

TAITO®

COIN-OP



Hits

SPECTRUM

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.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

GAME SELECTION

When the game titles appear on the selection screen type in the relevant number of the game you wish to play. Once your selection has been made your chosen game will automatically load.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

SLAP FIGHT

You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac.

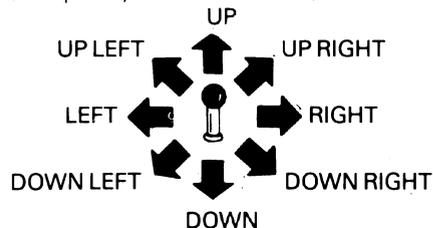
To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.

CONTROLS

The game is controlled by Joystick and the SPACE BAR, or Keyboard which is redefinable.

JOYSTICK

(Kempston, Sinclair or Cursor)



KEYBOARD

- 1 — Pause
- 2 — Restart the game

FIRE — FIRE

SPACE BAR — Activates currently active icons (redefinable).

GAME PLAY

Manoeuvre your Slapfighter over the vertically scrolling landscape of the planet Orac. As you progress further into the game the landscape becomes more and more hostile and more enemy life forms group together to attack you in lethal waves. When you destroy certain aliens they sometimes yield a star, pick up the star (by flying over it) and this will then highlight the icon at the bottom of the screen. To select the icon highlighted, press the space bar and this will award you the indicated capability. If however you choose not to select this then when you pick up a further star the next icon in the line will be highlighted and so on. If you go through the icons without selecting any of the facilities offered then after the last one has been highlighted it will reset back to the first icon.

The facilities offered are in the following order:-

1. **SPEED** (times 5).
2. **SHOT** (this reverts you to your original fire power status).
3. **SIDE** (this gives you fire power emanating from the sides of your craft).
4. **WING** (times 3, this enhances the size of your ship and it's firing rate).
5. **BOMB** (this enables you to designate explosions in front of your ship).
6. **LAZER** (this projects an invisible beam in front of your craft).
7. **H. MISS** (homing missiles, this gives you multi-directional rate of fire of missiles which home in on all targets).
8. **SHIELD** (this gives you temporary invulnerability from all shots fired at you for a limited time (the time is affected by the number of hits that are inflicted)).

STATUS AND SCORING

Your scores and lives are displayed at the top of the screen and the text icons at the bottom of the screen are highlighted in yellow indicating which facility is currently available. Points are scored for every alien or object destroyed and you are awarded between 100 and 1000 points depending on the difficulty of that particular life form. Extra lives are awarded at 50,000 and every 70,000 points thereafter.

HINTS AND TIPS

- ★ Learn which aliens yield stars so that you know which are the more valuable ones to hit.
- ★ Keep moving at all times as some alien bullets home-in on you - To keep still means certain death.
- ★ Use your shield wisely - some sections of the game can be difficult to complete without this capability.
- ★ Expanding your ship with the wings may improve your firing capabilities but also increases your own target area.
- ★ Increase your speed as early as possible to give added manoeuvrability.

CREDITS

Program, graphics and music by Probe software.

Produced by D.C. Ward.

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BUBBLE BOBBLE

Meet BUB and BOB our bantam-weight brontosaures who are bent on battling big bullies by blowing and bursting bubbles. Before battling these brazen bullies, beware that bubble blowing is better than blasting bullies with bazookas, or better than bouncing bombs from biplanes, and even beats boxing these brainless barbarians. So now that we briefly belayed the Bub and Bob biographies, begin by browsing the play instructions below and becoming the best BUBBLE BOBBLE bubble 'blower on the block.

How to Destroy:



1) Blow Bubbles



2) Box up Bullies, then



3) Burst Them!!!

By bursting bubbles containing fire, thunder, and water that appeared in the previous stage, you can quickly destroy the bullies. Fire, Thunder, and Water flow in the direction in which you stretch yourself. You can even bounce on the bubbles (by keeping the joystick pushed up)!!!

SCORING:

A Burst the Bubbles for the following points:

10	100	100	100	500

B Bonuses for destroying Bullies!!!

500	1000	2000	4000	8000	16000	32000

C TIMING TARGETS:

Clearing a stage quickly allows for high-point targets in the next stage.

.....						
.....	5000	6000	7000	8000	9000	10000

D MAGIC TARGETS:

Magic Targets mysteriously appear! Destroy them and power up!

					 ?
BUBBLE UP 1	SPEED UP 1	ONE SHOT ROLL PACK 1	CHANCE 1	LUCKY 1	1 UP 12 ?

Its best to destroy several enemies at the same time.
Can you reach the "True ending" by clearing all
100 stages?

A "Sudden Reversal" awaits you there!

A player can join at any time by pressing the fire button.
You start the game with an extra 8 credits. To keep
playing after you have lost all your lives, just press the
fire button quickly.

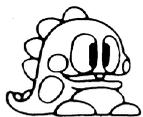
EXTEND

Get all the letters. They appear when destroying several
enemies at the same time!

E



1-P BUB



2-P BOB



Benzo



Bonnie-bo



Boa-boa



Blubba



Boris



Bonner



Baron von Blubba

If you take too much time, you are no match for him!

SPECTRUM -

BOTH PLAYERS CAN SELECT FROM THE FOLLOWING
OPTIONS:

1. KEYBOARD (DEFINABLE - ONE PLAYER ONLY)
2. SINCLAIR (+2, +3, INTERFACE 2) STICK
3. KEMPSTON JOYSTICK
4. CURSOR (PROTEK) TYPE JOYSTICK

(IF 2 PLAYER, ONLY 1 MAY USE THE KEYBOARD, THE
OTHER JOYSTICK)

PAUSE: SYMB SHIFT.

UNPAUSE: CAPS SHIFT

ABORT GAME: BREAK

(CAPS SHIFT + SPACE)

PRESS 1 OR 2 TO START THE GAME

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Programmed for Commodore, Spectrum, Amstrad CPC and Atari ST
by

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Conversions by Software Creations



FIREBIRD IS A TRADE MARK OF
BRITISH TELECOMMUNICATIONS P.L.C.

RENEGADE

The Streets aren't safe! . . . Night falls swiftly as you make your way through the most sinister part of town to collect your girl. So far so good . . . your train pulls into the subway station, alighting you realise you are not alone!

The station, and the streets above are infested with thugs and villains . . . time is short so you must negotiate these areas to meet your girl as arranged. Quick thinking and martial art skills are the only abilities you have to depend upon and you disembark knowing that this is going to be the most dangerous walk of your life!

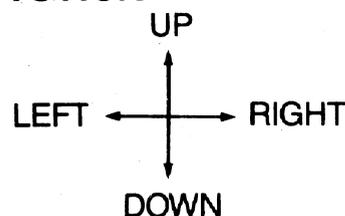
There are five stages to negotiate, first the tube station, where you will meet a gang of muggers intent on terminating your journey right there. The next stage takes you through the pier area, known to be a popular meeting place for motorcycle gangs. The third area is the sleezy back streets of town; female gangs stalk the streets in search of any unwitting male who may try and infringe their territory. Next, is the street leading up to your meeting place; a vicious gang of razor-wielding thugs have been known to taunt any innocent passer by just for kicks.

Finally you enter your arranged meeting place, but beware—the last gang you have subdued had called reinforcements who will be lying in wait, together with their leader—armed with a gun! Prove that love can overcome all by conquering these villains in time for your date!

CONTROLS

The game is controlled by Keyboard which is redefinable or Kempston Joystick (redefine keyboard for Sinclair or Cursor joystick).

JOYSTICK



N.B. Fire button is not used.

KEYBOARD

Q —Up
A —Down
K —Left
L —Right
Space—Jump/Hit

GAMEPLAY

There are five levels: Subway, Pier, Sleezy Street, End Street scene and Interior. In each of these scenarios you will meet a gang, who are armed with different weapons. To attain completion of a level the leader of the gang must be defeated, his status being shown at the bottom of the screen below your energy bar. Each time the leader is hit and knocked to the ground his energy will be greatly depleted. When his bar chart is showing zero energy, you have defeated him or her and you will move onto the next level. Please note that the leader will not join the fray until a number of the minions have been defeated. In the first stage you are attacked by a gang of both armed and unarmed assailants. You must punch, kick or "knee" your assailants repeatedly to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knocked to the ground, however, you can kneel on top of them and a few swift blows will do the trick. On the second level you must confront a gang of motorcycle thugs on the pier. The level starts with four attackers on motorcycles who will try and run you over. They must be knocked off their bikes to be subdued. Once the cyclists have been overcome, you will be attacked by both unarmed and crow bar wielding Hells Angels, and eventually their leader.

The third level takes place in the sleezy downtown streets, the headquarters of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" have been defeated, their leader, Big Bad Bertha, is brought into the fray.

*The fourth level comprises of razor-wielding thugs. In previous levels you can sustain a number of hits before losing a life, but in this stage one touch is fatal! Avoid the razors at all costs and watch your back! Defeat of all the characters on this level brings you into the interior scene where there are still more of this gang plus their leader—armed with a gun!

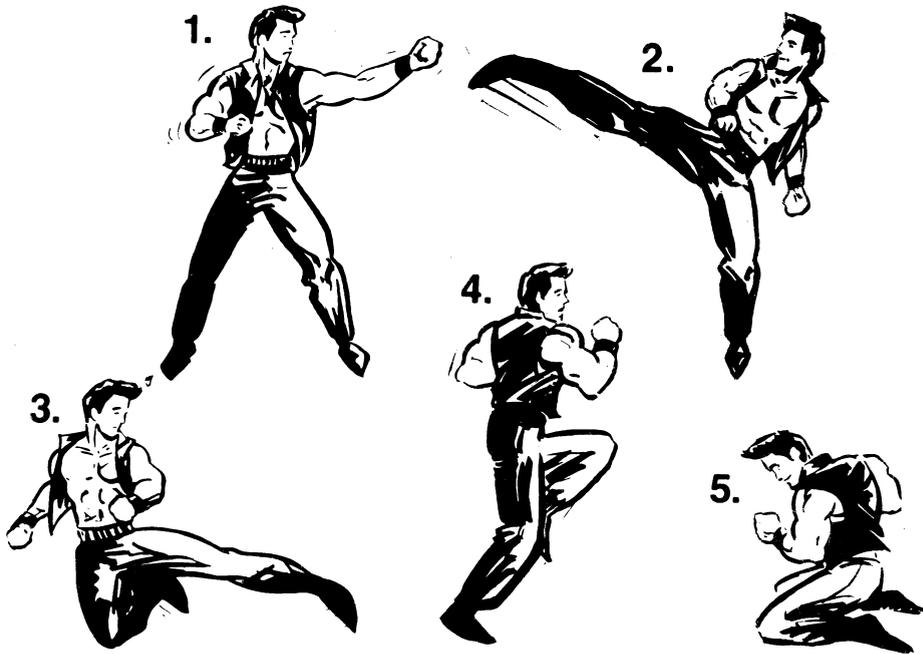
*Spectrum 128K version only.

Completion of this final level will ensure you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her, as the whole process must start again—only this time more difficult.

There is a time limit for each section and failure to defeat the major

villain on each stage within the allotted time will entail you losing a life, so continued avoidance of the villains will not be helpful. There are various ways of attacking your assailant, all of which are shown below. These are:

1. PUNCHING,
2. BACK KICK,
3. FLYING KICK,
4. KNEEING,
5. PUNCHING A FLOORED ASSAILANT.



STATUS AND SCORING

Your energy is indicated by a horizontal bar chart at the bottom of the screen which will decrease each time you are hit. Beneath that is the energy bar of the gang leader; this will only come into effect when he is brought into play (after you have defeated a number of his henchmen). His energy decreases accordingly with the number of hits he sustains. The lives remaining and the number of gangs you have defeated are indicated by the heads at the bottom of the screen. Points are awarded for successful actions in relation to their effectiveness—between 50 and 100 points, (the more effective the blow, the higher the points achieved). Extra points are awarded for

each enemy knocked out. Completing the full five rounds will result in a score of an extra 10,000 points. An extra life is awarded each time you complete all levels.

HINTS AND TIPS

- ★ Keep on the move.
- ★ In the first two levels opponents can be forced to fall off the edge of the playing area— but be careful so can you.
- ★ Kill the most dangerous opponents, i.e. the weapon carriers, first.
- ★ On the third level it is recommended to avoid Big Bertha until you have disposed of all of her minions.

CREDITS

Programmed by Mike Lamb.

Graphics by Ronnie Fowles.

Music by Fred Gray.

Produced by D.C. Ward.

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FLYING SHARK

The fight is coming to an end and it doesn't look good for our side. High command have recalled you, the great combat ace, to fly a lone mission against overwhelming odds, to win this desperate battle and ultimately, save mankind. We're all depending on you, so best of luck.

Flying the Shark

Joystick - To start the game after loading, press the fire button. Use the fire button to shoot the enemy planes. You can also drop smart bombs by holding down the fire button.

Keyboard - Press the quote key (") to start the game and fire at the enemy. Hold the quote key down longer for smart bombs. To move your plane - L = Up, Full Stop = Down, A = Left and S = Right, Pause = 4

In either mode, the following keys apply:

To select one or two player mode hold down keys 1 or 2 until music stops.

Press 3 before starting a game to re-define the keyboard.

To quit the game press the Q key while paused.

Bonus Scores

If the 1 up symbol flashes, shoot the entire enemy formation to gain a bonus symbol.

Pick up the floating symbols for extra fire-power or smart bombs.

Extra planes are awarded at 50,000 points, 150,000 points and every 150,000 after (a maximum of 9 planes are available).

Credits

Converted by Graftgold Ltd for British Telecom

Programmed by Dominic Robinson

Graphics by John Cumming

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FIREBIRD IS A TRADE MARK OF
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ARKANOID

The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void. You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.

CONTROLS

The game is operated by Joystick or Keyboard as follows.

NOTE — High score can only be entered using keyboard control.

KEYBOARD

Right is B to Space
Left is cap-shift to V
Fire is A to L

JOYSTICK

Kempston and Sinclair (1) Joystick compatible.

LEFT ← ● → **RIGHT**

FIRE -- FIRE

HOW TO PLAY

You control the Vaus craft which can be moved left or right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the energy bolt or the Vaus.

You are aided in your attempts with energy Capsules which are hidden beneath certain bricks and released upon their destruction. Each capsule has a different power and is denoted by a letter painted on its side. These are as follows:

S — Slows down the speed of the energy bolt, making it easier to position yourself.

C — Enables you to catch the bolt, move to the desired position and then fire.

E — Expands the Vaus craft, giving you more chance to deflect the bolt.

D — Disrupts the bolt into three separate components thereby giving you three times the effect.

L — Arms your Vaus with a laser allowing it to shoot bricks and aliens.

B — Breaks the section of the wall enabling your Vaus craft an alternative escape route to slip through to the next level.

P — Awards you an extra life.

STATUS AND SCORING

On screen scoring displays current score, hi-score, number of lives remaining and level attained.

Points are awarded between 50 and 120 for knocking out a brick, depending on the colour. Collecting a capsule is 1000 and hitting an alien scores 100 points.

Extra lives are awarded for collecting the "P" capsules.

HINTS and TIPS

★ The disruption capsule is of great use if your bolt is caught behind, or enclosed within, a wall.

★ The laser is most useful to break down the bricks which require a number of hits.

★ Using the very edge of your vaus to deflect the bolt will give you a much sharper angle — most useful for maneouvering it into restrictive places.

GOOD LUCK

CREDITS

Coding by Mike Lamb.

Graphics by Ronnie Fowles.

Produced by DC Ward.

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ARKANOID REVENGE OF DOH

The huge alien spacecraft, ZARG, has entered our universe. It is known to contain the dimension controlling force DOH, a being believed to have been destroyed forty thousand years ago in the Arkanoid Spacewars.

Doh has metamorphised into an even greater adversary and now threatens the very universe. Only your skill and split second timing can now save us!

Deploy the new Vaus II spacecraft and may fortune follow you.

Adding to the fun and excitement of ARKANOID. With many extra Vaus effects and a secret additional alien, this is the most thrilling reaction game since ARKANOID, with so many improvements you just won't be able to stop playing.

SPECIAL POWERS

You are aided in your attempts, with energy capsules which are hidden beneath certain bricks. These capsules are released upon the destruction of the brick. Each capsule has a different power, denoted by a letter painted on it's side. These powers are as follows:

- B** — Breaks through the side wall, giving the Vaus an alternative escape route to the next level.
- C** — Enables you to catch the bolt, move to the desired position and then fire.
- D** — Disrupts the bolt into five separate components, thereby giving you five times the effect.
- E** — Expands the Vaus, giving you more chance to deflect the energy bolt.
- G** — Gives the Vaus a ghost, which trails along behind the Vaus but cannot deflect the energy bolt.
- L** — Arms your Vaus with a laser, allowing it to shoot through the bricks and aliens.
- M** — Breaks the bolt into three separate components, which regenerate when each one is lost.
- P** — Awards you an extra life.
- R** — Reduces your Vaus making it harder to deflect the energy bolt.
- S** — Slows down the speed of the energy bolt making it easier to deflect.
- T** — This causes a twin of the Vaus to appear. These craft are identical and give you twice the effect.

Special Capsule — This bestows a random special power on the Vaus.

HINTS AND TIPS

- ★ The disruption capsule is of great use if your energy bolt is trapped behind a wall.
- ★ The laser is most useful to break down bricks which require a number of hits.
- ★ Using the very edge of your Vaus to deflect the bolt will give you a much sharper angle, most useful for manoeuvring into restrictive places.

GOOD LUCK!

ARKANOID "The Revenge of Doh"

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NOTE

The Spectrum 48K version is on the labelled side of the tape and the Spectrum 128K version is on the unlabelled side of the tape.

CONTROLS

The game is controlled by Sinclair Joystick in Port 2 or the keyboard.

JOYSTICK

LEFT ← → RIGHT

FIRE—FIRE

KEYBOARD

LEFT — CAP SHIFT, Z, X, C, V.
RIGHT — SYMBOL SHIFT, SPACE BAR, B, N, M.
FIRE — ENTER, L, K, J, M, G, F, D, S, A.

STATUS AND SCORING

On screen scoring displays score, hi-score, number of lives remaining and the level attained.

Points awarded are between 60 and 140 for destroying a brick depending on the colour. Hitting aliens scores 100 points and collecting a capsule gives you 1000 points. An extra life is awarded at 50,000 points and collecting a 'P' capsule.

HOW TO PLAY

You control the Vaus craft which can be moved from left to right. Using your skills, you must deflect an energy bolt which will gradually break down the wall confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the Vaus, or the energy bolt.

CREDITS

Programmed by Mike Lamb.

Graphics by Ron Fowles.

Music and sound effects by Gary Biasillo.

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Programmed for the Spectrum by Imagine Software.

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Produced by D. C. Ward.

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LEGEND OF KAGE

Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her.

You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

CONTROLS

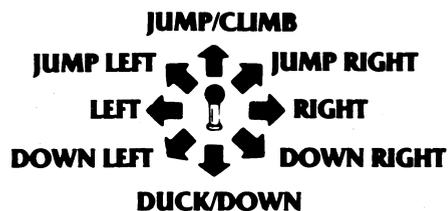
When the tape has loaded a menu appears giving you the option of playing a one – or two-player game, and of using the keyboard, a Kempston-type Joystick or a Sinclair Joystick.

NOTE: If using a Sinclair Plus 2 computer, select the joystick option, 'Sinclair' when using an Amstrad or Cheetah+ joystick.

KEYBOARD

Q	–	FIRE/USE SWORD
W	–	JUMP/CLIMB
S	–	DROP/FALL/CROUCH
N	–	MOVE TO THE LEFT
M	–	MOVE TO THE RIGHT

JOYSTICK



Whichever option you have selected, the SPACE key can be used to pause the game.

The joystick or any key can then be used to retart the game.

When playing a two-player game the players take turns at the keyboard or joystick.

THE SCREEN LAYOUT

The status line at the top of the screen shows the current scores for players 1 and 2, and the current high score.

On the status line at the bottom of the playing area, the circles to the far left and right of the screen tell you how many lives you have left (you start out with five), while the circles in the centre keep a record of how many ninja warriors you have disposed of on those screens where you must defeat ten of them before moving on to the next section of the game.

GAMEPLAY

SCREEN 1 – A short introduction shows Kage and Kiri walking in the forest where Kiri is kidnapped by the Dragon King who is passing in his carriage. On this screen Kage must defeat ten ninja warriors whereupon the Dragon King himself makes an entrance.

Avoid coming into contact with him at all costs – but, if you can hit him ten times with your ninja 'stars' then he will know you mean business and will hastily beat a retreat in the direction of the palace.

SCREEN 2 – You have now reached the Dragon King's palace and are at the foot of the wall, but the palace is surrounded by his ninja guards. Again, you must defeat ten of them before you can climb the wall – but watch out for the ninja warriors in the river!

SCREEN 3 – You must now climb the wall – the arrows at the bottom of the screen tell you in which direction to go!

At the top you finally gain entrance to the palace.

SCREEN 4 – Inside at last! But where is the Princess? It is a large palace and she is hidden on the top floor! If you can make your way past the guards the Dragon King will appear and make a final attempt to thwart your rescue attempt: Stand well back from him – he's no pussycat!

Having disposed of the Dragon King, a little joystick action soon frees the Princess and you can go back to your romantic walk in the forest.

STATUS and SCORING

You are awarded 100 points for each ninja guard that you dispose of. A bonus of 500 points is awarded for each screen that you complete with an extra 500-point bonus and one extra life (up to a maximum of five) for completing the final screen.

HINTS and TIPS

SCREEN 1 – Stand well back from ninja warriors jumping on from the sides of the screen – they can be deadly! For a tougher but more interesting game, take to the trees!

SCREEN 2 – Watch out for ninja guards under your feet as your sword cannot reach low enough to hit them.

SCREEN 3 – Again, watch out for ninja warriors coming up from below or they'll take a swipe at your feet. However, you can try the same trick on them. . . .

SCREEN 5 – Perhaps the toughest – going like the clappers sometimes works but generally you'll have to be smarter than that. If things get a little too hectic and you don't even have time to reach the HOLD key, try taking a short rest below the top of the stairs.

RASTAN

The top Taito coin-op is brought to life on your home micro.

Thrill to the real arcade feel as you are plunged in the world of Maranna inhabited by a hardy race of barbarians. King of this race is Rastan, an adventurer, a warrior, a man pure of heart and rich in spirit.

The evil wizard, Karg, thwarted by Rastan in his attempts to overthrow the throne has opened the portals of hells and unleashed a variety of beasts and demons upon Maranna. Only one man has proved himself true enough to confront the hordes: the king himself - Rastan. His task ... to fight his way through the countries of his continent, killing beasts and demons in order to reach the far-off land of the wizard and the final confrontation with Karg himself, in his deadliest guise, as the soul-sucking dragon.

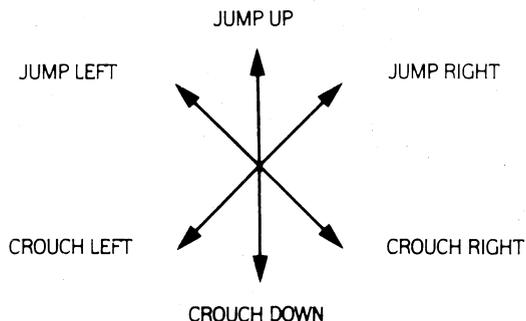
Will he succeed? ... its up to you.

CONTROLS

The game is controlled by Kempston, Sinclair or cursor, joystick or keyboard.

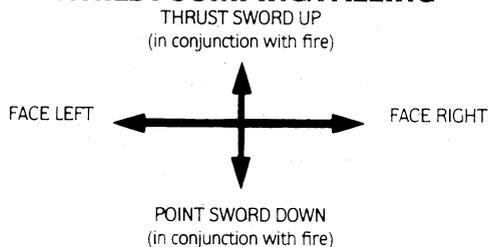
The joystick controls cause the following effects in these circumstances.

WHILST ON THE GROUND



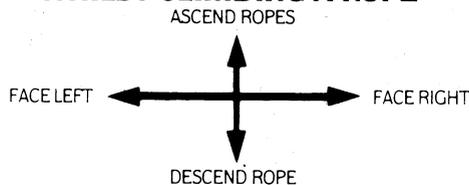
FIRE - Use current weapon in facing direction
Down followed by Up is high jump.

WHILST JUMPING/FALLING



FIRE - Use current weapon

WHILST CLIMBING A ROPE



FIRE - Use current weapon in facing direction

PLAYING

Proceed through all six levels (only one level per load) reducing your enemies to sword fodder.

Along the way collecting more powerful weapons. Some of your enemies may carry the following useful or dangerous items.

SHIELD	- Reduces damage
MANTLE	- Reduces damage by half
ARMOUR	- Stops all damage for a limited time
MEDICINE	- Replenishes energy
POISON	- Depletes energy
GOLD SHEEP	- Totally replenishes energy
JEWELS	- Bonus points
RING	- Weapon speed up
NECKLACE	- Doubles points
ROD	- ??Mystery??

Each level has a powerful adversary to be defeated at the end before you can progress.

Rastan can increase the power of his weapons and utilise mysterious powers for short periods, the discovery of which will aid your survival and help you complete your heroic quest.

CONTINUE PLAY OPTION

If you lose all lives, you will be offered the option of starting again from that level. This option is offered 3 times after which you must restart the whole game.

STATUS and SCORING

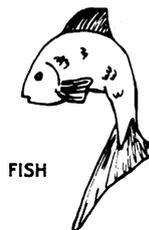
The on screen display shows current score, high score and lives remaining. There is a gauge showing how much energy you have attached to a beating heart. The less energy you have, the more your heart oscillates. There are also icons to symbolise extra abilities that you may have attained during the game.

SHIELD	- Reduces damage
MANTLE	- Reduces energy damage by half
ARMOUR	- Invulnerability for short time
RING	- Speeds weapon up
NECKLACE	- Double points for enemies slain
ROD	- ??Mystery??

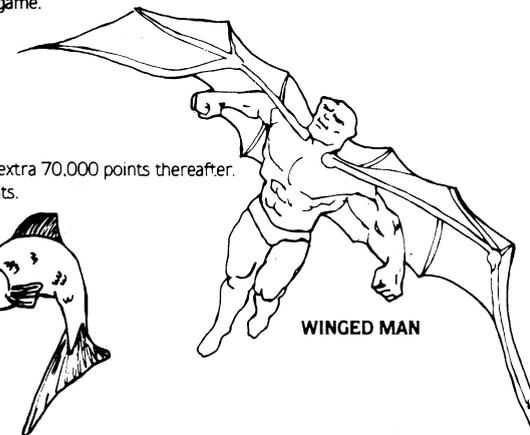
Bonus lives are awarded at 30,000 points and every extra 70,000 points thereafter.
Points are gained by liquidating the following assailants.



BATS



FISH



WINGED MAN

There are also special enemies that gain points of 10,000 to 50,000 points and protagonists which gain mystery points.

HINTS AND TIPS

Collect the most powerful weapons.

Learn which protagonists yield useful and dangerous items.

Practice timing on the swinging ropes as this is essential to completion of the game.

Always try to stand as close to the edge of the ground when jumping over water and lava.

Avoid all contact with LAVA and WATER as this is totally deadly.

CREDITS

Coding, Graphics and Music by Icon Design

Produced by D.C. Ward

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