

## TYPHOON

Hot from the arcades comes TYPHOON the latest action in sea and air combat combining the forces of jet fighter and helicopter gunship

Soar through wave after wave of flying death in your armour-laden helicopter, scream through the skies in your F-14 as you take on the seemingly limitless hordes of mechanoid invaders, whose sole intent is the total domination of the Earth. The storm is raging as the battle is fought in the skies.

TYPHOON The Konami coin-op is now available for your home micro, featuring fast scrolling action and 3-D frenzied dog fighting. Accumulate a vast array of deadly weapons in the six levels of pulse pounding excitement each culminating in a devastating adversary.

Thrill to this realistic simulation of a compulsive and exciting game from Imagine.

## 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.

### NOTE 48K USERS

When the game has loaded, rewind to start of side 2 and follow on-screen instructions.

When first loading from tape, it is best to make a note of the counter reading on the cassette, of the beginning of each section, so that if a load error occurs, it will be easier to try to relocate the last section.

## CONTROLS

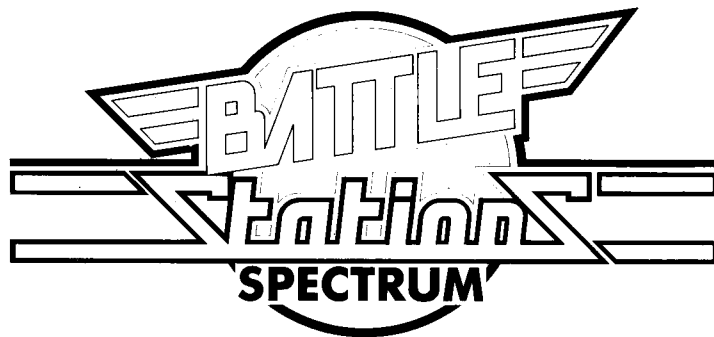
The game can be played using keys (Q, A, D, P, N) for up/down/left/right/fire, or cursor or Sinclair joystick types. To select keys/joystick, press the relevant key when on the title page.

Whether keys or joysticks, the "B" key drops a bomb, and the "M" key fires a "smart" bomb (destroys all aliens). "H" pauses and unpauses the game.

## STATUS AND SCORING

Score lives and the current stage no. are displayed on the top right hand side of the screen. On the bottom right is displayed the "smart" missile, if it hasn't been used (one is awarded per life). On the middle left hand side, the currently collected weapons are shown.

- Anti aircraft turret – 50 points
- Enemy fighter – 150 points
- Finishing stage – 1350 points



## HINTS AND TIPS

- Learn and anticipate attack waves.
- Destroy anti-aircraft turrets as soon as possible.
- Save the "smart" bomb for difficult parts of a stage.
- The "smart" bomb destroys enemy bullets (useful for tricky situations).

## TYPHOON

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## ATTENTION SPECTRUM 48k USERS

WHEN SELECTION MENU APPEARS RESET YOUR TAPE COUNTER TO ZERO. IF YOU DIE ON LEVEL 2 ONWARDS REWIND TAPE TO ZERO WHEN ON SCREEN MESSAGE TO START TAPE APPEARS.

## CREDITS

Produced by D. C. Ward  
Programmed by Steve Lamb  
Graphics by Steve Lamb and Alison Jeftha  
Music by Jonathon Dunn  
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## GUERRILLA WAR

In the jungles of a tropical island people groan beneath the iron rule of a cruel oppressor. Troops fill the streets and highways, booby-traps litter the countryside and a Tyrant goats on his throne of power. But on the beaches hope is at hand... Two crack marines, armed to the teeth and trained to kill, aim to infiltrate this evil stronghold and free a nation from its chains. Join their fight for freedom as you race through rivers and swamps. Your every nerve tingling as you are attacked from all sides. Battle through the cities and towns with your pulse pounding as wave after wave of bloodthirsty mercenaries assail you in a torrent of lead. With your heart in your mouth and your life on the line win through to victory and freedom in the dirtiest of wars.

### 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.

### NOTE

Each level will load in separately on 48K Spectrum, follow on screen instructions. All levels load in at start on 129K Spectrum and +2 Spectrum.

### CONTROLS

1. Select 1 or 2 player game from opening menu.
2. Select method of control for that player. Each player selects one of the available joysticks. You then get another menu to select 'normal' or 'rotate' mode. 'Normal' mode turns the players body in the direction of the joystick, and 'rotate' mode requires 2 keys to 'spin' the body around. The final menu screen shows each player the keys available for this game. You can select from a list of joysticks available, including the new 'Cheetah 125 Special' twist joystick, which will enable you to rotate left and right without using the keyboard. You are given a 'fixed' set of keys if a player is on keyboard, and 2 sets if both players are on keyboard.

If a joystick is selected you get 3 extra keys for each player:-

Player 1	Player 2
A — GRENADE	J — GRENADE
B — ROTATE LEFT	K — ROTATE LEFT
S — ROTATE RIGHT	L — ROTATE RIGHT

### NOTE

Rotate keys are ignored in 'normal mode'.

### KEYBOARD

Each player on keyboard get the following keys:-

#### 1 Player game, (on keys)

W — UP	ENTER — GRENADE
D — DOWN	SPACE — FIRE
I — LEFT	Q — ROTATE LEFT
O — RIGHT	P — ROTATE RIGHT

#### 2 Player game, (both on keys)

Player 1	Player 2
W — UP	O — UP
S — DOWN	K — DOWN
E — LEFT	U — LEFT
R — RIGHT	I — RIGHT
Z — GRENADE	B — GRENADE
C — FIRE	M — FIRE
Q — ROTATE LEFT	Y — ROTATE LEFT
T — ROTATE RIGHT	P — ROTATE RIGHT

#### 2 Player game

Player 2		
O — UP	B — GRENADE	
K — DOWN	M — FIRE	
U — LEFT	Y — ROTATE LEFT	
I — RIGHT	P — ROTATE RIGHT	

You can press the two keys "X" and "V" together to quit the game. You can turn pause on with "F" and turn it off with "G".

### GAME PLAY

Each level has different enemy patterns and positions of tanks and hostages. The object of the game is to fight your way to the palace at the end of level 5 and destroy it. At the end of each level you must eliminate a large enemy with around 32 shots. Each large enemy at the end of the level is different and each require different tactics to destroy it. If you dispose of certain enemy soldiers they will drop a weapon for you (a Bazooka or a flame thrower). If you die you will lose any 'collected' weapons. At the end of each level you are shown a map with your current position highlighted. At the end of a game enter your initials onto the high score tables, by using up or down to select your initial, then press fire button to select.

### STATUS AND SCORING

If you rescue a hostage you are awarded a bonus of 1000 points and all your weapons are restored to 50. When in a tank you get extra fuel. If you kill a hostage you are penalised 500 points.

You begin with 4 lives at the start of each game. A bonus life is awarded every 15,000 points, up to a maximum of 10.

### HINTS AND TIPS

- ★ Try to keep your Tank for as long as possible.
- ★ Keep a look-out for soldiers behind you.
- ★ Work as a team in the 2 player mode.
- ★ Study the movement patterns of the large enemy at the end of each level.
- ★ Be aware of the limitations of each type of weapon.

### GUERRILLA WAR

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### CREDITS

Coding and Graphics by Sentient Software.  
Music by Jonathan Dunn.  
Produced by D.C. Ward.  
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## OPERATION WOLF

Central control to Lone Wolf... parachute into hostile territory... locate enemy concentration camp... release captives interned there... repeat... Operation Wolf, an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countrymen being held prisoner in a concentration camp. Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no water, no chopper cover, not nearly enough ammo and no idea if you are going to make it back... volunteers only!!

### 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.
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5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

### NOTE

The 48K version loads the main game and then each level is loaded when required.

### CONTROLS

Keyboard redefinable. Also accepts Sinclair Cursor and Kempston Joysticks. Normal Keys are:-

K — UP	X — RIGHT
M — DOWN	L — FIRE
Z — LEFT	G — GRENADE

### GAMEPLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub-machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.

Animals, if shot, will sometimes drop these items, however under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape.

Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage). As you complete each level, a small amount of your energy is replenished and when you have just a few units left, the display will flash. To complete a level you must shoot and destroy the relevant number of soldiers, tanks, helicopters etc as displayed on the bottom of the screen. This will probably be the most dangerous mission you have ever undertaken. Be alert, be strong and above all be careful!

### STATUS AND SCORING

Status panel shows score, number of bullet magazines left, number of bullets per magazine, number of grenades and damage level. Also shown on each level is the number of baddies which need to be eliminated in order to complete level and number of hostages rescued. Points awarded for disposing of baddies vary depending on type. Points also awarded for completing level.

When damage level is full player is dead. There is one 'continue' option. Player's damage is increased if he shoots a civilian.

### SURVIVAL SUMMARY

Magazines	— Shooting this gives one extra magazine of ammunition.
Grenades	— Shooting this gives one extra rocket bomb, up to a max. of 5.
F—ON A BULLET	— Shooting this gives an increased rate of fire for one magazine.
P—ON A BOTTLE	— Shooting this improves your physical condition.

Enemy missile fire can be shot down before it hits you. Vehicles can be destroyed by bullets, but they must be hit several times.

### HINTS & TIPS

- ★ Don't fire constantly, save bullets.
- ★ Keep grenades for large groups of enemies and vehicles.
- ★ Shoot enemies which inflict most damage first.

### OPERATION WOLF

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### CREDITS

Coding by Andrew Deakin.  
Graphics by Ivan Horn.  
Music and sound effects by Jonathan Dunn.  
Produced by D. C. Ward.  
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