# OCEAN'S GREATEST HITS



# **SPECTR**

which to ignore as he searches for the Batcraft and the ultimate goal of being able to rescue Robin. Once the 7 missing parts of the Batcraft are located Batman will then have to search

for the launch pad whereupon he can fire up the engines and commence the rescue To help Batman in his most formidable of tasks he will on his travels be able to pick up extra powers. These powers are not everlasting but will allow Batman a temporary push of energy. Needless to say the Riddler has confused matter further by placing likenesses which are indistinguishable and should they be picked up they will negate any extra energies that Batman has been able to collect. Batman can either increase his lives, run faster, jump higher or be completely shielded from the Joker's henchmen. Should he collect an article placed by the Riddler he will immediately lose all these extra powers and have to search further to renew them.

The successful assembly of the Batcraft is the object of the game.

It is important to utilise this function properly - Please read the screen prompts Step (a) Move cursor to highlight the required control on which the keys are to

be changed.

Step (b) Press ENTER (clears all current keys).

Step (c) Press all keys required for control (they will be printed on the current line). as they are pressed). If you want to use the ENTER key then press it first.

N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). [This involves pressing ENTER twice].

Step (d) When all keys are selected press ENTER.

Step (e) If you want to change more controls then start again at Step (a), otherwis:

press SHIFT and return to Main Menu.

Sound Menu

There are 3 distinct sound levels within the game. These are different sound tracks as opposed to volumes. One may select from:

Background music and game sounds Games sounds

Silent running

# CONTROL SENSITIVITY MENU

This enables skill in control to be built up — the main difference being the way diagonal control is interpreted. The default value is on Low Sensitivity and is recommended for beginners.



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and P keys simultaneously.

Chapter 6 of the Spectrum manual.

on-screen or in the accompanying manual.

(b) KEMPSON JOYSTICK. Kempson Port 31 only. (c) FULLER JOYSTICK. Fuller Port 7f only.

The default controls have been defined as follows:-

0

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 that the "is obtained by pressing the SYMBOL SHIFT

Press PLAY in your recorder and the game will load automatically. If you have

any problems try adjusting the volume and tone controls and consulting

If the computer is a Spectrum 128K then follow the loading instructions

Use any key other than ENTER or SHIFT to move the Bat-curson. Use ENTER to select the entry indicated by the Bat-cursor. Where appropriate, return to main

Joystick-Right

Joystick-Down

SPACE, CAPS SHIFT, Z.X.C.V.

(i) The Joystick controls use the port selected on the Joystick Menu.
(ii) The Sinclair Interface II Right Joystick is pre-defined above.
(iii) Important Space is defined as JUMP and CARRY, this allows both actions with

a single key depression and is essential for expert control – (See Hints and Tips

(iv) Abort feature is available by pressing PAUSE. Screen message will then appear.

BATBOOTS – These will allow Batman to jump.

BATBAG – This enables Batman to pick up and carry items around a location – Press Carry again to drop them. (Note: items may not be moved from the location

BAT-THRUSTER – This lets Batman have horizontal control when falling, but

Batman is able to collect extra powers on his journey. These powers are not everlasting but will help Batman do battle with the henchmen. The extra powers

status is displayed on the bottom left hand side of the screen.

There are four extra powers and a fifth neutralizing power which Batman must try

EXTRA LIFE - This increases the number of lives. (The total number of lives is

**ENERGY** – Collecting one of these enables Batman to travel at greatly increased speed for a short time. The number of highspeed steps remaining is indicated under the lightning flash Icon on the status display.

indicated under the Batsign Icon on the bottom left of the screen).

**BATBELT** – This is a low gravity device which halves the speed of descent.

These 4 items must be collected before Batman can begin his task. They are

indicated at the bottom right of the playing screen and will automatically be

Q 9 Joystick-Up SPACE, SYMBOL SHIFT, M.N.B.Ø. Joystick-Fire

Joystick Menu (You only get one chance at this selection.)
(a) KEYS/KEY JOYSTICK. Use for keyboard, Interface II, Cursor etc.

LOADING

CONTROL

LEFT

JUMP

CARRY PAUSE

RIGHT

DOWN UP

THE MENU SYSTEM

**BAT EQUIPMENT** 

highlighted when collected.

**EXTRA POWERS** 

has no effect on the speed of his descent.

menu by pressing shift.







(a) PLAY THE GAME. This will either start a new game or if an old game is in

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progress, will offer the chance to resume it.

(b) SELECT THE KEYS. This allows your personal joystick/keyboard selection to

e programme runs on the Spectrum 48K, the Spectrum + and the Spectrum 128K. If the 128K Spectrum is used the program will automatically identify this fact and an enhanced sound track which is available on the 128K will be included.

(c) ADJUST SOUND. Choice of 3 sound levels.
(d) CONTROL SENSITIVITY. Allows a selection of joystick/keyboard response

THE GAME

The Caped Crusader is in the Batcaves beneath Gotham City. Robin has been captured by Batman's adversaries, principally the Joker and with some cunning assistance from the Riddler. The only hope for escape is to assemble the trusty Batcraft whose parts lie scattered round the deadly catacombs beneath and then speed off to rescue Robin.

The Joker and the Riddler will do their upmost to prevent him from rescuing Robin and will place in his way a variety of deadly henchmen and confusing obstacles which will exert all his powers, both physical and mental, to achieve his task.

The Joker and the Riddler do not appear "in person" in the game, as Batman is all too familiar with their image. The henchmen they have selected are unfamiliar to Batman and this further complicates his task.

He slides down the Batpole into his lair but before he can leave he must collect his equipment, which includes Batboots, Batbelt and Batbag which he will need to meet the challenge ahead. Until he has completely collected these items he will be unable to commence his search for the pieces of the Batcraft.

The Joker will launch all manner of unfamiliar villains against Batman whilst he searches for the pieces of the Batcraft. As he makes his way through the variety of unfamiliar catacombs, some 150 or so, the Riddler will present him with many puzzles and objects he is equally unfamiliar with. Some of these objects will need to be collected for use on the mission and certain others will prove fatal. Batman wil have to use all his power as a super sleuth to decide which objects to collect and

SHIELDS – These make Batman invulnerable for a short time. The time remaining is indicated under the shield Icon. JUMP - These enable Batman to jump twice the normal height. The jumps

romaining are indicated under the spring Icon.

NEUTRALIZER – These should be avoided. Collecting one of these will cancel all Batman's extra powers.

**BAT-SIGNALS** 

Distributed at several locations are Bat-Signals.
Touch one and it will vanish — as it does, it will store the state of play (number of lives left, Batcraft parts collected etc). This allows one to restart the game at this point (see MAIN MENU — PLAY THE GAME) should you lose all your lives — this Jeature is nested so each time a Bat-Signal is located the state of play is stored for

Game play takes place over 150 rooms spread over 9 different levels and the game is perfectly mappable

## **HINTS and TIPS**

(1) It is a good idea to use the space bar for both pickup and jump (ie leave this selection on the default keys intact). However leave a key for carry only and leave another key for jump only.

Fire Button, N, M, B, Ø, and Symbol Shift - jump only Space Bar jump and carry Cap Shift, Z, X, C, V - carry only

(2) To make certain jumps it is necessary to hang by the "mearest thread" on the edge of the Carbon Re-inforced Batcloak - you may need practice to perfect

Remember to pick up the Bat Signals at strategic points during the game so that if you lose all lives you can restart at that point (nested chronologically) Avoid selecting Shift as the pause key (or Break on the 128K Spectrum) as

you may run the risk of accidentally aborting the game. To pick up an object you need to be on top of it.

Differentiate between pick up and push (special objects merely have to be touched to push them). The seven parts of the Bat Craft must be pushed, for instance, in order to be teleported to the launchpad.

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# FRANKIE GOES TO HOLLYWOOD

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the letters BANG will appear above the personality factors) and achieve a score of 99,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door the Door to the Ultimate Experience the heart of the Pleasure Dome.

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 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. Type LOAD "" <ENTER>. (Note there is no space between the two quotes). The" is obainted by pressing the SYMBOL SHIFT and P key simultaneously. For further instructions consult your manual.

Press PLAY on the recorder. The game will load automatically. When loaded follow screen instructions.

# KEYBOARD

User defineable keys. Study the joystick controls for the full repertoire of movements available. All these movements can be obtained by using the relevant combination of keys.

# **JOYSTICK**





THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED



A short stable in the keyboard in agnosing which is the keyboard in agnosing which is the see that agnosing which is the see that agnosing which is the see that agnost in the see that

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOYE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'. Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DÓWN'. You may ther use object/objects you are carrying moving 'CUFSOR FINGER' to chosen object and

V ou begin your advertiure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment - your curiosity will be rewarded. Pick up objects - some of these will help you now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

# YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window s you explore the aspects of

A syou explore the day star about everyday life, keep your wits about you as sooner or later you will stumble

upon the ...

# MURDER MYSTERY

You will come across a body...who is the killer? Solve the mystery by a process of elimination:- Find all the clues which appear in windows (23 facts in all). Return to the scene of the

crime, walk into the window showing the suspects and point to the killer. CAUTION: You will need to resart the game if you're wrong.

TAKE A. A system of noting the clues may help your investigation. In the quest to form your personality you must use what has been gleened from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

# CORRIDORS OF POWER

This Ladyrinth enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

# THE PLEASURE DOME

nside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared These entrances and the ones which will become evident in the Corridors of Power give access to the.

# **ARCADE** ELEMENTS

THE TERMINAL ROOM You must use information to complete this task – pay close attention to your inventory and the objects on the

screen.
TIP – If your inventory is incomplete
the lift may aid your escape.

**SEA OF HOLES** Go in and out of time and space to reach the floor beneath you.
HINT—There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into

the spork). HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the

THE ZTT ROOM

Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (kemember you must complete the puzzle to win.)
HINT – You man HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task

> TALKING HEADS This dialogue between World leaders can get nasty. A counter tells you how many (political) lives you

SHOOTING GALLERY Take pot shots at famo

personalities. PLAYING TIP – You must reload to fire (allow the sights to fall to the bottom of the screen).

WAR ROOM

Shoot the symbols in this final Arcade task to obtain Pleasure Points. (There is one game for each symbol). HINT – The power of love may be of great help here.

CONTROL PLAN

A s you become more familiar with the Pleasure Dome and its interface with the ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that Door behind which lies the secret of self discovery. Go for it!

Game design OCEAN/DENTON DESIGNS

©1985 Frankie Goesto Hollywood 🚾 🚺

# 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. are in Allanta 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!

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 Jikey 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**

re are three main sections to the game

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 cridice.

2. 3D 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. 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.

button
b) K.I.T. controls the lasers leaving you to take care of the driving. You can drive much laster than K.I.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).

DECELEMATION (Dack).
The 'T' key will transfer control between functions a and b
K.I.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 lase; sights slows down. When you get to the next city, however, K.I.T. will be fully repaired, but at a cost in TIME

get to the next city, however, K.I.I.I. 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/IRIGHT 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 Time

Laser/Steer

—this is displayed digitally.
—counts down the time given to complete the mission. Each plot has a maximum time unknown even to K.I.T.T.
—this is the distance to the selected destination in SKUDS (Standard Kitt Units of Distance).
—this shows the percentage of damage as a bar graph.
—this shows the percentage of damage as a bar graph.
—this bar graph indicates when the lasers are overheating. In this event you have to wait until they cool down before using them again —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. © 1986 Ocean Software Limited

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# STREET MANYK

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 the written permission of Ocean Software Limiteruns on the Spectrum 48/128 micro computers.

Recome 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.

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

# 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

First pursue the bad guy's cars, the XR3's, through town eliminating them with the lazer. 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 lazer 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

my of the events will forfeit a life.

CONTROLS

Day One

PISTOL SHOOTING

The game is controlled by joystick or keyboard as follows.

<u>Daley Thompson's</u> SUPER-VEST

and agility against the computer and the clock. Failure to "qualify"

NOTE HEPORE 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

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 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 amultaneously. 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.

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-storeen 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.

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.

**KEYBOARD CONTROL** 

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

JOYSTICK

DEFAULT KEYS

**TURBO** 

Right

DISPLAY PANEL

CHASE SECTIONS

ROBBERY SECTION

**HINTS and TIPS** 

Space

Fire

Jump Turbo

Acceleration

**KEY TO DISPLAY PANEL** 

tivated by pressing T continuously.

KEYS (redefinable follow screen instructions)

Hint it is easier if you move the sight diagonally towards the target allowin more time for fine correction. CYCLING Wait for the starting gun – you're off; now alternate the running key (or joystick) for maximum speed in this print against time. (Only one chance to qualify in this test of stamna).

# SPRING BOARD DIVING

SPIRITED BUJARIES DIVERTO 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 aprings 3 times before diving off, when repeated left/right key depressions will make him somersault.

nt when the diver is about to enter the water, head first

(a) Take Off (c) Dive finish (b) Number of somersaults (d) Overall grace

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

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 skiller'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).

Films.

Skiling directly down the slop 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.

grand total for the two day's e Day Two 1. Rowing 3. Ski Jump 2. Penalties 4. 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 you

\*TM & @1984 Universal City Studios, Inc. All rights reserved. Licensed by Merchandising Corporation of America, Inc. CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points).

## PENALTIES

Turn Left 🛑 🔋 🖶 Turn Right

Space

TEMPERATURE F - H -

SCANNER

Scoring is increased as you go further along the road.

lassing Car. – 10 points Black Sedan (in section 2) fillain Cars. – 100 points Porsche (in section 3)

1000 points

STATUS & SCORING

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

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.

D -

Constant fire will overheat the lazer and render it innoperable.
 Watch out for the scanner turning red – the Police are getting very close, time to turn on

After you have disposed of the Black Sedan you will return to base where re-charging and re-arming can take place.

FUEL HYPERTHRUST

2000 points

DAMAGE

Your player will run towards the spot, use alternate left right keys to build up the power for the shot.

When the ball is reached, press fire to kick.

The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed. You have 5 shots and to qualify you must score 3 goals.

Hints

The mallegener will expend to some the ball.

The goalkeeper will respond to save the ball – but he is susceptible to the same kind of shots that score in a "live" game.

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to incr se your energy store (continuous left/right movement) enabling the jump to be sustained for a longer

time.

As you reach the end of the slope press the fire button to enable the skiller to leap into the air (the nearer to the end of the slope the better). As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall!

You have 3 chances to qualify.

### TUG O'WAR

ose your opponent (point with the cursor hand and press fire To qualify you must select an opponent with matching ability (or abo

as indicated on the screen.

Now to do "Battle" – Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete

again at a more difficult level.

GOOD LUCK

Written by Paul Owens and Ionathan Smith. PRODUCED BY D. C. WARD

# **"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**

Causes Donovan to jump followed by forward roll. Moves Donovan Moves Donovan from left to right from right to left

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,

# LEFT - CAPS SHIFT RIGHT - X FIRE - B to SPACE

Pistol Shooting 3. Spring Board Diving
Cycling 4. Giant Slalom

# **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:

UP - P

DOWN - L

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 these succeeds in the succeeds in the succeed of the succeeds in the succeed 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

robot pursual. 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 nd re-charge the laser.

IOYSTICK

Purification Plant. This will kill many of the Visitors, thus slowing down the

The snip is organised in tive vertical planes, accessible violine LATERA 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

when inside the key points of the ship. Once the little this best 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.

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# **N.O.M.A.**

# N.O.M.A.D.

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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 to 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.

# 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

nstoppable force studene man, the unspeakably vile Cyrus T. Gross A name spoken only in whispered voices, Gross is the embodiment 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 from and a heart of ice.

Though no law-empreament 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-nucheonic destruction of all people weaker than In a last ditch attempt, the rulers of the Free Worlds have

Nemesis organisation, a hardened cadre of humanoid and robotic freebooters who have assigned N.O.M.A.D. 471 (Namesis Organisation Mobile Attack Droid) to penetrate Gross's heavily armed homeworld an destroy this vile despot once and for all. Your mission is to stuide N.O.M.A.D. through the four sections of Capital

City towards Gross' inner sanctum.
You arrive at the phaceport 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 magnotrons, heat-seeking missiles, and an infinity of equally deadly obstades, all of which must be confronted and conquered.

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

nous war-difoid with high-intelligence. Infra-red visual re

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

# 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 compatable).

FORWARD THRUST ROTATE **BACKWARD THRUST** 

'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)

'R' or 'U' Forward Thrust -'D' or 'J'
'Z' or 'M'
'X' or 'Symbol shift'
'5' or '7' Backward Thrust -Rotate right -

# 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 be greater. However it is also possible to slow down by turning 180° and then applying acceleration. (This is useful for the content of the c slowly decelerate. If you apply the 'brakes' the deceleration will obapplying acceleration: (This is useful for shooting things that are chasing Magnetic Walls - Cyrus has placed large banks of Magnetrons along so 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 targetted are difficult to lose.

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 roboticist'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 ng past the switches on the side walls. However because of the appalling maintenance droids, pushing a switch may not necessarily open the



**CREDITS** 

Same Design by Ian Weatherburn and Simon Butler Programming by Roy Gibson. Graphics by Simon Butler PRÓDUCED BY: D. C. WARD © 1985 Ocean Software Limited