



You are the frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas, collecting your tips and occasionally guessing which cans of soda the Soda Bandit has shaken. As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar. Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

Using your controls

How to use the menu

Press any key during the title page, demo mode, or hall of fame and this will bring you to the menu screen.

The menu displays three status boxes:

1. The number of players.
2. The present skill level.
3. The control option or options selected.

There is a list of keys to press which perform various functions, they are:

- S To start play
- I To request instructions
- P To change between one or two players
- L To select skill level, these levels being easy, fair and hard
- C To change the control option.

Selecting C gives each player the opportunity to select a joystick or define the keyboard. Press J to loop through the joystick selections or D to define the various keyboard selections.

After the selection is complete press 'ENTER' for no further change. If two player option is selected player two can select after player one presses 'ENTER'.

Abort game: Press CAPS SHIFT and SPACE BAR (together)
Toggle Sound ON OFF: Press CAPS SHIFT and HALT (together).

Use your joystick control to move your Bartender accordingly.

- Up — Bartender moves up to next bar.
 - Left — Bartender moves left along bar.
 - Right — Bartender moves right along bar.
 - Down — Bartender moves down to next bar.
- If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar. Push the "Fire Button" for the Bartender to fill the mugs. You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

How to play

Screen and gameplay

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar scenes.

Bonus round

In the bonus round "Watch Closely" appears on the bottom left of the screen. The soda bandit appears and shakes six of the Seven cans on the bar then shuffles them around. You will have to keep a close eye on the one can he has not shaken. When the soda bandit has stopped shuffling the cans the bartender will appear. Use left and right to move him along to the can you believe wasn't shaken and press the fire button. If you have chosen correctly you will receive 3,000 points, if you are wrong you will be sprayed with soda.

Bar scenes

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customer will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to

survive the demands of tending bar, there are three things you must avoid:

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by, if they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

Scoring

Get Cowboy girl out of Door. 50 points
Get Sportsperson out of Door. 75 points
Get Punk rocker out of Door. 100 points
Get Space Creature out of Door. 150 points
Catch an Empty Mug. 100 points
Pick up Tip. 1,500 points
Complete Screen (get all customers out). 1,000 points
Complete Bonus Rack. 3,000 points

Earn Extra Bartenders

EASY earn extra Bartender lives every 10,000 points
FAIR earn one extra life after your first 20,000 points and another life for each additional 60,000 points.
HARD earn extra lives in an Expert game the same as at the Arcade level except that you must either earn 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.

TAPPER

Spectrum conversion by Ian Morrison and David Anderson with original theme music by Robin Muir. Produced by JON WOODS, Ocean Software Limited.

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: Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.
- UP/DOWN LEFT: Waits for weapons choice
- UP/DOWN RIGHT: Oil Slick
- MIDDLE: Smoke Screen
- LEFT:
- RIGHT:

How to play

Screen and gameplay

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 watery way. 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



It's the 25th Century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death! Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are five levels of increasing difficulty — each with four rounds of challenging space combat. Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against zapping ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you deplete your fuel you crash into the surface of Planet Zoom, destroying any one of your three battle ships. The faster you fly, the less fuel you burn. Be aggressive but don't be reckless. This is "do or die" cosmic combat and it's the MOTHER SHIP or YOU!

You'll begin your battle with a fleet of four fighterships that you navigate one at a time above the surface of Planet Zoom and into space. You can use your keyboard or joystick to control them.

display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Posts to be passed through.

Game play

Now you are ready to do battle on Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level.

LEVEL 1

- ROUND 1 — 10 Electron Posts
 - ROUND 2 — 16 Electron Posts, Alien Saucers and Space Hoppers
 - ROUND 3 — 18 Electron Posts and Alien Saucers
 - ROUND 4 — 20 Alien Saucers
 - ROUND 5 — The Mother Ship with Missiles
- The number of Electron Posts, Alien Saucers and Space Hoppers indicates the combined total of enemies and aliens you must destroy or Electron Posts you must pass through. Your screen will show no more than 20 enemies or aliens to be destroyed.

Enemies and aliens

- E** Electron Posts
With each level they are spaced more closely. They explode on impact.
- A** Alien Saucers
will explode on impact and fly by with greater speed and frequency as levels of difficulty increase.
- H** Space Hoppers
will explode on impact with your ship. As levels of difficulty increase. Space Hoppers will appear with greater speed and frequency.

The MOTHER SHIP — this is your greatest challenge. Her destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it dead centre. As it approaches the MOTHER SHIP will fire at you.

Scoring

Alien Saucers. 400 points
Space Hoppers. 400 points
Electron Posts. 500 points
The MOTHER SHIPS. 10,000 points

brings you to another Asteroid City and a showdown with the Insidious robot, ZAXXON. Successfully destroying the evil ZAXXON allows further play but with increased difficulty. The game continues until all of your ships have crashed or been lost to enemy fire.

How to play

Using the menu

The menu screen displays four status boxes: one for the present number of players; one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard selection for movement, fire, etc.

Further to this is a list of keys to press which perform various functions.

- S To start
- I To go to the instructions pages
- P To change the number of players (this is a toggle putting 1 to 2 or 2 to 1)
- L To change skill level (this loops through "easy", "fair" and "hard")
- K To define the game keys — you are asked to press your key selections with the option to reselect should you make an error
- J To make a joystick selection (keep pressing to loop through selections)

If the machine is loaded and left unattended the game will self-demonstrate. When you press "S" to start the game you are asked to Input your name, which can be up to eight characters. This Input routine has an erase facility using the normal Spectrum "Delete" keys. When you are finished inputting your name press "Enter" to start the game itself. From now on the program will refer to each player by name — a unique feature of this game.

Shuttle craft

Your ship is controlled in the normal aircraft manner. Pull back on the stick to climb, push forward to dive. Left and right turns are made by moving the stick to the left or right, and the trigger button fires your laser cannons. An altimeter on the left hand side of the screen helps you to determine your altitude. This is especially helpful when navigating through the wall openings and electronic barriers, as well as in deep space dogfights. The fuel gauge indicates fuel remaining, which is replenished by destroying the fuel depots in the Asteroid Cities.

Electronic barriers

In the early levels of play, you must fly over the walls and under or over the deadly electronic barriers erected to protect the Asteroid City. As play progresses, the walls become more impenetrable, leaving only small openings to pass through. These openings are also protected by electronic barriers, so your task is doubly difficult. Fire your lasers at the electronic barriers to gauge your position in relation to the openings.

The Asteroid Cities

At the beginning of your mission you enter the first Asteroid City. You must successfully make your way through the city and destroy as many enemy aircraft as possible. The higher your tally here, the fewer aircraft you will encounter in deep space. You should also destroy the fuel depots to increase your own supply of fuel and also score points. Finally, you should destroy as many radar towers, gun emplacements, and base missiles for the highest possible score.

Deep Space

Successfully negotiating the perils of the Asteroid City leads to deep space and encounters with those enemy aircraft that survived your earlier onslaught, as well as enemy tracking satellites. The size of the aircraft indicates their altitude. (Smaller planes are not as high.) The number of enemy planes (EP) remaining is displayed in the upper right hand corner of the screen. When all enemy planes have been destroyed a bonus of 1000 points is awarded.

The confrontation

Your flight through the perils of deep space will, if successful, bring you to yet another Asteroid City. But this one is different it is the fortress of ZAXXON, the deadly robot who will appear launching seeker-missiles. Destruction of the robot requires three direct hits on its missile launcher. After you conquer ZAXXON, the round advances and the difficulty increases. If you lose your ship inside an Asteroid City your next ship will be launched at the beginning of that city. The gameplay ends with the loss of your last ship. An additional ship is awarded for scoring 20,000 points.

Scoring

Radar Towers. 1000
Fuel Tanks. 300
Gun Emplacements. 200 or 500 random
Base Missiles. 150
Enemy Planes. 100 (Increases by 50 each round)
Satellites. 300
Robot Missiles. 200
ZAXXON. 1000



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The SEGA Collection



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:

- R** The Road Lord (bulletproof)
Must be rammed off the road by Spy Car
- S** Switch Blade
Extended buzz-saw hubcaps to slash cars
- D** Barrel Dumper
Dumps barrels in water ahead of Spy Boat
- E** The Enforcer
Fires a shotgun
- C** The Copter (Mad Bomber)
Drops bombs onto Spy Car
- T** Doctor Torpedo
Fire 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 for every ¼ of screen
Travelling on the road. . . . 25 points for 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 1500 points.

Using your controls

Joystick control

From the Main Menu select Kempston Sinclair interface 2 or Cursor Joystick interfaces. Pushing your joystick FORWARD will elevate your fightership until it has reached its maximum elevation.

Pulling the joystick BACK brings your ship lower until it skims the surface of Planet Zoom. Pushing joystick to the right will turn your ship to the right.

Pushing joystick to the left will turn your ship to the left.

If the joystick is angled up or down while turning right or left, your ship will fly at that angle. Keep Fire button depressed to steady fire.

Keyboard controls

Your ship will fly the same way on your screen when using keyboard controls.

Keys 1 to 0 will ELEVATE your ship
Keys A to L will bring your ship to the surface of Planet Zoom

Keys Q to T will steer your ship LEFT
Keys Y to P will steer your ship RIGHT
Keys Z to M will FIRE your missiles.

How to play

The object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly Electron Posts, Saucers and Space Hoppers destroy you!

The screen

Your screen shows the view as you skim over the surface of Planet Zoom. In the distance are mountains and beyond them, outerspace and your battle with the MOTHER SHIP.

The upper edge of your screen shows your score and your fuel gauge.

When your fuel is depleted, an alarm sounds and your fuel gauge flashes as your ship collides into the surface of Planet Zoom, destroying that ship.

If that was the last of your three ships, the game is over. If you run out of fuel before reaching the next round, you return to the first round of that level minus one ship.

Below your fuel gauge is your enemy/obstacle

Strategic tips

- If you fly outside the Electron Posts after level 1, you are likely to be hit by Electron Posts.
- You are more vulnerable to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Enemies appear in waves. Try to determine the rhythm of the waves.
- Be aggressive — if you're not, you'll use your fuel before you encounter with the MOTHER SHIP.
- Over-steering will cause you to collide with Electron Posts, Alien Saucers or Space Hoppers.



Object of the game

ZAXXON is a classic space encounter in which you find yourself at the controls of an attack shuttle spacecraft. You must strafe the enemy Asteroid City in an attempt to destroy fuel tanks, gun emplacements, missiles, and enemy aircraft. With the aid of an altimeter you must barnstorm your way through narrow wall openings, lethal electronic barriers, and deadly rocket fire. A successful attack-run across the Asteroid City leads you to a deep space dogfight with squadrons of enemy planes. Surviving the perils of outer space