



# FAST 'N' FURIOUS™

## LOADING INSTRUCTIONS

Type **LOAD™** ENTER

After the BASIC-loader and the MC-loader have loaded, the BORDER turns black and it stays black during the rest of the loading. After a while the TITLE page appears. Under the picture there is a 'Byte Counter', which indicates the loading time. When the program has loaded you'll go to the menu automatically.

## GAME CONTROLS

### KEYBOARD:

- O – LEFT
- P – RIGHT
- Q – UP
- A – DOWN
- CAPS SHIFT up to including SPACE – FIRE**

### JOYSTICK:

1. Cursor, Protek or AGF types.
2. Kempston type
3. Sinclair Interface II types

**R and T together – ABORT GAME**

**H – PAUSE**

**J – CONTINUE**

### THE MENU:

Choose the desired Joystick option/keyboard by pressing their associated number, then press **'5'** to **START** the game.

### How to control your flying carpet

Your flying carpet is controlled with the direction keys/joystick.

#### THE FIRE FACILITIES

1. The single-fire-direction Mode:  
If you want to throw ('fire' forwards) then, press down the FIRE button. (No 'autofire').
2. The Multi-fire-direction Mode:  
If you want to throw then hold down the FIRE button and then press down whichever

direction you wish to throw. (i.e. down, up or forward!)

Use the **ENTER** button on your keyboard (during the game!) to toggle between the two FIRE-modes.

The 'S' symbol, at the top of the screen stands for Single-fire-mode.

The 'M' symbol stands for Multi-fire-mode.

TIP: Single-fire-mode makes the gameplay easier!

Use Multi-fire-mode to increase your scores.

#### THE 'MAGIC-MODE' FACILITY:

If you hold down FIRE and then move your joystick to the left (or press SPACE and 'O' on your keyboard), then you'll be in 'Magic-mode' for a few seconds. That means that you can't be killed or hit by anything, but your stamina will be decreased by 10%.

## Playing the Game

### HOW TO CONTROL YOUR FLYING CARPET:

Your flying carpet is controlled with the direction keys/joystick. If you want to throw then hold down the FIRE button and then press down whichever direction you wish to throw, (i.e. down, up or forward). If you hold down FIRE and then move your joystick to the left (or press SPACE and 'O' on your keyboard), then you'll be in 'Magic-mode' for a few seconds. That means that you can't be killed or hit by anything, but your stamina will be decreased by 10%.

## Level 1

You're controlling your flying carpet and first watch out not to crash against a pillar or building.

During this level you will be attacked by several enemies:

1. Red and perhaps a few other flying carpets. Shoot 'em up or dodge them until they disappear. PS: The brighter the colour of the flying carpet, the more dangerous they are!
2. The three big Scorpions. Shoot 'em up by hitting each scorpion five times. (The scorpions will flash when you've hit them.) Notice that the scorpions will not disappear until you've shot all three down.
3. The 'Four-Eyed' Monster. (Three red and orange coloured monsters. Shoot 'em up by hitting each monster five times.
4. The big Dragon. Kill the dragon by hitting him three times. The dragon will not disappear until you've shot him down.

5. The 1st big Centipede. Kill the centipede by hitting him three times and notice that he will not disappear until you've shot him down.

6. The Bat. Shoot 'em up or dodge them, if possible.

Please notice that after you've been killed your stamina will be decreased and the game will continue with the next battle scenes. During this level there will also appear some **ICONS** on the screen. Pick them up by flying against them. You will need the icons to play the sub-game at the beginning of level 2!

## Level 2

### THE SUB-GAME:

Once you've survived the foregoing level, you're going to land and have to deal with the leader (outlaw) of this particular desert-area. So you are going to play the sub-game and by giving the outlaw the right icons (those you've picked up in the foregoing level and those you already had) you will make him more satisfied and your stamina will be increased. But if you give him the wrong icons and make him less satisfied, then his warriors (flying carpets) will be faster and even more furious during the next stage of this level!

### PLAYING THE SUB-GAME:

You can only push an icon to the right, then it will stop until the mechanism will move it UP or DOWN. Choose the desired icon by moving your joystick up or down (or use the keyboard keys for up and down), then hold down the FIRE button until you want to push the icon. An icon that is going up will be destroyed. An icon that is going down and if it is the right icon, then it will raise the 'satisfaction-level' of the outlaw. However, if it is the wrong icon, then the 'satisfaction-level' will be decreased. Notice that you will need 20 icons to complete the whole 'satisfaction-level' and that the icons at the top are pretty difficult. You'll have 60 seconds to complete the sub-game, or press 'E' when you want to exit the sub-game at an earlier stage, (so you don't have to wait). If you did a good job, by making the outlaw satisfied, then your stamina will be increased and the next stage of this level will be not that fast and furious...?

### THE CLUES:

These are the right icons for this outlaw: (Staff) notes, the glass, heart symbol, oil, pound symbol.

TIP: Save the oil and pound icons for the following levels!

### BACK ON YOUR FLYING CARPET:

After you've played the sub-game you're going back on your carpet and will be attacked by several enemies.

There will appear new dragons, new monsters and more carpets, kill the dragons and monsters by hitting them 3/5 times and shoot the carpets down if possible, otherwise dodge them.

## Level 3

### THE CLUES OF THE SUB-GAME

These are the right icons for this outlaw.: USA flag, revolver and the pound symbol.

After you've played the sub-game you're going back on your flying carpet and better prepare yourself for the next battle scenes.

## Level 4

### THE CLUES OF THE SUB-GAME:

These are the right icons for this outlaw: Russian flag, revolver, oil and dollar symbol.

And of course you will go back on your flying carpet (as usual) and the action will continue.

## Level 5

### THE CLUES OF THE SUB-GAME:

These are the right icons for this (final) outlaw: USA flag, oil and dollar symbol.

After you've played this final sub-game, you're back (for the last time) on your flying carpet and better prepare yourself for the final very tough action scenes!

### CREDITS

Written by: Emieware Productions.

Programming by: Ruud Peske and Ernest Peske.

Original game design and graphics by: Ernest Peske.

Sound/effects by: Ruud Peske.

Programming time: 7 months.

Thanks to John van den Berg and Michael Schimanski for the sound-effects in the sub-game and for bringing up their ideas.

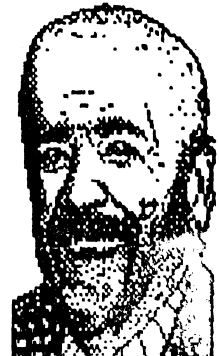

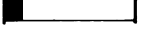
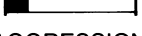
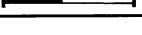
Special thanks to Bill for programming the menu(!), and to Hertha Peske for creating the 6 gun-shots in the sub-game.

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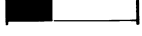
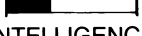


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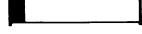


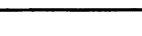
## Level 2

	SCALE 0 50 100
	TEMPER: 
	RELIABILITY: 
	INTELLIGENCE: 
	AGGRESSION: 


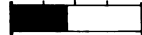
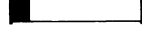

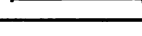
## Level 3

	SCALE 0 50 100
	TEMPER: 
	RELIABILITY: 
	INTELLIGENCE: 
	AGGRESSION: 

## Level 4

	SCALE 0 50 100
	TEMPER: 
	RELIABILITY: 
	INTELLIGENCE: 
	AGGRESSION: 

## Level 5

	SCALE 0 50 100
	TEMPER: 
	RELIABILITY: 
	INTELLIGENCE: 
	AGGRESSION: 

# THUNDERCEPTOR™

## Background Information

**Earthdate:** January the 1st, in the year 2021.

**Earthcondition:** Almost 12 milliard people are now living on Earth, but the increase in population has stabilised.

The environment pollution on Earth is under control, but the atmosphere is seriously affected.

The various continents on Earth are living in peace.

**Space Travelling:** The 21st century has already become the most important space travelling age.

A lot of very sophisticated space-labs are now exploring our universe.

There's also a space-base on the Moon, Mars, Jupiter's moon Io and other planets will follow soon.

**The Io Disaster:** 14 November, 2020: an unknown bacterium disease affected the science-base on Io.

OXALIS-II, the most powerful and sophisticated computer system ever developed, registered more than 7000 victims, 98% were killed by some sort of hydrophobia, caused by the bacterium disease.

A lot of survivors successfully escaped from Io, but there just weren't enough spacecraft for all of them and soon we had to realise that this was the beginning of an unorganised space-war!

If any of these spacecraft from Io would ever land on Earth, then the bacterium disease could affect the whole population on Earth within a few years!

**The '2021' mission:** On January the 1st a fleet of space-ships from Earth is going out to destroy the whole 'Io fleet', and YOU, being the pilot of the FX-2020, are part of it!

## Loading Instructions

Type LOAD™ ENTER

Rewind the tape fully and press PLAY on your cassette recorder. When the program has loaded you'll go to the menu automatically.

## Game Controls

### KEYBOARD:

- O – Left
- P – Right
- Q – Up
- A – Down
- CAPS SHIFT up to including SPACE – Fire

### JOYSTICK:

1. Cursor, Protek or AGF types
  2. Kempston type
  3. Sinclair Interface II types
- R and T together – Abort game  
H – Pause  
J – Continue

## The Menu

Choose the desired Joystick option/Keyboard by pressing their associated number. Please notice that this menu will NOT return after pressing '5' to START the game, so be sure to select first the right Joystick option/Keyboard!

## The MAIN Menu

This menu will always return between all levels.

Move arrow by using the direction-keys/joystick. Select sub-menu/sub-page by pointing the arrow on the icon, then press FIRE to enter the sub-menu/sub-page.

To START the game select 'Start Mission'.

## The Sub-menus and Sub-pages

### I REPORT:

This page shows how many and which space-ships has been destroyed by you.

Press FIRE to return to the main menu.

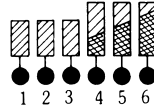
### II SERVICE RECORD:

This page shows:

1. Your current\* rank followed by your name. (To ENTER your name, see Save/Load Menu). Here's a list of all the possible ranks:
  - Colonel
  - Lieutenant-Colonel
  - Major
  - Captain
  - First-Lieutenant
  - Second-Lieutenant

2. The date of your first mission (1 January 2021) and the current date. (which is 1 January 2021 as well at the beginning of the game).
3. Mission number.
4. High Score.
5. Score (– Score, achieved during this game).
6. Total Score (– Score, achieved during ALL the games ever played!)
7. Medals.

There's also the possibility of being awarded with medals:



- Medal 1 for shooting down ALL the waves during ONE level.  
Medal 2 for shooting down more than 85% during ONE level.  
Medal 3 for finishing all the 5 levels successfully.  
Medal 4 for reaching a Hi-Score of 500.000  
Medal 5 for reaching a Hi-Score of 600.000  
Medal 6 for reaching a Hi-Score of 900.000

Press FIRE to return to the Main Menu.

\* You will be promoted automatically!

### III REARMING:

The special facilities of your space-ship are:

1. Normal Faser, for shooting down small space-ships, or in case of emergency big space-ships as well.
2. Super Faser, for shooting down big space-ships.
3. Shield, for protection against enemy-fasers. (Not missiles!)

PS: Normal/Super Faser mode will be selected automatically during the game.

You can alter the quantity energy available for the Fasers or Shield by putting the arrow on one of the associated + or – icons, then press FIRE. (You can also hold down FIRE if you want to.)

'TOTAL' shows the total quantity energy that has been filled up. (Total = normal faser + super faser + shield).

Select 'CONTINUE' to return to the main menu.

### IV SAVE/LOAD:

This menu allows you to SAVE your whole FILE (– your rank, medals, high score, etc.) to tape. So, after you've played the game you can save your whole FILE to tape and load it again at any time when you want to play further!

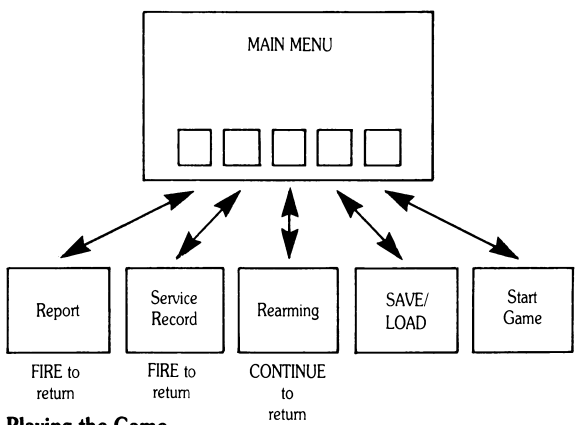
This FILE can be protected by giving it your own secret code, so that nobody will be able to reload your FILE without knowing your secret code! You can change your secret code whenever you want to, just be sure not to forget your own secret code!

This menu also allows you to write your own name in the FILE. So now, you really can create your own personal protected file!

This is how it works:

1. ALTER CODE:
  - Put the arrow on the (alter)-code icon and then press FIRE. Now type the OLD secret code, which is 000 in the original FILE or at the beginning of the game. (If you don't know this code, then you can't change the secret code!)
  - And now type the NEW secret code, which has to be built up by 3 digits/characters. (For instance this code could be DX7).
2. ALTER NAME:
  - Put the arrow on the (alter)-name icon and then press FIRE. Now type your current secret code, which is 000 in the original FILE. (If you don't know this code, then you can't change the name!)
  - And now type the new name, which has to be built up by 10 characters (or less if you press ENTER).
  - PS: You can also DELETE a character by using the normal Spectrum Delete-key.
3. SAVE FILE:
  - Put the arrow on the SAVE icon and then press FIRE. (NOT "Break" or "Space"!) Now start your tape and then press FIRE again.
4. LOAD FILE:
  - Put the arrow on the LOAD icon, then press FIRE (NOT "Break" or "Space") and then start the tape. (When there's NO file to load, press "BREAK" to return!) After the FILE has loaded you first must type the **Secret Code of THIS FILE**.
  - If you type the correct secret code, then the main menu will appear automatically and the new FILE is available.
  - If you type the wrong secret code, then NOTHING will happen, but the 'old' FILE is still available.

Select 'CONTINUE' to return to the main menu.



## Playing the Game

### HOW TO CONTROL YOUR SPACE-SHIP:

Your space-ship is controlled with the direction keys/joystick.

Fire: press down the FIRE button.

(In 'Super Faser' mode you'll get 'autofire')

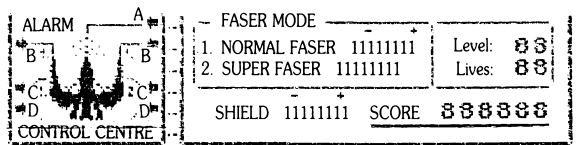
### THE GAME SEQUENCE:

A complete game consists of five levels.

Previous to each level the main menu will appear, so you can check out if you've been promoted or awarded with medals, etc. You could also alter the armament of your space-ship, if you want to.

To continue the game select 'Start Mission'.

### THE DISPLAY:



The warning lights (– 'Control Centre' to the left):

Green arrow means: O.K., enough energy left for this system.

Flashing arrow: Careful, not much energy left for this system.

Red arrow: Alarm, no energy left for this system!

The various systems and arrows:

- A Shield system
- B Normal faser system
- C Super faser system
- D Engines

For further specification also examine the meters for normal faser, super faser and shield.

This display also shows the ordinary information like the current level of the game, the remaining number of 'lives' and of course the current score.

## The ENEMIES

ALL the enemy space-ships of this game are shown at the 'report' page, including their name. They're also shown on real scale, except 'Fighter III', which is a very large one!

### (A) FIGHTER II:

Available in five different colours: white, yellow, green, magenta and blue. The darker the colour of this space-ship, the more dangerous it is, i.e. the better the shield is and the more aggressive it is. Shoot 'em up if possible or dodge them.

Your shield can 'absorb' a few 'faser-bullets', this however, depends on the amount of energy that is left for your shield system.

### (B) FIGHTER I:

They will always appear in the form of a 'wave' (– 5 together). The darker the colour of this space-ship, the better its shield is. Shoot 'em up if possible or dodge them.

(C) BATTLE-SHIPS, CARGO-SHIPS, COMMUNICATION-SHIPS AND LAB-SHIPS: First destroy the 'waves' mentioned above (– Fighter I). These space-ships won't disappear until they have been destroyed by hitting them as often as you can. The computer will automatically select 'super faser' mode, so now you have the 'autofire' facility! If there's no energy left for the 'super faser' system, then you'll have to use 'normal faser', and if there's also no energy left for the 'normal faser' system, then....?

PS: Dodge the big missiles, your shield can't 'absorb' them!

### (D) FIGHTER III:

Is about the same procedure as the earlier mentioned large space-ships. However, you must hit them at their 'nose', and watch out for the missiles...! These super large space-ships are available in 5 different colours...!

EXTRA WARNING:

Also watch out for the meteoric stones, satellites, wreckages, etc!

## Technical Features:

All movement, including the scroll-routine is based on a new sophisticated print-technique, especially developed for this game by Emieware.

This new print-technique, combined with 50 cycles per second frame rate, guarantees a very smooth movement of colourful and very well animated sprites.

The software-sprite routines can handle up to 7 multi-colour sprites simultaneously in high resolution: for example:

- 5 x 'fighter I'
- 1 large cargo-ship
- 1 FX-2020

The software-sprite routines can also handle extremely large sprites, such as 'Fighter III' (88 x 128 pixels!)

### SPACECRAFT ANIMATION OF THE FX-2020:

29 frames, including 9 frames for the explosion.

Multi-colour sprite.

### SPACECRAFT ANIMATION OF THE ENEMY, 'FIGHTER II':

29 frames, including 9 frames for the explosion.

Multi-colour sprite, available in five different colours: white, yellow, green, magenta and blue.

### SPACECRAFT ANIMATION OF THE ENEMY, 'FIGHTER I':

26 frames, including 6 frames for the explosion.

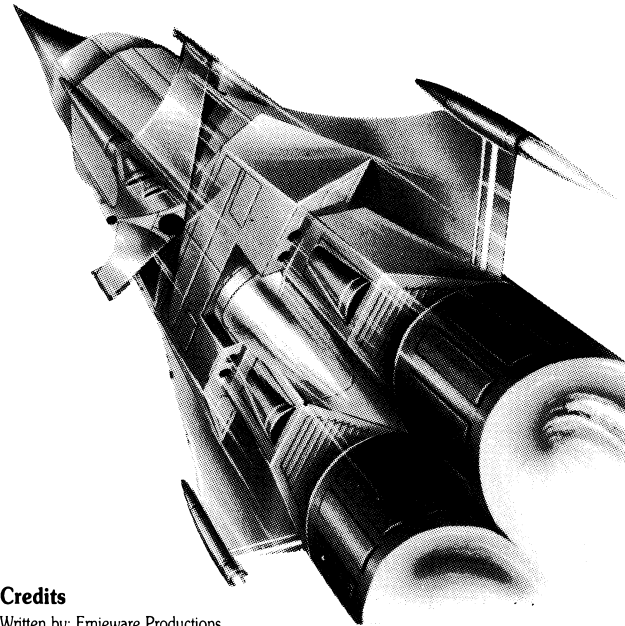
Multi-colour sprite, available in five different colours: white, yellow, green, magenta and red.

### SPECIAL EFFECTS:

'Beam' effect, 'Fade away' effect, 'hyperspace' effect and 'super-faser' effect.

### BONUS LIFE:

A bonus life is awarded at 500,000 points.



## Credits

Written by: Emieware Productions.

Programming by: Ruud Peske and Ernest Peske.

Original game design and graphics by: Ernest Peske.

Sound/effects by: Ruud Peske.

Programming time: 5 months.

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