COMBAT LYNX by Mike Richardson

STARTING
To start the game after loading, select the skill level by pressing keys 1 to 4 (4 is hardest).

THE CONTROLS

IN FLIGHT

3		FASTER
4		SLOWER
ARROW KEYS	(ie: 7,6,8,5 or joystick 1)	UP, DOWN, RIGHT, LEFT

THE MAP

M		MAP (on/off)
ARROW KEYS	(ie: 7,6,8,5 or joystick 1)	MAP UP, DOWN, RIGHT, LEFT
0	(at same time as arrow key)	MAP MOVES FASTER

ARMING THE LYNX

6	(ie: DOWN to land at a base)	START LOADING
+		INCREASE LOAD
-		DECREASE LOAD
ENTER		NEXT WEAPON
SPACE		END LOADING

FIRING WEAPONS SYSTEMS

2 or 9		CHOOSE WEAPON TO FIRE
0	(or FIRE-BUTTON)	FIRE
ENTER		SIGHTS (on/off)
ARROW KEYS	(ie: 7,6,8,5 or joystick 1)	SIGHTS UP, DOWN, RIGHT, LEFT

INFORMATION ABOUT BASES

1	(when micro-screen flashes)	RECEIVE MESSAGE
CAPS + Q,W,E,R,T or P		POSITION OF BASE 1,2,3,4,5 or 0
SYMB + Q,W,E,R,T or P		PERSONNEL AT BASE 1,2,3,4,5 or 0

GENERAL CONTROLS

S		SOUND (on/off)
H		HALT PLAY (on/off)
1 to 4	(start the game)	SET SKILL LEVEL (4 is hardest)

REDEFINE or CHANGE KEYS
Press K before selecting skill level. A list of controls will then appear on your screen one at a time (eg: UP) under headings (eg: LYNX CONTROL). After each one tap the KEY or move the JOYSTICK that you wish to use for that control. NB: on the last three prompts, BASE MANNING is normally SYMBOL SHIFT, BASE POSITION is normally CAPS SHIFT, and BASE NUMBER is normally ANY SINGLE KEY in the ROW starting Q,W,E,R,T,Y (ie: you are selecting the ROW, not a key). If you make a mistake just start again at the end.

SAVING KEY DEFINITION and SCORE TABLE
To save your key definition insert a blank tape (taking note of the tape counter, or the position of the tape) and press D while the high-score table is being displayed, then RECORD/PLAY. You can also save the high-score table by pressing S. To reload either of these at a later date, rewind the tape to the same place and press L while the high-score table is on, then PLAY.

PROTEK and INTERFACE 2 type of JOYSTICKS
If you are using a single joystick this will automatically be set to the ARROW KEYS and 0 (ie: 5,6,7,8, and FIRE). If you wish to change this, or are using two JOYSTICKS, then use the REDEFINE KEYS option, and move the joystick/s instead of pressing keys in response to the prompts.

KEMPSTON type of JOYSTICK
Stop the tape IMMEDIATELY the game has loaded (ie: when the helicopter's rotor blades start moving). When you see the high-score table press L and then restart the tape recorder by pressing PLAY. As soon as you see the high score table reappear again you should stop the tape IMMEDIATELY. The keyboard controls will still be as normal except that you can now use your joystick in place of the ARROW KEYS and FIRE. However, the joystick's UP and DOWN positions in flight will respond with FASTER and SLOWER unless you press L a second time to load the next definition from the tape (we recommend the first).

YOUR MISSION

You start each game hovering above Base 0. Depending on the skill level that you have selected you will have from three to six bases which you must support with troops and air cover. Base 0 has an endless supply of fuel and weapons, and the ability to instantly revitalise injured troops brought back by your helicopter. All the bases start with 30 able bodied soldiers, and Bases 1 to 5 also have a limited supply of fuel and weapons. Allied land vehicles move around the battlefield independently of your control. You provide the only allied air support. Enemy land vehicles will slowly converge on your bases unless stopped by the allied land vehicles, by mines that you have dropped, or by the other weapons of your COMBAT LYNX helicopter. You may attack any aircraft that you see, and all land vehicles that do not appear with circles around them on the intelligence map (the circles show they are allied). Your bases may get instantly wiped out in direct attacks by enemy vehicles, or just suffer a number of casualties as the result of passing or minor attacks. Base 0 will not be affected by passing attacks, but will be destroyed by a direct attack. If not stopped, eventually all the enemy forces will move to attack Base 0, after which you will almost certainly lose the battle. You are allowed three 'lives' before the game is reset with a complete new battlefield.

RECOMMENDED TACTICS

The enemy will take a minute or two before attacking you at the start of the game. Use this time to circle Base 0 (and any others if you can) with mines. Attack land vehicles from behind, and don't let them get to your bases. Avoid gun emplacements. Fly low to avoid enemy missiles. Replace injured troops with fresh ones.

ARMING THE HELICOPTER

Each time you land at a base you will immediately be presented with a set of screens that will allow you to select fuel, weapons and troops to be carried on your next sortie. At the start of the game the helicopter is hovering just above Base 0, so to move into the arming screens you must lightly tap the DOWN key to make your first 'landing'. The first arming screen allows you to load up with armed soldiers. Each time you press the + key another soldier will be included in your load. You will see the total weight increase with each soldier until you reach the maximum number that you can carry. If you wish to reduce your load press the - key. Each press of the - key will reduce the load by one soldier. When you are satisfied with your load press the ENTER key and you will move onto the next arming screen, which will be for injured soldiers. There won't be any injured soldiers at Base 0 so just press the ENTER key again to move onto the next arming screen. Note that as you increase your load of weapons you will automatically carry less fuel, and may be unable to reach the other bases. To get out of the arming screens press the SPACE key. You are allowed to carry more weapons than would be possible in reality.

THE MAP

At any time you can inspect the map by pressing the M key. A second press of the M key will return you to the normal flight screen. The map shows the battlefield in relief with vehicles and bases indicated by black symbols. To move around the map use the ARROW keys. If you hold down 0 or FIRE at the same time as an ARROW key you will be able to scan the map more quickly. Allied vehicles are represented by symbols in circles so try to avoid blowing them up! The following symbols are used:

T		Tank
H		Base
H	on its side	Lorry
Y	upside down	Gun emplacement
X		Helicopter
-		Jet Plane
FLASHING BLACK SQUARE		Mined Area
CIRCLES AROUND SYMBOLS		Allied vehicle/base

The co-ordinate position of any point on the intelligence map may be taken from the North co-ordinate at the side of the map, and the East co-ordinate above or below the map. As soon as you turn off the map it is reset to your LYNX's current position. You will be able to note your own co-ordinate position and be able to change your direction to make contact with a vehicle that you have seen on the map.

BASE REPORTS and MESSAGES

Press key 1 if you are ready to receive a message on the micro-screen when it is flashing. Press CAPS SHIFT and Q, etc, to get the co-ordinate position of BASE 1, etc (NB: Keys Q,W,E,R,T and P represent BASES 1,2,3,4,5 and 0, in that order) or SYMBOL SHIFT and Q, etc, for the manning level. Injured troops should be brought back to Base 0 where they will be instantly restored to full active service.

FLIGHT CONTROLS

Your helicopter is seen from behind. You can see it fly straight (forwards or backwards) and at an angle of up to 45 degrees to the right or left of the four points of the compass (N,S,E,W). As this angle increases beyond 45 degrees the direction of view will flick from one point of the compass to the next (eg: from the North to West).

This may appear confusing at first, especially as the helicopter will be seen from the right when North is the direction of view, and then be seen from the left as you flick through to West as the new direction of view. To keep track of your flight path watch the compass and your flight co-ordinates. At the bottom left of your normal flight screen you will see three guages marked 'T' for engine temperature (don't over-heat), 'S' for speed (forwards and backwards), and 'F' for fuel (don't run out). When landing you must use the intelligence map or co-ordinates to check that you are directly above a base, the speed guage to check that you are hovering, and then come down gently.

FIRING WEAPONS

This is a two or three stage process. First you must select the weapon system that you wish to fire by pressing the 2 or 9 key. As you press these keys a small marker will move right or left across the six weapons guages which are marked as follows:

R	Rockets, multiple strafing type	unguided
G	Gun-pods, machine-gun type	unguided
C	Cannon, 20mm Oerlikeron	unguided
T	Tank attack, H.O.T. missiles	wire-guided
A	Air attack, Sidewinder missiles	heat-seeking
M	Mines, underslung for air release	dropped

You can only fire one weapon system at a time. The active system is the one with the marker. If you select mines or heat-seeking missiles you can release them simply by pressing the 0 or FIRE key. Dropped mines can be seen on the intelligence map, and are effective against all enemy land vehicles. You can have a maximum of sixty mined squares on the intelligence map at any one time. A mined square will be effective against two enemy vehicles, after which you will be sent a message that the minefield has been breached and is no longer effective. The unguided weapons (machine guns, cannon, and strafing rockets) fire in the same direction as the helicopter, and should be sighted by pressing the ENTER key before firing. Be warned - while aiming them you will change the height and the angle of your flight path. In contrast to these, the HOT wire-guided missiles can be aimed by the ARROW keys without moving the LYNX. Press ENTER a second time to switch off the sights and restore normal flight control.

SKILL LEVELS

The skill level affects the number of bases that you have to support (from three bases at level 1 to six bases at level 4), the total number of enemy vehicles (which are in proportion with the number of bases), and the rate at which your fuel is used up.

SCORE

Jet Plane	300
Helicopter	250
Tank	500
Lorry	400
Gun emplacement	1000

Your efficiency rating takes account of the number of bases, troops, and allied vehicles lost; the amount of ammunition used, and the number of targets hit.

TURBO ESPRIT by Mike Richardson

MISSION BRIEF

An armoured supply car is carrying drugs to the centre of the city. One after the other, four delivery cars will drive in to meet it, and then drive off to their hide-aways. After the fourth pick-up the armoured supply car will leave the city. Your mission is to stop the delivery cars after they have made their pick-ups, and before they disappear in their hide-aways, and to stop the armoured supply car after it has passed its drugs to the last car and before it leaves the city. You will score extra points for catching the drug smugglers alive, rather than shooting them. Your vehicle will be a Lotus Turbo Esprit capable of driving at 150 mph. You will lose points for injuring the general public. There are traffic lights at junctions which should be obeyed (though the smugglers will probably ignore them), there are pedestrian crossings where people will have the right to cross, and there are road-works that you should avoid. Drive well. Drive carefully.

JOYSTICKS

You may use the "ALTER PLAYING KEYS" option to make adjustments for your own particular joystick (ie: instead of pressing keys in response to the prompts, just move your joystick)

STARTING

After loading, you will be asked to choose a city (choice of four) in which the game will be played. Once selected, you will only be able to change to a different city by completely re-loading the tape. Next, an OPTIONS MENU will be displayed, and you should select "PLAY" or "PRACTICE" to start the game. Your car (black) is displayed on the screen in front of you. At the beginning of the game it is in the centre left lane. At the bottom left of the screen you will see "Penalty Points" which you get if you crash into innocent cars or kill pedestrians. Next to this is your "Score" which you get for catching drug-smuggling cars; and beneath this you will see the occasional message from HQ control.

STANDARD CONTROLS

S	Joystick up	Increase speed
A	Joystick down	Decrease speed
J	Joystick left	Move to left-hand lane
J + K	Joystick left + Fire	Turn left (90 degrees)
L	Joystick right	Move to right-hand lane
L + K	Joystick right + Fire	Turn right (90 degrees)
K	Fire	Fire gun
M		Map on / Map off
T		Terminate game and re-start

NB: The Up, Down, Left & Right keys also move the map

STEERING

The "J" and "L" or "left/right" keys will just steer your Lotus from one lane to another (providing you are moving). To turn around a corner you must press the "K" or "fire" key at the same time. You can do a three-point-turn by using the "A" or "decrease speed" key to put you into reverse, and by using the "turn 90 degrees" keys to swing around. Your car will not turn until it is moving.

RECOMMENDED TACTICS

Check out the city with the map. Drive carefully straight to the city centre (ie: mid-point North/South and East/West). Park. Turn on the map and watch and wait for the smuggler's cars. The one circling the block will be the supply car. After the message "Drugs exchanged", check the direction the delivery car is using to get away. Go get it. Don't stop at junctions. Bump it into submission.

THE SCREEN

On your screen you will see the top of your steering wheel, a speedometer (centre right), a rev counter (centre left), a fuel gauge (left) marked "E" for empty and "F" for full, and a temperature gauge (right) marked "C" for cold and "H" for hot. Gear changing is done automatically by the computer when you change speed.

PRACTICE OPTION

Select this from the OPTIONS MENU for driving practice. You won't get any smugglers or "hit" cars while you are practicing. Your gun will still work though, so be careful. Even though you fire at a car, your bullets may not always blow it up straight away. Similarly, if you bump a smuggler's car it may not surrender immediately. Keep trying!

THE CARS

All cars in the game are black, except those used by the drug smugglers. These are :-

BLUE	Delivery cars (4 cars)
RED	Armoured supply car (1 car)
MAGENTA	"Hit" cars that will try to shoot you

THE MAP

You can use the map (press "M") to find your position (little flashing circles indicate your own car, and those of the smugglers. When you first turn on the map your car will be shown near the centre). Small petrol-pumps indicate the positions of garages. Four dots at cross-roads indicate traffic lights. Arrows alongside roads indicate that these are one-way streets. Use the Up, Down, Right, and Left controls to scan the map across the city.

STREET NAMES

Streets are named as for example, "E:9" where this street is the ninth street going east/west; or for example, "N:7" where this would be the seventh street going north/south. You will be given messages from HQ such as for example, "Armoured car seen on E:9". In this example you would then be able to turn on your map, see where you were, then scan over to E:9 to spot where the armoured car was, and then proceed to intercept it.

MESSAGES

At the start of the game you will be told by HQ that a single armoured supply car (red) has been spotted moving towards the centre of the city [message: Armoured car seen on E:9]. One after the other, four drug delivery cars (blue) will enter the city [message: Drug car seen on E:9] and park near the centre. The armoured supply car (red) will then drive to meet the parked delivery car, hand-over some drugs [message: Drugs exchanged], and then carry on driving around the centre. Each delivery car (blue) will then drive to its own particular hide-out, after which it will be undetectable [message: Drug car in hiding]. After the fourth drug car has made its pick-up [message: Armoured car running], the armoured car will leave the city [message: Armoured car escaped].

STOPPING THE SMUGGLER'S CARS

You can stop all the smugglers except the armoured car by shooting at them (simply drive up behind them and press "fire"). However you will score far more points if you don't kill the smugglers, but instead stop them by "bumping" into them from behind when you are chasing them at speed ("bumping" has no effect when the smuggler's car is stuck in a queue - that would be too easy!). When you have successfully "bumped" a smuggler's car enough times (more than four) it will stop and surrender [message: Drug car surrenders]. You will then be able to leave it to the police and carry on with your mission. The smugglers will not bother to stop at traffic lights, so watch out.

You can stop the armoured car at any time, but if you do this too soon then no more drug delivery cars will enter the city, and you will be unable to score as many points. Because it is armoured, you will only be able to stop the supply car by "bumping" it. You may stop the drug delivery cars before they make their pick-up, but again you will score less points for doing this early. The smugglers will also surrender if you chase them into a cul-de-sac (or "dead end").

The smugglers are aware of your position. If you drive past a drug delivery car which is waiting to make a pick-up, it will drive off. You must therefore wait some distance away (watching the map) until the exchange has taken place, when you can make your move.

HIT CARS

The smugglers have a number of "hit" cars (magenta or purple) which will be out to get you. They travel very fast, and if they pass you on the right their passenger will be able to shoot at you [message: Bang!]. If they hit you [message: Lotus incapacitated], your car will swerve and you may crash. You may shoot at, or "bump" the "hit" cars if you wish to score extra points.

FUEL, GARAGES, and NEW CARS

Keep an eye on your fuel gauge. If it looks low then drive to a garage and park ON THE PAVEMENT along side. Your gauge will then slowly re-fill. If you run out of fuel before reaching a garage your car will have to be "abandoned". You get a total of four Lotus cars per game, so if one is destroyed by the smugglers, you crash, or run out of fuel, then you will automatically be given a replacement. After the fourth car the game ends.

Sometimes a stray bullet may get lodged in your radiator [message: "Engine fault"], in which case you will have to get to a garage quickly (just park on the pavement along side, like for fuel) [message: Engine repaired]. Watch out that your engine doesn't over-heat [message: Engine over-heating] before you get there [message: Engine seized], and don't be surprised if your engine starts mis-firing.

SKILL LEVELS

There are four skill levels which you may select from the OPTIONS MENU. The easiest is level 1. The skill level affects the speed of the cars, and the number of times they have to be "bumped" before they submit.

SAVING & LOADING SCORE TABLES

From the OPTIONS MENU you can select to save or load high-score and penalty-point tables. To do this, first select the option from the menu, then place one of your own tapes in your cassette recorder at the appropriate place, press the PLAY control (and RECORD if you are SAVING) on the cassette recorder, then press any key on your Spectrum.

CRITICAL MASS by Simon Francis

An outlying system of the Terra Federation has set up an advanced anti-matter conversion plant on a centrally positioned asteroid to supply the local colonists with energy. A surprise attack by alien forces has successfully overcome the asteroid's defences and the aliens are now threatening to self-destruct the power plant unless the colonists offer an unconditional surrender. The self-destruction process would effectively turn the power plant into a massive black hole that would wipe out the entire planetary system along with a number of nearby stars. Unconditional surrender offers an equally horrific prospect. Your mission is to infiltrate the enemy position and disable the anti-matter plant before the aliens achieve CRITICAL MASS.

STANDARD CONTROLS

Z	Joystick LEFT	Rotate left
X	Joystick RIGHT	Rotate right
Q	Joystick UP	Accelerate
A	Joystick FIRE	Fire

SCREEN DISPLAYS

Four counters and gauges are displayed at the bottom left of the playing screen, along with a pointer that indicates either the direction of the nearest enemy or the direction of the nearest replacement vehicle. The counters and gauges are:

Top Left	Score
Bottom Left	Energy
Top Right	Time till Critical Mass
Bottom Right	Distance till end of zone

QUICK START INSTRUCTIONS

Keep flying towards the right of your screen. Avoid all rocks and mines. Watch the pointer to find the direction of incoming aliens and shoot to kill, but don't waste energy. If your craft gets destroyed follow the pointer till you find a new ship in a replacement pod. When you come to the wall shoot the turret in between the two force gates and then move through quickly. When you get to the anti-matter converter shoot the top of the pyramid shaped energy concentrator before you get sucked-in and vapourised.

YOUR MISSION

You will be deposited on the asteroid at a considerable distance west of the power plant. You must proceed east at maximum speed to enter and disable the anti-matter converter before it reaches critical mass.

Your craft is of the rocket-propelled hover type, allowing high speed strike capability, without fear of either radar or seismic detection through contact with the surface. However the very fact that it does not have contact with the surface restricts its manoeuvrability, and only a skilled pilot will be able to guide it at speed through the rocky terrain without blowing its force field. This force field protection system will cushion its impact when in collision with rocks, and will then slowly regenerate itself to full power. However it will collapse if over-used and implode on your strike craft. The force field is also effective against attacks by the aliens and local life-forms within the same limitations.

A further protection system is built into your craft that will detect such implosion just before it occurs and automatically eject you. You should then use your emergency jetpack to fly to a new ship in one of the dome-shaped replacement pods that will be sending out a homing signal indicated by your screen pointer. You will be unprotected while using the jet-pack so keep away from the worm-like local life forms, and avoid all rocks and mines.

Your craft is armed with a high-density light phasor that can penetrate all known energy protection shields, though this too is linked to your craft's energy banks and will cause implosion if heavily over-used.

The alien forces are dispersed around the power plant, and in the early zones you will only encounter their long distance raiders and unfused mines. As you proceed through the zones you will face increasingly hostile opposition, plus fused and guided mines. As you pass through the zones you will receive updated intelligence reports on your CMC screen.

The power plant is heavily guarded by a protective wall, fused mines and amorphous clouds of molecular disorientation. To enter the power plant zone you will have to fly towards the force gates, which you will be able to briefly disable and pass through by shooting at the front turret in the middle of two gates. This would take considerable skill even without the clouds which are likely to send you spinning against the mines

Once inside the power plant zone you will be drawn in towards the energy transfer beam which you must destroy by shooting the top centre of the pyramid-shaped energy concentrator in the middle of the device. If you fail to hit your target quickly you will be drawn into the beam and vapourised.

SKILL LEVELS
The easiest is skill level 1. These levels affect the following:-
Number of replacement pods
Rate at which energy is used

SCORE
Your score will increase according to a formula which allows for the type of alien hit, and the number of aliens already destroyed.

Bonus points will be awarded on your CMC screen for the total number of aliens destroyed on completion of a zone.

SABOTEUR by Clive Townsend

You are a highly skilled mercenary trained in the martial arts. You are employed to infiltrate a central security building which is disguised as a warehouse. You must steal a disk that contains the names of all the rebel leaders before its information is sent to the outlying security stations. You are working against the clock, both in getting to the disk, and in making your escape. You must enter the building from the sea by rubber dinghy, and will then only be able to leave by the helicopter on the roof. You will have to find your way around the warehouse, making use of the guards' own weapon supplies in your struggle through overwhelming odds.

May be played on the keyboard (recommended) or with a joystick.

STANDARD CONTROLS
A	Joystick UP	CLIMB UP if on ladder, or KICK if still
Z	Joystick DOWN	CLIMB DOWN if on ladder, or DUCK if still
M	Joystick RIGHT	MOVE RIGHT
N	Joystick LEFT	MOVE LEFT
SPACE	Joystick FIRE	THROW/USE/TAKE object, or PUNCH if none

NB: If you press the UP control at the same time as the MOVE RIGHT or LEFT control you will perform a SIDEWAYS JUMP. The distance you jump will depend on whether you were running or standing when you pressed the UP control. You CANNOT kick or jump in rooms with a low ceiling.

NB: The THROW control used on its own will throw objects horizontally. If you wish to aim an object you should press either the UP or DOWN control at the same time as the THROW control. This will direct the object up or down (at an angle of 22 degrees).

NB: If you press the THROW/USE control when there is an object in your NEAR DISPLAY, then the NEAR object will become HELD (and if you had a HELD object at the time it gets swapped to become the new NEAR object). This swapping process will continue until you move away from the NEAR object.

NB: The UP control also starts the helicopter.

QUICK START INSTRUCTIONS
Enter warehouse. Avoid dogs, guards, and ceiling-mounted anti-personnel weapons which are guided by video cameras. Cross to other side of the warehouse. You may have to use some computer terminals to unlock doors (not at skill level 1 though). Go down sewers. On your journey you should try to find a hidden time-bomb and carry it to the underground computer centre. Use two mini-trains which connect sewers to computer centre. Take (or swap time-bomb with) the disk, then escape by helicopter which is in the roof of the warehouse, (you'll have to climb the stanchions and jump across the gantries on the top floor - don't be frightened of jumping-off a screen).

SCREEN DISPLAYS
The HELD DISPLAY shows the object that you are carrying and ready to throw. Certain objects (ie the disk and the bomb) cannot be thrown (though any object can be put down and then HELD again later). If you

press the THROW/USE control when this display is empty (or contains the disk or the bomb) you will only throw a PUNCH

The NEAR DISPLAY shows nearby objects that you can pick-up or use. If you press the THROW/USE control when an object is shown in the NEAR DISPLAY it gets swapped with your HELD DISPLAY. The only exception to this is the computer terminals, which you may USE to lock/unlock doors while a terminal appears in your NEAR DISPLAY. Note that only a few terminals actually control doors, and the rest have other functions which will not affect you. If you have changed the lock status of a door when you USE a terminal the NEAR DISPLAY will show the terminal change colour, (ie. if you leave a terminal when it is purple you have changed a lock). Note that you CANNOT throw or use your HELD object when there is an object in your NEAR DISPLAY. To fuse the time-bomb you must swap it for the disk (in the disk's original location).

At the start of the game your TIME DISPLAY will show how long you have to get to the disk (before its information gets down-loaded to all the outlying security stations, and your mission gets aborted). If you manage to place the time-bomb in the disk's original location the TIME DISPLAY will then show how long you have to get to the helicopter to make your escape. You don't have to get the disk or set the time-bomb before you escape, but you'll be well rewarded if you do

The PAY DISPLAY shows your earnings in US dollars. You don't get paid for hurting the dogs, and you don't get much for killing guards. You do get some big bonuses for escaping with the disk after setting the time-bomb.

The RED BAR below the PAY DISPLAY shows your energy level. This will go down when you get shot, when you fight, when you fall, or get bitten, but it will go up if you stand still. If you run out of energy you die

FIGHTING
DOGS will snap at your heels and cause your energy to run down. You may jump over them, or if you are mean and nasty you can kill them by throwing a weapon (in which case you will have to aim it with the DOWN control).

GUARDS may sometimes be standing still and looking the wrong way, in which case if you move very very slowly you may be able to creep up on them (or just exit the room) without them noticing you. All GUARDS have infrared vision, a gun (loaded with rubber bullets, as they prefer to capture intruders rather than kill them out-right), and may resort to unarmed combat (punching and kicking) though they won't have your Ninja skills and therefore won't be able to kill with a single blow like you. If a guard throws a knife at you or shoots at you, you can DUCK down out of the way, though eventually you will either have to kill him or run away. Note that you can't kick a guard in a room with a low ceiling.

The WEAPONS that you can throw include knives, shurikens (pointed stars that you throw), grenades, bricks, rocks, and pieces of pipe. You can throw these when they are in your HELD DISPLAY, and aim your shot by pressing the UP or DOWN control at the same time as the THROW control. You can KICK by pressing the KICK control when you are standing still, or PUNCH by pressing the THROW control when your HELD DISPLAY is empty.

SKILL LEVELS
These affect the length of time in between shots from the guards and the anti-personnel weapons (ie. your response time). They also affect the guard dogs which become more vicious at higher skill levels. They also control the position of the time-bomb which you will have to carry further on higher skill levels (NB. so long as you stay at the same skill level you will always find the bomb in the same place).

SCORE

Dog killed	0 (so why do it?)
Guard killed by weapon	100
Guard killed by punch or kick	500 (real Ninja stuff!)
Get disk in time limit	5000
Swap time-bomb with disk	5000
Escape (by helicopter)	1000 (and fight another day)
Escape with disk (bonus)	5000
Escape with disk and bomb set	10000