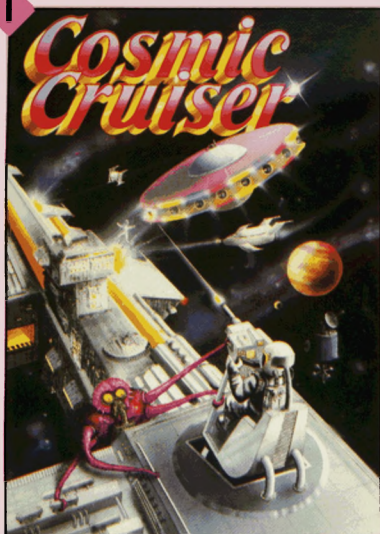


1 COSMIC CRUISER 2 B.C. BILL 3 PEDRO
4 ZZOOM 5 ZIP ZAP 6 ALCHEMIST

6 GREAT COMPUTER GAMES 48K SPECTRUM



Cosmic Cruiser:

A raiding party from the Rallom Empire has taken over one of Earth's far flung space stations.

The only Earth craft in the vicinity is an out dated Cosmic Cruiser and you are the pilot.

A priority signal sends you on what could turn out to be a suicidal mission.

You have been ordered to save the space station crew at all costs. As you hurtle toward your destiny, a daring plan forms in your mind. The only chance you have is to use your exterior laser cannon to blast open the station portals, then by making use of your body propulsion unit you will have to pluck the crewmen from the station and transport them back to your Cruiser. Your plan requires split-second timing and nerves of steel. As you transport your ward back to the Cruiser you must make snap decisions, if you use your hand laser the blast will blow the crewmen into space, can you get back to your laser cannon on time to blast the Rallom fighters or will you have to secure the rescued crewman to a nearby satellite to allow you to move more quickly.

You see the space station in the distance, the adrenalin pumps through your body will you succeed.

How to Play:

By using your external mounted laser cannon you must blast away portals of the revolving space station to gain access to your imprisoned buddies, but beware, not all the portals contain imprisoned crewmen, some are manned by Rallom warriors.

Sometime after your rescue mission commences added dangers in the form of Rallom Fighters arrive to

bomb you with alarming accuracy; this hostile action makes your task infinitely more dangerous and difficult.

Game begins:

Your first priority is to get to your laser cannon, mounted on top of the right hand side of the cruiser. As you pass over the cannon you will lock-on to the gun automatically, using your 'left' and 'right' controls you can guide the direction of your cannon.

To rescue the crewmen you must blast away the portals on the revolving outer rim of the space station.

Once a portal has been opened you may enter the space station through it to see if there is an imprisoned crewman within. You will have to kill all the alien warriors inside before you can get out again.

Now that you have a crewman you must transport him to the open hatch on the top left hand side of your battle cruiser. Be careful to avoid touching one of the floating satellites as the crewmen will be knocked away from you.

The alien warriors who were guarding the crewmen begin to come after you in an attempt to kill you and re-capture the crewman.

You must destroy the alien warriors by using either your hand gun or the laser cannon. If you fire your hand gun while carrying a crewman he will float away from you and become very vulnerable to marauding aliens.

The Spaceman:

Can move in any direction on the screen by using the keyboard or joystick. He carries with him a laser pistol at all times.

Crewmen:

They can be collected from open hatchways. As you pass over him he will automatically attach himself to you. If he drifts away because you have bumped into a satellite or have fired your hand gun, he can be retrieved by going after him and bumping into him again.

Alien Warriors:

Emerge from hatchways in the space station, once out they immediately head for the hero and crewmen, if they make contact with either they will transport them back to the space station. If the hero is taken back you lose a life. The alien can be destroyed by either your hand laser or the laser cannon.

Alien Fighters:

Come into the game after the first few levels. They can only destroy you by firing missiles at you.

Levels:

As you play through the levels the frequency and nastiness of the aliens increases.

A level is completed when 8 crewmen have been rescued or killed by the aliens.

There is also a timer counting down, when that

reaches 0 you will go on to the next level.

At the end of a level your bonus points will be calculated according to how many crewmen you have rescued.

After you have completed the first few levels the Rallom fighters arrive and will begin to drop bombs on you, making the rescue of the crewmen all the more difficult.

Game Control Keyboard:

The play keys have been laid out in a way so as to offer the player a wide variety of combinations of keys to make play as comfortable as possible

Move Left:

The keys to move left are all on the bottom row, beginning with SHIFT, then every alternate key from thereon: i.e. SHIFT, X, V, N, etc

Move Right:

The remaining keys on the bottom row enable you to move right, i.e. Z, C, B, M, etc.

Move Down:

Any of the keys on the second row up may be used to move downwards, i.e. A, S, D, F, G, etc.

Move Up:

Any of the keys on the third row up may be used to move upwards, i.e. Q, W, E, R, T, etc.

Fire:

Any key on the top row will enable you to fire your hand laser or the laser cannon if you are in position behind the cannon. To locate yourself on the laser cannon, move towards the cannon and as you pass over it press any fire key. The normal left/right controls will now move the laser cannon.

Use of a joystick can be selected at beginning of play.

Loading:

Connect your cassette recorder to the computer ensuring that a lead goes from the ear socket on the recorder to ear socket on the SPECTRUM and that the MC socket is not connected.

If you are not sure of the connections please refer to your user manual.

To load the game type the following: LOAD"". Then press the enter key. The word LOAD is obtained by depressing the J key and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. Please note there is no space between the quotes. Now press play on your cassette recorder.

If loading is successful a flashing message will appear on the screen after several seconds. The process is then totally automatic from there on.

If loading was unsuccessful then switch your machine off and begin again.





B.C. Bill:

At the dawn of time when men were chauvinists and women let them get away with it, B.C. Bill ruled his domain but with a club of wood.

After leaving his tribe to seek his fortune, Bill has found himself a comfy cave in a desirable area and decided to start his own dynasty.

The first thing he needs are a few wives; and prehistoric courtship being pretty basic this doesn't prove very difficult – every time an unsuspecting lady wanders into his territory, Bill simply runs up behind her and then it's clout on the head with his club, and a quick drag by the hair back to his cave.

One of the problems with accumulating wives is feeding them – so before long Bill is running around clubbing down food, and if that's not bad enough being a model husband invariably leads to children, and once they start arriving Bill's family feeding problems become more and more difficult.

You will be able to watch the seasons change and if Bill has kept his wives well fed and happy they will each produced one offspring at regular intervals.

The fight for survival gets tougher and tougher as the seasons change and the tribe grows. With so many people and so much food around it's hardly surprising that the predatory flesh eating variety of dinosaurs are attracted to Bill's clearing. Not only do they steal his food but will kill anyone who is not safely tucked away in the cave.

Before long his little kingdom is overflowing with wives, kids, food and dinosaurs, and Bill is having a frantic time trying to keep things organised – in fact, many historians believe Bill was the first human to suffer from ulcers.

Once you get to grips with Bill and his way of life you'll realise there's a lot to be said for female emancipation!

Object of the Game:

The object of the game is to collect as many wives as you can whilst at the same time collecting enough food to satisfy your ever growing family. You will be allowed five 'years' to acquire your first wife and you must keep all your kids well fed for seventeen years when they will be old enough to leave home and fend for themselves – you will receive bonus points for every kid who reaches maturity; but as each of your kids leave home you will be attacked by an invincible dinosaur who you will have to avoid until he has eaten three units of food and satisfied his hunger.

Throughout the game you will have to attack the more vulnerable species of dinosaurs who constantly steal your food and attempt to kill you and members of your family. You can only attack these beasts by clubbing them from behind.

Each Spring every wife who has food will produce a child and every Autumn any wife with no food will die, and any kid with no food will leave home. If all your wives die and all your kids leave home you will die of a broken heart.

GOOD LUCK AND GOOD HUNTING!

Controls:

Left:

The keys to move left are all on the bottom row of the keyboard. Beginning with CAPS SHIFT every alternate key may be used: i.e. CAPS SHIFT, X, V, N, SYMBOL SHIFT.

Right:

The remaining keys on the bottom row may be used to move right; i.e. Z, C, B, M, space.

Up:

Any key on the third row.

Down:

Any key on the second row.

To Club:

Any key on the top row will allow you to wield your club but only if you are moving or facing left or right.

Once you have 'clubbed' a wife or some food and move towards your cave the 'clubbed' object will automatically be dragged behind you. You can not use your club whilst dragging.

By passing across the entrance to your cave the object you are dragging will automatically disappear into it.

Diagonal Movement:

Whilst hunting wives, food or dinosaurs you can, with clever manipulation of the keyboard or joystick move in a diagonal fashion.

At the beginning of the game you will be given the choice of using either the keyboard or one of the following joysticks – A.G.F., PROTEK, KEMPSTON, 12L, FULLER or SINCLAIR. After pressing the number of your choice and receiving the correct message on the screen press "Y".

Status Lines:

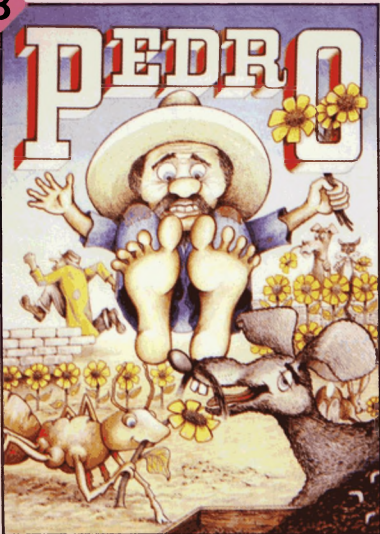
The status line will appear on the bottom of the screen, and will give you (from left to right) score, food, year, women and kids information.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and the MIC socket is disconnected. Rewind the tape to the beginning. Type the following: LOAD – ENTER.

The word LOAD is obtained by depressing the J Key, and simultaneously ENTER means to press the key marked ENTER. Also note there is no space between the two quotes in this method. Press play on the recorder. If loading is successful a flashing message will appear on the screen after several seconds.

The process is entirely automatic from there on. If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.



Pedro:

There'll be no siesta for Pedro, he's the **busiest** gardener South of the Border.

After many years of hard work and loving care Pedro now has the most beautiful flower garden in Old Mexico. The trouble is all the animals for miles around have acquired a taste for Pedro's **succulent** blooms and are always looking for ways to break into his garden to eat them. From dawn till dusk as Pedro slaves away, the animals never give him a moments peace. He tries everything to stop them getting to his prize blooms, from blocking the garden paths with compost and **bricks**, to chasing them away and even jumping on **them**; but even **so**, some **still** manage to get through.

Everytime an animal gets into the garden and eats his flowers Pedro has to plant more seeds, it's problem after problem, and if things aren't bad enough the village tramp keeps sneaking in to try and steal Pedro's seeds, **so** he has to be chased off as well.

What with marauding animals and thieving tramps it doesn't look as if you're going to get much of a siesta either.

So look lively, you can't put things off till mañana.

How to Play:

To stop the animals from eating his plants Pedro must collect **bricks** or compost from the bottom corners of the screen and block the maze exists. He may not carry or place more than one object at a time.

Any animals getting into the garden will make for the plants and start eating them. You must decide on whether to block up the maze or stamp out the animals, then you must re-seed the gaps in the garden, at every possible opportunity

Animals:

Appear on the screen at frequent intervals, they make their way through the maze at the top of the screen and then home in on the flower beds, where they consume plants. As the end of the game is the demise of all the plants in the garden it is most important that you protect and replace the plants, by planting **seeds**

Tramp:

He appears on the screen at random **intervals**. He enters the garden from the side and **immediately** homes in on the seed box. **You must run** toward him and frighten him away, **otherwise** he will steal all your remaining seed.

Level:

At the end of each **level** a bonus is calculated on the number of plants left.

At the start of the next level the number of seeds in the box will be increased by one seed for every plant left, up to the original number of seeds you started with.

To get to the next level destroy all the animals or try and wait for the timer to reach zero.

Game Control Keyboard:

The play keys have been laid out in a way **so** as to offer the player a wide variety of combination of keys to make the play as comfortable as possible.

Move Left:

The keys to move left are all on the bottom row, beginning with SHIFT, then every alternate key from thereon, i.e. SHIFT, X, V, N, etc.

Move Right:

The remaining keys on the bottom row enable **you** to move right, i.e. Z, C, B, M, etc.

Move Down:

Any of the keys on the second row up may be used to move downwards, i.e. A, S, D, F, G, etc.

Move Up:

Any of the keys on the third row up may be used to move upwards, i.e. Q, W, E, R, T, etc.

Jump/Pick and Put:

Any key on the top row or the space bar will enable you to jump on the invading creatures, **also** if you are standing close to either the compost **heap**, pile of bricks or the seedbox depressing **any** of the top row or space bar will enable you to **pick up** one of the items.

If you pick up either a **brick** or compost and wish to block one of the **maze exits**, take what you are carrying to the exit of **your choice** then press any key on the top row, **your brick** or compost will then be put down.

If you **pick up** a seed, take it to an appropriate gap in **your flower** bed and press any key on the top row, **your seed** will then be planted and a flower will 'grow' to replace one that has been eaten.

Loading:

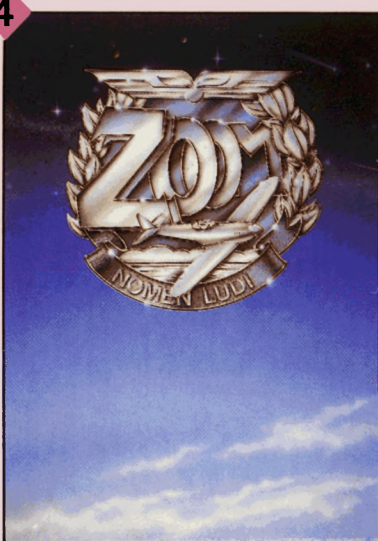
Connect your cassette recorder to the computer ensuring that a lead goes **from** the ear socket on the recorder to ear socket on the SPECTRUM and that the MIC socket is not connected.

If you are not sure of the **connection** please refer to your user manual.

To load the game type the following: LOAD"". Then press the enter key. The word LOAD is obtained by depressing the J key and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. Please note there is **no** space between the **quotes**. Now press play on your cassette recorder.

If loading is successful a flashing message will appear on the screen after several seconds. The process is then totally automatic from there on.

If loading was unsuccessful then **switch your** machinee off and begin again.



Zoom:

As you climb into your gleaming Ground Skimmer and slide behind the highly sophisticated flight computer, the feeling of excitement slowly turns to dread. Another mission is about to begin.

If your resolve begins to weaken, think of the thousands of refugees who will die if the enemy are allowed to carry out their policy of genocide.

Remember, you are flying the fastest most deadly machine yet devised by man. You punch the launch button and are slammed back into the seat as your Ground Skimmer hurtles into the air; your instructions are clear: seek out, engage and destroy the enemy. Your fingers hover over the weapons console..... another mission begins.

How to Play:

The object of the game is to protect the refugees, who walk along the horizon from the enemy aircraft, tanks and submarines. The radar is a small scale version of the whole of the landscape. The view out of your cockpit is indicated by the four corner markers. Only the enemy will appear on the radar. Use the radar to locate the position of the enemy.

The refugee counter on the console indicates how many refugees you have saved. A refugee is saved when it walks onto the screen and makes it safely back off again. Any refugees left on the horizon after each attack wave are added to your refugee counter and then the bonus is completed.

You score by destroying the enemy. The autopilot is engaged between every attack wave. Every time you are hit by the enemy part of your shields are used

up. If you run out of shields and you are hit by the enemy, you are destroyed. Use the di-bar to judge your height. When it flashes at the bottom you must not fly any lower or you will crash and be destroyed. When your console flashes condition red, then watch out as you are under attack. Condition yellow indicates the enemy are about to attack. Condition green means just stay alert.

When the words exotron or R.P.V. flash on your console this indicates the Exotron or a remotely piloted vehicle have been unleashed upon you. You must destroy these at all costs as they weaken your shield considerably. There are many levels to be traversed. Each level brings more danger from different, faster and more powerful enemies.

How to Control your Ground Skimmer:

There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

Left:

The Keys to move the flight window left are all on the lowest keyboard row. Beginning with CAPS SHIFT every alternate key may be used, i.e. CAPS SHIFT, X, V, N, SYMBOL SHIFT.

Right:

The remaining keys on the bottom row may be used to move the window right, i.e. Z, C, B, M, SPACE.

Down:

Any of the following keys on the second row may be used to fly lower, i.e. A, D, G, J, L.

Up:

Any of the following keys on the third row may be used to fly higher, i.e. Q, E, T, U, O.

Missiles:

Any of the following keys on the second row may be used to fire the air-to-air and air-to-sea missiles: S, F, H, K, ENTER.

Machine Guns:

Any of the following keys on the third row will fire the high-recoil machine guns: W, R, Y, I, P. The Machine Guns may be used at any time, except when the autopilot is engaged. In addition, if a key on the top row is pressed the game will "freeze". Pressing any key not on the top row will allow you to resume the struggle.

How To Select Your Keyboard/Joystick Option:

To run through the game control options press CAPS SHIFT until the option you require is emphasized. Then hold down the ENTER key until the game begins.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following:-

LOAD ** <ENTER>

The word LOAD is obtained by depressing the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in this method. Press PLAY on the recorder. If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on. If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.





Zip Zap:

Hallucinator: An unexplored planet only recently discovered in the Spectralia Star System. Probe investigation records massive life readings and earth normal gravitational and atmospheric conditions. The planet has been marked for immediate priority colonization subject to clearance by robot team Prelim-0484. A simple job they said, exciting but not at all dangerous they said. I mean things were O.K. for the first couple of months. There certainly wasn't much guarding to do. If a native did appear, a quick warning blast from my laser blast would send it scurrying away, but then As soon as the whole of the Tele-Portal network was powered up, they attacked, we guards tried to stop them but there were just too many of them and now there's only me left, my control circuitry is damaged, I can't switch my motors off, so the only thing I can do to slow down is to slam the brake units on, but that doesn't do much good.

I must pick up the fuel cells and go through the Tele-Portal to soak up some more energy, it's running so low, so tired

OH NO!!!! Here they come again.... H-E-L-P!!!!
Tele-Portal

How to Play:

The object of the game is to survive through as many sectors (levels) of the planet "Hallucinator" as possible. You must steer the runaway robot through the fuel cells to pick them up. After passing through one it automatically moves to its position around the Tele-Portal so that it can provide power to activate the Tele-Portal. The Tele-Portal must be fully ener-

gized with all four fuel cells in position around the Tele-Portal so that you can be transported to the next sector. To be transported you simply steer the robot through the centre of the fully energized Tele-Portal. The Tele-Portal will automatically come down and transport you to the next sector. Use your laser blaster to defend yourself against the attacking aliens. The brakes can be used to reduce your speed by about one third enabling you to turn in a smaller circle to avoid the aliens. You start with 99 units of energy in your storage batteries. Energy is used up slowly travelling around but should you collide with an alien your shields will automatically be activated using up to 10 units of energy. 10 units of energy are gained when you travel through the Tele-Portal, at which time the bonus showing is added to your score. As you travel through more and more sectors of the planet, the aliens become more and more vicious and intelligent so beware

How to Control your Robot:

There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

Rotate Left:

The keys to rotate left are all on the bottom row of the keyboard. Beginning with CAPS SHIFT every alternate key may be used. That is CAPS SHIFT, X, V, N, SYMBOL SHIFT.

Rotate Right:

The remaining keys on the bottom row may be used to rotate right. That is, Z, C, B, M, SPACE.

Brake:

Any of the keys on the second row may be used to slow down.

Fire:

Any of the keys on the third row may be used to fire.

To Collect Fuel Cells:

Simply pass through them with your robot. Doing so reactivates their natural attraction to the particular Tele-Portal that they were designed for and, (after a quick zip through hyperspace) they will automatically be positioned around the Tele-Portal

Scoring:

Your score for each alien destroyed is equal to the sector number you are on i.e. 3 points per alien on sector 3, the bonus will be added to your score at the end

The Top Status Line:

The top line shows from left to right – the number of sectors you have survived so far, the current bonus, the score so far, the high score. In addition the second line indicates the amount of energy remaining in your storage batteries.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following: LOAD ** <ENTER>. The word LOAD is obtained by depressing the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in this method. Press play on the recorder. If loading is successful a flashing message will appear on the screen after several seconds.

The process is entirely automatic from there on. If problems are experienced adjust your volume control and/or try again or re-read chapter six of your introductory manual.



Alchemist

You, the most skilful Alchemist on Earth have been summoned to aid battle with the Evil Warlock who is terrorizing the land.

As you enter his dread castle you wonder if even your formidable powers will be enough to defeat this evil force. Your only chance of success is to find the four sections of magic scroll that have been ingeniously hidden in this forboding place. Only when the four mystic pieces are in your possession will you be able to render the Warlock powerless by using his own "Spell of Destruction" against him.

As you fight your way relentlessly onward, every evil creature and force at the Warlocks disposal is unleashed against you; you hurt lightning bolt after lightning bolt against these powers of darkness, your energy becomes depleted, you must find food to rekindle your ebbing powers.

As the obstacles become more and more awesome you will have the energy at your command to perform the transformation spell which will turn you into a mighty Golden Eagle and enable you to overcome many of the diabolical traps set for you by the Warlock.

Your objectives are clear, assemble the magic scroll and banish evil into oblivion for eternity.

How To Play:

The Object of the game is to find the four pieces of the "Spell of Destruction", then locate the Evil Warlock; once you are close enough you will be able to cast the spell and destroy him.

To assist you in battling your way to the Warlocks lair there are a number of lesser spells which you can find and then cast as you need them. These lesser spells will take the form of small scrolls. You will also come across other objects which may or may not assist you in your quest, this is for you to discover. You may only carry one object and or one spell at a time.

Any type of movement, or bumping into objects or obstructions will decrease your stamina by varying degrees. To maintain your stamina you will need to eat regularly, to do this you must pass over food packs, then your stamina will be replenished.

Casting spells, hurling lightning bolts or transforming into a "Golden Eagle" will decrease your spell energy, this is only restored with time so becareful and good luck.

Combat:

Should you engage one of the Warlocks Evil Guardians in combat both yourself and the Guardian lose stamina. If, however you are carrying a weapon your fighting ability is increased (by varying amounts, depending on which weapon you have), but beware some of the Guardians are incredibly strong.

Casting Spells:

Once a spell has been cast it will last for a set period of time, unless your spell energy runs out in that case so will the spell.

Enter:

The word LOAD is obtained by depressing the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. ENTER means to press the key marked ENTER. Also note that there is no space between the two quotes in this method. Press play on the recorder. If loading is successful a flashing message will appear on the screen after several seconds.

The process is entirely automatic from there on. If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.

How to Control the Alchemist

WALK/FLY LEFT:

The keys to walk/fly left are all on the bottom row of the keyboard. Beginning with CAPS SHIFT every alternate key may be used, i.e. CAPS SHIFT, X, V, N.

Symbol Shift:

WALK/FLY RIGHT: The remaining keys on the bottom row may be used to walk/fly right, i.e. Z, C, B, M, SPACE

CAST SPELL: Every alternate key on the second row, starting A, i.e. A, D, G, J, L may be used to cast either the lesser spell you are carrying, or the "Spell of Destruction" if you have all four sections of the Mystic

Scroll in your possession. If you are not carrying a lesser spell or the "Spell of Destruction" you may use these keys to hurl lightning bolts at your attackers. TRANSFORM: The remaining keys on the second row may be used to transform from the Alchemist to the EAGLE, and back again, i.e. S, F, H, K, ENTER. FLAP: Any alternate key on the third row may be used to flap the Eagles wings, i.e. Q, E, T, U, O. PICK UP/DROP OBJECT: The Alchemist may only carry one object at a time. If he is standing next to an object he can pick it up, or he can put it down by using any of the following keys—W, R, Y, I, P. PICK UP/DROP SPELL: Any key on the top row may be used to pick up/drop a lesser spell, and/or a peice of the "Spell of Destruction". QUIT BUTTON: If you get stuck you may abandon current game by pressing KEY '1'. JOYSTICK: Almost any Spectrum compatible joystick can be used to replace the following functions:— left/right, UP, FLAP WINGS, DOWN-TRANSFORM, FIRE, CAST SPELL.

Status Lines:

The bottom three lines display status

Status information is:— 1. Spell Energy: the energy remaining with which to cast spells or hurt lightning bolts. 2. The amount of stamina you have left. 3. Any lesser spell you are carrying. 4. Any object being carried. 5. Time left in that room before you are located by the Warlock. This time is indicated by an hour-glass sand timer. 6. Any of the four pieces of the "Spell of Destruction" you have found.

Loading:

Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type one of the following: LOAD "alchemist" <ENTER> or LOAD "<ENTER>". The word LOAD is obtained by depressing the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in this method. Press play on the recorder. If loading is successful a flashing message will appear on the screen after several seconds.

The process is entirely automatic from there on. If problems are experienced adjust your volume control and/or try again or re-read chapter six of your introductory manual.

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