THE LOOPZ COLLECTION

(c) 1991 Audiogenic Software Limited. LOOPZ is a trademark of Mindscape Inc.

LOADING FROM CASSETTE

The version for Spectrum and Amstrad computers comprises two cassette tapes. The three programs, *Loopz, Helter Skelter*, and *Emlyn Hughes Arcade Quiz* are on Tape 1, and the quiz questions are on Tape 2. The screen editor for *Helter Skelter* is in a separate program called EDITOR which is recorded after the main game.

The version for CBM 64 comprises one tape. The three programs are on Side 1 of the tape and the quiz questions on Side 2. The *Helter Skelter* editor is part of the game.

Zero the counter on your cassette player before you load the games for the first time, and make a note of the reading at the start of each program. This will make it easy to load the game of your choice the next time you play (in the event of load errors return the faulty tape only to Audiogenic at the address below). If you have a C64 or Spectrum type LOAD"LOOPZ", LOAD"HELTER", or LOAD "QUIZ". If you have an Amstrad computer type RUN"LOOPZ", RUN"HELTER", or, to load the quiz, RUN"LOAD".

LOADING FROM DISK

Select the appropriate side of the disk then (if you have a Commodore 64) enter the command LOAD":*",8,1, then press **Return**. If you are using an Amstrad type RUN"LOOPZ", RUN"HELTER", or |CPM to load the quiz, then press **Enter**.

EXCLUSIVE OFFER TO HOME COMPUTER CLUB MEMBERS

Many of our customers like to collect games in their original packaging. Members of the Home Computer Club can take advantage of a service offered by Audiogenic exclusively to club members. Just send your *Loopz Collection* cassettes or disks to *Loopz Offer, Audiogenic, Unit 27, Christchurch Industrial Centre, Harrow, HA3 8NT* together with a cheque made out to Audiogenic Software Limited for £6.99 (cassette) or £9.99 (disk). Remember to include your name and address. You will be sent by post copies of all three games, individually boxed to make a valuable and attractive addition to your games collection. This offer may be withdrawn on or after 31st March 1991.

LOOPZ™

It couldn't be simpler. You get pieces of different shapes and sizes which you can rotate and move around. One by one you put them down on the playing board to create loopz. Completed loopz score points, then disappear. Bigger loopz score lots more points, but if you're too ambitious you may run out of space – incomplete loopz just get in the way!

CONTROLS

All versions can be played using a joystick. Move the piece into position then press the fire button and move the joystick right to rotate the piece, or left to drop it. Keyboards controls vary between versions:

Commodore 64
You must use a joystick. Press the Commodore logo key to pause, or **Run/Stop** to abort the game.

Spectrum
One player can use the keyboard: select either the cursor keys (plus **Space** to rotate and **Enter** to drop) or else Q-A-O-P to move, any key on the bottom row from Z to M to rotate, and any key on the top row from 1 to 5 to drop. Press H to halt (pause) the game, and R when paused to reset to a new game.

Amstrad
One player can use the keyboard: use the cursor keys with the decimal point (.) key to rotate and **Enter** to drop, or else W-A-S-Z to move, **Caps Lock** to rotate, and **Tab** to drop. Press P to pause or resume; **Esc** when paused aborts the current game.

HOW TO PLAY

Use the cursor keys (joystick on C64) to select the game you want to play - move up and down through the options, then press left or right to change an option. Press Space (fire on C64) to start the game, or to select the controls option. Each game begins with three lives - you lose a life if you fail to place a piece before the timer runs out.

If you choose Game A you can play at one of ten different levels, 0 to 9. Level 0 is easiest, and as the level number increases the time allowed reduces, though at higher levels your loopz score more points. In 2-player Game A both players play simultaneously, with separate scoring (they can even choose different skill levels).

Game B begins at the lowest level, Level 0, but the level increases by one for every ten loopz that you complete. In 2-player Game B the two players share a single score, and take turns to place pieces.

Game C is a puzzle game with 50 screens. Each screen contains a completed loop from which a number of pieces are removed - all you need to do is put the pieces back in the right place to recreate the original loop, but if you fail you lose a life. After every five screens a password is displayed - by entering the passwords you can start the game on different screens.

BONUSES AND BONUS GAMES

For every 25 loopz that you complete in Game A or B you receive an extra life (up to 10). In Game C an extra life is awarded for every ten screens that you successfully complete. In either Game A or Game B you can score 10,000 points (Level 0), rising to 100,000 points (Level 9) by completing a loop that covers the entire playing area - if you can! In addition the number of lives remaining (if less) is increased to three. The number of lives left (excluding the current life) is shown above the diamond at the bottom left of the screen.

In Game A you can earn a bonus by completely clearing the playing area. The bonus ranges from 100 points to 10,000 points depending upon the level and the bonus multiplier (shown above the diamond at the bottom right - except in 2-player Game A). The multiplier increases as the number of tiles covered increases, and ranges from x1 to x10. The multiplier is reset to x1 when you clear the screen.

Game B has two bonus games - to reach the first you must completely clear the playing area. In Bonus Game 1 completed loopz are not erased - so you must place your pieces very carefully indeed! If you fail to place a piece then the bonus game ends. The scores for completed loopz in Bonus Game 1 are multiplied by the bonus multiplier (see above). When the bonus game is over the bonus score is added to the score from the main game, and the game continues as normal.

The second bonus game is reached by completing a single loop which scores more than the target score displayed above the game timer. Bonus Game 2 comprises a screen chosen at random from the puzzles in Game C. If you successfully complete the puzzle the level number is reduced by one when you return to the main game, and the score awarded for the puzzle is added to your overall score.

GOPHERS

In Games A and B, every now and then you will be given a special piece called a 'gopher'. If you drop the gopher on an incomplete loop it will be erased - so gophers are very useful for correcting mistakes. There is no penalty for failing to use a gopher.

HINTS AND TIPS

■ Big loopz score a lot more than small loopz. Large complicated loopz score the most.

■ At the start of each game the pieces are simpler. Try to make a large loop if you can.

■ Straight pieces come in two sizes - one tile or three tiles long. Try not to leave gaps two tiles long.

■ You can play **LOOPZ** in many different ways. Some people aim to create as many loopz as possible - others go for enormous, high-scoring loopz.

■ Set yourself a realistic target, then when you reach it, set yourself another target, and so on.

■ Don't miss out on the two-player games. Game A is especially exciting when two people play.

HELTER SKELTER

Monsters everywhere! Running around, falling from the sky, jumping from platforms. Monsters above, monsters below, monsters heading straight for you! Catch them if you can, and bounce on them while they're vulnerable - but be quick, because when the timer runs out your bouncing ball will burst.

CONTROLS

Commodore 64
Play the game with a joystick in either port. Press fire to jump.

Spectrum/Amstrad
Play the game using a joystick, or alternatively use the keys N and M to move left or right, and Z to jump.

GETTING STARTED

One or two can play. Screens 61 to 70 are impossible unless two are playing, and so these screens are skipped when only one person is playing. To begin to play press A for a one-player game (F1 on a C64), or B for a two-player game (F3 on a C64), then indicate the control you are using by selecting the appropriate option from the menu, or pressing the joystick fire button (or Z key).

Before the game begins you can enter a password which will allow you to start the game on a screen other than the first. Of course, when you first play you won't know any passwords, so just press fire or the jump key to start the game.

HOW TO PLAY

You control a bouncing ball called Billy (in a 2-player game the second player controls his cousin Bobby). Press left or right to propel him sideways, press the fire button or jump key to make him jump in the air.

Helter Skelter has 80 different screens - on each screen are a number of monsters that wander around the screen along platforms and ledges. Sometimes monsters are trapped by walls, forced to remain on a particular ledge, but often they can roam from ledge to ledge, floating down to the ledge below whenever they fall off the edge.

All you need to do is squash the monsters with the ball before the countdown timer reaches zero. It couldn't be easier - or could it? The problem is, only one of the monsters (indicated by an arrow) is vulnerable at a time. Hit the wrong monster and it splits into two baby monsters, making your task even more difficult - but hit the right monster and you'll be that much closer to your target.

CONTROLLING THE BOUNCE

When you press jump, what actually happens is that the ball is subjected to a downward force. If the ball is on a ledge at the time this force squeezes the ball against the ledge, which means that it bounces up as soon as the force is removed.

If the ball is in the air and travelling downwards at the time you press the jump button it will obviously bounce higher next time it lands. However, if the ball is travelling up when you press jump, the downward force acts to slow the ball down rather than speed it up. It's often important to be able to do this, but of course, you have to get the timing right. An experienced player can make the ball stop dead, but get your timing wrong and the ball will bounce even higher!

SCORING

Each monster that you squash is worth between 500 and 8000 points. The first monster scores 500 points, but the next one is worth 1000 points, provided you don't hit a 'wrong' monster in between. The score keeps doubling so long as you don't hit a monster that splits into two, up to the maximum of 8000 points.

If you complete a screen before the time runs out you score a bonus of 1000 points for each second remaining. There's another bonus, the skill bonus, which varies from screen to screen and halves every time you press the jump button. By using as few jumps as possible you can score thousands of points in bonuses. With practice you'll find that you don't need to jump nearly as often as you do when you first begin playing. Screen 4 is an excellent example - can you find the expert method?

Scoring 200,000 points awards an extra ball (you start with five); however you cannot have more than ten balls remaining at any time.

TOKENS

Occasionally a spinning token will appear, bearing one of the letters E-X-T-R-A. Collect all five to earn a bonus ball - but beware, if you collect two letters the same they cancel each other out!

Other tokens appear from time to time. If you collect them you can earn extra

time, or else gain a temporary advantage. One token makes the monsters stand still for a time; another makes them all vulnerable simultaneously; yet another freezes the countdown timer. There's even a token that will take you straight to the next screen!

When you have squashed all the monsters on a screen the clock stops, allowing you to collect any remaining tokens before they disappear. Tokens collected after completing the screen score 1000 points each.

PASSWORDS
If you successfully complete the first ten screens a password is revealed that allows you to start the game on screen 11 if you wish. Further passwords are revealed every ten screens. The password for screen 81, the first user-defined screen, is *user* (on the Spectrum and Amstrad the user-defined screens are designed using a separate program, but can be loaded into the main game in place of the built-in screens).

SCREEN DESIGNER
You can create your own screens - devilishly difficult, subtly simple, wonderfully weird - you name it, you can do it! To enter the designer on the C64 press F7 when the title screen or high score screen is displayed.

NOTE: first make sure that you have a blank tape or formatted disk to hand. DO NOT SAVE YOUR SCREENS ON THE PROGRAM TAPE OR DISK!

On the C64 press the number key which corresponds to the option you require, and use the joystick to position an object - press fire to confirm the position. On the Spectrum or Amstrad use either joystick or the keys S-X-N-M to move the cursor and Z to make your selection.

The first stage in designing a screen is to draw the platforms - each screen can have up to 64, each of which can be either horizontal or vertical (more complicated shapes are built-up from several platforms). When you select *Platform* the options *Add Platform* and *Delete Platform* are displayed; to add a platform select that option, then position the pointer where you want one end of the platform to be and press fire or Z. Now move the pointer to where you want the other end of the platform to be, remembering that it must be either vertical or horizontal, and press the button again.

Once you have drawn the platforms, the next step is to decide how many monsters you want of each type, where they should start from, their initial direction, and their speed of movement. Select the *Monsters* option, then *Add monster*. Move the pointer to the appropriate platform and press the jump button; a monster will appear at the left end of the platform. You can now change the monster type using the right controls (C64), or up and down controls (Spectrum and Amstrad), then move the monster to the required starting position. Finally choose whether the monster begins moving left or right, then select a speed (0 is slowest, 7 fastest).

Once you have positioned all the monsters for the screen, you can change the order in which they must be squashed - normally the order in which you positioned them. The order you choose can make an enormous difference to the difficulty of a screen. Simply point to each monster in turn and press the left button, or jump button.

The starting position of the ball is important too: *Start positions* allows you to fix the start positions for both Billy and Bobby. Finally select *Parameters* which allows you to set the time allowed for either a one player or two player game, the probability that monsters will make random changes in direction, and the starting

value of the skill bonus (this must be a round number, and is entered as so many hundreds, e.g. 100 for 10,000). Whenever you are entering numbers use the numeric keys on the main keyboard.

Screen select allows you to move to any of the user-defined screens. To copy a screen move to the screen you wish to copy to, and select *Copy screen*. Then move to the screen you wish to copy and choose either *Select* to effect the copy, or *Abort* if you have made a mistake. *Delete* will delete the currently displayed screen, moving all higher-numbered screens down one, *Insert* works in reverse, creating a blank screen and pushing higher-numbered screens up one.

When you are playing user-defined screens the + and - keys can be used to step through the screens. This makes it easier to show your friends about these 'cheat' keys!). There's quite an art to designing screens - many of the built-in screens have ingenious solutions, and there's no reason why *your* screens shouldn't be as much fun to play!

Once you have designed your own screens you'll naturally want to save them to disk or tape. If you are using disk you'll need either a blank formatted disk, or a disk you have previously used for saving screens (if you haven't used the disk before to save screens select the option *Init disk* first - this creates six 'slots' on the disk, each of which can hold a complete set of 48 screens). Label the disk and make a note on the label when you use a slot, otherwise you might write over some of your favourite screens. Remember, be sure <u>not</u> to use the program disk or tape for your saved screens!

EMLYN HUGHES ARCADE QUIZ

There's fun for all the family in this quiz game designed specially for the home computer. Knowing the right answers isn't the only thing that matters - fast reactions and skilful judgement are just as important. There are ten challenging levels, each with coins and fruit for you to collect - but whenever you land on a block with a ? symbol you'll have to answer a question correctly before you can continue.

To complete a level, all you need to do is reach the WIN bar on the right hand side of the screen. Easy? Well it would be, if the track didn't scroll every few seconds, taking you further away from your goal! So, if you don't move fast enough the chances are you'll end up on the LOSE bar. There are over two thousand questions divided into six topics - *Pop & Rock*, *Sport*, *Entertainment*, *Arts & Literature*, *People & Places*, and *Trivia*. Each category is colour coded so you can try to choose a path that avoids the subject you really hate!

LOADING QUESTIONS
When the program has loaded it will proceed to load the first set of questions (these are chosen at random and are not the same every time!). If you are using tape, the questions are on Side 2 of the cassette (or on Tape 2). Ensure the tape is rewound to the beginning. If you are using disk, leave it in the drive.

When most of the questions in the current set have been used the game will automatically load a new set of questions. When the last block of questions has loaded rewind the tape to the start again when prompted, or after block 6 (Spectrum/Amstrad). The questions are graded - the game begins with the easiest questions.

CONTROLS
You can play using a joystick or using the keyboard. If you use a joystick press the fire button to enter your answers to the questions. If you use the keyboard the default keys are the cursor keys and space, but you can also choose your own keys - select the appropriate option from the menu. To quit the current game press Q.

You can move left or right, up or down along the track - but not diagonally. When you answer a question correctly you don't move automatically - you must move by using the controls manually.

HOW TO PLAY
You begin the game on level 1 - there are ten levels in all, and if you succeed in completing level 10 you get the opportunity to play the challenging Master Game. Each level comprises a zig-zag pathway with questions to answer, coins to collect, fruit to pick up, and numerous special blocks. Some special blocks are there to help you on your way - but others are quite the reverse!

KICKERS throw you off in a random direction, BLOCKERS get in your way - and watch out for the INVERTER! When Emlyn's thumb points down you must get questions wrong, instead of right, until the thumb goes back up again. Don't miss the CLOCKSTOPPERS - they'll stop the track moving for a few precious seconds. BLASTERS blow up all the questions in the vicinity - it's a lot easier than answering them - and BONUS squares allow you to play a sudden death bonus game against the clock.

ZAPPERS give you special powers that allow you - for a short time - to move freely over unanswered questions blasting them as you go. SUPERZAPPERS are the ultimate weapon, allowing you to move freely for a time anywhere across the visible track. They even stop the track scrolling. Be careful, though, because they don't blast questions so you could find yourself trapped when the power is exhausted.

You can spend as long as you like working out the answer to each question - but beware, every few seconds the pathway moves towards the LOSE bar. Land on the WIN bar and you get an opportunity to play the CASH GAME, which allows you to put the money you have collected safely in the BANK. But land on the LOSE bar, and the game is over. You'll keep any money that is in the BANK - that's your score - but the money you've collected on that level will be lost.

THE CASH GAME
On each level there are coins to collect, and although each coin that you pick up adds to the CASH meter, but it's not yours until you put it in the BANK by winning it in the CASH GAME at the end of the level. The coins that you have collected are piled up, and each question that you answer correctly wins a coin. There may seem to be ample time to answer all the questions - but if you get a question wrong the timer speed doubles!

When the CASH GAME is over, you've got a difficult decision to make? Do you stop while you're ahead, or do you play on? If you decide to play the next level you must pay the entry fee - if you complete the level the fee will be returned, should you fail it's lost for ever! If you have won enough money, you may be able to skip over the next level. To skip a level you must have enough money to pay the admission fee for both the level you skip <u>and</u> the one you play, but only the fee for the level you play is refundable.

THE FRUIT MACHINE
Fruit that you collect appears automatically in the right hand slot of the fruit machine display. Any fruit already in the display moves across to the left. If the fruit you collect completes a winning combination then the winnings go straight into the BANK. Here are the winning combinations:

CHERRY	ANY	ANY	10p
CHERRY	CHERRY	ANY	20p
CHERRY	CHERRY	CHERRY	30p
LEMON	LEMON	ANY	20p
LEMON	LEMON	LEMON	40p
ORANGE	ORANGE	ANY	20p
ORANGE	ORANGE	ORANGE	50p
MELON	MELON	ANY	20p
MELON	MELON	MELON	£1
GEM	GEM	ANY	20p
GEM	GEM	GEM	£1 times level

INVISIBLE BLOCKS
Scattered amongst the ten levels there are a small number of INVISIBLE blocks. Most levels have at least one, and some have two, three, maybe more. You cannot move onto an invisible block unless it is revealed by assembling a secret combination in the fruit machine. These secret combinations are different from the winning combinations listed above, and only work on the current level (collecting a combination on level 5 cannot reveal an invisible block on level 6). By revealing invisible blocks you will be able to collect coins and fruit that otherwise could not be reached. However, you may also find that on some levels there are coins which are totally inaccessible.

THE MASTER GAME
If you succeed in completing level 10, you are allowed to compete in the Master Game. In the Master Game you are faced with a screenful of question blocks - hidden under some are gems. To complete the Master Game and reveal the secret password you must uncover all the gems before the timer runs out. Write the password and your score on a postcard and send it to: *Quiz Competition*, Audiogenic, Unit 27, Christchurch Industrial Centre, Harrow HA3 8NT. Include your name, address and telephone number. Six lucky entrants will be invited to the finals of the competition to be held in London.

ADDITIONAL QUESTION SETS
Additional sets of questions may be offered from time to time. Watch the press for details, or write to Audiogenic at the above address.

HINTS AND TIPS

- Learn the layout of the tracks so that you don't go down blind alleys.

- Picking up low value coins can make it harder to win high value coins.

- Experiment until you discover the secret combinations that reveal invisible blocks.

- It isn't always correct to detour to pick up a coin or bonus.

- You can force the track to scroll by pressing the fire button when you are on a square next to the WIN bar. All special features are cancelled.