

Sparklers Special

For SPECTRUM 48k

GETTING STARTED

Each of the cassettes is clearly marked with the contents.

Before switching on the Spectrum, connect any joystick if this is to be used.

Put the tape into the cassette recorder and rewind to the beginning.

Check that the EAR lead is correctly connected and that the volume level of the tape recorder is set correctly.

Press the following keys: LOAD""ENTER (do not leave a space between the quotes).

Press play on the tape recorder.

If the program does not load successfully, try adjusting the volume setting of the tape recorder and repeat the above. If the problem persists, refer to chapter 6 of the Spectrum Introduction Manual.

TOWER OF EVIL

At the start of each game you have three control options:

- 1 – Keyboard
- 2 – Kempston Joystick
- 3 – Sinclair Joystick

Press ENTER to select the last option you picked (on start up the default is the keyboard option).

Press D to pause game. To resume play press A. Pressing BREAK will reset the game.

Move your joystick to control the direction of Andros. Pressing the fire button will release fireballs at his enemies in the direction he is facing. In the fire pits press the fire button to make Andros jump the flames.

The corresponding keyboard controls are as follows:

- Q – up
- A – down
- O – left
- P – right

Any of the keys on the bottom row except the BREAK key can be used as the fire button.

Andros must move from room to room to collect the various items. Each room has between one and four doors through which our hero may freely move. This can prove dangerous though as the Necromancers' minions also have unrestricted movement between rooms.

Each storey of the Tower has up to nine rooms in which are hidden a key, treasure and a goblet containing one of two potions – Essence of Wild Volvus which grants temporary invincibility or Cigam which increases the power of his fireballs.

To move between storeys Andros must be in possession of the key enabling him to unlock the gate. He must use the Magenta gate if he wishes to ascend and the Cyan gate if he wishes to descend.

Treasure is not safe until it has been placed in the chest which will be found on level 1. Safe treasure is indicated by the item appearing in RED at the bottom of the screen.

STAGECOACH

Once the game is loaded, a menu will appear on the screen allowing you to choose between joystick or keyboard control, select the skill level or begin the game.

Press the 'P' key at any time during the game to turn the score display on or off. Pressing 'T' will display the score for approximately five seconds.

You can abandon the game at any point by pressing CAP SHIFT and SPACE together.

For the pre-defined keys, the following keys correspond to joystick positions:
Z & X = left and right C & V = down & up
D = fire button

THE JUMP

To save the passengers from being thrown out of the coach, you must gallop up behind the stagecoach, using the joystick (or keyboard) to control your horse. When you are in position behind it, press the fire button to leap onto the stagecoach.

You should line yourself up with the right hand of the stagecoach (as seen from behind) and be directly behind it before jumping. Do not move the joystick to the left when pressing the fire button.

While you are chasing the stagecoach, you must be careful not to get too close to the cacti or other objects which are in your way. If you do, you will be thrown from the horse.

Once you have the reins, you can try to pick up six more passengers. To do this, you must steer the coach so that one side passes close to the waiting passenger and then apply the brakes by pulling the joystick to the right. Be careful not to run them over though!

THE MOUNTAINS

When you have all your passengers aboard, the second part of the journey will begin – a dangerous passage through the Sierra Peligrosa mountains.

As you drive the stagecoach through the mountain passes, watch out for avalanches and rockfalls. If you crash into the mountain side or are hit by falling rocks, you will stop and the screen border will flash. When this happens, you can retrace your course – by pressing the fire button – until you find a new path to take. Alternatively, you can just steer round the obstacle.

On your way through the mountains, you will occasionally see boxes on the ground. These contain either gold or ammunition. By steering your horses over the box, you can pick it up and get whatever it contains. The lead horses must ride exactly over the box for it to be collected. The border flashes as a box is collected.

On the left of the screen, 3 arrows appear pointing up, down and forward. These indicate that the stagecoach may move in that direction. Trying to move in a direction without an arrow will result in a collision.

A map of the immediate area around the stagecoach is available. Press ENTER to bring up this map. The approximate position of boxes of gold and ammunition are also indicated. Pressing ENTER will return you to the Mountains. The action is 'frozen' until you move the joystick (or equivalent keys) up, down or left.

THE INDIANS

The mountains drop back into the distance and San Pedro is now only miles away. But the worst part of the journey is still to come. The wild Camache Indians are on the warpath and a band of them are after you and your passengers!

The Camaches try to ride one each side of you and one in front. The Indians on either side will stop you steering in those directions and the one in front will stop you from getting any closer to town.

The fourth Indian rides behind the stagecoach and tries to jump aboard to kidnap a passenger.

You can shoot the Indians by jumping onto the roof of the stagecoach and firing at them.

RIVER RESCUE

When the program has loaded, the title of the game will appear on the screen.

Press the S key to select either a one player or a two player game.

Press J to play with a Kempston joystick (the letters kj will appear on the screen).

Press H to play with a Sinclair joystick (sj will appear on the screen).

Press K to use the keyboard (k will appear on the screen).

The controls are as follows:

- Q & P = left and right
- Q & A = up and down
- Zero = fire

Press the fire button on the joystick to fire torpedoes.

When you have selected the method of play, press G to start the game. Pressing R at any time will take you to the title screen.

The object of the game is to navigate your way along the river, avoiding the islands and sandbanks and shooting the crocodiles (to score points). When you reach the jetties, pick up lost scientists from the north bank and take them to the south bank.

When the jetties appear on the screen (one at the top and one at the bottom) you may dock by sliding the boat alongside. When it touches the jetty, your boat will stop and, at the top jetty, a scientist will run on board.

If you dock alongside the bottom jetty, any scientists you may have on board will run ashore and you will score a bonus for each one. The more you have aboard, the higher the score for each one. You may carry up to nine at a time.

If you dock and let six or more scientists off in one go, you will see a pair of bonus piers in the river ahead of you. If you can navigate your boat between them – without crashing – you will receive an extra boat. If you then survive long enough to pick up another scientist, you will receive a bonus.

If you dock and let off nine passengers, you will score an extra bonus.

ORC ATTACK

Press K to select required keyboard or particular joystick control from: Sinclair, Fuller, AGF, Kempston, Protek. The option selected is indicated by the white strip.

Similarly press H to select one or two players. Then press ENTER to start the game.

Press 1 to pause game. To resume play press R. To end the game press Q.

You can enter names of up to eight letters into the program by pressing N. If you make a mistake while typing in your name, use the Spectrum delete key.

Go left or right to pick up a rock, sword or boiling oil. Use left and right keys (joystick) to position the defending knight in between the battlements. Use the zero key (fire button) to stop him. When the zero key (fire button) is released it will cause one of the following to happen:

- 1 a rock to be dropped;
- 2 one blow to be delivered with a sword;
- 3 or boiling oil to be poured.

If the knight is not in quite the right position, keep your finger on the zero key (fire button) and press the left or right key (joystick) which will slowly move the knight into the right position. When this is achieved release the zero key (fire button.)

Please note that the keyboard controls are, 6 to move left, 7 to move right and zero to fire.

You must defend yourself and your castle from the attacking Orcs and their evil allies. You have several weapons to hand – rocks, swords and boiling oil. race along the battlements to either side to pick up a weapon. The weapons are shown as follows: **Rocks, Swords, Boiling oil.** As the siege continues your weapons will run low and sometimes only one side will have rocks etc available.

You must prevent the Orcs from putting up their ladders and scaling the walls, while dodging the deadly bolts from the Orc crossbows. If they scale the wall they will knock down the battlements and attack you with their daggers.

You will have to use your sword to fend them off. When the boiling oil is ready you pour this over your attackers, killing all the Orcs. A pyramid of slain Orcs will form at the bottom of the screen.