows a game to be saved at a critical point without destroying it. If you wish the option of restarting the game with all the objects in their original positions, save a version immediately after loading the game.

When saving or restoring a game a version number will be asked for - this is to ensure that the right game is restored, so keep a note of version numbers.

The Keyboard controls the actions of the main character. The following actions may be performed:
- walk left or right
- change camera angle 90 degrees left or right; this is necessary if you wish to turn a corner or view the other side of the road
- enter a doorway; to achieve this on any computer, position Commander Marsh in front of the door and press the enter button
- pick up or drop a specific object; note that objects may only be dropped in certain places - i.e. Lockers, Factor Units, Key Stations, etc.
- select an object being carried for dropping, etc. - the currently selected object is indicated by an asterisk
  Note that Commander Marsh can only carry 3 separate objects at any one time.
- fire a Power Weapon, if one is being carried and it is charged
  In addition, there are some special function keys available while in the game:
- enter/exit Autorun mode
- freeze/unfreeze frame
- return to Option screen

How to play Marsport

Although Marsport is a real-time adventure, it can be considered as consisting of three distinct objectives:

- locate the M-Central computer; Marsport is a 3-dimensional city, where levels are connected by express tube, which will take you up or down, but probably not both. In addition, many sections of the city cannot be reached until specific problems have been solved
- gain access to Muller's original Sphere plans, held in M-Central's inner sanctum. This will require exploration of Marsport for you find many parts of the city unreachable now open to you
- leave the city of Marsport with the plans intact, which may prove the hardest task of all...

There follows a list of some of the beings and city elements you will encounter as you explore Marsport:

ALIENS are all hostile and deadly to Mankind; you can fight them or run away from them, but you can't ignore them!
ROBOTS have been deployed by M-Central to assist it in guarding the plans - some are harmless information gatherers, some are warden robots that may mistake you for the Sept...
SUPPLY units are the prime source of objects in the game and are continuously replenished.
LOCKERS can be used for storing objects once they are gained.
REFUSE units can be used to dispose of unwanted objects.
CHARGE units are a source of power.
FACTOR units will assemble two or more objects to manufacture a new object.
Note that components of a factoring process are all logically linked so that random attempts at manufacturing objects should be unnecessary; note also that an assembly will not complete while there is an irrelevant object present in the factor unit.
KEY stations will normally require the insertion of a key object to release a nearby wall unit or door. However, note that not all locked doors and units can be opened in this manner - some may require a more active or remote solution...
VIDTEX units provide 'useful' information which is displayed on the large video screen in the status area.
Other wall units are the resting place of M-Central's remote Servorobots and should be approached with care.

Playing Suggestions

1. Map the game carefully - the playing area is vast and the 3-dimensional nature of the city will quickly disorient you.

2. Get a weapon - combat can be avoided but a little aggression will make progress easier, and reduce tension!

3. Examine problem situations carefully; often what is required for a solution will need to be assembled from other objects. All problem situations contain clues to the solution - trial and error methods will normally be fatal!

4. Save the Game regularly - the Save and Restore features take less than a minute!

KID PLAY

SPECTRUM CASSETTE 2

SIDE A

MAILSTROM

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows.
   Type LOAD"" (ENTER) (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

PLAYING

You are Michael Nasty and your objective is to maintain the last outpost of a formerly proud postal service in a crumbling society. Collect letters from the "OUT" chute in the sorting office, this will cause several numbers at the bottom of the screen to light up. These numbers correspond to the numbers of houses to which you must deliver letters.

Open post boxes (by any means at your disposal) to find sacks which must be stored in your van for later. When a sorting office appears deposit the sacks (stored in the back of your van) in the 'IN' section.

At any sorting office the number of sacks you deposit in the 'IN' chute will determine the number of sorted letters you can retrieve from the 'OUT' chute, of that office on the following day. At the end of each day you will be told how many sacks you must store in the sorting offices on the next day in order to continue the game. If you fail to deposit at least that number of sacks, the game will end.

KEY

BOV (BACK OF VAN) - To store an item you have collected. While in this mode, and after collecting a case, press FIRE to discover what weapon or device you have just collected. If you

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have collected either armoury or Super Pursuit mode device then the below will apply. ARM - This allows you to select the weapon at your disposal. SPM - Allows your van to reach great speeds.

PAWS (PAUSE) - Allows you to pause the game. While in pause mode you can quit the game by pressing Q.

DAMAGE - Gives you report on damage sustained plus the number of sacks collected.

**POSTMAN** - Exit mail van.

VAN - Enter mail van.

OUT - Exit icon menu.

CONTROLS

Mailstrom may be controlled by either joystick or keyboard. Pressing FIRE when touching an object in the road will cause Michael to pick up that object and drop any object he might already have been carrying.

Pressing FIRE when touching the van will cause the main Icon window in S.K.I.T. to open. Control is now transferred to the Icon cursor.

JOYSTICK

UP

LEFT ◆ ◆ **RIGHT**
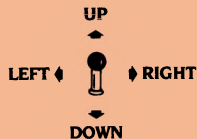
DOWN

Use Kempston compatible joystick interface.
Press any key to start. Joystick is detected automatically.
From pause mode:
Fire - continues game
Q - returns to title page

NOTE

Use 'UP', 'DOWN', 'LEFT' and 'RIGHT' controls to position the cursor over the desired Icon. Press "FIRE" to select. S.K.I.T. will explain the function of each Icon as it is selected. N.B. Experimentation with the Icon is recommended in order to become familiar with their operation.

KEYBOARD

UP - Keys Q to P (SECOND ROW)
DOWN - Keys A to ENTER (THIRD ROW)
LEFT - CAPS SHIFT and alternate keys
  (BOTTOM ROW)
FIRE - Keys 1 to 0 (TOP ROW)

HINTS and TIPS

1. Avoid delivery to the wrong house.
2. Points are subtracted at the end of the day for undelivered letters.
3. It pays to deposit as many sacks as you can.
4. The minimum number of sacks allowed for the first day is one.
Picture an English town at the dawn of the 21st century. Oil from the North Sea ran dry years before; leading to riots and revolution. A coup took place resulting in major criminal figures governing the country. From the debris of this anarchy emerged a familiar yet unexpected sight; a bright red post van.
This was, however, no ordinary van: Bristling with weaponry and equipped with a highspeed propulsion unit, the van stood as an ironic reminder of the way things used to be.
At the heart of this armoured postal delivery vehicle is the latest Special Knowledge and Information Terminal (S.K.I.T.), a sophisticated computer system which controls the vans surveylance, weapons and propulsion systems.
The driver of this formidable machine is postman Michael Nasty: Rooted in better times, he continues to deliver the post, nothing and no-one will be allowed to stand in his, "The mail must get through"!

NIGHT GUNNER

NIGHT GUNNER is an action-packed arcade-style game based on a Second World War scenario. You are the gunner and bomb aimer whose task is to defend your plane against enemy attack and destroy the ground targets in 30 different missions. The rewards are high for the expert marksman, but beware, the going gets tougher on each new mission!

LOADING

LOAD ""

When the program has loaded the user is prompted for a Softlock security code. The response code is found in the table on pages 4 and 5 of the instructions, and the reply is entered using keys 0 - 9 and ENTER. The program allows 3 attempts for the number to be entered correctly. The game is now ready for playing.

OPTIONS

The game options on the menu page are controlled using keys 1 - 7.

1. Number of players 1 or 2.

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2. Player 1 difficulty level, 1 to 4.
3. Player 2 difficulty level, 1 to 4.
4. Control type - Keyboard - Joystick: Sinclair Interface 2, Kempston, AGF.
5. Number of Joysticks 1 or 2.
6. High score table, blank or DI challenge.
7. Demonstrating title page sound ON or OFF.

CONTROLS

Top row of keyboard - Move sight/plane UP
Left five keys on second row - Move sight/plane LEFT
Right five keys on second row - Move sight/plane RIGHT
Third row of keyboard - Move sight/plane DOWN
Caps shift or space - Fire guns/release bombs
Symbol shift, B and N together - Hold
Symbol shift, X and C together - Reset

SCREEN DISPLAY

The score and number of lives left for each player is shown at the top of the screen, player 1 on the LEFT, player 2 on the RIGHT. The highest score of the day is displayed at the centre.
- The plane's status panel at the bottom of the screen displays the following information:
TT: Time to Target or end of mission, in seconds
BT: Time remaining during ground attack, in seconds
HIT: Illuminated when your aircraft is hit by enemy aircraft or flak
CAPTAIN'S REPORT: Messages from the pilot during mission
DAMAGE: Indicated by the aircraft symbol, GREEN - all clear, YELLOW - damaged, RED - destroyed
WEAPONS: Ammunition, bombs and rockets shown to the right of the aircraft symbol.

PLANE DEFEND

You must defend your plane against the attacking fighters on the flight to and from the bombing target by shooting them down. The gun sight is moved using the keyboard or joystick movement controls and guns fired using the fire buttons. Just like a real gun, there is a time delay from when the bullet is fired to when it hits the target. This has to be allowed for by aiming the gun in front of the moving target. This is called deflection shooting.
The bullet delay can be seen by moving the sight and firing the guns. The centre point of the bullets will be seen outside the centre square of the sight.
Your score will increase each time you shoot down an enemy plane, a barrage balloon or the bonus plane that occasionally crosses the sky.

BOMBING OR ROCKET GROUND ATTACK

All 30 of the ground attack missions are different, alternating between high level bombing targets and low level rocket attacks. The bombing/rocket sight allows for your plane's movement when aiming at the targets but you have to make an allowance for moving targets. The amount you score is dependent upon how close to the centre of the target your bomb or rocket hits and if the character is worth double score.
Flak will be fired at you during ground attack missions, its accuracy dependent upon how much you weave about the sky. Long periods of straight and level flight during a bombing mission will result in you being illuminated by a searchlight. This will obscure your target and put you under very heavy fire from flak. Escape from the searchlight by manoeuvering your aircraft.
During high level bombing, control your plane using the left, right, up and down controls. Climbing and diving will affect your aircraft speed. During rocket attacks, the pilot continually gives your height. Climb to get sufficient height and then dive onto your target, release a rocket and pull out of the dive. If you hit the ground you will lose a life.
The sight on the ultimate mission is different from all the others. Adjust your height so that the two spots on the screen form a figure 8, line up the two bars onto the centre of the towers and release your bomb.

PLANE DAMAGE

This is caused by attack from the enemy planes of being hit by flak on the bombing runs, the amount of damage being indicated by the aircraft status symbol. Yellow areas on the status plane indicate where the plane has been damaged, and red areas where it has been destroyed. If the damage is serious you will crash and lose a life. The damage can be divided into five areas; the flight deck, engines, wings, tailplane, and gun turret.
Flight deck: Damage will result in random movement of the plane during ground attack missions, making bomb and rocket aiming difficult. When the flight deck is destroyed the plane will crash.
Engines: If enough engines are destroyed or damaged before the bombing run then the bombs will be dropped. If 3 or more engines are destroyed then the plane will crash.
Wings or tailplane: If these are damaged it has no effect on the performance of the plane, but if they are destroyed then the plane will crash.
Gun turret: If this is damaged the sight will not move as quickly as normal. When it is destroyed the sight has no movement but the guns can still be fired.
Although the concept of NIGHT GUNNER is based upon the Avro Lancaster four engined bomber, it is not intended to be a simulation.


STARSTRIKE

"...suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these, however, an attacker was forced to run the gauntlet of the base's heavy ground and space defences. To penetrate these a new generation of starfighters was created, "the STARSTRIKE series".

TO LOAD TYPE:

LOAD "" (ENTER)

KEYBOARD CONTROLS

Pause	Resume	Sound	Abort			
		Climb				
					Left	Right
		Dive				
		Fire				
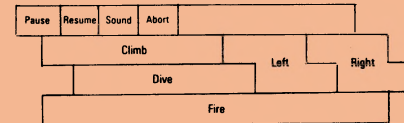
JOYSTICKS

Sinclair, Kempston and Cursor joysticks can be used with this game.

Forward .... Drive
Backward .... Climb
Left .... Bank Left
Right .... Bank Right
Fire .... Laser Cannon

GENERAL

1. Pause
2. Resume
3. Sound On/Off (during pause)
4. Abort (during pause)

Xeno

Souvenir Programme for the
2386 Earth Congress Xeno Championship Games.

The flat face of Io stretched into the distance. The only buildings were a scattering of E.A. (Earth Atmosphere) huts, and the only lifeforms a small crowd of miners and pioneers. Across an improvised field two suited men pursued an ice puck, pushing, kicking and propelling in any other way they could think of, two large blocks of solidified methane gas. They were not too gentle about it, either. If a block hit a man instead of the puck, it was just too bad.

Then one kicked his gas block into the puck hard and accurately enough to ricochet it between two metal poles stuck into the iron-hard ground. He danced clumsily in the air, encumbered by his suit and the uncertain gravity. His pleasure was not very long lived. His opponent rushed at him and knocked him over. Before long a full-scale brawl had broken out, involving players and spectators. Even the referee joined in.

The game we now know as Xeno, named after the Earth colony on Io, began as a rough and almost ruleless pastime among that colony's platinum miners. Labouring long hours in harsh conditions, making big money but having nothing to spend it on, they found that Xeno provided the dual attraction of exciting activity and something uncertain on which to gamble their wages. In the game as played in this pioneer community, almost anything went, although actually killing your opponent was considered unsporting.

That was alomost a century ago. Our modern game is a more sophisticated and humane affair, though still a tough test of reflexes and athletic ability, not to mention courage. Using the technology of our age, the players now set atop ground saucers, harnessed and protected, their vital signs electronically monitored to pick up early evidence of physical damage. Danger and accidents are unavoidable, but the methane blocks and the unbridled brutality are gone, thank goodness!

Today, versions of Xeno are played by children on frozen lakes and at ice rinks. There are computer and table-top versions, enjoyed by all age groups. The great players - such as Kreon, the current Earth Champion - are folk heroes. This series of Championship Games will be watched by tens of billions throughout the inhabited galaxy, and revenues from advertising, vidicast and stadium receipts alone run into trillions of credits every season.

In the mining camps and the trading stations, though, Xeno is still played with the same 'vigour' and disregard for the niceties as in it's early days on Io.

THE OBJECT

Xeno has one-or two-player, keyboard or joystick options. Each player controls a manoeuvreable disc in an attempt to push a smaller puck through his opponent's goal. The winner is the player who scores most goals in the game.

SETTING THE GAME VARIABLES.

You can vary certain aspects of the game to suit your level of playing ability. This facility gives Xeno infinite variability.

DEFINING KEYS

If you choose the keyboard option, Xeno will ask you to define each key function in turn. If you also choose two-player mode, be sure to define your keys carefully so that both players can easily operate them without getting in each other's way during the course of the game.

SETTING THE SHOT TIME-OUT

Control of the cursor showing the direction your saucer/disk will travel switches automatically from player to player after a pre-set time interval. This interval is the time-out period. It is entered as a single number of seconds, from 1-9. By entering O you can disable the time-out facility.

SETTING THE LENGTH OF QUATERS

Xeno is played in four quarters of equal duration, which may be varied from 1-9 minutes.

SETTING THE COMPUTER HANDICAP.

You can handicap the computer by slowing down it's response to your shot. The handicap values range from 0-9.
The Xeno program has default settings. Follow the screen instructions if you wish to change these.

You are now ready to play Xeno.

GAMEPLAY HINTS

The rules of Xeno are very simple. Play proceeds in turns from one side to the other, each player moving his disc in such a way that the puck is deflected in the desired direction.

LOADING

LOAD ""

You may knock your opponent's disc out of position, or retreat to cover a possible shot at goal. In either case it is not necessary to make contact with the puck.

When setting the variables, give some thought to the consequences. With a very short time-out, you may have insufficient time to react. Also, if a quarter is too long, you will have to maintain your concentration for a considerable time.

STARION

1. INTRODUCTION

STARION is a multi-dimensional 243-zone space-time travel simulation requiring reflex skills, analytical powers, stamina and a keen sense of adventure.

The game utilises the most advanced vector graphics system ever developed for a home computer, and will run on any 48K ZX Spectrum or Spectrum+. Control may be by either the keyboard or any popular joystick. The ZX Printer may also be used for making copies of the screen.

2. LOADING INSTRUCTIONS

1. Place the cassette in your player, making sure that it is rewound to the start and that the EAR socket of your Spectrum or Spectrum+ is connected to that of the tape player, as detailed in the Spectrum manual.
2. Enter the command LOAD "", then press the ENTER key.
3. Start the tape player. The game will now load automatically.
4. In case of difficulty, alter the volume level and consult your Spectrum manual.

4. SCENARIO

The year is 2010 and your name is Starion. Fresh out of Space Academy, you have been selected as their brightest pupil to pilot the world's first timeship, the S.S. Stardate. Your mission: to boldly go back in time and correct the devastation wrought in the Space-time continuum by evil aliens from all the other worlds that have achieved time travel before you.

As you progress through the game, your ability as a pilot increases. You are rewarded with promotion through the ranks from Novice to Supreme Commander. If and when you finally reach Event Zero before the beginning of time (event one), then you become the earliest thing to exist and must by default assume the ultimate title of CREATOR of all that follows.

4. CONTROLS

The main controls for your ship are as follows:

Bank Left - I
Bank Right - P
Dive - W
Climb - C
Accelerate - E
Decelerate - Q
Fire Laser - N

In addition the following controls may be useful:

Target sights on/off - T
Sound on/off - S
COPY screen to ZX Printer - Z
Hold action/continue - H
Abort Game - CAPS SHIFT and SPACE
Status Report - R

You may also select your own choice of control keys or joystick.

5. THE NATURE OF SPACE-TIME...

The space-time continuum is constructed of 3 'time blocks' and each time block is a 3 x 3 array of 'time grids'. Each time grid is 3 x 3 arrangement of time zones. Taking into account the 3 dimensions of space itself, there are thus 243 time zones in 8 dimensions.

Each time zone represents the state of the observable universe during a given year in earth history. The time-travelling aliens have wrought havoc on your past by removing items of historical significance from their correct time zone to one of the eight neighbouring time-zones in the local time grid, by means of their heavily-armed timeships.

6. THIS IS WHAT YOU DO...

To save the universe from chaotic collapse you must proceed as follows...

Engage and destroy the enemy ship in your time zone by space combat. The dead alien's cargo will materialise in the form of an alphabetical letter. Collect this letter by coming to a complete halt in its centre. It will be stowed in your hold and attacks will continue until you have destroyed the enemy fleet and collected all the letters.

The on-ship computer will now ask you to unscramble the letters to identify the original cargo dislodged in time by the enemy. Having done this, you must locate the entrance to a time warp and

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fly into it. The time-grid will be displayed. Now decide which of the eight neighbouring time zones is the year in which your cargo belongs.

The jump is made and you appear in a new time-zone. Your first task is to land on earth (fly straight into it) and see if your cargo will solve the historical problem. If you have the correct cargo, then it will be ejected, your oxygen and fuel will be replenished and you may do battle with a new breed of enemy for the next item.

If you have jumped to the wrong time zone, then you will still have to destroy enough ships, mines and enemy missiles to liberate sufficient energy to create a new time warp, but no enemy cargo will appear. Only then will you be able to escape, still carrying the same cargo.

Once you have corrected history in all nine zones in the time-grid, the warp formed after the next battle will take you to one of the eight neighbouring time-grids in the current time-block. You must take the first letter of each of the nine items you have moved and unscramble THESE to form a password which, when entered into the flight computer will convince it that you are capable of inter-grid time travel.

Having completed all nine time-grids in the current block, you must unscramble the initial letters of the nine grid passwords to form the password for inter-block time travel down the next time warp. At this stage just one third of history has been corrected. When all three time blocks (and hence all 27 time-grids and all 243 time zones) have been corrected, you will have three inter-block passwords. Take the first and last letters of each, unscramble them, and you will have the six letter master password which will permit exit from the space-time continuum. You will then yourself become event zero, and have achieved the title of CREATOR.

7. RANKINGS

Your achievements for mankind are rewarded with ascending rank as follows:

ACHIEVEMENTS:	RANK:
None	Novice
One complete time zone	Chronotourist
Line of 3 time zones	Trizoner
One complete time-grid	Grid Master
Line of 3 time grids	Triple Grid Master
One complete time block	Space Admiral
Two complete time blocks	Supreme Commander
Three blocks and Event Zero	CREATOR

8. INSTRUMENTS

Looking from left to right at your instrument panel, you will see: the speedometer, measuring the magnitude of your velocity. Next, the hull thermometer. This registers higher at high speeds, and the hull is also heated by excessive laser fire.

Next there is a display of the letters in your cargo hold, followed by the essential biplanar scanners, which provide all-round detection.

The first (X-Z) scanner gives you a view around you in the horizontal plane in which you are flying. You are in the centre and flying 'up' the screen, so an enemy a long way to your left and behind would be in the bottom-left corner of the display.

The second (Y-Z) scanner lets you know how far above or below you the enemy is, by providing a view around you in the vertical plane, in which you are flying at centre towards the right. Thus an enemy ahead and above would be towards the top-right corner of the scanner.

Enemies are indicated by plus (+) signs, their missiles and mines by dots (.), while everything else is indicated with minus (-) signs. With practice you will become skilful enough to locate anything anywhere in 3-D space just by glancing at the scanners.

Adjacent to the scanners you will see a set of pitch/yaw/roll indicators, and above them a calendar giving the year of the current time-zone. The final two guages give your fuel (hydrox) and oxygen levels, and below them you will find a display of the remaining hulls on your ship.

Your ship is a multi-hulled vessel, and impacts with mines, rocks and missiles will increase the outer hull temperature. The more potent weapons will destroy a hull completely.

9. PLAYING TIPS

As with most arcade games, your ability to control the S.S. Stardate, your combat skills, and your sense of position will improve with practice.

Rocks, binary rocks and other space debris will not be destroyed by laser fire, so you must avoid them.

As your historical knowledge grows, you will soon be able to take the fastest route around each time-grid, in nine steps, thereby gaining points for conserved fuel and oxygen. You will also gain points for destroying enemy ships, mines and missiles.