

## 911 TS

A fearsome journey ahead. A grim evening. The world's leading sports car. Hasty collections of equipment. A frantic race against time at every stage. Only the ultimate driving skills and the best use of extra equipment will get you to your destination.

### FEATURES

- Equipment Choice Section
- Super Smooth Scrolling Scenery
- Eight Unique Game Stages
- Stage Timer and Bonus
- Detailed 'On-Screen' Game Monitor
- Equipment Collection Stages

### SCENARIO

The course is there, waiting, all set to devour you at the slightest mistake. Eight fierce sections, each with its own challenges. Skillful driving and thoughtful use of extra equipment is the key to the game. You will choose Dunlop tyres of course, but which ones? SP82 Rally Tyre for dusty conditions? Perhaps Dunlop Formula for all round rally performance? The choice is yours and it could cost you your life. At the least it will cost you money. Life would be simple if finances were bottomless but alas no. You only have two thousand pounds to spend on your vehicle. Not only that but you are responsible for collecting the equipment yourself. So as you may gather, the task ahead is to say the least, a bit tough!

### GAMEPLAY

The game is divided into two sections. The first, The Buying Section, is where the player can pay for the extra equipment he or she may need in the chase. The second, The Chase, is where the player takes the vehicle to its limits on screen, picking up the extra equipment ordered and evading the enemy.

### BUYING SECTION

You have been assigned two thousand pounds with which to modify your 911TS. With only a bare 911TS the time limits will defeat you. There are four Sections from which you can choose. You may choose to leave a section out entirely to save money, or try and spread your money evenly. First on screen will be the Tyre Stage. Your Cash total will be displayed along with the equipment options. Choose your equipment by pressing the number shown on the menu, or just press 'S' to use standard tyres (Dunlop SP Sport Super D4). The cost of the equipment will be deducted from your money. Equipment is chosen for stages 1, 3, 5 and 7.

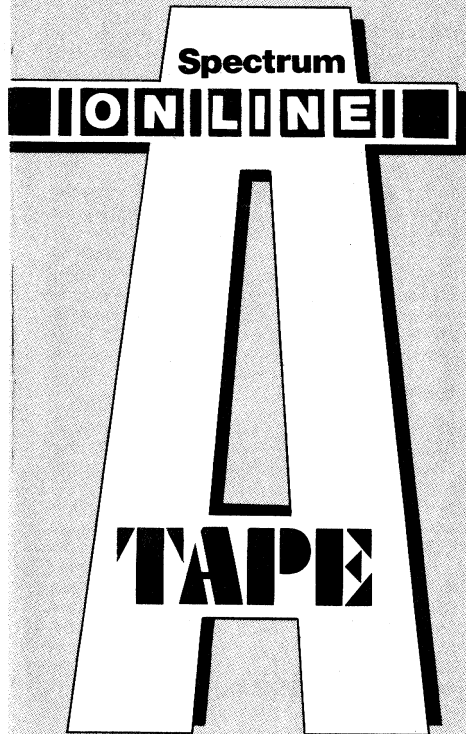
The next stage will then be displayed once you have made your choice, the final stage being number seven. The program will not accept any choice that exceeds your cash remaining. Use 'S' to skip any stages that you cannot afford. After the choice for stage seven, you can start the chase by either pressing any key for keyboard control, or move the joystick for joystick control.

### CHASE SECTION

The chase is set out over large route which is mapped out on-screen. It is divided into eight stages in which there are different hazards to avoid by effective use of steering and brakes. Additionally there is the chasing car that will try and knock you off the road. In stages 1, 3, 5 and 7 there may be equipment to pick up, depending on what was bought in the buying section. Drive the car onto the equipment to collect it. From that point on, you will have the benefit of modification. Each stage has a time limit for completion, if this time limit is exceeded then the game ends. If the stage is completed with time to spare then a bonus is awarded. If the whole map is completed, then you will have to try your talents at a higher level, over the same map. Damage will accumulate as you collide with hazards or the following car. The game will end when damage is total!

### CONTROLS

- Key 'Z' - Joystick LEFT - Move Car To The Left
- Key 'X' - Joystick RIGHT - Move Car To The Right
- Key 'O' - Joystick UP - Accelerate
- Key 'P' - Joystick DOWN - Brake



# THE GRAND NATIONAL

## INTRODUCTION

The Grand National course is regarded as the toughest race course in the world. Those who ride it risk injury or death jumping fences such as the chair, a notorious fence nearly four feet wide and five feet high, fronted by a six foot ditch. It isn't surprising that this fence has been responsible for many injuries over the years.

It is your job as the jockey not only to conquer the course through 'knowing' your horse, but also to make the choice of horse that you will ride in the race. The whole game can be won or lost on this decision alone. The game combines these factors to produce a combination of strategy and skill, with all the excitement of the Grand National on your screen. Running a number of nationals can build up a career record, and a final award is given to the top riders. Now take the reins on your 48K ZX Spectrum and gallop your way into the record books!

## THE GRAND NATIONAL

The Grand National is the ultimate race of the National Hunt season. It is run, and always has been run, at the Aintree Race course near Liverpool. The full Aintree course involves sixteen fences, and all but the last two of these are covered for a second time round, making a total of thirty fences to be jumped. The National has a maximum entry list of forty horses but some horses pull out before race day due to injury or ill-health of either the horse or the jockey. The riders range from amateurs fulfilling a life-long dream, to the professional jockeys who ride with one intention, to win! The National lasts about ten minutes, but in our game the clock runs faster to shorten the game time.

## HORSE RACING

This section gives some general information about racing which is useful to know when playing the game. Those of you who are racing addicts will know much of the information below already. All horses, except those who have not run any races, have a form rating. In the Grand National, a horse must have won a race with a value of one thousand pounds in the last year to qualify, so as far as we are concerned, all our horses have a form value. Form is normally listed as a series of letters and numbers indicating a horse's recent success or failure. In our game, form is simplified to a zero to ten rating.

Another important factor in any form of horse racing are the ground conditions. These range from 'Very Soft' where the ground is very muddy and slow to run on, to 'Firm' where the ground is quite solid. The best 'Going' is 'Good' where the horses can get a sure footing. Some horses have a preference, running well on good ground, while others can run consistently when the going is soft. At the end of these instructions is a Form Guide, and for each horse, it shows the preferred ground.

The final thing you will need to know about horses are their running styles. Each horse might have a different style and stamina when racing. Some horses may be good finishers for instance, while others may be good all rounders. It will be the above factors you will have to consider when choosing your horse.

## BETTING

In this game the betting is kept to 'On the nose' bets. That is a bet on a horse to win. So if the horse wins so do you! To keep payouts simple, we have kept to simple odds such as 5-1 and 10-1 and not used any of the nasty ones such as 13-2 or 100-30. A second point to remember is that we have decided to include the tax deduction. If you place a bet, most bookmakers will deduct 10% betting tax. So if you bet a ten pound bet, it will be reduced to a nine pound bet. So bringing all this together, if you bet say Ten pounds on a horse that wins at 10-1. Firstly the bet is reduced to nine pounds, you will then win 10x9=90 pounds, plus you will be refunded your original stake (nine pounds).

The bookmakers set odds according to a number of factors. In the first instance they will set the odds in relation to how well they think a horse is going to do. For instance, a horse that has odds of 2-1 is more likely (in their opinion) to do better than a horse with odds of 10-1. Another factor that affects the odds, and often in a bigger way than the horses' real ability, is the amount of money actually backing a horse. If for instance a horse at 20-1 suddenly gets backed with large sums of money its odds will shorten to say 10-1.

So all in all, the odds are a fair indicator of how well a horse will do but don't rely on them.

## GETTING STARTED

As you pick up the various stages of the game you will probably want to refer in detail to the information that is included here. The game itself is quite helpful, so with a little thought, you won't want to read everything below immediately. And always remember; if at first you don't succeed, try plugging it in/turning it on/reading the instructions!

## LOADING

1. Connect your tape recorder and leads to the ZX Spectrum, insert Grand National Tape, and ensure it is rewound.
2. Type 'LOAD', then press the Enter key.
3. Press play on the tape recorder.

## GAMEPLAY

The game is split into three parts. The first is the Race Report in which you plan your strategy and place your bets. Second is The Actual Race where arcade skills are the key success, and lastly comes the Final Report which gives all the final results and information.

## PART 1, THE RACE REPORT

This is the first stage of the game, it requires the rider to consider all the information available and then choose the horse on which he/she wishes to ride. All the variable factors are displayed on the race report section, but only ten horses can be displayed at one time. Here are the controls.

**N to See other horses:** Pressing N allows you to view the next set of horses and their data in the bottom window.

**F for Form:** Pressing F displays the horses' recent form as a value between zero and ten. All things being equal, a horse with a higher form rating will have the best chance.

**B to Bet:** Up to five bets may be placed on the horses actually running in the race. Non runners will show 'NR' where the odds are normally displayed. Initially the rider has one thousand pounds available to bet with. More can be accumulated by winning the race and collecting prize money, or by backing a winner in the betting stage.

When B is pressed any bets that you have already placed will be displayed on the screen. If five bets have been placed you will not be able to place any further bets, otherwise you will be prompted to enter the number of the horse on which you want to place the bet, followed by the amount you wish to gamble. The 10% tax is deducted before the amount is displayed. The betting part of the game is optional, and if you do not wish to place any bets then there is no requirement to do so. When you wish to return to displaying the other data press 'F'.

**C Choose your horse:** Once you have assessed all the information available you must decide upon which horse you wish to ride. You are not allowed to freely pick any horse listed. Your stable has given you the option of riding ten horses of the party listed. The horses you are allowed to ride are shown with inverse numbers. Some of them may be non-runners, so you can only choose a running horse. Here are a few suggestions when making your choice.

1. Choose a horse that is suited to the ground conditions.
2. Think of the odds as a rough guide to the horses' ability.
3. Take account of the horses' recent form.

Once you have selected your horse, press any key to start the race proper. If you prefer to use a joystick then either move the joystick, or press the fire button instead.

## PART 2, THE ACTUAL RACE

The main race is run on a special screen that allows the rider to monitor his/her horse both from overhead view, and also from the side. Other horses nearby on the track are displayed as well on the overhead view. On screen also, are the various indicators and information about the current state of the race. The rider controls the horse by steering the reins left and right, cracking the whip to increase the speed, and jumping the fences.

**KEYS:** Z - Left X - Right  
O - Whip P - Jump

**JOYSTICK:** Left and Right operate their logical directions, pushing up cracks the whip, and the Fire button is used to jump.

## RACE MONITORS

Bargraph Energy Level Indicator	Horse Position No.
Bargraph Speed Level Indicator	Leading Horse No.
Large Digital Race Clock	No. of Horses Fallen Indicator
Fence No. Indicator	No. of Horses Retired Indicator
Course Map & Tracking Dot	No. of Horses Running Indicator

## HINTS

When riding your horse you must take into account its running style. So if your horse is a good all-rounder, you will be able to keep up a good pace all round the track. On the other hand, if you have a strong finisher, then don't tire the horse on the first lap! To make the best use of the energy, try and come as close to using it all up as possible, but don't overshoot or your nag will collapse!

## STEWARDS ENQUIRY

While playing the race, the rider must not run into the other horses! Bumping other horses is likely to cause a stewards enquiry. The result of which can range from a mere disqualification to a career ban! So beware! At the end of the race, any rulings, bans or fines will be made.

## THE FINAL REPORT

At the end of the race a final report of the race is given. This gives the results of the race, any gains made from backing a winning horse, and any prize money gained by doing well in the race. Also listed are any points you have accumulated by finishing in the top 4 in the race, and also the total number of points gained during your career. Any disqualifications made during a stewards enquiry will be shown as well.

## PRIZE MONEY

Prize Money is awarded as follows:

- 1st: 40,000 + 10 pts
- 2nd: 14,000 + 7 pts
- 3rd: 7,000 + 5 pts
- 4th: 3,000 + 2 pts

## FORM GUIDE

The following is a list of horses and their details for running style and preferred ground. Refer to this when choosing your horse.

No.	NAME	STYLE	GROUND
1.	Greasepaint	Excellent All Rounder	Good
2.	Artimovial	Good Finisher	Good
3.	Doorstep	Good Starter	Good
4.	Lucky Vane	Excellent All Rounder	Good
5.	Whistling Genatap	Consistent All Rounder	Good
6.	Hallo Dandy	Excellent All Rounder	Soft
7.	Corbriere	Good Starter, Excel. Finisher	Good
8.	West Trip	Excel. Starter, Good Finisher	Good
9.	Drumlargen	Good Starter, Excel. Finisher	Firm
10.	Eyecatcher	Good Starter	Soft
11.	Fortina's Express	Excellent Finisher	Good
12.	Duke of Milan	Excellent Starter	Good
13.	Broomy Bank	Excellent Finisher	Firm
14.	Ballinacurra Lad	Good All Rounder	Good
15.	Pirate Son	Good Finisher	Firm
16.	Glen Fox	Bad Finisher	Good
17.	Kumbi	Excel. Starter, Good Finisher	Firm
18.	Fox Bury	Good Starter, Bad Finisher	Good
19.	Luck Daughter	Good Finisher	Good
20.	Matty Buskins	Bad Starter, Excel. Finisher	Good
21.	Fethard Friend	Excel. Starter, Good Finisher	Soft
22.	Rubstic	Bad Finisher	Firm
23.	Rockin' Berry	Consistent All Rounder	Firm
24.	Howarth Halloway	Good Starter, Bad Finisher	Firm
25.	Classified	Good Starter, Excel. Finisher	Soft
26.	Drum Largan	Bad Finisher	Soft
27.	Grand Organ	Good Starter, Bad Finisher	Soft
28.	Last Suspect	Bad All Rounder	Firm
29.	Talon	Good All Rounder	Firm
30.	Good Crack	Excel. Starter, Bad Finisher	Good
31.	Nicky Tam	Excel. Starter, Bad Finisher	Firm
32.	Tacroy	Good All Rounder	Soft
33.	Cockle Strand	Bad Starter, Excel. Finisher	Soft
34.	Why Forget	Good Starter	Firm
35.	Max Freindly	Excel. Starter, Bad Finisher	Soft
36.	Succeeded	Bad All Round	Good
37.	Road Mead	Consistent All Rounder	Soft
38.	First Glance	Excellent Starter	Firm
39.	Derby Creek	Bad Starter, Excel. Finisher	Firm
40.	Terry's Nag	Excellent Finisher	Soft

## NOTE

Some of horses used may not actually run in the 1985, or any other Grand National. At the time of writing, no lists were available, the final runners being decided only a few weeks before Grand National Day.

## Spectrum 48K KOKOTONI WILF

### Loading Instructions

1. Connect lead to ear socket of Spectrum.
2. Rewind tape to beginning.
3. Set volume control to required level.
4. Type "LOAD".
5. Press key marked ENTER on your Spectrum.
6. Press PLAY on your cassette recorder.
7. Your program will now load.

If the program does not load first time repeat the instructions at a different volume setting.

### Keyboard Controls

Z, M, or 5 = Left  
X, SYMBOL SHIFT, or 8 = Right  
O or 1 = Fly  
SPACE = Music On/Off

Kokotoni Wilf can also be played using a Kempston Joystick Interface, Interface 2 and any programmable joystick.

## FALL GUY

### Colt's Brief From The Director.

#### (PLAYING Instructions)

Colt, honey, I know your nervous, but we've got a limited amount of capital to make this epic, and every second that's wasted costs us cash, as well as precious studio time. So what I want you to do is get me some good FOOTAGE in the shortest time possible. You must remember doing something like this on that 'Bionic Guy' show you worked on, yes? When we've completed all the stunts, our darling producer will give us some lovely lolly so that we can film more of your daring capers, won't that be nice? Don't forget my promise, if you can help us raise the capital to \$64,000, then I'll let you go on a nice little holiday, how's the Caribbean sound?

With acknowledgements to Big K Magazine for above.

#### (CONTROLS)

Works with most standard joystick interfaces.

Run Left — Z or M

Run Right — X or Symbol Shift.

Jump — O or 1.

(Height varies with length the time key is pressed)

Music On/Off —

Hold Game — Any key on third row.

Abort Game — Capitals Shift and Break.

## THE DUKES OF HAZZARD™

Scenario

That old villain Boss Hogg is up to his tricks again. The Dukes still owe him \$5000 which they borrowed to buy some new farm machinery. Boss Hogg wants the money repaid and he's told the Dukes that unless they pay up in 72 hours he'll seize the General Lee as collateral. Bo and Luke have come up with the idea of entering the Annual Hazzard Cross Country Road Race — First prize \$5000, which starts tomorrow. Normally the Duke boys would have a good chance of winning but with the entire Hazzard County Police Force and Boss Hogg revving up to stop them, they're not so sure!

#### CONTROLS

Gas Pedal = M	Jump = X
Change Lane = Symbol Shift	Hold Game = H
Throw = Z	Abort Game = Space + Enter

Automatic selection of INTERFACE 2 and KEMPSTON joystick units.

#### JOYSTICK CONTROLS

Forward = Jump	Gas Pedal = Pump from side to side
Backward = Change Lane	Fire = Throw

#### SCORING

DISTANCE = Distance remaining to next village.  
BONUS = Amount added to score at the end of each section.  
HI-SCORE = Highest score achieved to date.  
SCORE = Current score, may be increased by removing obstacles from the road and increases more quickly at higher speeds.

#### GAMEPLAY

Your objective is to get to the start of the Hazzard County Road Race, driving the General Lee from the Duke boys house through some remarkably rugged countryside. Along the way you'll have to keep ahead of wily old Roscoe P. Coltrane who's life ambition is to have the Duke boys in the slammer. This could be Roscoe's big chance, aided by Hazzard County's 'air wing', (Jethro - ace helicopter pilot, Jake in his veteran monoplane and Cletus the balloonist), the entire Hazzard County Police force is out to stop the boys.  
Look out for Boss Hogg in his station wagon. Watch out too for Daisy - harm her and you'll pay the price.  
The Duke boys have a couple of tricks up their sleeve, a well aimed stick of dynamite will cure most problems and when the big-bang is out, a spectacular leap from the General Lee could overcome the problem.

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**"BLUE THUNDER"**. After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground and Sea-based Missiles, and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission . . . But No! . . . yet another wave of deadly Jet Fighters appear from nowhere, they have only one objective . . . to eliminate you!

Only your Hyper-Phase Lasers and amazing arcade skill can keep you alive to complete a task that looks impossible. As the only survivor of a once mighty invasion force you must penetrate deep beyond enemy lines. From a remote island protected by a complex defensive screen you must rescue your comrades and return them to the fleet. But they are held captive beside an unstable nuclear reactor which you must first destroy. This is a mission for a Jetcopter CODENAME: **"BLUE THUNDER"**

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### BLUE THUNDER LOADING INSTRUCTIONS

- 1 Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
- 2 Place the cassette in the recorder and rewind to the beginning.
- 3 Type LOAD "" and then press the ENTER key.
- 4 Press PLAY on the cassette recorder.
- 5 BLUE THUNDER will now load automatically, and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.

NOTE: Full loading instructions can be found in your Spectrum manual.

### BLUE THUNDER – PLAYING THE GAME

Your Jetcopter is controllable using either the keyboard or a joystick. KEMPSTON Competition Pro joysticks will control your Jetcopter.

SELECT MISSION NUMBER = M  
START GAME = S or FIRE button

#### JOYSTICK CONTROLS

FIRE = FIRE button (short press)  
TURN THROUGH 90° = FIRE button (med. press)  
TURN THROUGH 180° = FIRE button (long press)  
HOLD GAME = SPACE key  
RESUME GAME = SPACE key  
ABORT GAME = Ø

#### KEYBOARD CONTROL

UP = Q LEFT = X  
DOWN = A RIGHT = V  
FIRE = C (short press)  
TURN THROUGH 90° = C (med. press)  
TURN THROUGH 180° = C (long press)  
HOLD GAME = SPACE key  
RESUME GAME = SPACE key  
ABORT GAME = Ø

### KOKOTONI WILF

Legend has it that several hundred years ago in a province in Northern Europe there lived a Great Magician who was known by the people of the time as, Ulrich.

Ulrich discovered that there had once existed a legendary Dragon Amulet, fragments of which had been scattered throughout time. Ulrich wished to recover all the fragments of the Amulet, but by the time of its discovery had become too old and infirm to undertake the arduous task by himself. So, Ulrich commanded his athletic protege, Kokotoni Wilf, to recover the fragments for him. Ulrich sent Wilf back in time more than 500 million years to a time when Dinosaurs roamed the earth. The only help he was able to offer Wilf was to provide him with a set of wings to aid his search. Only when all of the fragments had been collected from a time-period was Ulrich able to give Wilf further help by creating a glowing time-gate. When located the time-gate enabled Wilf to travel to another period where more fragments of the Amulet were to be found.

Your task is to guide Wilf in his search for the fragments of the legendary Dragon Amulet.

#### Competition

When Wilf has collected all of the fragments of the Amulet a message is printed on the screen which reveals why Ulrich sent him to recover them. We are offering the first 100 people to tell us Ulrich's secret a free copy of the next 'ELITE' title: