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.

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.

ARCADIA
Spectrum
CHASE H.Q.
OPERATION THUNDERBOLT
THE NEWZEALAND STORY
ocean

OPERATION THUNDERBOLT
SCENARIO

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab Guerillas were in control of flight 102 and had turned the aircraft towards Africa .... The plane lands in hostile territory and the terrorists begin their demands ...

A rescue operation is called for and there is only one man to head it up, Roy Adams.

Weary from his Operation Wolf mission, he is persuaded to put his crack team into a new sortie to free the hostages.

Bringing you enhanced shoot-em-up action for one or two players. Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but brings 3D action to the scenario, pitting you against swooping jets, helicopters, tanks and many more awesome adversaries!

Get the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles! GOOD LUCK IN YOUR MISSION.

CONTROLS

This is a one or two player game which is controlled by either Joystick or Keyboard which is fully redefinable. (All usual spectrum joysticks.)

PRE-SET KEYS	KEYS FOR KEYBOARD AND JOYSTICK
	T – PAUSE GAME
Q – UP	R – FIRE ROCKET
A – DOWN	ENTER – FIRE ROCKET – PLAYER 2
O – LEFT	WHEN NOT USING KEYBOARD
P – RIGHT	F – START PLAYER 1
SPACE – FIRE	G – START PLAYER 2

EITHER PLAYER MAY JOIN THE GAME AT ANY TIME.

STATUS AND SCORING

The Status Panel displays your Score, Life remaining, number of bullets remaining, number of magazines remaining, and number of rockets remaining for either one or both players.

Also shown are the items held by either player. The item on the left is the last one collected. The middle item is the bulletproof vest (if collected) and the item on the right is the Laser Sight (if collected). When either player's life level reaches zero then he will die but can restart by pressing his "player start" button. When both players' energy is zero there will be a continue play option.

Points are achieved by shooting enemies. At the end of the game, if successfully completed, points are awarded for the number of hostages rescued and the life level remaining.

GAMEPLAY

The player equipped with sub-machine guns and rockets must shoot all the enemies who appear on screen. Remember that your energy and ammunition are limited, and these can only be replenished by picking up objects such as magazines and power bottles that appear on screen or those parachuted down in crates.

LEVEL 1

You must work your way, on foot, through hostile soldiers and reach the end of the level where an enemy spy is hiding to complete mission one.

LEVEL 2

You must attack the ammunition depot within a certain time limit. If you are successful you will receive more magazines, rockets and bullets.

LEVEL 3

You are driving a jeep and must reach the enemy hideout where some hostages are being held.

LEVEL 4

You will encounter hostages that have been taken from the aircraft and imprisoned. To release them you must shoot the locks on the doors but avoid shooting them in the midst of all the action! Beware – at the end of this mission you will encounter a heavily armed officer and must use all your skills to defeat him.

LEVEL 5

The boat – battle your way through hostile craft to reach the enemy headquarters where more hostages are being kept.

LEVEL 6

Inside enemy headquarters – you must rescue the hostages to complete your mission. Again you will face heavily armed officers who must be defeated.

LEVEL 7

Make your way down the run-way destroying everything in your path to reach the get-away aircraft.

LEVEL 8

When you finally reach the hijacked airliner you must walk up the centre aisle taking out the grenade throwing and machine-gun blazing hijackers as you go. Take care to avoid the hostages (children). Once you have reached the cockpit you must shoot the last hijacker who is using the pilot as a shield. If you take too long to eliminate him you will not survive his machine gun fire. If you shoot the pilot your only means of escape will perish!

HINTS AND TIPS

1. Pick up all objects that fall from the top of the screen by shooting them. These include magazines, power bottles, medical packs, bullet proof vests and laser sights. Animals if shot, will sometimes drop these items.

2. Try not to spray your opponents with bullets as your ammunition is limited. Pick your targets carefully.

3. Destroy the heavy vehicles before the soldiers as they inflict more damage.

4. If you are overwhelmed by soldiers and your energy is low, use your grenades.

OPERATION THUNDERBOLT

Programming by Andrew Deakin
Graphics by Ivan Horn
Music and Sound Effects by Matthew Cannon
Produced by D. C. Ward
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THE NEW ZEALAND STORY

New Zealand is a peaceful place to live – if you're a KIWI, particularly in the Auckland Zoo – Tiki is as happy as can be ...

Trouble turns up in the guise of a psychotic walrus who has an enormous appetite for fresh Kiwi and kidnaps Tiki and his relatives to stock the larder!

The walrus hides his captives around the island in 20 hazardous locations but our hero escapes and sets about rescuing his buddies.

Watch the feathers fly as Tiki executes his plan, for the walrus has some very strange companions and they're out for blood.

This game loads in a number of parts both for 128k and 48k Spectrums. When you have completed various levels, a message, "searching xx" (xx being a number) will appear on the bottom of the screen. This means that PLAY on your tape player must be pressed.

Note, however, that if you have lost all your lives, you may have to load in an earlier section – rewinding the tape will be necessary.

All of the sections are on side B of the tape in numerical order, therefore if the screen displays "searching 05", you press PLAY on the tape player, and shortly a message comes up, "found 07", then you will know the tape has gone too far and must be rewound. If you have a tape counter it is an idea to make a note of the counter numbers for all sections of the tape.

Controls

Usual joystick options for UP, DOWN, LEFT, RIGHT and FIRE.
The keyboard controls are redefinable and the default controls are:
UP – I   DOWN – K
LEFT – J   RIGHT – L
FIRE – SPACE
SYMBOL SHIFT + CAPS SHIFT to quit.

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

Gameplay

You control Tiki the Kiwi in his search for the release of his kidnapped friends. Initially, you are armed with just a bow and arrow, but occasionally when you kill an enemy, they may drop an item which you can retrieve and use yourself. There are many different types of item which you must discover yourself, but they vary from extra weapons to temporary invulnerability pills.

Kiwis cannot fly and you are no exception, however, you get around this by knocking/shooting creatures off their balloons, which you can then commandeer and take to the skies! Surprisingly, kiwis cannot breathe underwater either, so you must be careful if you go swimming. Your oxygen level is shown on screen, so make sure you don't drown!

Shooting water from your mouth replenishes oxygen and can be used to pot your adversaries.

In the earlier levels, you will be shown arrows on the background which indicate the direction you must go to release the captive Kiwi on that level, but beware, on certain stages, releasing your friend alerts the Big Guardian Creature of that level, and you must first find a way of defeating it before progressing to the next level.

Because the various lairs of the walrus are so well guarded, we cannot brief you further. Your techniques will develop as you play the game and each new level presents new, frantic and more original challenges!

*Note – make sure you do not waste time sightseeing as you have a limited period to complete each level.

Status and Scoring

On the bottom of the screen is the players remaining lives, the score and an O2 Oxygen meter, which decreases while the player is in the water.

The game finishes when the player's lives are exhausted or when he clears all the screens and reaches the end.

For each special item which is collected you will get 1,000 points. Fruits range between 300 and 8,000 points. For each enemy which is killed the score ranges between 100 and 500 points, and the big boss characters are worth 10,000, 20,000, 30,000, 40,000 and 50,000 points.

Hints and Tips

★ When in water, oxygen can be replenished by raising Tiki's head above the water – then spit by pressing fire if you want to gain oxygen quickly.
★ Steal balloons by jumping on them while the baddie is still on, pushing him off.
★ After a lot of practice, playing skills can be improved considerably.
★ Use the duck balloon when you need speed.

The New Zealand Story

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Credits

Programming and Graphics by Choice Software
Music converted by Jonathan Dunn
Produced by D. C. Ward
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CHASE HQ

SCENARIO

The heat is on! The steaming roads beckon your turbo-charged Porsche 928 as the screeching of tyres in the distance heralds another crime being committed.

"This is Nancy at Chase HQ – We gotta few perps to catch, Algernon. Looks like you ain't gonna get much sleep tonight". "Gotcha, Nancy baby! We're on our way!"

Details of the perpetrators vehicles flash across your in-car computer screen as you tear away down the busy L.A. streets in search of your quarry.

You are the head of SCI (Special Criminal Investigation) and the type of guys you chase don't stop for no-one! After years of experience, you have discovered that the only way of stopping these people is to ram 'em off the road! Your limited Turbo Chargers help you catch up, but these guys seem to drive the best (and fastest) sports cars on the road, so catchin' 'em ain't easy!

CONTROLS

This is a one player game which can be played with either joystick in port one or keyboard which is redefinable.
The following Spectrum joysticks may be used:-
KEMPSTON
SINCLAIR
CURSOR

JOYSTICK CONTROLS
UP – ACCELERATE
DOWN – BRAKE
FIRE – CHANGE GEAR
SPACE BAR – TURBO
PRESET KEYS
A – ACCELERATE
Z – BRAKE
K – LEFT
L – RIGHT
N – CHANGE GEAR
SPACE BAR – TURBO
P – PAUSE
Q – QUIT
ESC – QUIT (Amstrad)
Please note that on the 48K Spectrum control options may only be changed once – when the game has loaded.

STATUS AND SCORING
You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to ram it off the road.
Points are scored as you progress along the road.
Points are also awarded for passing cars as follows:-
    First car passed – 200 points
    Second car passed – 400 points
This continues up to 8,000 points, but if you hit another car (other than your target) the scoring will restart at 200 points.
When you reach the target vehicle you will score 10,000 points for each hit on the first level and 20,000 points for each hit on the second level etc. There is also a 'hidden' special bonus which may be awarded.
Points will also be awarded for time remaining on each level, with a cumulative bonus for completing each level starting at 100,000 points.
There will be an extra bonus for completing the game.
When you catch up with the criminals car a hit indicator will appear on the screen. This will show how many times you have to hit the target vehicle; when this indicator is full your car will automatically overtake the criminals and stop them.

GAMEPLAY
Your instructions come from Nancy at Chase Headquarters as she sends a description of the criminals vehicle to your on-board computer. You have a limited time to catch up to the villain, at which point you will be allotted a further time bonus to force him off the road. To achieve this you must ram his car a number of times – as shown on your status panel. If you run into any other vehicles this will slow you down and make the capture more difficult. However, you have a limited number of Turbo Boosts which will give you extra acceleration for a very short period. Use these wisely! When you have inflicted the necessary number of collisions, the criminals car will pull over to the side of the road, and you can arrest him.

There are five missions in all, each successively tougher than the last, taking you over various landscapes and through different towns. Occasionally you will be presented with a fork in the road and an arrow will indicate the shortest route to take. A constant hazard is the presence of other innocent, but appalling drivers whom you must avoid, or pay the time penalty.

The clock is ticking, crimes are being committed, your Porsche is tanked-up and the bad guys are getting away.
"LET'S GO MR. DRIVER!"

HINTS AND TIPS
Only use your turbo when ramming the target vehicle.
Slow down when the road splits and follow the correct turn-off.
Take your time when bashing to increase your score.
Try and find the hidden bonuses.
You will score less for using the continue-play option.

CHASE H.Q.
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CREDITS
Programming by Jon O'Brien
Graphics by William Harbison
Music by Jonathan Dunn
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