

KNIGHT RIDER™

Its programme code and graphic representation are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide Michael Knight and his amazing computer controlled vehicle K.I.T.T. are in Atlanta on yet another dangerous mission. Michael's co-ordinator, Deven, has discovered that a group of international terrorists are planning to alter the precarious status quo between the East and West. It is even possible that for some reason known only to themselves they are trying to trigger a Third World War. Deven has instructed the KNIGHT RIDER to uncover the insidious plot and put a stop to it - but no-one knows exactly what the plot is!

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the 'J' key once, then the SYMBOL SHIFT and 'P' keys together twice to obtain the message LOAD ""

Start the tape and press the ENTER key and the game will load and auto-run.

KEYBOARD AND JOYSTICK OPTIONS

The control keys are as follows:
W — UP S — DOWN N — LEFT M — RIGHT Q — FIRE
As an alternative to the above you may choose Kempston, Interface 2 or cursor joystick control from the menu that appears when the game has loaded.
Other control keys are:
P — pause the game (any other key restarts)
CAPS SHIFT and SYMBOL SHIFT together — quit and restart game

GETTING STARTED

There are three main sections to the game.

1. MAP SCREEN

The map screen shows the various cities across the United States which are thought to be centres for the terrorists. It indicates the type of route (straight or twisty) and the nature of the terrain.

The city where Michael Knight is currently located will flash on the screen, and there will be a menu showing the various cities to which he can drive next, although the first option is always to enter the current location.

The joystick up/down simply shows the available options and the fire button selects the desired choice.

2. 2D DRIVING SCREEN

Having selected a city, Michael must use all of his ability to drive there as quickly as possible. The screen shows a true 3D view from the cockpit.

There are two modes of play in this section:

a) K.I.T.T. drives the car under the "AUTO PILOT", allowing you to control the car's lasers. The joystick is used to guide the "sights" and the lasers are fired by pressing the FIRE button.

b) K.I.T.T. controls the lasers leaving you to take care of the driving. You can drive much faster than K.I.T.T. but you must give him a fair chance to hit the targets. The joystick controls movement both LEFT and RIGHT plus ACCELERATION (forward) and DECELERATION (back).

The 'T' key will transfer control between functions a and b.
K.I.T.T. is an amazing vehicle. Nothing can stop the car, but damage does its toll, the car's velocity becomes impaired and the movement of the laser sights slows down. When you get to the next city, however, K.I.T.T. will be fully repaired, but at a cost in TIME.

3. THE OPERATIONS BASES

The first option displayed on the Map screen is to enter the relevant operations base of the terrorists. This could be their armoury, their H.Q. or even the target of their plot. The actual game instructions for each are given on the screen, but the joystick controls only LEFT/TRIGHT and UP/DOWN movement - Michael Knight never carries a gun. When the screen is successfully completed, a clue to what must happen next is given and the screen changes back to the Map screen upon pressing the FIRE button.

START SCREEN

There are five options on the start screen. Options 1 through 4 give the player the first for different plots. They are always the same so the player can gauge his expertise or play competitively against himself or a friend. The fifth option is a randomly selected game from the remaining plots.

THE DASHBOARD

Speedometer — this is displayed digitally.
Time — counts down the time given to complete the mission. Each plot has a maximum time unknown even to K.I.T.T.
Distance Meter — this is the distance to the selected destination in SKUDS (Standard Kitt Units of Distance).
Damage indicator — this shows the percentage of damage as a bar graph.
Laser Temperature — this bar graph indicates when the lasers are overheating. In this event you have to wait until they cool down before using them again.
Laser/Steer — against these two indicators is a letter K (Kitt) or M (Michael). This shows who is controlling the firing and driving functions. Michael's function is always displayed in white.

Produced by Jon Woods.
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STREET HAWK™

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Street Hawk runs on the Spectrum 48/128 micro computers.

Become the hunter and the hunted in this battle with the forces of evil. Armed with the top secret motorcycle Street Hawk, you must outwit the bad guys and survive for long enough to get a crack at the master villain.

LOADING

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- 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.
- 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.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

THE GAME

Your name is Jesse Mach a cop with a test pilot mentality. You have been chosen by Norman Tuttle, a crack government engineer to test the top secret motorcycle project Street Hawk — and in so doing avenge the death of your best friend Marty, killed by criminal elements who you must track down and destroy.

First pursue the bad guy's cars, the XR3's, through town eliminating them with the laser. Watch out for snipers, they can prove deadly and be careful not to shoot innocent civilians since this will alert the attention of the Police who will give chase. You will be informed of a robbery and have to act quickly if you want to dispose of the villains, (in order to proceed) and keep moving because these guys shoot back!

In the robbery scene the laser sight must be positioned over the villain, then press FIRE to shoot. In the next scene your target is the large black Sedan, get rid of this and you can progress to the main event — the Porsche of the chief criminal; he'll be difficult to knock out, but the memory of your friend spurs you on ... GOOD LUCK!

CONTROLS

The game is controlled by joystick or keyboard as follows.

Daley Thompson's SUPER-TEST

Daley Thompson's Super-test is an eight event game divided into two days of competition. You have three lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

NOTE

BEFORE LOADING PLEASE ENSURE THAT THE COMPUTER IS SET TO 48K MODE AND THEN FOLLOW LOADING INSTRUCTIONS BELOW.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. N.B. Type LOAD"" <ENTER> (Note there is no space between the two quotes) the "" is obtained by pressing SYMBOL SHIFT and P key simultaneously. For further instructions consult the section on loading in your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls until loading takes place. At the end of the loading process follow the screen instructions.

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible. The keyboard controls are user-definable and are selected by an on-screen menu. Upon selecting your choice of controls the "letter ring" will appear; this enables you to input your initials before commencing. Use the left and right controls to move the pointer and press fire to select the chosen letter.

To enter your name upon finishing place the pointer on the end letter (a lower case "e") and press fire or leave your controls alone. Both will result in your name being entered and the game will restart.

Day One

- Pistol Shooting
- Cycling
- Spring Board Diving
- Giant Slalom

PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels. Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the red cross-wires at the centre.

Points are awarded for accurate shooting (600 for a bulls-eye). There are three chances to qualify and you are allowed 10 shots per qualification round.

Mint

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

CYCLING

Wait for the starting gun — you're off, now alternate the running keys (or joystick) for maximum speed in this print against time. (Only one chance to qualify in this test of stamina).

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated left/right key depressions will make him somersault. Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- Take Off
- Number of somersaults
- Dive finish
- Overall grace

Mint

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults. Overall grace depends on the position of entry into the water.

GIANT SLALOM

Wait for the green starting light. Push off — you have a short run to increase your speed until the first flag appears (use left/right control alternatively). Now press fire button to transfer control to skier's movement guiding him down the course through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify).

Mint

Sliding directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slope as these can prove fatal. N.B. Keep a note of your score on day one so that you can produce a grand total for the two day's events.

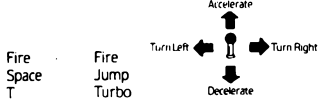
Day Two

- Rowing
- Penalties
- Ski Jump
- Tug O'War

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your

JOYSTICK



KEYS (redefinable follow screen instructions)

DEFAULT KEYS

N	Left	A	Fire
M	Right	Space	Jump
S	Acceleration	T	Turbo
X	Brake		

TURBO

Activated by pressing T continuously.

When activated the bike goes to maximum speed and when the road is clear, into Hyper-Turbo (thrust lasts while the Turbo key is pressed or the power is drained; see screen display)

DISPLAY PANEL

Situated at the bottom of the screen is the Display Panel the key below explains the functions of the various symbols. Also incorporated is a scrolling message for information.

KEY TO DISPLAY PANEL

●+++++	TEMPERATURE	F	FUEL
—	LAZER	H	HYPERTHRUST
—	SCANNER	D	DAMAGE

STATUS & SCORING

Scoring is increased as you go further along the road.

CHASE SECTIONS

Passing Car	— 10 points	Black Sedan (in section 2)	2000 points
Villain Cars	— 100 points	Porsche (in section 3)	5000 points

ROBBERY SECTION

Shooting robbers 1000 points

HINTS and TIPS

- Constant fire will overheat the laser and render it inoperable.
- Watch out for the scanner turning red — the Police are getting very close, time to turn on the Turbo Boost.
- After you have disposed of the Black Sedan you will return to base where re-charging and re-arming can take place.

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"V" THE COMPUTER GAME

FOLLOW LOADING INSTRUCTIONS AS IN PREVIOUS GAME.

THE GAME

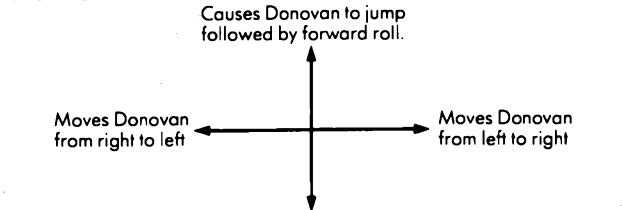
Reptilian aliens have arrived to take over the Earth and enslave its population. The freedom of mankind rests with you, Donovan, in your attempt to disable their mother ship — the future is in your hands!

GAME CONTROL

This game supports Kempston, Interface 2 and Cursor Joystick interfaces as well as keyboard control.

The joystick is used to move Donovan around the Visitor's Mother Ship and also to operate the hand-held Communiputer.

JOYSTICK



ON BEAMER PAD: operates the Beamer Pad causing Donovan to transport between levels of the ship.

IN FRONT OF A LATERAL DOOR: causes Donovan to move from one vertical plane of the Ship to another.

ALL OTHER PLACES: switches joystick control to the Communiputer. Now, the directional control moves to the Function Keys of this device, and FIRE selects a key.

FIRE

Causes Donovan to fire his laser except when using the Communiputer, however the laser's energy will eventually run out.

KEYBOARD CONTROL

LEFT — CAPS SHIFT UP — P
RIGHT — X DOWN — L
FIRE — B to SPACE

GAME PLAY

Donovan has managed to get on board the Visitor's Mother Ship. His mission is simple: set explosives at key points on the Ship and destroy it. Unfortunately, Diana, the Visitor's commander has ordered the ship's security robots to stop Donovan. They mean business. There are four types of robot to contend with:

Maintenance — These travel along the floors of the ship's corridors.

Cleaner — These float along the corridors at head height.

Surveillance — These robots report Donovan's whereabouts to the central computer.

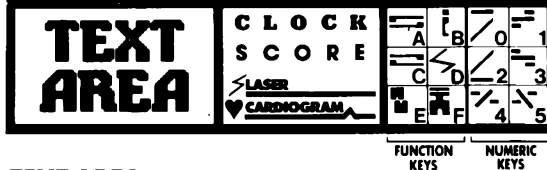
Security — These robots shoot to kill.

All robots are operated by a high-voltage static electricity which has the same effect when touched as a blast from a Security Robot. The blasts are not sufficient to kill Donovan instantly, but they do place a strain on his heart. Donovan's ability to successfully complete his mission is shown on the cardiograph displayed on the Communiputer. Each robot blast causes his heart beat to quicken until, ultimately, the cardiograph shows a straight line ... If, however, Donovan manages to pass some time without being hit, then his heart might have time to recover.

Donovan must set explosives at the key points of the Ship. They are the WATER INLET, the AIR PURIFICATION PLANT, the CENTRAL COMPUTER, the NUCLEAR REACTOR, and the DOCKING HANGAR. If he succeeds in setting all those explosives and then escapes, the mission will be completed. There are also laboratories, some of which contain parts of the formula for the RED DUST, which is lethal to the aliens. Donovan can find all the parts of the formula and then figure out how to dissipate the DUST through the Air Purification Plant. This will kill many of the Visitors, thus slowing down the robot pursuit.

The Communiputer is the key to the mission's success. It must contain the locations of the various parts of the ship, is also used to open security doors and re-charge the laser.

The ship is organised in five vertical planes, accessible via the LATERAL DOORS using a code of some description, and each plane contains many levels of corridors which can be explored using the Beamer Pads.



TEXT AREA

This area is used by the functions to display the appropriate information.

FUNCTION KEYS

- A. PAUSE — Allows you to quit or pause the game.
- B. INFORMATION — Choosing this key in conjunction with the numeric keys, will give the location of various rooms within the ship.
- C. FORMULA — Stores the status of the RED DUST formula collected from the laboratories.
- D. EXPLOSIVES — This function allows you to lay an explosive charge when inside the key points of the ship. Once the timer has been set there is approximately 30 minutes before detonation.
- E. SECURITY CODE — This displays the security code in the text area.
- F. EXIT COMMUNIPUTER — Returns you to combat mode.

NUMERIC KEYS

The symbols on the numeric keys indicate a counting system from 0 to 5

SECURITY DOORS

Access through the security doors (flashing display) is only possible by solving a special code. This is obtained by entering Communiputer mode and altering the symbols in the text area with the numeric keys until all the symbols are the same. The door will now open for 10 seconds allowing passage to other parts of the ship.

Program designed and written by KAOS

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N.O.M.A.D

N.O.M.A.D.

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THE GAME

Out in the vastness of space lies the heart of an Intergalactic Criminal Network, TALOS, a man-made asteroid slowly spinning through the void, spreading its evil through the Universe. At the head of this seemingly

unstoppable force sits one man, the unspeakably vile Cyrus T. Gross. A name spoken only in whispered voices, Gross is the embodiment of all that is criminal. Avoiding any attempt to curtail his ever spreading empire, he has crushed all opposition and seems invincible, ruling his depraved Zealots with a fist of iron and a heart of ice.

Though no law-enforcement agency has ever managed to convict him, he is surely responsible for many of the nefarious dealings that occur within the civilised Universe. Truly a man without scruples, guilty of arson, murder, gun-running and photo-nuclidean destruction of all people weaker than himself.

In a last ditch attempt, the rulers of the Free Worlds have called in the Nemesis organisation, a hardened cadre of humanoid and robotic freebooters who have assigned N.O.M.A.D. 471 (Nemesis Organisation Mobile Attack Droid) to penetrate Gross's heavily armed homeworld and destroy this vile despot once and for all.

Your mission is to guide N.O.M.A.D. through the four sections of Capital City towards Gross's inner sanctum.

You arrive at the spaceport and must then progress through the slums, into the city centre and penetrate the HQ, 'Dun Dentin', before you reach his personal quarters for the final deadly confrontation.

Many dangers await you in all sections of Capital City. In true cowardly style, Gross has installed magnetrans, heat-seeking missiles, and an infinity of equally deadly obstacles, all of which must be confronted and conquered.

N.O.M.A.D. 471 SPECIFICATIONS

Autonomous war-droid with high-intelligence. Infra-red visual receptors and high-frequency audio-receivers.

Fitted with anti-gravity pods and twin thrusters functional in both forward and backward directions and capable of great speeds with a high degree of manoeuvrability.

ARMAMENT

Titanium body shell. Not totally impregnable. Two magnum 57 calibre blasters. The N.O.M.A.D. 471 series is as yet untested. This is his first and possibly deadliest mission. The chances of survival are slim. ...

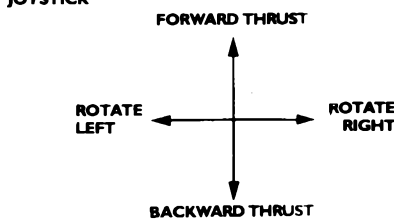
The freedom of the Universe is in your hands.

We salute you!

CONTROLLING YOUR ROBOT

Your N.O.M.A.D. droid can be controlled using either a joystick or the keyboard (most joystick interfaces are compatible).

JOYSTICK



'Fire' button to fire your photon cannons. These will fire alternately and 'Rapid-Fire' can be achieved simply by holding the button down.

KEYBOARD

 (Controls replace joystick functions)

- Forward Thrust — 'R' or 'U'
- Backward Thrust — 'D' or 'J'
- Rotate left — 'Z' or 'M'
- Rotate right — 'X' or 'Symbol shift'
- Fire — 'S' or '7'

STATUS and SCORING

On-screen scoring gives a complete status of the game achievement and level reached. It shows the current score and number of lives remaining (you begin with 4).

Bonus lives are awarded at various stages of play and you can monitor your success by the speed of the score counter.

PLAYING FEATURES

Inertia — Your droid will not stop instantly if you cease acceleration but will slowly decelerate. If you apply the 'brakes' the deceleration will obviously be greater. However it is also possible to slow down by turning 180° and then applying acceleration. (This is useful for shooting things that are chasing you.)

Magnetic Walls — Cyrus has placed large banks of Magnetrons along some of the city walls. When active these devices will attract N.O.M.A.D.'s metallic armour, luring him towards the guns and slowing him down.

Homing missiles — These appear from silos in the surface of the Asteroid and once targeted are difficult to lose.

Artillery — The whole Asteroid is heavily fortified and Cyrus has some of the most efficient heat guns in the known Universe. Even to be caught in the blast from one of these shells is instant death.

Robothugs — Cyrus has a whole planet dedicated to producing his personal protectors, the Robothugs. These delightful examples of the robotist's art are programmed to make a suicide run at anything or anyone who looks as if they may be even thinking about attacking their master.

Gateways and Switches — The various sections of the Asteroid have many gateways to partition them. These can be opened and closed by brushing past the switches on the side walls. However because of the appalling maintenance droids, pushing a switch may not necessarily open the door that it should!

N.O.M.A.D

CREDITS

Game Design by Ian Weatherburn and Simon Butler.

Programming by Roy Gibson.

Graphics by Simon Butler.

PRODUCED BY: D. C. WARD

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