

Spectrum Computer Games Compilation

INSTRUCTIONS

**(Important: PLEASE READ Loading instructions on
Back cover before proceeding)**

Introducing the Spectrum Games Compilation.
Please note that some of the games indicated
in this booklet have been changed for better
ones. It is suggested that you read the
computer manual before going on.

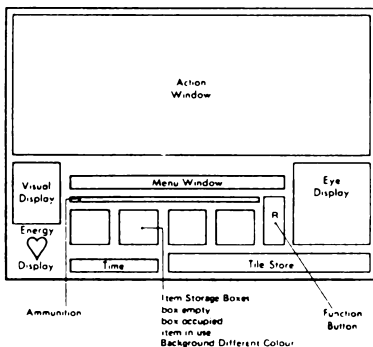
TAPE ONE

1 TIME TRAX

THE AIM OF THE GAME

Timetrax is the game of the Quest for peace in our Time. The aim is to shut off the invading Dark Ones and reset the fabric of the Universe. To do this you need to pacify the Eight Minds by returning their Character Items to them and then seal the Portals through Time by casting the correct spell. Like all good Quests this one is not easy. It is strongly recommended that you read right through the instructions before you get seriously involved. Don't make it any harder!

SCREEN LAYOUT



CONTROLS

Movement of Figure Joystick Position

Up
Down
Left
Right
Up + Left
Up + Right
Fire
Fire + Up
Fire + Down

Action

Jump Up or Climb Up
Climb Down
Walk Left
Walk Right
Leap Left
Leap Right
Fire Weapon
Move Into Screen (e.g. through door)
Enter Options Mode

Climbing is restricted to areas containing stairs, steps ladders, handholds, etc. Other features (e.g. some small crates, boulders and giant mushrooms) may not be walked past, and must be jumped over. It is possible to land on one of these, and it is also possible, having jumped over one, to walk back in front of it.

Moving into a door or other opening will result in one of the following:–
Note that each LEAP reduces your energy – it is possible to die through leaping if you are very weak.

OPTIONS

Use joystick left and right to **change** options, and “fire” to **select** an option. The following section describes each option and its uses.

- FLIP** Flips between options lists.
- LOOK** Looks for objects hidden in any location behind the player figure. No other action is possible until the search is completed:
- TAKE** Takes item currently in Visual Display.
- HOLD** Holds game.
- QUIT** Quits game.
- BACK** Goes back to game from Hold.
- DROP** Lets you use joystick left/right to select a possession – “fire” drops it (see Item Replacement).
- SWAP** Similar to DROP, but selecting an item causes it to become “in use” (i.e. status light green).
- TEST** you must have 4 or more Rune Tiles for this to function. Use joystick left/right and “fire” to select a combination of 4 tiles (all different), which will appear in the Tile Test Area. When the fourth tile has been selected, the Eye Display will indicate how close the arrangement is to the Cosmic Pattern. Each of the four eyes correspond to one of the tiles (which are checked in a RANDOM order), as follows:–
1. Eye Closed – one tile not in Cosmic Pattern.
 2. Eye Fully Open – one tile is in Cosmic pattern, but in a different position.
 3. Eye Full Open – one tile in correct position in pattern.
- Note that completing the correct pattern will end the game

CAST You must have 2 or more Rune Tiles for this to function. Use joystick left/right and "fire" to select 2 different tiles, which will appear in the Tile Test Area. When the second tile has been selected, either nothing happens (the combination possesses no magical qualities), or a Spell will be named in the Menu Window. Select YES to cast it (you will lose the tiles concerned), or NO to return. A list of Spells is given later.

"R" BUTTON Whenever this is available for selection, it enables you to leave the Options mode and resume control of the figure.

ENERGY

Zero energy results in DEATH and the end of the game.

Energy is GAINED by: Using a Potion.

Casting a Restore Spell.

Energy is LOST by: Leaping.

Touching a Flying Creature

Touching Sharp Stalagmites or Swampy Ground.

Falling between floors (the further the fall, the greater the energy loss).

AMMUNITION and WEAPONS

Bullet: for Pistol.

Bolt: for Crossbow.

Gem: for Wand.

To load a weapon (i.e. give it its full 10 shots), you must have the weapon IN USE while you TAKE the appropriate ammunition. Once taken from a location, ammunition will not be available again from that location until you have visited another Time Zone.

SCROLLS and POTIONS

To use a scroll or potion, SWAP to it when it is already IN USE (i.e. its Status Light is GREEN).

Scroll: There are 10 Scrolls, all outwardly identical, each one holding the 2 Rune Tile combination of one of the 10 spells. The tiles will appear in the Visual Display. Note that the scrolls merely indicate which tiles are required for one UNIDENTIFIED spell – the player cannot cast this spell unless he owns the tiles involved.

Potion: Each Potion restores your Energy by up to half of its maximum value. Once used, a potion vanishes from play.

CHEST and KEYS

There are 4 chests, each with its own key. Each key is a different colour. Unless you have the appropriate key IN USE, you cannot LOOK, TAKE or DROP items from or into the chest.

RUNE TILES

There are 15 Rune Tiles, each with a different Rune on it, of which you may carry no more than 10 at a time.

CHARACTER ITEMS

There are 8 Character Items each one belonging to one of the 8 Minds. The items are:

DAGGER	HELMET	SKULL	EMERALD SCARAB
BOOK	CLAY DOLL	MAP	BATTLE AXE

SPELLS

WARP

AHEAD Travel one Time Zone into the FUTURE.

WARP

BACK Travel one Time Zone into the PAST.

TIMESTOP Temporarily stops time for all but the player figure.

REVEAL If player figure is in front of a Chest, its contents are shown in the Visual Display.

If you are in a Meeting with a Character, their possessions are shown in the Visual Display.

If neither of the above, no effect.

Note that you CANNOT TAKE any revealed items.

RESTORE Same effect as a Potion.

OPEN If player figure is in front of a Chest, he may Look, Take and Drop into/from it until he leaves Option Mode.

CHARM If player is in a Meeting, he may charm the character into trading any of his possessions for anything that the player offers. The spell is broken when the player goes AWAY.

BANISH Banishes all creatures for approx. 30 secs.

CHARGE Fully reloads any weapon IN USE.

ORACLE Shows one of the 4 Cosmic Pattern Rune Tiles in the Visual Display (N.B. it cannot be Taken).

MEETING MINDS

Upon meeting one of the Eight Minds, the appropriate face will appear in the Visual Display, and the player figure will be removed. You are always in Option Mode in a meeting, and are restricted to the following special options:-

- AWAY** Leave meeting, return control to player figure.
- CAST** See "Options Mode".
- SWAP** See "Options Mode".
- KEEP** Do not exchange items with character.
- DEAL** Exchange items with character (N.B. make sure you have space to store any items!)
- DROP** When in a meeting, Drop causes the selected item to be offered to the character – it is displayed in the Eye Display. If the character doesn't want the item, it will be returned immediately, otherwise the character will offer one of his two possessions in exchange. If you then choose to KEEP your own item, the character may offer you his other item. Items offered by the character are displayed in the Visual Display. Note that, if you offer the character his own Character Item, even if you refuse to trade for either of his possessions, he will use Cosmic Manipulation to force an exchange! All of the characters are consistent in their evaluation of offered items – they will only offer an item in exchange for a more valued one, unless they have been CHARMed.

TIME PORTALS

Each Portal lasts for approx. 7 seconds, and connects one Time Zone to another. A Portal appears SOMEWHERE in time and space every 10 seconds. You can only see Portals which open onto your current screen. To use a Portal, you must move to touch it, whilst keeping ON THE FLOOR – you will then be transported. You MAY NOT re-enter a Portal you have just come through. The Portals follow a fixed schedule which repeats every 10 minutes.

The proper use of Portals is essential to achieving your aims, and as it is very unlikely that you could stumble into a Portal by chance, let alone one which goes to the right time and place, you should always consult the TABLE. Whenever you use a new Portal, or see one on your screen, you should note its position so that, if you should wish to enter it again, you will know exactly where to wait for it! Unlike BR the Portals are always on time and never get diverted.

2

THE BULGE

BATTLE FOR ANTWERP

6th June 1944 ... D-day, the Allies sweep through northern France. September 17th Montgomery invades the Netherlands. **Antwerp** falls November 8th. Sensing a quick end to the war the American 3rd Army continues eastward through Lorraine and Alsace. The weather worsens, supply lines lengthen and suddenly where it was least expected comes news of a Panzer breakout 16th December saw the start of **Hitler's** last offensive, '**The Bulge**', His objective, the Allies supply base, Antwerp.

3

SHEER PANIC

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

4

GLASS

COMBAT READY? The enemy have built 3 cities. The simulator takes you through a series of screens. Destroy the outer radar defences, smash the pseudo conscious Metalliks and keep your shields up. You can continue in the game if all your shields drop or you can start again. Fly the Plains of Glass and reach the Cities. Your score will decide your crew status level. There are 14 levels of excellence to pass through. Your current status is displayed at the end of each mission.

Game Controls:

L/R = O/P. Up/Down = Q/A ... Fire = Space.

5

RUPERT AND THE ICE CASTLE

Jack Frost's sister Jenny has been up to her mischievous tricks again. Rupert's friends, Bingo, Edward Trunk, Algy and Badger Bill have all been frozen by Jenny while they were visiting Jack at the Ice Castle. Rupert has a stock of magic ice pills which will revive his friends. He must find his friends in the Castle and give them an ice pill in order to set them on their way back to Nutwood. Jenny Frost has set some traps for Rupert – help him avoid the falling icicles, slippery skates, Jack-in-a-boxes and snowmen. Each time he is hit by an obstacle he will lose an ice pill. No ice pill and Rupert himself will freeze. There are three levels of play and each scene within those levels presents Rupert with a different set of problems. On the third level Rupert will find warm clothes scattered about the Ice Castle which will help him keep warm as he searches for his friends. He can run, jump, duck to avoid snowballs and even slide along ice patches. Help Rupert find his way through the Ice Castle and set his friends free on the road to Nutwood.

6

SOULS OF DARKON

You have landed on Megron and your faithful robotic friend hovers nearby the air is fresh and things seem normal. Long gone is the Grand Council of Megron. Their power and knowledge which combined science and sorcery has been amassed by the evil one, Darkon. Your task is to find him and destroy him. All you have is your ability to learn and your technical know how.

A text panel describes your surroundings, the graphics screen can give you more info. if requested. The right hand panel is a record of your commands. The bottom line is for you to enter commands in typed English. ENTER the commands. You will need to enter specific commands. Many commands can be abbreviated. Try V or VOCAB to see some of the verbs you can use RE-START sets you back at the beginning. SAVE saves your current position and LOAD brings back SAVED conditions. You should be already in the adventure before reLOADING.

7**DEFCON**

Your mission is to destroy the alien forces controlling the Earth's satellites. You have a single beam laser which if you survive long enough to gain 1,000 points will be exchanged for a Double Wind-Beam, Ultra High Power, Special Purpose Laser, which you can switch to as you require. In addition to your lasers you will for every additional 1,000 points be given one extra anti-satellite homing missile and one charge of debris shattering grape shot.

To earn your superior weapons you must wipe out the front line alien forces. You will have 80 seconds before you reach **CONDITION AMBER**, then a further 80 seconds before **CONDITION RED**. In this time you must destroy as many satellites as possible to deep **CONDITION RED**. In this time you must destroy as many satellites as possible to keep **CONDITION GREEN**.

Switching to the VDU shows your energy level, arms status, and speed. This also displays the area of earth which you are over and it's current **CONDITION** colour. Press fire on selecting an option, like score or VDU, and they remain permanently on the screen as a window.

8**DR FRANKY AND THE MONSTER**

There are 9 different dungeons to be completed, each being different from the last. A magic hammer may be found on some screens, if you take this it could help you in your task.

To complete each dungeon you must collect the white conical flask and take it to Dr Franky's monster who stands, lifeless, in the top right-hand corner of the screen.

To control Dr Franky, use the following keys:

1 – LEFT, 2 – RIGHT, 0 – JUMP

To jump through a hole you must be pressing either the right or left keys or else you will fall straight back down the hole again!

9**ROAD TOAD**

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type **LOAD""** then **RETURN**.
5. Start the tape recorder. The program will **AUTO RUN** once loaded.

TAPE TWO

1

EVIL CROWN

The Evil Crown is designed to be a simple game to play – if you do things in the correct order! Play is divided into a series of “rounds”, each representing one year and sub-divided as:

- (i) The Decree
- (ii) The Hunt
- (iii) The Royal Tournament
- (iv) Battle (if there is any that year)
- (v) Peasant Revolt (only if you deserve it!)
- (vi) The Harvest

STATUS REPORT

Selecting the status report icon will clear the screen and print a list of values giving your present status. These are as follows:

- (i) Fame – a measure of your success at tournaments, and one indicator of how much the King has noticed you.
- (ii) Military Success – An indicator of how well you are faring in Battle, and therefore how well the King regards you.
- (iii) Notoriety – An indicator of peasants’ reluctance to accept your rule.
- (iv) Loyalty – An indicator of the peasants’ loyalty. The less loyal they are (the lower the number) the more likely they are to revolt.
- (v) Wealth – How much treasure you have stashed in the castle. The wealth accumulated will be the difference between what you have raised in taxes and tolls, and what you have spent on scutage, the militia etc.
- (vi) Efficiency – How eager the peasants are to work. Remember that hungry peasants are more likely to revolt than to work!
- (vii) Trade – How much you are making from tolls on trade passing through. Higher tolls bring less trade, but lower tolls bring less income from the trade passing through.

The following actions should be carried out in every Decree period, in the following order:

- Set a tax rate
- Set a toll rate

Decide how much scutage to pay
Decide how many troops you will raise
Decide how much food aid you will give to the peasants (if any)
Decide how much you are going to spend in the Tournament

Setting tax rates and toll rates is done by selecting the appropriate icon, which will put a little arrow and a figure on the value indicator scale at the top of the screen. The value shown indicates the current level the tax or toll is set at. To adjust this level upwards move the selector arrow onto the right-hand triangle on the scale and press fire. To adjust this downwards use the left-hand triangle. When you have the rate that you wish to set move back to the icon and press fire. This technique is also used to set scutage, militia levels, food aid and tournament costs; but in these cases the scale indicates the total that you have spend.

To exit The Decree move the selector arrow to the Exit icon and press fire.
Selecting the QUIT icon allows you to leave the game.

THE HUNT

The level of danger is shown by the type of animal. These are (from least to most dangerous) Hare, Fox, Boar, Stag, Bear.

THE TOURNAMENT

The object of the Tournament is to survive as many rounds of jousting as possible, without running out of lances. A round is won by either unhorsing the opponent, or by striking the opponent three times. Penalties will be made for certain actions: one lance is deducted for striking the barrier; fifteen lances are deducted for unnecessarily injuring the opponent; striking the opponent's horse results in immediate dis-qualification.

THE BATTLE

If a battle is to take place then the Battle Screen will appear. First you must select militia pay levels by selecting the militia icon *+* and using the value indicator scale as before.

Mercenaries can now be hired for Battle. Select the number by using the value indicator scale and the icon as before.

The Battle will now take place. If you win you obviously help yourself to the opponents wealth. However if you lose your opponent will demand some of your wealth. After the Battle you can move on by selecting the exit screen icon *+* and pressing fire.

THE REVOLT

The revolt works in a similar manner to The Battle in that you have to decide how much to pay the militia, but mercenaries cannot be hired. Also, if you lose the Revolt you die and hence lose the game! After the Revolt you can move on by selecting the exit screen icon "+ " and pressing fire.

THE HARVEST

The weather conditions during the Harvest are represented by the Sun and Cloud. The closer the cloud gets to the sun the worse will be the Harvest.

The Harvest size is shown by the amount of yellow grain filling your store.

Remember that the better the Harvest the more likely your peasants are to remain loyal next year.

You can proceed to the next screen by moving the selector arrow to the exit icon and pressing fire.

You will return to the first screen to decide your decree for the following year. (If you have survived!)

WINNING THE GAME

As you play the game and become more successful as a medieval mastermind, you will go up in rank. Eventually you will be powerful enough to take on the King himself in battle. Victory will win you the game and the *Evil Crown*. Fail and you will be beheaded. No appeals considered.

2

WIBSTARS

The first stage of Wibstars requires you to collect the goods to deliver to your customers. The goods in question are cassettes (costing £5), discs (costing £10) and computers (costing £100). You start in business with £200, and the program will not allow you to spend more than this.

To collect your goods, move the fork lift truck (FLT) into contact with one of the stacks of goods. As long as you continue the joystick or keyboard command for leftward movement, the FLT will automatically pick up goods. As soon as you release the FLT, it will take its load to the waiting skip. When you have enough goods, take the FLT to the exit. If you run out of money, the FLT will automatically go to the exit and initiate the next phase in the program.

In the despatch bay, your goods will drop from overhead chutes and you must catch the goods in your van as they fall. When all of your goods have been released from the chutes, the Wibstars program will automatically take your vehicle to the next screen.

The next screen gives you a scrolling bird's eye view of the road and a map of the area. You have to drive to a shop and deliver your goods. There is a competitor's van right in front of you. You will be showered with computer goods and junk from the rear of his vehicle. Avoiding the junk, which will damage your van and cost you money, you can catch the cassettes, discs or computers by driving over them. You can then sell them when you reach the shop. Different shops pay different prices for goods, and you can discover the good payers by exploration.

In the unloading area of the shop, your task is to move the goods via a series of lifts and conveyors from your van to the office. Your driver must be immediately adjacent to the back of the van, facing towards it. Press Fire. You will then be able to choose the type and value of package to be unloaded. When the package is out of the van, the man must kick it towards the lift. In front of the lift is a conveyor, and in front of that is a lift-call pad. The man must tread on the pad and change its colour to call the lift. If it goes under the lift, go back to the van and get another package. At some point in the game you may wish to use the lift-call button at the bottom of the lift-shaft. You can put a package in the lift, or travel in it yourself, but the lift will not accept you and a package. You will only get paid for what you deliver to the office. To get through this part of the game you need to keep your wits about you.

When your van is empty, take the man to the rear of the vehicle and press fire as though you were trying to get another package. The driver will then get back into the van and drive away. If you are still in profit you will go immediately back to the scrolling street screen. You can then return to the warehouse. The game ends if you have made a loss.

Playing the computer game

You can select the club, the strength and the direction of your shot by using joystick or keyboard control. The bottom of the screen is split into several sections. The top is the Royal St George's golf course.

To play a shot follow the sequence blow:

(a) The *hand* or cursor which controls the icons is moved using a joystick or the keyboard.

(b) Mover the cursor to *Box 4* using either the joystick or the keyboard controls. Scan through the choice of clubs using **UP/DOWN** and press **FIRE** or **SPACE-BAR** to confirm your choice.

(c) Move the cursor to either *box 1 or 3* to select the strength or direction of your shot respectively. Position the cursor near the arrows so the one you want lights up, and press **FIRE** or **SPACE-BAR** to confirm the strength or direction of your shot.

Move the cursor back to the animated player, box 5, and press **FIRE** or **SPACE-BAR**. Pressing **FIRE** or **RETURN** will give you the caddy's comment on your choice of club. You can change your club at this point, or by pressing **FIRE** or **RETURN** take the shot.

(e)j If you move the cursor to box 2 and press **FIRE** or **SPACE-BAR** you will change the top part of the screen to a smaller scale picture of the hole you are playing.

(f) *Box 6* shows you the distance and par for each hole as you play and the scorecard.

(g) to *Quit* a game press 0.

The controls you set before playing a shot are the major influence on any one play. However the joystick or keyboard is 'live', that is, as the animated golfer moves his club you can 'fine tune' the strength and direction of shot. Left or Right alters the direction and Up and Down the strength. Moving the joystick say, left diagonally will move the ball further forward and to the left. Experiment a little, it's not difficult. The effect provides a real 'live' feel to the play.

Once your shot has been played the screen will scroll to the new position. Use the smaller scale map (*box 2*) to see where you are and sort out the next shot. The golfer will line up automatically for the next shot.

KEYS:**Q** = UP**A** = DOWN**O** = LEFT**P** = RIGHT**SPACE-BAR** = FIRE OR USE JOYSTICK**TAPE:** PRESS CTRL and ENTER**DISC:** RUN "DISC"**4****METEORSTORM**

Excerpt, from the 'Book of the Faluvian Empire.'

"Meteor Alert, Meteor Alert." The speaker grill grates onto the command deck of the Thalcian Spacer forcing me to look up from the twinkle of lights on the console in front of me. I curse under my breath. My calculations are almost complete. I check the scanner, there is something not right about the formation of the Meteors. Fear creeps over my body like a Balcoan Slimer, that meteor storm is being driven at me ...

I am in this sector investigating the find of an ancient artifact of the People of Sphere, locked in a Trans-dimensional field. I was almost ready to break it from the Field when the Meteor storm arrived.

I swing into the attack chair, strap myself in ready for some fast manoeuvres. Chunks of rock bombard me from all directions, my hands fly over the controls as I shift the Spacer to fire at the nearest rock. I gasp in surprise, the rock has a Photo-Thrust unit built into it, space burns brightly before me as the beam from my X-ray laser slices into the rock, shattering it into pieces.

Then I see the reason behind the storm: Xxkraan Raiders, the aliens from Andromeda seeking dominance over the Falurian Empire. The saucer of a Xxkraan Raider twists at me, guiding the storm of Meteors at me.

I fire, the X-ray beam slits open the saucer, it explodes in a dazzling pyrotechnic display. Immediately I am surrounded by a horde of meteors seeking to grind my Thalcian Spacer to nothing. I jab at the hyperspace button. Reality twists in on itself, for a moment my body is turned inside out, then I'm back in Real Space ...

The meteors move back at me, my teeth clench as I send more destruction lancing out from my X-ray laser.

A Xxkraan Raider appears in the gap between the jagged rocks, I turn and fire ... I thrust at another cluster of rocks, distant stars reflect from the metal of the Photo-Thrust units embedded in the meteors. I fire again, the Xxkraan must not gain the knowledge left by the enigmatic, long dead People of Sphere ... The rocks converge then diverge around me, I spread a network of X-ray beams round my spacer ... A Saucer moves in ... Debris tumbles about as I fight for survival, and for the knowledge of the "People of Sphere" ...

5

DEATH WAKE

The game: Your job is to get the "Undaunted" to the enemy stronghold at the end of the inlet. You must fire upward under the protective shield of the mountain. At different points in the channel you will meet different enemy weapons. Between each section you can set up air attacks on enemy bases. Likewise they can bomb you. Knocking out their bases increases your chances.

Game Control: Joystick

On the map, move the cursor to the enemy base and press fire. Do this for each line of your bases. If you wish to change tactics, use the cancel icon, bottom right corner, when you're ready to attack, move to the scramble icon, bottom left and fire. If a target goes black it's out of action for 2 phases; shaded, it's out for one.

With fire off you can move the "Undaunted".

With fire on, you can move the gun sights. Alter the guns along the base line when faced by other boats aim and fire. "It's my birthday" is a last resort.

A desperate battle against bombers, torpedo, minefields, gun boats, and destroyers to reach the enemy's mountain stronghold.

6

ROBBER

Your objective is a castle dungeon vault where you have it on very good authority that untold riches are kept in a safe. Your first problem is to retrieve from a guarded room a stethoscope, doorkey and safekey which you will need to get into the safe. The stethoscope and doorkey are visible but you will have to use your criminal skills to spot the safekey! To add to your problems, there is a guard patrolling the room with his powerful torch. Once you have collected all 3 items you can

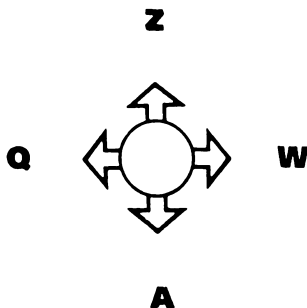
escape through the door in the top left corner. Fresh from your success in obtaining the requisite items to allow you to crack the safe, you must now make your way across a bridge with disappearing sections! (Hint: Wait until all sections have disappeared at least once)

The final and greatest challenge to your skills comes next. You must swim through flooded caves, avoiding the deadly jellyfish, whilst keeping an eye on your limited air supply. Then you must find your way through the catacombs, which are parallel passageways, connected with randomly placed doorways. It is of course, dark, and all you can see are the man-eating birds prowling overhead.

The next section contains gigantic bouncy balls, which, if they make contact with you, will crush you to death.

By now you may have forgotten your objective – to survive was difficult enough! But now, memorise the disappearing path, follow it across and you're at the safe! (Oh, by the way, if you've taken too long to complete the last 4 obstacles the electronic gate which is worked by a timer, will have cut off the route to the safe and your escape!)

THIS PRODUCT USES THE SOFTEK COMPILER



Any time, any place, **the paras are ready for action!** Dropped behind enemy lines, you must take command of F Platoon and yomp your men across dangerous enemy highways and a closely guarded minefield to reach your objective and succeed in this top secret mission.

Determine just how tough your mission will be by selecting your rank from private to colonel, then start to guide your men, one by one, across the enemy highways – dodging the fast-moving enemy jeeps and troop vehicles.

There's no turning back now!

When three men are safely across, activate your radar scanner to direct them across the enemy minefield.

Beware, an armed sentry is on patrol! Guide them carefully across the deadly terrain, but watch out, for the enemy has placed 'movement sensors' in the minefield, and if you bump into the trees or fence too often the mines may be triggered! If you successfully get your unit across, you are allocated three more paras to re-inforce your platoon. The going gets tough, but you can't afford to lose your head now. The success of the mission **depends on you!**

Keyboard control

Keys controlling direction:

1 left

2 right

0 up

8

MICROMOUSE

At last, arcade action inside a computer program! Only you can help Micromouse to protect his programs against the software bugs, which are trying to destroy them. Fight the bugs with Datakill and score extra points. Success will both increase your score and, once you are able to run the program, progress you to the next program level.

9

INVADERS

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

TAPE THREE

1

DARK EMPIRE

The player starts with one city and one army unit. Capturing cities is the key to winning the game. There are numerous cities spread over the map, and they are captured by successfully attacking with an army. Possession of a city means it can be used to build new units—armies, destroyers, submarines, cruisers, battleships, aircraft carriers, transports and aircraft.

The army units are transported overseas by embarking onto troopships.

The game can be played in turns between two players or against the computer.

Press "Break" for "Break In" Menu.

"Break In" Menu.

Save Game: Option to download the game, and upload it at a later date.

Continue: Continues the existing game.

Redefine: This mode enables you to select Joystick or Keyboard, and redefine the Keyboard controls. You can also change the map colours, background colours and both players colours.

Options: this gives you a separate menu of optional orders. The orders are given on a Yes/No basis, and naturally, affects the progress of the game.

Exit Game: Ends the program.

Unit Orders Menu.

To move the units around the map, you will need to issue specific orders.

The Unit Orders menu is obtained by moving the cursor over the desired icon, and pressing "Order"/ "Fire". Orders are given by moving the cursor over the desired Order icon, and pressing "Order"/ "Fire".

Halt: Stops the unit moving until further orders are given.

Move: This order moves the unit in a particular direction. The unit will continue in the ordered direction until it hits an obstruction or land/sea.

It is also possible to instruct units to move at random.

Advance: Enables the unit to advance to a given position, attack the enemy or capture a city. This is done by moving the cursor over the target and pressing "Order"/ "Fire".

Disembark: This icon appears when an Army has embarked on a transport ship, and the ship is near enough to land to disembark. As you build up your armed forces, further orders may appear on the menu – for example using aircraft for long-range reconnaissance.

UP : Q
DOWN : A
LEFT : O
RIGHT : P
ORDERS : SPACE
MAP : SYMBOL SHIFT

BREAK IN MENU : 4 & 5

WORLD MAP : 1
FLICK U to U : 2
FLICK C to C : 3

2 player turn Finish : 4

2

FANTASIA DIAMOND

The screen is divided into two independent areas. The upper area is used to display the actions of yourself and all the other characters, descriptions of what you see around you and what is happening. This area also contains the graphical representations of some of the scenes from the adventure. The lower area is used for your input and is also used by the computer to provide certain information to you, for example error messages.

During play, every character will undertake some action about once every fifteen seconds, whether or not you yourself do anything. If you start to type, all of the other characters stop until you press the ENTER key. Each character is then entitled to act after your command has been actioned. If you do not touch the keyboard for fifteen seconds, you will see the the message:

You do nothing

and the other characters will go about their business.

The following keys may be used:

A to Z (always capitals)

(space)

. (full stop)

, (comma)

” (string quotes)

In addition, the following special key pairs can be used:

Caps shift plus 0 Delete character to the left of cursor

Caps shift plus 1 Delete everything on the input line

Caps shift plus 9 Do all commands on the last line again
Further, to make movement in the four main directions easier, the cursor control keys may be used:

- 5 moves west
- 6 moves south
- 7 moves north
- 8 moves east

To move in the other directions (northeast, up, etc.) you must type the command in full.

Note:

The cursor keys and "caps shift plus 9" only work if typed as the first characters on a line, and their action is immediate – you do not press enter..

Up to 62 characters may be typed per input. When the input area is full, the cursor will stop. Only the ENTER and delete keys are then effective.

FANTASIA DIAMOND has a vocabulary of over 300 words, all of which may be typed in the input line either in full, or in an abbreviated form. When an abbreviation is used, the computer chooses the first word in its dictionary which looks like a match, so be careful.

For example, the verb EXAMINE can be abbreviated to EXAM or even EX, but not to E, which is interpreted as a short form of EAST.

Finding appropriate abbreviations is largely a matter of experiment.

THE LANGUAGE

FANTASIA DIAMOND has a fairly powerful language analyser which allows you to construct quite complex sentences. A sentence may contain several commands, each command starting with a verb. For example, you could type, as two separate commands:

OPEN THE DOOR
GO EAST

or you could combine the two:

OPEN THE DOOR AND GO EAST

punctuation is always optional, as is AND.

Most verbs allow you to use a list of subjects, for example:

GET THE FOOD AND THE WINE

In a very few cases, you will find that you can omit part of a command and the computer will still understand what you mean, but usually this is not so. As an example, when locking or unlocking things, you must also say which key you want to use – you cannot just say UNLOCK DOOR – that would be too simple! Sometimes, leaving part of a sentence out changes the effect:

ATTACK THE ELF – means attack with bare hands

ATTACK THE ELF WITH THE ROD – use the rod as a weapon.

Parts of sentences, and even words, can be abbreviated. If you want to open a small wooden door, you could, of course, say

OPEN THE SMALL WOODEN DOOR

but it is quicker to say

OPEN DOOR.

Other possibilities are

OPEN WOODEN

OPEN SMALL

and so on. Bare in mind, however, that the computer takes what you

say literally and assumes that its meaning is clear. So if you were in a place with a red door and a brown door and you said OPEN DOOR, the machine chooses one of the doors and tries to open it. This might mean that the wrong door is opened, or it might just mean you see an error message if the chosen door cannot be opened.

Abbreviating words is another way to save typing, but it can cause similar problems. Experiment to see what can be done, but if an abbreviated command does not work, try typing it more fully.

e.g. for OPEN DOOR

you could type

OP DOO

but *not* OPD

because "D" is interpreted as an abbreviation for "down". Errors of this sort can be very misleading so take care!

Another feature which you may find useful is that the computer remembers the last verb you used from line to line. So if you wanted to pick up a key and some wine, you could say

GET KEY (enter)

and then just

WINE (enter)

Because you haven't started this line with a verb, the computer assumes that you want it to use the previous one. This applies to any verb like GET which allows you to use repeated objects.

ERRORS

Error displays always appear in the lower half of the screen. Once an error is found, the computer stops processing your instructions and comes back to you for more.

The most common error messages and their meanings are as follows

I DON'T UNDERSTAND THE WORD (word)

When this occurs, none of the commands on the input line will have been executed.

I DON'T UNDERSTAND

This occurs when the computer cannot understand the form of your command. You may have missed some words out or typed them in the wrong order.

I CANNOT DO THAT

The computer understands what you want it to do, but for one reason or another, cannot comply, because the action is not sensible or is not legal. E.G. you cannot talk to a dead person.

YOU ARE NOT CAPABLE OF THAT

The command is correct and understood, but you are asking to do something which your character is not capable of.

WHAT?

The computer is unable to make sense of your word order.

YOUR SURROUNDINGS

As you move from place to place, you will be given a short description of what is around you, and a list of the directions in which you can move. You will also be told of any objects or characters in the vicinity. If you want to see the description of the current location again, you can type LOOK (or L for short). However, you may want to inspect particular items around you. For example, suppose you type LOOK and are told this:

You are in a small dark room.
To the west is the wooden door.
Obvious routes lead north south.
You can see:

The brown chest.

It is possible to get a closer look at the chest by typing:

LOOK AT THE CHEST

If you want to see what the chest contains, you can say

LOOK INTO THE CHEST

Of course, this does not work if the chest is closed. Similarly, if the wooden door is open you could say

LOOK THROUGH THE WOODEN DOOR

to see what is on the other side. If you know that the place on the other side of the door is called "the little kitchen" then you may achieve the same by saying

LOOK INTO THE LITTLE KITCHEN

MOVING AROUND

In each place, you will be told where you can go. For example, consider this place again

You re in a small dark room
To the west is the wooden door
Obvious routes lead north south

You can easily move either north or south in many ways:

GO NORTH

SOUTH

N

S

RUN NORTH

etc.

or you could use the cursor keys 6 or 7 provided you do not type anything else beforehand. If you want to go west, you could of course just say

WEST

but if the door is closed, this naturally doesn't work. Assuming that the door is open, you can also say

GO THROUGH DOOR

or, if you know that the door leads to the little kitchen, you can try

GO INTO LITTLE KITCHEN

or

ENTER KITCHEN

Another, less useful, way of moving is to follow another character who is now in an adjacent place:

FOLLOW BORIS

GETTING OTHERS TO WORK FOR YOU

In this adventure it is essential for success that you cooperate with the other characters. There are times when you will be unable to get further without their help, because there are things that you are not capable of doing. At these times, you can ask someone else to help. Suppose that you are already carrying so much that you cannot pick up a key that you need. Luckily, there is a trustworthy elf nearby who could carry it for you, so you could say:

SAY TO THE ELF "GET THE KEY".

Of course, characters don't always do what you tell them, and you may

be ignored. You could always try again – caps shift and 9 comes in handy here.

Bare in mind also that the elf has a mind of his own, son having picked up the key for you, he may run away with it, give it to someone else, drop it again, or anything he feels like doing!

BASIC COMMANDS

The game recognises all of these commands. There are many others, which you have to discover for yourself:

NORTH etc.	GET	ATTACK
N etc.	DROP	SAY
GO	PUT	INVENTORY
RUN	GIVE	STATUS
LEAVE	EAT	HELP
ENTER	OPEN	HINT
FOLLOW	CLOSE	LOAD
LOOK	LOCK	SAVE
EXAMINE	UNLOCK	
QUIT	(start a new game)	
PAUSE	(suspend until a key is pressed)	
WAIT	(do nothing this turn)	
COPY	(allow printer output)	
NOCOPY	(disable printer output)	
SCORE		

SAVING AND LOADING

You can save your current position at any time by typing SAVE. Follow the prompts given on the screen. Saved positions are verified before the current game continues.

To load a previously saved game, just type LOAD and start the tape.

You can use the BREAK key at any time during tape actions to abandon the entire operation. This is the only legal use of the break key!

If a LOAD fails, the current game is lost and a new one is started automatically.

Jeremy was a YOP'S trainee and wasn't the Daily Shocker's real photographer. Hacker Harry, the editor, needed a camera clown and so Jeremy got the assignment. His task was to get pictures of all the Potty Professor's inventions before the opposition found out.

The hideout was protected by a number of genetic mutants, developed by the Professor in his spare time. All Jeremy had to do was walk into one of the detector devices and out came the aggressive freak.

When he touched Jeremy, his sword and film were ruined making him return to the lab for more.

So Jeremy soon found out that he was constantly needing to return to the darkroom for more film. The problem was how to get up from

the lower levels. After about half an hour Jeremy came across a key and found that if he got close to the fan units under each hole that he could turn them on and they would then carry him heavenward. However, there wasn't just one invention there were 16 of them, each taking over 20 shots of film. Also what nobody told Jeremy was that the whole cavern was radioactive and the longer he stayed in the cave the more radiation his body absorbed. The Professor had a nifty little gadget to gauge this problem and it recorded likely contamination. A reading of over 20 suggests difficulties and a reading of 30 spells death by genetic mutation.

That was the beginning of Jeremy's new career – star of stage and screen – the only act in the world that wouldn't need stage lighting.

Screen Display

Main screen showing Jeremy in the cave and all the objects he can see. Lower left screen shows any pictures developed but not yet positioned. Centre screen shows all pictures developed and placed in position. Lower Right Screen shows control icons currently active.

Icon Descriptions:

Movement icon	Look into object
Take photo	Pick up or switch fan
Fight	Music off
Music on	

If the selection of any particular icon is illogical e.g. you try to take a picture when you have had your film stolen a "?" will appear in the window and the movement icon will be re-selected.

Developing Film

To get your film developed you must return to the extreme left of the upper level. There are 16 shots on each film and developing one film automatically reloads your camera.

If your film is stolen then returning to the extreme left hand of the top level will reload your camera.

After developments the shots appear in the left window and you can select the shots to move around by pressing fire. Then move to any position on the grid and press fire again to try the position. Only when the shot is in the correct position will the picture appear.

CONTROL FUNCTIONS

OPERATION	KEYBOARD	JOYSTICK
Left	O	Push left
Right	P	Push right

Jump	M	Fire button
Icon mode	A	Pull back
Scroll icons	Q & A	Push & pull
Activate	M	Fire button
Reset game	N/A	N/A

4**CORE**

GETTING STARTED**AIM:**

You must assist Andy to find the bio-memory segments that have hidden themselves in the mine workings of the asteroid. the DAMP teleports will allow you access to the Mothership.

Actions to consider:

There are many objects that Andy can use to help him. He will first need to collect a number of tools that will make his task easier. A number of the tools are hidden or buried! Movement around the mine workings can be by walking, through anti-gravity lifts and via teleports. Andy's head-up display panel can always be seen at the top of the screen.

This gives all the read outs that Andy will need. By using his control computer Andy can select the different functions.

Reading from left to right the display shows:

Direction indicators showing possible movements from the particular mining cell Andy is in.

The time elapsed since Andy's touch down and under this the select buttons.

The left button toggles the direction indicator/memory segments found display and the right button toggles the icon windows.

The battery indicator shows the amount of charge left in the current battery. Failure to change batteries will result in a dimming of the display.

The icon window has four separate display functions:

(a) Control panel

Help

Wait (Pause)

Load previous position

Save current position – this is only possible if Andy has found the cassette and has a spare battery, and is in front of the computer.

(b) Action selectors

Pick up

Drop

Use Object

Fire – if Andy has found the gun!

(c) Batteries in back pack display

(d) Items carried display (maximum four)

Under the icongraphic display is a verbal signal window used to pass important control data.

Map making:

Many of the objects that Andy finds can be used in other locations to solve a problem or make life easier. It is essential therefore to have a good accurate map of the mineworkings. This task of creating a map for him is up to you. There are four mine levels on Eroc 1 and each level has over 250 cell locations.

Games Control:

This game can be controlled by both Keyboard and Joystick.

Direction	Joystick
Left	Left
Right	Right
Up (in doorway)	Forward
Down (in doorway)	Back
Menu	Back (not in doorway)
Toggle	and left or right to move selector
Fire (holding gun)	Press fire to select icon Fire button

All keys are re-definable.

To install a new battery you will have to find a replacement and pick it up.

Then by holding the down key and moving to the icon selector icon press fire until the battery indicator is shown. Holding the down key and moving right highlight the battery to be installed. Again hold the down key and right until you highlight the icon selector and press fire. Select the "USE" icon as above and press fire. A new battery will be installed.

The same procedure will select and use any object you think may be useful.

5

PETER SHILTON'S HANDBALL MARADONA

Are your reflexes as quick as Peter Shiltons? Find out just how good a keeper you are in this addictive football simulation. You can practice, play a game and even test your self to try for a higher skill grading.

Game Control

Key configuration on set up

Up

Q

Down	A
Left	O
Right	P
Dive up	Q plus enter
Dive up left	Q plus Q plus enter
Dive up right	Q plus P plus enter
Dive centre left	Q plus enter
Dive centre right	P plus enter
Dive down left	A plus O plus enter
Dive down right	A plus P plus enter

All keys are redefinable on set up or joystick.

Menu Selection

Options on the menus are selected by using the up and down keys to position cursor and fire to select the required choice.

Modes of Play

1. Practice
2. Play game
3. Skill upgrading

Practice:

Attempt to save a random selection of five shots.

Play game:

A game consist of two halves. Each half comprises of four shots, either against the computer or against an opponent. In a two player game the shots you are required to save related to your opponents skill level.

There are 16 skill levels A-P. During the skill upgrading you are required to save four shots at your present skill level. On doing so you may use in a later game.

N.B. Skill levels and codes are related to the players previously entered initials.

6

SPECTRON

You are the latest in a long line of Spectron fighting robots and your only aim in life is to survive.

Armed with a rapid fire laser gun you must blast these mindless machines into clouds of vaporised metal and silicon chips as they move relentlessly towards you. With 4 different strains of robots, each with their own movement characteristics and attack, strategies, including the deadly homing missile.

To make existence even more difficult an increasing number of electrified fences are placed in the arena as the game progresses to reduce the manoeuvring space. With up to 54 robots and missiles on the screen at the same time and an ever increasing speed, Spectron is a game which will never be beaten no matter how proficient you may become.

Q = UP
A = DOWN
B = RIGHT
V = LEFT

Spectron automatically fires in the direction that you are moving. (You can also move diagonally by pressing a combination of keys such as Q & B.

The hostile enemy robots are:

SWARMERS

Move quite slowly around the screen attempting to hit you.

SPEEDERS

Similar to Swarmers but faster.

LAUNCHERS

Moves randomly around the screen and fires missiles.

ELECTRON

Moves in a random manner and leaves an almost indestructible electronic fence behind it (only about 1 out of every 12 shots will penetrate it. Remember this as it will be important to you in the later stages).

MISSILES

These are fired by Launchers and home in on you. They are very dangerous.

BONUS

Each wave has a time bonus which constantly drops during the wave. If the bonus reaches zero before all the enemy are destroyed, that particular wave will finish.

POINTS

SWARMER ± 10 points

SPEEDER = 20 points

LAUNCHER = 30 points

ELECTRON = 40 points

7**CORRIDORS OF GENON**

When loaded the program will autorun, giving you the opportunity to play by selecting the required speed and level of difficulty, or to practice the code breaking of Genon's computer.

Having selected the required options, the game will start. Use cursor keys for movement forward, left and right. The movements are programmed to auto-repeat. Thus, keeping the left or right key depressed will enable you to turn around quickly, and keeping the forward movement. Alternatively 'Corridors of Genon' is compatible with the Kempston or cursor key type joystick (i.e. Protek).

CAPS SHIFT then becomes zero. The numbers are used as and when required throughout the game for opening or closing doors and code breaking. Also use the overlay when answering questions at the start of the game. You do not need the door in view to open or close it, and the computer will be closing doors on you, and opening them for Bogul throughout the first part of the game. Bogul's whereabouts is indicated by the sound of approaching footsteps. In order to increase the volume of your Spectrum to the Mic output of your recorder and press Play or Play & Pause, after removing the cassette upon successful loading.

8**HYPERBLASTER**

Can you kill off all the sighted Deltanoids and the hundreds more that might be waiting for the right moment to attack?

Only your skill, courage and HYPERBLASTING experience will keep you and your hopes alive.

KEYS

1-Rotate Clockwise

2-Rotate anti Clockwise

6-Thrust

7-Fire

Any key on the bottom row of the key board = Hyperblast

Any key on the second row of the key board = Pause

Press any key to continue after the Pause

9**3D TANX**

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

TAPE FOUR

1 XENO

THE OBJECT.

Xeno has one-or two-player, keyboard or joystick options. Each player controls a manoeuvrable disc in an attempt to push a smaller puck through his opponent's goal.

The winner is the player who scores most goals in the game.

SETTING THE GAME VARIABLES.

You can vary certain aspects of the game to suit your level of playing ability. This facility gives Xeno infinite variability.

DEFINING KEYS.

If you take the keyboard option, Xeno will ask you define each key function in turn. If you also choose two-player mode, be sure to define your keys carefully, so that both players can easily operate them without getting in each other's way during the course of the game.

SETTING THE SHOT TIME-OUT.

Control of the cursor showing the direction your saucer/disk will travel switches automatically from player to player after a pre-set time interval. This interval is the time-out period. It is entered as a single number of seconds, from 1-9. By entering 0 you can disable the time-out facility.

SETTING THE LENGTH OF QUARTERS.

Xeno is played in four quarters of equal duration, which may be varied from 1-9 minutes.

SETTING THE COMPUTER HANDICAP.

You can handicap the computer by slowing down its response to your shot. The handicap values range from 0-9.

The Xeno program has default setting. Follow the screen instructions if you wish to change these.

You are now ready to play Xeno.

INSTRUCTIONS

After loading, Vision's Snooker checks automatically to see if you have a Kempston joystick attached, if not it selects the keyboard as the input medium. The joystick duplicates all the functions of the keyboard. Except where you need to select an option.

The cursor keys shown allow you to move the Cue and the Cue Ball the "S", "H" and "9" act as the fire button if you are not using a Joystick.

FIRST BREAK

The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the fire button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

POTTING AND SPIN

To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball spin to take, whilst first pressing the fire button.

Then release the fire button and continue to press the direction key or joystick. When you release the key the shot will be taken.

If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue. If you pot a red you must then select a colour.

SELECTING A COLOUR

After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours, and you must move this to the colour you are going for. This is done by using the keyboard or joystick, either up and down, or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed.

When all the reds are potted the computer is programmed to automatically select the colours in proper order.

OPTIONS

When the message 'POSITION CROSS' appears there are three options available:

1. DELETE BALL FUNCTION.

The fire button deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross re-appears.

2. ABORT GAME FUNCTION Y/N.

Y starts a new game.

N returns you to the current game.

3. FOUL SNOOKER OPTION.

This option is only available on the two-player game. After a 'FOUL SNOOKER' message appears, press key three to get the instruction 'FOUL PASS Y/N'.

If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

3

ARENA

To play Arena it is necessary to be able to quickly distinguish your own tanks from the enemy, especially during Battle Mode. Start by using the Challenge Game and select each tank type in turn. Once the Arena is displayed study the tank outline on the Arena map. Familiarise yourself with the Icon controls and then take command of a tank. If you now select Battle mode you can now manoeuvre around the vector graphics screen inspecting your own tanks from different angles to note how they appear on the screen. If you feel especially vindictive you can practice firing at them (they won't fire back).

In Battle Mode it is important to remember that you can destroy your own tanks in the area before entering Battle Mode).

Use the Quit button and now inspect the next tank type.

THE WEAPONS

a. Light Tanks – a fast tank, especially on road, which is lightly armoured and has a lower calibre gun. Hence the amount of damage inflicted is less than for other tanks and its ability to absorb damage is also less. It is the only tank which has the capability of planting mines (3 per tank). It cannot cross rivers.

b. Heavy Tanks – a slow moving heavily armoured tank with a large calibre gun. Inflicts heavy damage on opponents and can absorb large amounts of damage before being destroyed but does have some vulnerable points, and its large size and slow movements make it an easy target to aim at. It cannot cross rivers.

c. Stealth – a tank of moderations in terms of speed, gun calibre and armour. Its major advantage is that it cannot be detected by radar and because tanks are only visible on the Arena map when in line of sight, you will receive no radar warning of its presence. It can cross rivers.

d. Hover – a trackless tank giving great speed over almost all terrain features, including rivers. It has a heavy calibre gun as per the heavy tanks but is much more vulnerable to damage as it is only lightly armoured. It is not an easy target to hit and is especially good in cross country routes.

When damage results are calculated they are a combination of the type of gun firing, the armour type on the target tank plus a random factor to determine how vulnerable a spot has been hit by the shell. Therefore, the number of hits required to destroy a particular tank is

not a constant but will always be subject to some variations.

THE ARENA

All the important decisions on the disposition of your tanks and your tactics must be made during this part of the game.

The use of the Movement Icon will create a flashing cursor over that tank on the Arena map. Your joystick or movement keys will now move that cursor around the Arena map, scrolling when necessary. You are limited to how far you can scroll unless another of your tanks has already moved over that area of the Arena. When you are happy with the destination press 'fire' and then select the Route Icon when required. The clock is stopped whilst you move the Movement cursor. At various points your tanks may become blocked by impassable terrain or a bottleneck in the road. Such tanks will then cancel their orders and flash to await new orders.

If a tank detects mines you will receive a message report but it will not alter its move, that is left to your reactions.

If a tank is in danger of being attacked it will report on the message screen. Failure to quickly take command of that tank and enter Battle Mode will result in the tank fired on by the enemy in the Arena screen and damage will be inflicted. N.B. You cannot fire at the enemy whilst on the Arena screen.

BATTLE MODE

Upon entering Battle Mode, all other movement and possible contact by tanks on the Arena screen is frozen but will immediately re-start once you return to the Arena screen.

When manoeuvring in the Battle it is important to watch your direction indicator on the Movement Icon and the Battle radar screen.

Trees and houses on the screen will not be destroyed by gun fire but will protect tanks hidden behind them although these can be seen through the drawing of the house on the screen.

Only one enemy tank is active at a time, if you destroy it another which may be in the area will immediately become active. If you can see the enemy tank on our main battle screen, it will only be able to fire at you when it is facing you. Similarly you must have it in your sights if you hope to hit it. If you cannot see the enemy he can fire at you but you will be unable to fire at him. You may see his shell on the battle radar, you may see his shell on the main battle screen, you will see debris from your tank on the battle screen if you are hit.

Pressing 'Enter' immediately exits you from the Battle Mode and any shell which has been fired but has not hit home will be counted as having missed its target.

Through the miracle of Dr. Hackers' REDUCTO-RAY you find yourself inside the body of a very sick hypochondriac. Your only escape is to reassemble your submarine which, due to premature enlargement, has broken into eight pieces and distributed itself round the body. It is essential that your host does not die otherwise you die also. The assembly must be carried out in the brain. When the sub is completed it will shrink enabling you to escape via the eye.

Whilst undergoing the above task there are several obstacles to hinder you. The most important are infections which will cause the body temperature to rise and finally kill your host. The location of the infection is displayed and the approximate position in the body indicated by a red flashing square. You must find the infection and destroy it using your laser gun.

Many of the organs of the body, e.g. liver, gall bladder, pancreas and finally intestines, are blocked by tumors. These can only be destroyed by carrying a white cell to the location and allowing it to collide with the tumor. White cells are found randomly around the body, only two can exist at any one time.

Swimming, standing and particularly firing the laser gun all sap your energy which must be replenished by collecting red blood cells. If your energy falls too low you will become invisible, but can continue with your task. Before this happens you turn red for a very brief spell. The lungs are particularly rich in red cells and can be used to top up your energy before embarking on a long journey. Red cells will never appear whilst you are waiting in a particular location, they must be found.

After the first part of the ship has been assembled an outbreak of viruses occur. They are green and cannot be destroyed. Luckily they take a few seconds to spring into life so it is possible to pass completely through them before they move. Some of the passages are blocked by yellow cholesterol which can be lasered, but will regrow when you return to the location.

The inside of the stomach is white due to an overdose of Milk of Magnesia. However you can see where you are going by the black wake that you make. The seventh piece of the sub is in the stomach. If you return to the mouth via the oesophagus, the back of the mouth opens up giving you a quicker way to the guts for the next piece of ship. When finally all eight pieces have been placed correctly in the brain the sub reshinks and you can then steer it through the small exit from the brain, through the optic nerve, and finally out, of the eye. The conclusion of the game is initiated by landing on the table in the centre facing left. This causes the submarine to enlarge to full size and the last 4% to be added to the display which will read 100%.

5

ROBOTO

Earth, the year 2086. The once mighty sun is a tiny speck in space. Life is confined to a tiny oasis, at the centre of which stands a crumbling building, the last operating power station. This is now threatened by a control malfunction causing the auto components to rampage throughout the complex. A major power failure is imminent. As the only cybertechnician of the group, it is your responsibility to regain control by de-activating each of the fifty-one zones in the complex. You must achieve this using the last squad of five working droids. You have modified the droids to deal with the situation, they are equipped with lasers and hover packs. You have created ... ROBOTO.

Game Play

There are 51 zones or rooms. The components are de-activated by destroying the "power orbs" and leaving through a different exit to the one you entered by. Unless, that is, there is only one exit. It is best if you map the reactor as you go on as it contains one-way systems. Some power orbs give extra ammunition. Bonus points are scored by destroying meanies. You can let ROBOTO rest against a wall which can be very helpful if slithering past some of the nasty things you will find in the dark!

Game Controls:

Z = left
X = right

O = up
K = Down

P = fire

Joystick options: Sinclair, Kempston.

6

QUETZALCOATL

The Book of Ancient Love

As you make your way through the Temple, you should collect all the glass beads that you see since they are a gift from the great Quetzalcoatl and show his favour for you. You should descend the levels from 3 to 0 via the blue shafts. Descent via black shafts will cause damage to the beads. The more you move about the more black shafts there will be.

Each level has a guardian:

Level 3

Huitzilopochtli The God of the Wayfarer

If you meet him he will give you a map and a compass depending on the skill level. He it is, that makes sure that the wayfarer can always reach the blue shaft on each level.

Level 3

Tlaloc the God of Rain

He has four pitchers of water. One contains good water, another one causes blight, a third turns into frost and a fourth will burn crops. If you meet him he will ask you to pick the good one.

Pick the right one and he will let you pass. Pick the wrong one and you will die.

Level 1

Quetzalcoatl The God of Life and Art

He is the one that blesses with beads (mainly on the upper levels). If you should meet him, he will give you a flute and teach you a short tune. This he will do so that you may pacify Tezcatlipoca if you meet him on the next level.

Level 0

Tezcatlipoca The Sun God

If you should meet him he will kill you. Your only hope is to play the tune on the flute if you were given these on the level above by the Great Quetzalcoatl.

Once given the map, you may call it up by pressing M. Every time the map is used it will disintegrate further but each new level starts with a new and complete map. The map shows the walls, the players position and the position of the blue (safe) shafts but it does not show the position of the black shafts.

WARNING: Bumping into the walls may prove fatal. (They may collapse on top of you).

First select your skill level from 1 to 6. Levels 1 to 4 slowly increase in difficulty. In level 5 there is no map and level 6 no compass.

You will need to gather a number of beads to survive the natives at the end of the game. During the game, help can be found by consulting the book of ancient lore. This can be done by pressing H for help.

Level	Beads		
1	100	If all gets too much for you,	
2	120	then you can press E to end it all.	
3	130		
4	150	1	Turn left
5	150	2	Move ahead
6	150	3	Turn right

Your task is to guide and protect the Asteroid with its domed city through many star systems. You may encounter **Alien life-forms** whose orders are to seek and destroy you and the domed city. The city is protected by a two stage **force field** whose energy banks become weaker after many impacts. The **Defence Computer** is programmed to automatically lower the force field to protect the populated areas only, leaving the **rotating radar** and **communications dish** open to **alien attack**. If it is hit you lose a life. The space craft you pilot is equipped with the finest lasers to **shoot the Aliens**. The strength of the laser is indicated by the analogue scale in the bottom right-hand of the screen. Heavy use of the laser will deplete it and it will no longer function until it has time to charge up. There is also an analogue scale at the bottom left-hand of the screen to indicate your fuel status. Fuel is an exhaustable source of power therefore if you use it all up you will be **unable** to manoeuvre the spacecraft left or right.

In order to traverse to another Star System you must beat off all the **Alien Lifeforms** in the current Star System. **A successful mission** (ie the elimination of a complete set of Aliens) and you will be credited with an **extra life** up to a maximum of nine.

GOOD LUCK

UP = Z

DOWN = Caps Shift

FIRE = Space

LEFT = M

RIGHT = Symbol Shift

Also:

HOLD GAME = H

RESTART = S

ENGINE BOOST = Enter

Phase One

Your first task is to launch 3 tracker rockets to help find the captives. Unfortunately, the repair ducts in the launch tower have been overrun with evil Xevatron Space Probes. You must shoot all the Xevatrons and successfully launch 3 rockets.

Phase Two

After launching the 3 rockets they manage to locate the planet which the captives are being held. You must battle your way through 10 progressively harder waves of attacking Xevatron Commandos, while avoiding malfunctioning satellites.

Phase Three

You manage to track down the 4 prison cells in which the Council Members are being held. To avoid being seen you can only move around the walls of cells. Flipping over into adjacent cells, you must eliminate all the Xevatron Guards to let a prisoner safely board your craft.

General

You have 5 ships, each of which has 3 shields and can withstand 3 Xevatrons colliding with it or 3 Xevatron Nuclear Warheads. Satellites in Phase Two cause the loss of a ship if the two come into contact.

The cells in which the prisoners are being held have little oxygen, therefore, if you take too long reach the prison then the Prisoners may have all died. If this happens, then your mission will be terminated without completion.

Controls

Phase 1:-	U	=	UP
	D	=	DOWN
	L/R	=	ROTATE
	F	=	FIRE
Phase 2:-	U	=	UP
	D	=	DOWN
	L	=	LEFT
	R	=	RIGHT
	F	=	FIRE
Phase 3:-	U/D	=	FLIP
	L	=	LEFT
	R	=	RIGHT
	F	=	FIRE

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

TAPE FIVE

Upon loading Mission Omega you will be asked to select whether you wish to use the joystick or keyboard control. Select your preferred control method by pressing the correct key as indicated on the screen. When you have done this, press 6. You are now ready for Mission Omega.

The alien object known as the Omega is going to be blasted out of existence in one hour. In 45 minutes a missile will be sent from the Earth and 15 minutes after that it will reach its target. You have an hour to make the Omega inactive by shutting down 4 reactors, then you must get away. If you can succeed, the Omega will cease to be a threat and Earth will have knowledge of the alien artefacts on board.

The game is icon driven and each of these icons must be elected using cursor keys. On the far right hand side, two-thirds of the way up the screen, is the icon you must select if you wish to give up altogether. Below this, in the shape of a dustbin, is the icon you must select if you wish to cancel what you are doing at any particular moment. These icons are selected by moving the cursor key to where they are positioned and then pressing the Fire button.

At the top of the screen are 4 headings. The last of these, launch, should only be selected when you have accomplished all your tasks or your mission is a failure.

The first of these icons is the one you should select first. Once selected you will see a new set of headings appear on the top of the screen. By choosing items from each of these headings it is possible to select one of 4 types of robots and equip it with an appropriate weapon, sensor and a power supply. When you have successfully done this you should select the Quit button. Then you will be asked to name your robot. Do this by selecting, with the cursor key, the appropriate letters that will appear on the screen. When you have named your

robot, select Enter. You should then return to the original screen. If you select Control, you will then be able to manoeuvre your first robot around Omega.

When the control screen appears, on the top right hand side you will see various headings. The first of these, manual, allows you to control the robot which is represented on the top right hand side and the second of these headings, auto means this robot will move automatically. The third heading, program, allows you to pilot the robot's course and order it to follow that course. The final heading, next, allows you to choose another robot.

You must direct these robots around

Omega trying to accomplish your mission. At any time you can refer to your robot's position by selecting the third of the original headings, map.

Good luck.

2

SHOWJUMPING

Your aim is to complete a course within the time allotted and with the minimum number of faults. To start the clock you must pass through the beam on the start gate and similarly at the end to finish the round.

Single Player —You choose your course and level of difficulty. This is essentially a practise and skill improvement mode.

Multi Player —In a multi player game a course will be selected for the competition. The competitor who completes the course with the minimum number of faults will be declared the winner. In the event of a tie the competitors will enter a 'jump-off' upon a more difficult course selection. Should there still be a tie within this course, the competitor who completed in the shortest time will be declared the winner.

Initially you will be presented with a map of the course, detailing fence layouts. A 'Horsehead' indicator at top centre of screen indicates the direction (L or R) of the next fence you must jump, you approach the fence at your selected pace, adjusting your position to make the jump as detailed below. To successfully jump a fence your angle of approach must exactly align with the angle at which the fence is set.

How to Move

There are 12 directions (angles) of movement selected

Joystick:

Angle/Direction: L ◀ ● ▶ R

1 move left rotates you 1 angle left

1 move right rotates you 1 angle right

Speed: 4 levels – stand, walk, trot, canter

accelerate – move forward

decelerate – move backward

Move sideways: accelerate + left

decelerate + right

Jump: Fire **Keyboard:** –user definable

Scoring

1st, 2nd, 3rd receive rosettes

Fence down –4 faults

Refusals 1 – 3 faults

2 – 6 faults

3 – automatic disqualification

Retire R retires at any point

Time limit 100 secs – overrun automatic disqualification

3

TANTALUS

GAMEPLAY

You control the Spike mutoids on their assassination mission, there are four in the complete team so take care not to lose too many in the early stages.

Control: Keyboard, Kempston or Sinclair Joystick interfaces options.

CONTROL KEYS

O Left

P Right

Q Up/Jump

A Weapon Select

M Fire selected weapon

Your ultimate goal is the assassination of the deviant but in order to achieve this aim you will first need to open all 32 of the deadly doors by firing at the hitting the lock activators – dead centre. Each time as activator is opened, a door, somewhere in the Fortress, will be removed.

You can judge your progress by the points that accumulate at the top of the screen – 100 for 1st lock activator, 1000 for 2nd, 100 for 3rd, etc.

Aliens: there are 48 different types of alien with 16 different flight patterns randomly distributed around the Fortress. Use your six weapon systems against them.

WEAPONS:

THE SIX DEFENSIVE WEAPONS ARE:

Left/Right normal fire – can kill just one alien.

Left/Right penetrator fire – will kill all aliens it touches.

Vertical normal fire – alternates up and down.

Bouncing bombs penetrator type – kills all contacted.

Random penetrating fire – eight directions randomly chosen.

Invisibility Screen-makes the Proton-thrust 3000 disappear for a few moments.

The weapons systems re-charge at differing rates.

POWER: can be sapped by any contact with almost all moving objects, including acid bubbles, and some that don't move!

AIRLOCKS: passing through one of these multicoloured curtains causes the Punkoid to either enter or leave the Protonthrust 3000 ship.

4

THE ISLAND

You are the fortunate recipient of the news that there is **treasure** buried on an **island** in the complex of islands which surrounds your own.

Your task is **threefold**: **first**, you must locate the treasure island, **second** you must find the treasure on it and **finally**, you must bring the treasure to your own island (after all, what's the use of **treasure** if you can't **spend** it?).

To proceed you must instruct the computer, by using simple two word phrases of the form **VERB NOUN**, e.g. **TAKE COMPASS**. If the computer doesn't understand the instructions, it will print '**PARDON!**' Some of the commands available include '**TAKE**' (**object**) – this enables you to carry the object, **DROP** (**object**) – that drops it, **I** – gives you an inventory of the objects you are carrying, **N,S,E,W** – they move you in the appropriate direction, **LOAD, SAVE**, and **R** which will repeat the location description.

Games sequences, use keys **5** (**left**) and **8** (**right**).

5

STARFIRE

You are Commander of the only remaining Earth Space Agency ship in the entire galaxy. The rest of your fleet has been wiped out by a powerful alien force leaving you to navigate the galaxy and destroy the alien fighters single-handed.

Determine the degree of difficulty of your mission by selecting a skill level from android (1) to impossible (10). Your Galactic War Report will now detail the task ahead: the number of aliens you must wipe

out, how many starbases you may land on to recharge your energy supplies, and the number of stardates (time) allowed.

Now climb aboard and press key c to call commands available to you:

Navigate – key n

The galaxy consists of a grid of 10 x 10 squares or quadrants, making 100 quadrants in all. The quadrant in the top left hand corner of your screen has co-ordinates 0,0 – the first representing the number of quadrants down, the second being the number of quadrants across the grid. By pressing 'n', your ship can move from one quadrant to another. But remember, navigating uses up both time and energy.

Should 'red alert' flash on your screen when in this mode, you have entered a quadrant where there is an alien fighter.

Battlestations – key b

Move into this mode only when in the same quadrant as an alien. Now manoeuvre your laser torpedo sight over the alien ship by pressing keys B, H, F and T, then press 4 to release your torpedoes.

Beware, the alien can fire back, or worse, can self-destruct taking your ship with him! So as soon as you see the flashing light marked SD on the bottom left of your display, stop flashing, you have only 2 seconds to abort the attempt by pressing key a, or to destroy the alien.

Galactic War Report – key r

This gives an immediate update of your mission: how many aliens you have yet to destroy, the number of starbases and stardates left.

Computer Call – key c

Not only will your computer list all the commands available to you, it will also provide you with an all-important energy allocation, and damage report. Energy is allocated for three functions: defensive shields, reactors and smart bombs. It is up to you to decide how much energy you wish to award each of these functions, this will vary according to your plan of action. The damage report gives a detailed account of your ship's damage and will show the percentage of your ships destruction factor.

Long Range Scan – key l

This allows you to see if there are any aliens or starbases in the quadrants adjacent to your own. Nine two-digit numbers will appear on the screen, the middle quadrant always being your own. The first of the two-digit numbers indicates the number of aliens in that quadrant, the second shows the number of starbases.

Smart Bombs – key s

These can only be used in the command mode, to destroy aliens in the same quadrant as your own, and in each adjacent one. (Warning: consumes a great deal of power, so use sparingly). Periodically it will be necessary to dock with a starbase to refuel, re-arm and to repair any damage. Make sure that there are no aliens in the quadrant first however, and note that your shield value must be less than 2000 if

you are to dock. Press key d to enter the docking mode, and enter the required amount of retro-thrust from 0 to 100, to avoid being drawn in too quickly by the force of gravity, and crashing into the base. You must dock with a velocity of less than 10 m/s. If at any time you think you are being sucked in too quickly, press a to abort your attempt.

The galaxy is full of surprises designed to stretch your skills as commander to the limit. If you come across a time portal, use keys 6(↓) and 7(↑) to steer your ship. Move through an asteroid storm by waiting until you see a clear path through the field, then press any key to get across.

CONTROL SUMMARY

A – ABORT

B – BATTLESTATIONS (THEN B, H, F, T TO MANOEUVRE & 4 TO FIRE)

C – COMPUTER CALL

D – DOCK

L – LONG RANGE SCAN

N – NAVIGATE

R – GALACTIC WAR REPORT

S – SMART BOMB

6

ATLAS ASSIGNMENT

A top class criminal has stolen the complete American nuclear defence plans. Clearly he holds the fate of the world in his hands. The man is called Atlas.

To catch Atlas and retrieve the plans, an agent of the highest level is needed. Do you fit the bill? Use your cunning and skill to find the thief, but beware, there are three actual shootouts to win on the way.

PLAYING THE GAME

The game features many standard adventure commands, e.g. N, S, E, W (which can be performed by pressing the cursor keys 5, 6, 7, 8. This is quicker because 'ENTER' need not then be pressed).

OTHER COMMANDS INCLUDE:

R – REPEATS LOCATION DESCRIPTION

TAKE – WILL TAKE AN OBJECT

DROP – DROPS IT

I – GIVES AN INVENTORY OF COLLECTED OBJECTS

QUIT – STOPS THE GAME AND RESTARTS

SAVE – WILL SAVE THE GAME POSITION TO TAPE
LOAD – LOADS IT BACK AGAIN
EXAMINE – EXAMINES AN OBJECT
COPY – COPIES ANY SCREEN TO THE ZX PRINTER (Saves making notes).

There are of course many other commands which are to be discovered by the player in the course of the game. All of the arcade games have their instructions printed on to the screen before they start.

7

NIFTY LIFTY

SCENARIO

Enjoy the ultimate shopping experience—take all you can carry away with you. Except for the one slight hitch that befalls all such ventures you can certainly keep what you can take. It's just that you have to avoid being crushed by the lifts as you wander from floor to floor. Unfair, you say—not so, say the management who in their magnanimity allow you the freedom of the store. They say the rewards are there for those who deserve them and as they give away so much of their stock to you they might as well have a little fun while you have yours.

8

STAR WARRIOR

The trouble with modern spacecraft is that they need to be restocked with booster crystals every so often if you want to go anywhere. Now the crystals are not a problem, obtaining them is. I mean it isn't as if I really mind flying through deadly meteor showers to get them (well you just have to fly through them, dont you?). No its the aliens in between who drop thousands of bombs in your flight line window (still not a problem, you just dodge the bombs and shoot the alien craft out of the heavens). No the problem is that once you land you have to go into a maze the ancient Minotaurs would have been proud of. But instead of a minotaur to contend with, I get a Psychotic Cyborg who thinks he's a legend come to life, one that shoots back no less. Did I say shoot back, forget that, I meant shoots at you, I don't shoot at Psychotic cyborgs I just run like hell there and back. I was never one to overstay my welcome ...

The aim of the game is to avoid collision with your own green/yellow trial, and those of up to four chasers (red/blue), as you rush through an empty 3 dimensional space. As more trials are laid it becomes increasingly difficult to thread your way through the KNOTs created.

THE GAME

On loading, the configuration of the controls and modes of play are set up by questions and answers. Exit from demonstration mode is via BREAK. The keyboard controls used are the CURSOR keys. A short press will turn you in the appropriate direction. A longer press will turn you once more. You must release the key before you can turn in that direction again. A hold facility is available; H holds, S restarts.

The score panel below the screen indicates:—

- (a) Your score : One point for each move forward. As the markers are passed a new phase is entered; the space is cleared and another chaser introduced.
- (b) Density : Indicates how dense the space is with tracks and therefore whether large voids are still available.
- (c) Faults : A fault is indicated whenever you pass through a track. They are continuously collected if you travel along an existing path.
- (d) Phase Number : On the left hand side, indicates the number of chasers.

TACTICS

As the space begins to fill, there may be times of apparent inactivity, but it is at this time that the style of the game is created. Continuous travel in one direction generates an impenetrable wall that makes the game more difficult later.

TAPE SIX

1 RED SCORPION

Mission Details:

The Assault Carrier "Corals Sea" and the Battle Cruiser "Zhukov" are to proceed to the Bombyx Moons. Star Commandos will be dropped onto the surface of the Moons. Their mission is to eliminate Necrons and all Bombyx military and communication installations and personnel. In addition, all structures connected with the mining or utilisation of Talanite are to be destroyed. Bombyx civilians and their homes are to be unharmed. Any commando disobeying the rules of engagement will be punished (it must be remembered we are here to liberate these people).

AVS:

The commando can select from 4 modes of the electromagnetic spectrum. Natural light is basically equivalent to human vision. Microwave can be used to see through camouflage or detect underground installations. Infra Red detects fast moving objects and Talanite is sensitive to Ultra Violet.

Weapons:

The Death Scorpion is equipped with a Tomatak particle cannon capable of destroying most mobile or small soft targets. Please note: After repeated fire the cannon gets hot and its effect weakens. It will be necessary to close the target or allow the cannon barrels to cool. Armour Piercing (AP) missiles are available for hard or buried targets. Cluster Bomb (CB) missiles take out large soft targets. All weapons range to the horizon.

Defence:

The cannon can be used in defence – particularly in Sight Mode. They are Sonic Stunners which will temporarily paralyse aliens. But beware! They will also damage the Death Scorpion's shields. An Electronic Warfare (EW) system, capable of exploding the proximity fuses in Necron missiles, is a standard fitting.

Threat Detection

Death Scorpions are equipped with a variety of threat detectors. Around the AVS screen are 4 detectors which are activated when different objects are in range. The one marked "B" lights up when

there is an above-ground structure nearby. Similarly, the "T" detector indicates a Talanite mine in close proximity, while "W" warns a weapon-armed alien. "M" lights up when a Necron missile is about to strike the craft. In addition, the "Coral Sea" will beam down a message warning when a Necron missile launch occurs.

As an "extra" the Boffins have fitted a sophisticated Electronic intelligent (Elint) computer. This identifies objects under the gunsight and puts up a message, and possible a picture. using HUDWAS.

Damage:

When a MURICC is hit by enemy fire, the energy shields are damaged. Their condition is indicated on the "E" light as a two figure number. The shields are part of the anti-grav thrust motors which will fail when the shields energy rating = 0. The craft will then be destroyed by the first alien to hit it.

Communication:

There are no communication channels. Selecting the "Coral Sea" channel puts out a rendezvous call to the assault carrier which is in low geostationary orbit. You will be tracto-beamed up. The "Zhukov" channel request heavy fire support from the battlecruiser. This will destroy anything in the area and will do some damage to your shields. Naval heavy cannon also overheat with repeated fire and take a long time to cool.

Navigation:

The geocompass is used for navigation.

Promotion:

You will be promoted if you undertake successful missions. Medals will be awarded for distinguished service. Since the Terran Star Commandos have an exemplary combat record, failure is not permitted. You will start as a Drop Commando.

GAMEPLAY:

A Kempton joystick can be used to control movement. "Fire" fires the cannon or an armed missile.

For keyboard control –

"Y" = Forward, "H" = Backwards,
"O" = Left and "P" = Right. Key 'J'
substitutes for the fire button.

LOADING

Enter LOAD"" (ENTER) and press the play button on the cassette player. During loading the program will ask if you have a Kempston joystick connected to your Spectrum. Reply "Y" or "N" as appropriate.

You are the commander of a modern tank or "Drone". Your task is to patrol the city streets, destroying any SEIDDABS that venture within your range. You are armed with steerable surface-to-air missiles. Your Drone also has a short range radar display.

THE DISPLAY

When you have made your selection the upper screen clears to show a 3D view from your Drone as you advance down the street. At the bottom centre is a plan view of the city area provided by your short range radar. Your position is shown by a flashing point.

The SEIDDAB ships appear on your radar as steady points of light. They will tend to cluster as they move towards you.

The lower left of the screen shows the number of your current Drone (3 per game) and the number of missiles remaining if less than or equal to ten. The lower right of the screen shows the current score of each player and the highest score to date.

If you succeed in clearing the first screen you are transported to the countryside and the SEIDDAB attack in a mass formation, dropping bombs on you as they pass.

CONTROLS

the Drone moves forward automatically and the left/right arrow keys (numbers 5 and 8) move it from side to side. The left/right movement is limited except at junctions. The up/down arrow keys (numbers 6 and 7) controls the target area of the missiles. The zero key fires a missile.

TACTICS

You must destroy at least ten SEIDDAB on the first screen (and more on subsequent screens) at which time your short range radar will detect the Task Force Leader and identify him by a trail left on the radar screen. To clear the screen you must destroy the Task Force leader.

In the city each SEIDDAB missile weakens the defences of your Drone. If you spread their attacks across the face of your Drone it will last much longer.

In the countryside the SEIDDAB machines drop Star Bombs as they pass overhead. You MUST destroy these bombs before impact with your missiles.

GAMEPLAY**Aim:**

To take control of the ship from the robots.

Tactics:

You have only one life so protect it carefully. Vital supplies are your oxygen, surprise surprise, your ammunition supply and your energy. You can refill your portable oxygen supplies from the various dumps around the ship. They are denoted by the tank and mask symbol. Energy can only be increased by visiting one of the infirmaries at regular intervals. You have to increase the energy level by rotating the man in the healing rays. You do this by pressing left and right quickly or by circling the joystick.

Visiting an armoury, shown by the rifle symbol, allows you to gain more laser ammunition. You stop the flashing symbols showing the number of laser shots available by pressing FIRE and gain the number shown on the bright display.

Unfortunately, one of the extra security measures that protect the ship is a 'visit counter' that only allows certain numbers of visits per creature. In order to extend the number of visits you are allowed, you have to find the Radio room and lock onto the laser satellite which will transmit extra energy to your ship. When you leave the Radio room this energy is turned into extra visits to the infirmary and armouries. You move your cursor to the required satellite and try to keep it over that position as long as possible.

Security System Detail:

Your aim is to gain admission to the Master Control Room. In order to do this you have to destroy all the robots on each of the seven levels. If you destroy all the robots on a particular level then all the functions on that level will be closed down.

Certain levels contain a robot repair bay. Robots who have been damaged in combat on these levels will break off and make for the repair bay. If you fail to destroy the robots on these levels they will always be stronger when you return.

You move around the ship using teleports. These differ from lifts in that they always take you from one level, ie one teleport may move from level 1 to level 4 but you cannot get out at levels 2 & 3. They are linear however, which means that if you teleport from the stern of one level you will arrive

at the stern of another level. You would be well advised to map the levels and their associated teleports.

Robot Design:

Although there are three types of robot design their strength and firepower is not fixed between types. Therefore a design that is found to be fairly harmless in one position may be deadly elsewhere. Robots will fight as long as they have any energy and when they have

none at all they disintegrate. If their energy level falls beyond the repair threshold they will break off the fight and try to get to a repair bay, if one is present on that level.

Master Control Room:

When you have destroyed all 35 robots the control room will be open to you and you should go to it immediately.

You will see two satellites and two gauges. By locking your sight onto each satellite in turn you can increase your energy in each gauge and you need to have each powered beyond the $\frac{3}{4}$ level before the time runs out to succeed in gaining full control of the ship. You will see this level indicated by the gauge turning white from its normal red colour.

4

ARCTURUS

Arcturus is a 3D, 2 player game (man v man) or (man v machine) or (machine v machine) A 4x4x4 Cube game in which you must get 4 in line to win.

A = Audio (sound effect on/off)

C = Clock (switches clock on/off)

E = Evaluation (thought display)

H = Help (suggest your next move)

I = Instructions (Saga & Rules)

M = Mode (attack/neutral/defence)

N = New game commencement

P = Printer dump of moves/evaluations

Q = Quit game as in resign

R = Replay of last game

B = go back one move

Q = In sub menu returns to main menu

F = Forward one move

S = Skill Level 0=easy 9=hard

T = Tape last played game

V = Versus Player v Arcturus, Arcturus v Player

Arcturus v Arcturus, Player v Player

Y = Time Setting (Sec/mov. MIN/game)

Z = Time limit (1.99s/m, 1.10m/g)

s/m = Sec per move m/g=mins per game

5

PYRAMANIA

When the evil Pharaoh Bugenkamen died, his vast treasures were buried with him deep inside his pyramid. To prevent the marauding bands of looters from making off with his prized collection stolen from his many enemies. Bugenkamen insisted that the pyramid be booby trapped and guarded by all manner of evil beings.

6 TWO GUN TURTLE

Two Gun Turtles a totally new 100% machine code arcade game with super-smooth graphics. In the middle of a winter a Turtle is defending his strawberry patch against a variety of marauding bugs. Some go for strawberries some go for you and some don't go for anything unless they are accidentally attacked. But remember this is winter and you never know when it might snow!

Kill the bugs with your pistols, watch for bonus points during snowfalls but always remember to to keep an eye on the calendar.

7 MISSILES DEFENCE

SCENARIO

Your cities are under continuous murderous missile and smart bomb attack by the alien invaders. You have three anti-missile launch silos with their deadly arsenal of XENON missiles. Any object entering the XENON missile explosion area is instantly dematerialised. You have a limited number of these deadly missiles so play your defences with care.

Each wave of attack is followed by another with added difficulty but your arsenal is replenished at each level.

There are 10 skill levels. At the last level the battle is for survival as the marauding aliens throw their all into the battle.

To destroy the enemy missiles, aircrafts or smart bombs, move the sight to the desired position, and explode your lethal XENON missile, to destroy all that enters its explosion area.

Keyboard Controls are:

- 5 - Move sight left
- 6 - Move sight down
- 7 - Move sight up
- 8 - Move sight right
- 1 - Fire missile from silo 1
- 2 - Fire missile from silo 2
- 3 - Fire missile from silo 3

SCORE

- Plane 40 points
- Smart Bomb 40 points
- Missile 5 points
- Extra bounus every 500 points

SCENARIO

Mr. Orwell got it all wrong, not the principle, mind you, just the date. It all happened 10 years after i.e. 1994. The bane of my existence is the Central Computer. In fact, it's the bane of everyone's existence. So, being of inventive mind and adventurous nature, I decided enough was enough. I was going to switch the Computer off. Easier said than done, though. In this case I very nearly was (done, that is). Stepping out into the corridors of power which housed this Omnipotent beast I found I was soon dodging plasma bolts from the spy cameras, jumping over the infamous 'jelly droids' (not trifle, I can assure you), leaping in and out of lifts, and generally having a very paranoid time of it. How I ever managed to achieve my aim I'll never know, so I'll leave it to you to find out. There are only either levels of play, plus a host of hazards I haven't even mentioned. You'll learn—it will take time, but you'll learn.

BILLY BONG

THE KEYBOARD:-

Key 'Z' move LEFT

Key 'X' move RIGHT

Space Key Throw boomerang

Billy may move up/down using the moving platforms. Monsters may be killed by knocking them off a level into the lake using the boomerang.

When thrown, the boomerang will spin off in the direction Billy is moving. Eventually it will return to the position it was thrown from, unless of course it hits anything.

Extra points are gained by cutting a vine holding an apple with Billy's boomerang.

There are ten different types of aliens and five screen layouts to overcome. You have 3 lives to gain as HIGH a score as you can. The top five scores are recorded in a High Score Table.

WATCH OUT FOR ACID RAIN!

GOOD LUCK

TAPE SEVEN

1 SECTOR 90

The Toor-Tamin and Earth have competed for the same planets within the spiral arm, as both being carbon based lifeforms, their areas of influence conflicted time and again.

The Earth plans a surprise attack deep into their home system. It relies on an opening being created in The Overlapping Defence intelligence units.

Earth's plan is to destroy one "sector intelligence unit" in the 90 Sector, using a member of the elite "Drop Commando" unit. These are units that risk everything by dropping into enemy territory on long range teleports. These are one way only and can place Commando Units in approximate areas.

A Drop Commando must be used, as a Frontal Assault is impossible. the S.I.U. outer hull is made of Neutrino packed plasteel impervious to almost everything. The entire unit is then settled in a small moon. Then this is transported to solar syncrinous orbit in the system.

Earth can push enough power into a transport beam to take one man and one small bomb into the S.I.U. He must place the bomb at the centre to destroy the whole base, but he needs to battle past the Toor-Tamin, their Robot Menials and Altered Fauna native to Toor-Tamin home planet.

If he reaches the centre and activates the explosives he then has only 90 secs to get out – if he makes it to the exit the hull will protect him from the blast, if not he is **dead**.

OBJECT

To place your explosive charge at centre of S.I.U. Lock timer and escape.

You will be able to drop (transport) into outer level only – you must fight your way to centre – then you only have 90 secs to get out exit – once you pass this you are safe. Outer skin of S.I.U. will contain blast.

In order to understand the Air Traffic Control problem run the demonstration exercise by either pressing 5 or leaving the computer for 40 seconds, after which time the demonstration is selected automatically.

Once into the demonstration the radar screen is displayed together with information on the aircraft. The aircraft arrive at four holding stacks which are radio beacons around which the aircraft fly in a racetrack pattern. Air Traffic Control (ATC) then gives instructions to position the aircraft onto a pair of radio beacons, called the ILS (Instrument Landing System) with which the aircraft can complete the landing at Heathrow airport.

3.1 Radar Screen

The radar screen is the dark rectangle with the four holding stacks shown as small white signs around which the aircraft circle. The stacks represent Bovingdon (BNN) on the top left, Lambourne (LAM) on the top right, Ockham (OCK) on the bottom left and Biggin (BIG) on the bottom right. The small box on the top right corner represents Luton airport.

In the centre of the screen is a small box representing Heathrow and on either side are shown the extended centrelines of the double runways at Heathrow. The small dots on the centrelines are range marks located every two miles (with a double dot at 10 miles). Heathrow has two parallel runways, one for landing and one for take off. We are concerned only with the landing runway which is the top line. The runway to the right of the box is the westerly landing direction since aircraft are landing into a westerly wind and flying from right to left.

As the demonstration progresses the aircraft circle around the stacks. Near each aircraft is a label produced by the Secondary Surveillance Radar (SSR). This label consists of a one letter call sign of the aircraft and one digit showing the altitude of the aircraft in thousands of feet eg A6 means aircraft A at 6,000 feet. Labels are only displayed on aircraft below 8,000 feet and only inbound aircraft are controlled and labelled. Outbound aircraft are marked with the altitude only.

Stack Display

To the right of the radar screen is the stack display. This shows information about each aircraft from the time it first appears on the radar until it lands. It is divided into 4 sections (one on top of the other), one for each of the four holding stacks (the appropriate 3 letter designator being printed on the left). It is also divided into 3 vertical columns, the left hand section contains aircraft identity (one capital letter) followed by the aircraft type (one small letter) followed by the level (altitude) to which it has been cleared by ATC. The aircraft type can be one of four types:- h for heavy jet (such as Boeing 747), m for medium jet (such as Trident), s for small propellor driven airliner (such as Herald) and l for light aircraft (such as Navago).

The second vertical column contains the aircraft heading or other direction information eg 'H'=Holding at stack "O/S'=aircraft overshooting, 'loc'=localiser established, 'EST'=fully established. Aircraft heading is the direction in which an aircraft is flying measured in compass degree ie 360 degrees=North, 270 degrees=West, 130=South East etc (direction on the radar screen is aligned such that North points straight up). The third vertical column contains the aircraft speed in nautical miles per hour (knots). When an aircraft is less than 4 miles from touchdown no value will be displayed, as you are not permitted to control the speed of an aircraft at that stage of the approach. To assist in identifying items in the stack display the columns are headed 'I' for identity, 'l' for I for level (altitude), 'hd' for heading and 'sp' for speed. Below the stack display and wind information is given measured in compass degrees (the direction from which the wind is blowing), followed by the speed in knots eg wind 240/20 means a wind from the south west at 20 knots.

Radio Communication

On the left hand side, below the radar screen is the equivalent to the radio communication at Heathrow. You can send instructions to aircraft using the keyboard. As you press each key the appropriate symbol will appear. Instructions have the format - aircraft identity (1 letter), instruction type (input the first letter and the whole word will be printed), appropriate parameter (letter or numbers).

The instructions accepted are:-

Altitude – followed by one number, will instruct the aircraft to climb or descend to the level ENTERed (The number being the number of thousands of feet eg A Altitude 3 means aircraft A climb or descend to 3,000 feet). You may only input level 2-9. 2,000 feet is the lowest safe level, 9,000 feet is the top of your airspace. Any error in this will give the response "wrong lev" (wrong level). The rate at which an aircraft will climb or descend depends upon the aircraft type, ie Vs aircraft climb and descend slower than m/h aircraft.

Once an instruction has been typed in, press ENTER. If the instruction is acceptable it will move down one line and the word "roger" will appear after it meaning message received and understood. If you make a mistake and wish to retype the instruction prior to ENTERing press Key Z to delete the instruction.

"Left, :- This is a heading change instruction telling an aircraft to turn left to the heading designated after the word 'Left' eg A Left 240 degrees with a left turn. It takes some practice to visualise whether a turn is to the left or right especially when aircraft are not flying 'up' the radar screen. Any value of heading input will be rounded to the nearest 10 degrees.

"Right":- A heading change instruction telling an aircraft to turn right to the designated heading.

"Speed":- This tells an aircraft to adjust speed to the specified speed e.g. C Speed 200 means aircraft C adjust speed to 200 knots.

The different types of aircraft have different speed ranges over which they may fly. If you input a speed not possible for that particular aircraft or make some other error on entry you will get the response "wrong spd" (wrong speed).

aircraft types	maximum speed	minimum speed
1	180 kts	120 kts
s	220 kts	140 kts
m	250 kts	160 kts
h	250 kts	160 kts

Speeds when input are rounded down to the nearest even number.

Quote:- This is an enquiry to an aircraft followed by one letter which specifies the information that is required. The information appears in the space normally occupied by the message 'roger' The letter 'A' returns a value of the aircraft altitude in thousands of feet e.g. A quote A might return a value of 3.8 meaning aircraft A altitude=3,800 feet. The letter 'H' returns the aircraft heading and 'S' the speed. If a letter is input that is not recognised you will get the response "say again" inviting you to re-input the enquiry with the correct letter.

If you get the response "not yours" this means that you have addressed an aircraft that is not under your control (either not yet on the radar, already landed or overshooting).

Below the space on the TV screen reserved for the instruction, is a line awaiting any relevant message. When messages come in they will flash until acknowledged by pressing the 'space' key.

Certain of the keys have special functions:-

"Space":- Acknowledges incoming messages (you will get no further messages until each message is acknowledged in turn).

"Enter":- Used for evaluating instructions.

"Z":- Deletes the line of instructions currently being typed.

"V":- Freezes the exercise and waits until key 'W' is pressed.

"W":- Resumes the exercise after holding or slows the rate to normal time (6 seconds per update).

"M":- Gives a page of events.

"Y":- Accelerates the update rate to a rate faster than real time (you can switch between the two rates using key Y and W).

"X":- Holds the exercise and displays a page of information containing an assessment of your performance to date (based on average landing interval, expedition, safety and, if applicable, emergency handling – you need 70% to pass).

Expedition marks are dependent upon 1) the time it takes to land the first aircraft (the sooner the better); 2) the average landing interval (the smaller the better) and 3) the number of aircraft landed (the more the better).

Beneath the assessment is a series of pages of significant events. Key 'M' gives a new page of events, at the end of all events you are given the prompt "Press R to restart. 'A' for a new exercise" which are the keys to return you to the exercise or start a new one.

SUMMARY SHEET

ATC	Aircraft Traffic Control
ILS	Instrument Landing System
BNN	Bovington Holding Stack

LAM	Lambourne Holding Stack
OCK	Ockham Holding Stack
BIG	Biggin Holding Stack
SSR	Secondary Surveillance Radar
A	Aircraft Identity and Altitude

RADI COMMUNICATION

A – Altitude, S – Speed, L – Left, R – Right.

AIRCRAFT TYPES and	SPEED RANGES (knots)
h – heavy jet (Boeing 747)	160-250
m – medium jet (Trident)	160-250
s – small prop (Herald)	140-180
l – light aircraft (Navajo)	120-180

AIRCRAFT HEADING AND DIRECTION INFORMATION

H – Holding in stack

O/S – Overshooting

loc – Localiser established

EST – Fully established

SPECIAL FUNCTION KEYS

“Space” – Acknowledges incoming messages

“Enter” – Evaluates instruction

“z” – Deletes line of instruction

“v” – Freezes exercise

“w” – Resumes exercise at normal rate

“y” – Speeds up exercise

“m” – Holds exercise and displays a page of events

“x” – Holds exercise and displays a page of information on performance

“Quote” – Returns information on aircraft altitude (A), heading (H) and speed (S).

3

SODOV THE SORCERER

Sodov has taken on 3 YOPS apprentices. Whilst defending the castle against local dragons the lads are hard at it in the courtyard. Sodov shouts a magic word at the dragons and they turn into gold coins. This takes lots of energy which he gets by shouting another magic word at the magic star over the tower. You must go outside the castle to collect the gold but don't leave it too long or else an ostrich will steal it. If you relax for a moment the dragons will get into the castle and grab an apprentice, following them outside its your chance to be a hero and collect the gold....but which comes first?

PROLOGUE

I was sitting in my favourite relaxovibra chair with my head engulfed in the latest sensurvision-o-smellie movie when the call came. The starlet, Luna Voluptua, was about to melt into the hero's (me) arms when she faded out of focus, taking her sweet smelling perfume, with her to be replaced by the stale public high way smell and ragged (rather than rugged) features of my superior, Grant Housproud.

"My dear fellow", he started, his eyes glinting as a birds do when it has hold of a worm, "I am so sorry to be interrupting you, you were watching that new movie Return of the Geriatric Ant men from Croydon weren't you, yes I thought so, I recognised the perfume; the Great Crabman explodes at the end soaking the Ant Men in his bodily fluids and so saving the universe. "Grant had the talent of making enemies of not only people he knew but also perfect strangers," but to business, you are required to attend a meeting in the Hper-Offices of the Local Grand Council room number SCRELCH32/A. Oh and by the way I'd arrange your flat ready for a new tenant in case you are unable to return. "Grant smiled his rattiesnake smile as he broke connection. I clenched and unclenched my hands until his image had faded then I swore loud and heavily in nine different languages, then feeling better I took out my travelling bag and opened my armoury cupboard, I smiled to myself, whatever mission they sent me on I would have nothing to fear holding my Turbo-Master Chain Saw in one hand and my Strategic Nuclear Splatter Missile Launcher (Portable) in the other. With these I could lay waste to an entire planet. Well it is necessary to be suitable equipped when you're sticking parking tickets on Space Liners.

I unplugged my Biotronic suit from the recharger and slipped into it, wary for stray electric sparks, then clasping my weapons bag I stepped to the Teleporter in the corner of my room, with a final glance back I entered the Teleporter and was beamed away from my 5 kilometre high apartment block to the satellite housing the Local Grand Council...

REALM OF THE UNDEAD is a super graphical game featuring high resolution machine code graphics, sound effects, several levels of difficulty and different layouts on each progressive section of the game.

PLAYING THE REALM OF THE UNDEAD. To you has fallen the task of rescuing the villager and killing the Dark Lord. To do this you must travel through the Realm of the Undead collecting as much garlic as you can and avoiding the deadly bite of the the tarantulas, the kiss of

the vampire and the caress of the zombies. On being caught by one of the servants of the Dark Lord you will lose one clove of garlic and when your supply has expired you shall most surely perish. However, if you are bitten by Dracula three times, although you do not perish, you are banished to the outskirts of his realm and have to recommence your original task rescuing the villagers and then return to the final confrontation with Dracula. Throughout the game are secret doors and levers which, on use, provide interesting results that may, or may not, be beneficial to your quest.

STARTING – Initially you are on the outskirts of the Dark Lord's domain. With three cloves of garlic only in your possession you must collect as much garlic as possible so as to increase your chance of survival. You must, however, be very cautious and avoid the tarantulas, which roam though the garden. A secret exit must be located before transversing to the next location.

In the second part of the game you must rescue the trapped villagers from the castle dungeons. A hidden entrance must be located, whilst carefully avoiding the vampire bats flying through the caverns and the roaming hordes of tarantulas. On freeing the villagers help them return to safety of their village. This is done by you touching each of them in turn. Once you have accomplished your mission you can attempt to sneak into the Dark Lord's Castle. You must enter the dungeon and seek the mystic entrance that will lead you to your final confrontation.

THE FINAL CONFRONTATION – You are in a dark room in the centre of a pedestal the vampire lord sleeps in his coffin, unaware as yet of your presence. You must kill him, but how? Dimly you perceive a wooden stake in a locked cell containing zombies, you also see two levers. You must somehow obtain both a hammer and the stake if you are to kill Dracula. But beware, if you step beyond the top of Dracula's coffin, he will awake and pursue you in order to drink your blood. Once you have both the hammer and the stake you must trick Dracula into going back in his coffin. Once this stage has been reached you must approach his coffin from below, close the lid and drive the stake through his evil heart. **WARNING** – If at anytime you are bitten by Dracula three times you will be returned to the first section and you will be advised to take this opportunity to obtain more garlic. Good hunting!

THE BOTTOM STATUS LINE – the bottom line is used to illustrate how many cloves of garlic you have left. When no cloves are left you will be dead. Initially you shall have three cloves.

SCORES – Your score for each game will depend on how many cloves of garlic you have left at the end and, also the time taken for you to rescue the villagers and kill Dracula.

CONTROL KEYS – To move up press key 1, to move down press key Q, to move left press key 9, to move right press key 0. To drive the stake through Dracula's heart press key S.

THERE ARE THREE LEVELS OF PLAY

1. The top of your pyramid, you must dig a hole, lower a ladder and entice a Monster to attack you. Before it reaches you, you must dig another hole and as it drops through press F to fill the hole and bury it.
2. You are now inside the pyramid. Ladders connect the tunnels but new ladders cannot be added. On the lowest level there is a cartouche which must be read before you bury all the monsters. Burying is as stage 1. Once all are buried a new screen is shown. You must read at least 5 cartouches before the door to your sarcophagus is revealed. You may, then, either continue in order to read more cartouches at stage 2 or read the door's inscription to pass through when all the monsters are killed.
NOTE:—in levels 1 or 2 digging too close to existing holes can trap you or monsters in rockfalls; **all monsters must be buried before your oxygen runs out.** Monsters may drop through holes, if you drop through you lose a seal (losing 6 seals sends your remains to the British Museum).
3. You are now in your tomb, to reach your sarcophagus you must take your tally of cartouches to 25 (there are only 20 on this screen). The monsters here are unburiable and must be avoided. Beware hidden pitfalls; when you hear your tune you can head for your sarcophagus and a jar of embalming fluid.

Summary of Commands**KEYBOARD:**

UP....Q	LEFT....I	DOWN....	RIGHT....P
DIG A HOLE			D or O
READ CARTOUCHE			D, O or R
BUILD LADDER			D or O
FILL HOLE			F or 1 or Space

ZX INTERFACE TWO:

Normal Joystick movements PLUS

DIG A HOLE	FIRE
READ CARTOUCHE	FIRE
BUILD LADDER	FIRE
FILL HOLE	DOWN

CURSOR JOYSTICK

Normal Joystick movement PLUS

DIG A HOLE	FIRE
READ CARTOUCHE	FIRE
BUILD LADDER	FIRE
FILL HOLE	F or 1 or SPACE

In all cases you can restart by pressing 'H'

To stop the sound press 3 to start the sound press 2.

SCORES Dibrachs and Badorgs = 100 points

Ghosts and Zob= 50 points (100 if they
have fallen through a hole)

7**PANZER ATTACK**

Panzer Attack is an all graphics wargame for one player, against the computer, re-enacting the Battle of the Bulge.

YOU play the part of General Hodges, commander of the U.S. First Army in Ardennes.

There are full detailed playing instructions and tactical hints contained WITHIN the program.

8**ZOOT**

GAME PLAY

Zoot must collect his marbles without losing all his 4 lives. To pass through each cavern Zoot must perform certain jobs. His friend Super Zip will help if you stand around the wall.

Screen**Objectives**

Bash Screen

Punch each creature.

Trap Screen

Trap each one on a single ledge, let Zip get the ones that don't move. Try standing still over them.

Collect Screen

Pick up each marble.

Bell Screen

Punch or pick-up the bells.

Ledge Screen

Remove all the ledges.

Escape Screen

Gain as many points as possible – leave by the white ledge

Combinations of these objectives are needed for further screens. You can gain extra lives and will sometimes find an I.D.C. tablet which has some strange effects. Try it and see!

To move onto the next screen, just scroll Zoot off the bottom of the screen. Let Zip help you. Remember, you can move over him if you time it right, On screen 2, you must trap all eight Mankins before you move into screen 3.

GAME CONTROL

Joystick options: Kempston and Sinclair Interface 2. Select Kempston by pressing Y (Yes) or N (No) at the start of the game when the screen prompt "Kempston" appears.

Keyboard: O=left Q=puch P=right A=down

The ultimate in fast action games.

Eight different screens test your lightning reactions in attempting to wipe out the aliens whilst avoiding the devastating cross fire of the surrounding tanks.

High score table, 100% machine code for super-smooth graphics full redefinable keys, keyboard or joystick options.

FULL INSTRUCTIONS AND DETAILS OF CONTROL KEYS WILL APPEAR ON THE SCREEN.

TAPE EIGHT

Robot construction

Resource units can be used to build robots for combat, defence and factory capture.

Each robot must have one chassis module, between one and three weapon modules and may have an optional electronic support module.

Type	Chassis Units: Specification
Bipod	Slow but cheap and rugged. Can't get over hills but can cope with rough ground at a pinch! Best used on flat level ground.
Tracked	Considerably more manoeuvrable than bipods but twice the resource units.
Anti-Grav	By far the best system, it simply flies over the ground whatever its difficulties. This is the only chassis that can span ravines!

Weapon units:

Type	Range Miles	Cost Lethality Units	Resource Units
Cannon	10	2	2
Missiles	14	3	4
Phasers	10	4	4
Nuclear	8	See Note	20

Note: Nuclear weapons destroy all robots and factories within an 8 mile radius of the robot carrying the device – this includes the carrying robot. This is currently the only method we have to destroy factories and war bases.

Electronic Support Modules:

This module increases weapon accuracy, giving a notional added range of 2 miles to each weapon type. Advance warning of attack contributes to the slightly increased resistance to damage from enemy fire when this unit is fitted.

Airbourne reconnaissance:

Your command team has a single anti-grav vehicle at its disposal.

To recce an area dimply fly over it using the normal control sequence.

To pass orders to a robot land on top of the unit concerned and then select the correct command sequence from those in the command menu.

To build robots land the anti-grav on the heli-pad at your warbase and construct robots from the menu offered by the warbase computer.

Robot Construction:

Whenever you land on a warbase heli-pad you are presented with the robot construction unless: you already have 24 robots in the sector or something usually a robot, is blocking the warbase.

Construction control:

Up & Down Fire Selects modules – no robot can have two of the same module.

Left & Right Select Start Robot or Exit menu. Start Robot sends the robot currently under construction into the sector to await orders. Exit menu scraps the current construction and returns to the combat sector.

Robot Control:

When your anti-grav has landed on top of one of your robots it stops moving and you can then take control, pass orders or enter combat mode.

Fire Selects highlighted option.

Direct Control:

Direction keys move robot as required and fire stops robots and returns you to menu selection. When you have the orders sub-menu to select from. Possible orders are:

Stop & Defend Robot stays in present position and fires on any enemy robot within range.

Advance?? Up & Down keys select distance between 0 & 50 miles. The robot then moves East the required distance before reverting to Stop & Defend orders.

Retreat?? miles: As above but moves West.

Search & Capture: Takes you to sub-menu offering Neutral Factories. Enemy Factories or Warbases. Robot moves to the nearest target and tries to capture it.

Search & Destroy: Sub-menu offers Robots, Factories or Warbases. Robot moves as above but destroys target. Warbases. Robot moves as above but destroys target. Warbases can only be destroyed by nuclear weapons.

If any order cannot be carried out by the robot concerned, because for example the robot is not nuclear equipped or you are trying to capture enemy factories when there are none, then the robot reverts to stop and defend.

2

$\pi\gamma^2$

THE GAME

$\pi\gamma^2$ is a multi-level arcade game. Each level is a series of wheels around which the character travels in order to collect a number of objects whilst avoiding chasers which will slowly destroy his I.Q. (life). The object of the game is to collect geometric formulae for Storm to remember. The formulae are broken down into simple component ($\pi\gamma^2$ into 3) which must be collected in the correct order. If they are collected in the wrong order the level is restarted. Before a level begins the required formula is displayed for a short time.

The circles contain rotating spokes and held in the centre of the spokes are memory bubbles. These may be empty or it may contain one of a number of objects including parts of the forgotten formulae.

MOVEMENT

Professor Storm's movement around the circle's rim is controlled by three keys. Two of the keys allowing him to move clockwise or anti-clockwise and the third will take him from one rim to another where the circles touch.

His speed varies depending on whether he is travelling in the same direction as the spokes revolution (faster) or against it (slower). If no movement key is pressed Storm moves around the rim at the speed on the spokes rotation.

His stray thoughts move in a similar manner.

STRAY THOUGHTS

There are several types of stray thoughts.

The first type move in a random pattern aimlessly switching from circle to circle.

The second type (set in their ways) always follow the same pattern of movement.

The third and deadliest form attempt to home in on Storm.

When a stray thought touches Storm it is temporarily paralysed, it has no speed of its own and cannot transfer to another circle, however it does still move with the rotation of the spoke.

COLLECTING OBJECTS

When Storm makes a continuous revolution of a circle and it contains a bubble, the bubbles burst. The object vanishes along with the bubble and take immediate effect, e.g. appearing on the control panel if it is part of the formula.

1. A letter, symbol or number which is part of the formula for that level.
2. Nothing.
3. A calculator which increases the speed of Storm's movement.
4. A book which increases I.Q.
5. A hammer which allows him to chase and stun stray thoughts.
6. A trashcan. This places the last letter of the collected sections of the formula in the centre of the bubble. It may then be picked up at the wrong time.

The following bubbles will burst the instant that Storm enters the circle.

1. Fond memories (e.g. ice cream cone) paralyse Storm so that he may not move and is carried around the circle for a certain length of time, these would activate the instant that he joins the circle.
 12. Abstract memories (e.g. a molecule) which reduce I.Q. by a small amount.

3

DOGSBODY

You can move 10 paces after being caught and you have 3 chances in a game.

Game Control

Pressing SPACE during the introduction will show you a demonstration of the first screen. Pressing SPACE again will take you into the game. You can "abort" a game using SPACE. FIRE or Enter will restart the game.

You rescue a puppy by running over them. The game ends when all the puppies are rescued or when Dogsbody has no lives left.

Game Play:

To control the aircraft use a joystick or keyboard. Note the instrument panel in front of you. To the left you have a scope, you are the centre dot, this tells you the relative height of other aircraft in the vicinity. The artificial horizon is in the centre, this demonstrates your banking, climbing and descending. The compass on the right will prove useful to find the jumbo quickly. As you progress through the levels of play you will be given more fuel, if you run out before destroying all the enemy planes it's the ground floor, and rather fast I'm afraid! When you have a fighter squarely in your sights you will hear the on-board homing computer warn you. If you fire the missile in time, it will automatically hit the enemy even though they might veer away from your field of vision..... it locks on.

Game Controls:

Keyboard: Q = up Z = down
 I = left P = right
 V to M = fire

OVERLORDS is an all graphic strategy game for 2 players which is full compatible with Spectrum **microdrives**.

The game is played **simultaneously** by both players and can be played in a variety of ways:

- Both players using the keyboard (keys are redefinable for ease of use), full details in the program.
- Both players using joysticks either Kempston and/or ZX2 interfaces.
- One player on keyboard, the second on a joystick.

Method of Play

The playing area is divided into 12 separate screens (6 in the short game version), the margins of which overlap on to any adjacent screens.

In all cases Player 1 will play red pieces and Player 2 the blue. Each screen has a flashing cursor symbol for each player in the appropriate colour. Both players move at the same time, using the joystick or keys selected, and can move individual pieces displayed on the screen by

moving and either pressing the 'carry' key or the fire button on the joystick. An opponent's flashing cursor will not affect the other players movement. Off-screen pieces can not be moved but there is no limit to the distance an individual piece can move on that screen. Moving pieces to another screen is achieved by depositing pieces in the overlapping margin of the adjacent screen.

Objective

The victor is either the first player to kill the opponent's King or the first to capture and control the preset number of castles (from 7 at the simple level to 12, i.e. 1 per screen).

Playing Pieces

Each army comprises 3 types of unit each of identical design:

- (1) Troops, the basic pawn comprising the majority of all pieces.
- (2) Generals (distinguished by being printed "Bright" and comprising roughly 1/8 of the army.
- (3) King, one per player and printed inverse to the normal troops. These are initially located in screens A2 and C3.

Terrain

Terrain is shown in graphic details with houses, shops, churches and trees all representing obstacles through which pieces cannot pass. Rivers/lakes may not be crossed.

Castles are found in each screen and are considered to be occupied when a piece is positioned at the centre of the four towers of the castle.

Battles

When opposing pieces are adjacent to each other, they are in conflict. Adjacent allies support and battles are decided by comparing the attacking and defending forces adjacent to each piece.

All pieces have a value of 1 when defending. Generals are worth 3 when attacking.

Recruitment

If conditions are right, players can recruit new pieces as the game progresses. The computer assesses your army's popularity among the population and whether manpower is available.

Generals residing in castle may recruit troops and the King if in a castle will recruit Generals.

- (a) Green light showing that the player may still move his forces in that screen. Excessive use may produce a red light which means that the "carry" button is now non-operational.
- (b) Outer score gives an assessment of the relative strength of the army.
- (c) Inner score figures show the number of the player's pieces on the current screen.

In addition, the centre section has information for both players.

- (a) Time elapsed counter (7 periods totalling about 30 seconds).
- (b) G option key to abort the time count – only to be pressed by agreement of both players.

- (c) A grid of the 12 screens showing the current screen in flashing mode and colour code as to which player occupies the castle in each of the screen.

The Master Map

Between displaying each zone, a master map will show the positions of each army over the whole play area. The next zone to be displayed is given and the total number of casualties sustained by each player.

Action Replay

To replay the game so far use the H-EXIT option when offered and then press H again. The computer keeps a series of snap shots of the master map which can be run through to show how the game has developed.

Saving a Game

After using the H-EXIT option, players can choose to save/load a game onto tape or **microdrive** or reset the control/speed options if desired.

Rule of War

There are no preset structured rules to this game – all is fair in love and war. The game structure will be revealed through familiarisation. Our only suggestion is that the pressing of G and H keys should only be done by joint agreement of some other predetermined code of conduct.

6

THE LUDOIDS

GAME PLAY

There are four separate adventures, when you reach the end of each chapter in the story you will find coded co-ordinates left by friendly agents to continue your mission.

You can type in whole sentences; the game understands English. Abbreviations for North is N, South is S etc., H for help and I for Inventory. All useful instructions appear on screen when you ask for HELP.

Remember to EXAMINE and LOOK at things and EXPLORE. Have fun, and watch out for RAMBOT.

Ludoids Part One

The scene is set in the "CAPSHIFT" Space bar. In the hefty disguise of a space trucker you must collect your first coded co-ordinates. Remember the Galactic Truckers Rules and get a good nights sleep.

Part Two

It's cold and...you're on the Planet Glacia. Investigate the Galactic Economic Market Intervention Stores – you'll find glycol and the wine really useful.

Part Three

Sit back and enjoy the sun on the Planet Vacatia. Well, you thought it was time to relax, but, it is time for the fast reflexes and sharp shooting as Rambot the killer droid comes for you...don't depress him for goodness sake.

Part Four

It was quite a nice day on the Planet Aqua when suddenly with only minutes to go you are faced with the Ludoid menace. It's "real time" and wet. You'll need more than a lifejacket to save you from a watery grave, so on with the flippers and cossy.

SAVE THE GAME

All the SAVING instructions are on screen in user-friendly language – including a Microdrive option.

7

TUTANKHAMUN

The explore is controlled by a Kempton or AGF joystick or by.
A - UP Z - DOWN M - RIGHT N - LEFT 1 PAUSE 2 RESTART

The remaining keys on the bottom row fire the lazars. The remaining keys in the middle two rows fire the smart bomb.

The explorer moves around the tomb scoring points by collecting the treasures and shooting the creatures. Bonus points are awarded for completing the tomb in less time. The explorer can use the tunnels which connect the top and bottom of the screen, when the explorer reaches the edge of the screen the tomb scrolls to the left or the right. Each tomb contains 1-4 doors which must be unlocked with the keys that are found in the tomb. Each key will open one door only, you may carry only one key at a time

To kill the creatures that appear in the tomb use either:

SMART BOMB this kills all the creatures on the screen, you only have one smart bomb per tomb or life.

LAZER this fires alternately to the left or the right, so watch out for the vertical tunnels.

The explorer must reach the far right of the tomb before his time is run out. The control panel indicates: map of tomb, number of lives, whether the explorer has a key or a smart bomb, time remaining, score and top score.

HAPPY EXPLORING

8 MOON BUGGY

KEYBOARD CONTROLS

Q.P = JUMP

A – ENTER = FIRE

CAPS – X,V,N, SYMBOL = LEFT

CAPS – A,C,B,M, SPACE = RIGHT

THE OBJECTIVE

The object of the game is to control the Buggy and shoot down the attacking spacecraft and aliens. You must at all times avoid the holes by jumping over them. Failure to do so will mean destruction of the craft. The fire button allows you to shoot either left or right and above. You may only shoot in the direction you are facing but at all times you can shoot above as well.

9 S.O.S

SOS – Save Our Souls; a signal dreaded by all captains of any navy, Earth or space-bound; the final signal to indicate that lives are in peril. In SOS you have to captain a ship to the ground and rescue the stranded humans below. But all is not as simple as it sounds. You have to ward off attacking aliens and meters every step of the way up and down and should you not dock with the mother ship properly your precious human cargo is flung to the ground – not the best testament of your piloting skills. Skill, if you can manage to win at this you should be qualified to run a pig farm in Kansas or – harder still – a fast food chain in Inner Mongolia.

TAPE NINE

1 NIGHTFLITE 2

3. SYSTEM CONTROLS

The keys which control the program have been carefully selected to help the user remember which key does what. For example:

- i) the <K> key is used to increase RPM because it is also labelled "+".
- ii) The <S> key is used to switch the engine sound on and off.
- iii) The <G> key is used to raise the landing gear (and the adjacent <H> key is used to lower it).

Each time a key is introduced in these instructions the reason for its use is indicated in brackets.

You have about 40 seconds in which to make your selection from the main menu, or else the program will automatically select Mode 5 Autoland (a demonstration mode and as you will see later, a useful tutor on landing techniques). If you wish to abandon a flight you may return to the main menu by pressing and holding the <SPACE> (Break) key. If you wish to leave the computer in mid-flight, press key <A> (Stop). Press Key <Z> (adjacent to <A>) to resume.

Whilst the aircraft is in flight you will hear a simulated engine sound which varies with the speed of the engine. You can switch this sound on and off by pressing and holding Key <S> (Sound). (The sound does not work when a Kempston joystick is connected to a 16K Spectrum).

4. FLYING NIGHTFLITE 2

4.1 Basic Controls/Training Mode

Whilst learning to control Nightflite 2 it is suggested that you load the program, select Mode 6 Training and attempt the various manoeuvres described in this section. Mode 6 starts with the aircraft flying straight and level at a safe altitude, and to enable you to learn to control the aircraft without the risk of crashing, all the normal aircraft limitations are ignored. If at any time you cannot return the aircraft to a straight and level attitude press Key <Space> and then reselect Mode 6.

4.1.1 Banking and Turning

On board the aircraft is an instrument called a magnetic compass which gives a readout of the heading of the aircraft i.e. the direction the aircraft is pointing, relative to North, measured in compass degrees in a clockwise direction. e.g. a heading of 090 (90°) means that the aircraft is pointing east. (N.B. By convention due North is described as 360° and not 0°.) The heading readout is marked "HDG" and is positioned on the right side of the control panel.

To turn the aircraft we have to lean it in the required direction (called 'banking' the aircraft). The more the aircraft is banked the faster will be the rate of turn. (Nightflite 2 is always aerodynamically balanced and so there is no separate rudder control.)

To assist in judging whether the wings are banked, there is an instrument called an Artificial Horizon (a red and blue square marked 'AH' on the left centre of the control panel). On this instrument the position of the small black aircraft shape in relation to the blue/red border is the same as the 'real' aircraft's relationship with the horizon.

To turn to the right press Key <8> (→), or if you have a Kempston joystick position it with the fire buttons away from you, push the stick to the right, and hold it for one second. The aircraft shape on the AH will remain still, but the "horizon" will tilt low on the left and high on the right. You will also see that the HDG increases slowly. To stop the turn you must level the wings again by pressing Key <5> (←) (or joystick left) and holding it until the aircraft on the AH has its wings level again. Note that once you have done this the HDG remains constant. Now try a turn to the left by pressing key <5> again and you will see that the AH "horizon" tilts the other way and heading decreases. Practice turning until you can achieve any heading you desire.

4.1.2 Raising and Lowering the Nose

Level the wings again and look at the control panel. At the top right is an instrument marked "ASI" (Air Speed Indicator). This shows the speed at which the aircraft is passing through the air in miles per hour. At the top left the Altimeter marked "ALT" shows the height in feet that the aircraft is flying above the ground. Below ALT the "VSI" (Vertical Speed Indicator), shows the rate at which the aircraft is climbing (positive numbers) or descending (negative numbers) in feet per minute.

Press key <7> (↑) or pull the joystick straight back towards you to raise the aircraft nose and hold it for one second. The aircraft on the AH will be above the horizon, the VSI positive and ALT increasing but the ASI will decrease (rather like travelling uphill; if you raise the nose you lose speed). Note that Speed and VSI changes do not happen instantly. It may take several seconds for them to arrive at their stable values. Beware of this when you are flying the aircraft.

To stop climbing return the nose to its position on the horizon by pushing Key <6> (↓) (or joystick forward). VSI should return to 0 and ASI to 110. Now try a descent by putting the nose below the horizon. Observe the descent on VSI and ALT and see that ASI has increased (like travelling downhill).

4.1.3 Engine Speed

Level the nose again and notice the "RPM" (revolutions per minute) indicator on the bottom right of the control panel. It reads 2200 (the maximum RPM is 2500). The higher the RPM, the faster you use up your FUEL (bottom left of the panel). Should you run out of fuel the engine will reduce to minimum RPM of 800.

Increase the RPM by pressing Key <K>(+) , (or using the joystick, depress the fire button and whilst keeping it depressed push the stick forward), and hold it for about one second. As the RPM increases, so does the ASI, and the VSI shows that the aircraft is climbing. Reduce power to 2200 RPM using Key <J> (—) (or joystick fire button depressed and stick back) and the VSI returns to 0 and ASI to 110.

Notice it is possible to climb or descend either by altering the nose position or by altering RPM, but the effect on the ASI is opposite for RPM to that of nose adjustments.

4.1.4 Effect of Banking on VSI

Return the aircraft to straight and level flight (RPM =2200, VSI=110) and turn in either direction. Notice that while the aircraft is banked, VSI shows that it is also descending. This feature of the turning manoeuvre can be countered either by simultaneously applying power or pulling the nose up on entering a turn. Practice turning with a minimum height loss, as there are times while flying Nightflite 2 over the mountains when this becomes important.

When you have mastered all the controls explained so far you can direct all aspects of the aircraft's position and condition. Practice controlling speed and rate of descent to enable you to arrive at the runway in the right condition to land safely.

4.2 Gear, flap and Stalling

The undercarriage ("GEAR") must be lowered before landing but it must not be lowered at a speed above 90mph because extra wind resistance will damage the aircraft causing crash.

In order to keep an aircraft flying safely through the air, its wings must be passing through the air at a certain minimum speed to ensure a smooth flow of air. If the speed is below the minimum speed, the flow of air is disrupted and the wing no longer produces enough lift (upwards force) to keep the aircraft flying. Very high rates of descent can occur. This condition is called a stall.

To help the approach and landing at low speeds, a device is fitted to the aircraft called flaps which can be lowered or raised in 10° increments to a maximum of 40°. The flaps have the effect of reducing the minimum speed of air over the wing that results in a loss of lift. The speed below which the aircraft will stall is 60mph, with FLAPS up (i.e. 0°) and this progressively reduces to 52 mph with FLAPS fully down (40°). The flaps may not be lowered at a speed in excess of 80 mph or like the GEAR structural damage will occur causing crash.

To observe the effects of gear, flap and stalling, reselect Mode 6. Reduce RPM to 1800 and raise the nose to obtain a VSI of 0 again so that the aircraft is flying straight and level but at a slower speed.

Wait until the ASI stabilises at 70mph. Now lower the GEAR by pressing Key <G> (Gear) (joystick fire button depressed, left and forward with stick). Note that the ASI reduces slightly due to the wind resistance caused by the GEAR being lowered. (N.B. Gear down is indicated at the bottom left of the screen. When the GEAR is safely

down you see three green lights). Raise the GEAR again by pressing Key <H> (adjacent to G) (joystick — fire button depressed, left and back with stick). Note that the three green lights go out.

Now slowly raise the nose. Initially the aircraft climbs and its speed reduces. Continue raising the nose until the ASI drops below 60mph so that the aircraft stalls. You will hear a stall warning beep and see that there is a flashing light marked STALL at the bottom of the screen (above the STALL speed the light is steady green). Note that the VSI is now accelerating to a high rate of descent. To recover from the stall you must regain a speed above the stall speed by either lowering the nose or by raising RPM or both.

Reselect Mode 6, reduce RPM to 180 and raise the nose to obtain VSI=0. Wait for the ASI to stabilise at 70mph. Press Key <F> (flap) (joystick — fire button depressed stick right and forward) to lower the flaps and hold it until you can see the FLAP indicator showing 40°. Note that the ASI reduces due to the increased wind resistance. Now raise the aircraft nose again but notice the lower stall speed. Recover from the stall and keep practicing until you can stall and recover with a minimal height loss. Key <D> raises the flap (next to Key F).

Stalling speed increases in a turn — the greater the angle of bank, the higher the stalling speed. One further structural limit is the overall airframe maximum speed VNE (Velocity Never Exceeded) which is 140mph.

4.3 The Landing

The runway is short and the faster you touch down, the greater the distance required to bring the aircraft to a halt. The correct technique therefore, is to touch down at low speed as close to the beginning of the runway as possible. You must touchdown with a rate of descent less than 300 feet per minute to avoid a crash (and with a rate of descent less than 150 feet per minute to obtain a “good landing”).

To achieve this, pilots use a manoeuvre called “flare out”, in which the nose of the aircraft is raised in the last stage of approach to reduce the rate of descent and the speed. If you should happen to stall over the runway and you are low enough you will still achieve a good landing. After landing you must bring the aircraft to a halt by reducing the RPM to minimum (800) and applying the brakes and holding them on using Key (Brakes).

Run Mode 5 autoland and observe the flare out. You will also see the view out of the cockpit window., which consists of a runway with approach lights and various lights from surrounding hamlets. Note that the autopilot sets a slow speed before commencing the flare out and that the brakes are applied immediately after touchdown. *(Hear each tyre squeak as it hits the runway). When you feel that you wish to take over an approach, press the hold Key <Enter> and wait for a one second beep after which you will be in control. (You need do nothing to the heading as the aircraft will remain exactly on centreline and there is no wind to blow you off course). Before landing, ensure that you have selected GEAR and FLAP down. (Although with practise you may be able to land without the use of FLAP, to start with, use it!).*

Once you have landed the joystick controls (Keys 5 to 8 or the joystick) become ineffective. You retain directional control over the aircraft by use of nosewheel steering. To steer left press Key <R> (<), right use Key <T> (>). In the autoland mode you will not require these controls as the aircraft will remain on the centre line unless you change the heading from 270°, however try some taxiing manoeuvres after a successful landing to prepare yourself for future occasions where you may not have landed on the the centreline (and note the changing aspect of the runway lights).

Once you have brought the aircraft to a halt, or crashed the aircraft if you have been unsuccessful, scan the control panel to see if you can identify whatever fault may have caused the crash, if applicable. Now press <Enter> to obtain a Nighflite 2 Debrief with details of your flight, the result and any faults, signed by the author of Nighflite 2. For a list of possible faults, see section 6.

Press Key <M> to obtain a map display showing the mountains (in green), VOR and NDBs (which will be introduced later) and the runway which is the small black rectangle about one third the way up from the bottom of the screen in the centre. You will also see a series of dots representing the path that the aircraft has taken (this may be a little unclear if you have taken over an autoland run due to the short distance involved, but in the normal mode it is clearer). This map can also be selected from the menu page at which time it shows the position of every light that can be seen out of the window.

If you have a Sinclair printer connected and you wish to have a copy of the debrief form, press Key <C>. (If the printer is not connected, nothing will happen if <C> is pressed). To return to the main menu press <R>.

4.4 Navigation

There are several instruments. The simplest is the "ADF" (Automatic Direction Finder) which is the white circular dial in the centre of the control panel. It points to an NDB (Non-Direction Beacon) on the ground such that the needle's direction relative to straight up is the same as the beacon's position relative to straight ahead of the aircraft, e.g. if the needle points to the right, the beacon is to the right, etc.

There are two NDBs, marked "n" on the map, situated four miles from touchdown in each landing direction. You may select which of the two beacons is displayed by pressing Key <E> (East) for the eastern beacon or Key <W> (West) for the western beacon. (Obviously the needle will point in different directions for each, as they will be at different relative angles to the aircraft). The current selection is shown as ADF E or ADF W.

The ILS (Instrument Landing System) is displayed to the right of the ADF. It is the main navigational aid in the landing phase and it reads a pair of radio beams, one in line with the centreline of the runway and one in line with a safe angle down which you can fly (the glide path). Two needles are shown, one vertical and one horizontal. The vertical needle shows the aircraft position relative to the runway centreline. If the needle is to the right of centre then you must 'fly right' to get to it and

vice-versa. The horizontal needle shows the aircraft position relative to the glide path in a similar way. If the needle is above the centre you are below the glide path and must 'fly up' and vice-versa. Thus if you keep the needles crossed in the centre of the instrument you will fly down the intersection of the two radio beams to find the runway.

To observe the use of the ILS select Mode 4 Autopilot final. The aircraft starts off at just over 9 miles from touchdown on heading 270° parallel to the runway centreline. The ILS will give either a fly left or fly right signal. The autopilot responds by turning 30° in the correct direction into a heading which will eventually intercept the centreline. The aircraft starts off above the glide slope and the autopilot compensates by reducing power to start the descent. Once near the centreline the computer turns to intercept the centreline heading and then constantly adjusts the heading by small amounts to ensure that the aircraft stays on centre. When the glide slope needle is also centred the autopilot increases the power setting to slow down the rate of descent and then keeps the aircraft there by further adjustments of the power as necessary.

Note the movement of the ADF pointer. Initially when the aircraft is on heading 270° the pointer shows the beacon is ahead and to one side of the aircraft. As the aircraft turns, the relative position of the beacon changes. At four miles from touchdown the pointer swings around as the aircraft passes over the NDB.

Now fly an approach yourself by selecting Mode 1 and choosing the direction and degree of difficulty you require. (Pilots generally elect to land into wind as the wind slows the aircraft's speed down over the ground. Like walking the wrong way on an escalator, it is slower than walking the right way). You will be positioned about 9 miles from touchdown, on a heading parallel to the runway heading (either 270° or 090° depending on W or E operation). The mountains marked on the map affect the approach to the runway. If you drift too far north, you will fly into them. In the Easterly landing direction, you commence the approach over the mountains. They extend up to 2,000 ft and so you must ensure that you stay above this height until you are six miles from touchdown. The DME (Distance Measuring Equipment) situated on the bottom right of the control panel, gives a readout in miles of the distance from touchdown.

The higher the number that you select for your degree of difficulty, the stronger the wind, the lower the visibility (i.e. the range at which you will see any lights) and the lower the cloudbase. When above the cloud you will see no lights at all. Difficulty 5 gives you a zero cloudbase and you will see no lights until you have landed (even then you will not see many due to the poor visibility). One thing to watch on the higher modes is the effect of the wind on landing. Whilst in the air, you will have to vary the heading to keep on centreline by pointing into the wind (to prevent a wind from one side or the other blowing you off course). However, once on the ground the wind ceases to be effective and the aircraft will steer in the direction of the heading (i.e. possibly pointing at the side of the runway). This is when nosewheel steering becomes important., to keep the aircraft on the runway.

Having selected the degree of difficulty the control panel will be displayed and the flight start. Notice that the WEATHER is printed at the bottom of the screen. Surface wind is shown as two numbers separated by a slash. The first number is the direction from which the wind is blowing in compass degrees (e.g. 240 is a wind from the South West) and the second number is the wind speed in mph.

On difficulty level zero, a small copy of the main map reproduced in the same place as the ILS, may be selected in flight by pressing and holding Key <M> (Map). It shows the mountains in green and the position of the NDBs, VORs, airfield and aircraft shown as dots.

4.5 More Navigation

The VOR (VHF Omni-Directional Range) is a beacon which produces radio beams similar to the ILS centreline which radiate from the VOR like the spokes of a wheel (each spoke is called a "radial"). It is displayed in the same place as the ILS and the Map by pressing Key <V> (VOR). You can select the radial depending upon which direction you wish to approach the VOR, by continuing to press Key <V>. e.g. If you wish to approach the VOR from due South you would do so with a heading of due North (360°) thus you select radial 360. Once selected, the VOR radial works in the same way as the ILS centreline (i.e. if the needle is to the left, fly left). There are two VORs lying to the North of the mountains. As for the ADF you select the one to be displayed using Keys <E> and <W> (East and West).

You can also use the radials to find your position by determining the radial to which you are nearest by trial and error for each VOR and calculating where they cross but be careful of the signal that is given out on the opposite side of the VOR from the selected radial as this will be reversed. When the VOR is displayed the DME shows distances from the VOR and not from touchdown.

4.6 Other Modes

Mode 2 Take Off starts with the aircraft lined up on the centre of the runway with RPM 2200. To take off successfully you must either increase the engine RPM or lift the nose at precisely the right moment because the runway is only just long enough. The joystick controls will not function until the airflow over the wing is at a fairly high speed and the aircraft will not fly until the speed is greater than the stall. After take off do not allow your aircraft to accelerate beyond the gear limit speed before raising the Gear.

In Mode 3 (Random Position), you start at 3,000 ft somewhere on the map and you must find your way to the airfield on any route you choose. In Modes 2 and 3 you start with the VOR display. To select the ILS when ready press and hold Key <I> (ILS).

At times when you have some distance to fly with little to do or if you should wish to hurry the flight it is possible to accelerate the program by a factor of four by omitting the window display. Key 0 (Black) switches off the visuals and accelerates the flight. Key 9 (Graphics) resumes normal speed and visuals.

4.7 Two Final Challenges

It will take you a long time to master all the aspect of Nightflite 2 but if you are able to land the aircraft consistently at level 5 (e.g. in poor visibility in a strong wind) why not try:

- i) covering the instrument display and landing the aircraft by watching the window display only.
- ii) Cutting the engine speed to 800 RPM to simulate loss of fuel. It is just possible to land safely if you keep the nose down (so as to avoid stalling) until the very last moment.

CONTROL KEYS

System Controls

Key

Space (Break)

A (Stop)

A (Adjacent to A)

Enter

S (Sound)

0 (Black)

9 (Graphics)

Aircraft Controls

Function

5 (←) Bank left

6 (↓) Nose up

7 (↑) Nose down

8 (→) Bank right

K (+) RPM increases

J (—) RPM decreases

G (Gear) Gear down

H (next to G) Gear up

F (Flap) Flap down

D (next to F) Flap up

B (Brakes) Brakes on

W (West) Western Facilities ILS, VOR, NDB and

Approach lights to West of airfield

E (East) Eastern ILS, VOR, NDB and

approach lights to East of airfield

R (<) Taxi left

T (>) Taxi right

I (ILS) ILS display on

V (VOR) VOR display on

M (MAP) MAP display on

Function

Abandon any flight. Go to Menu page.

Hold the flight.

Resume the flight.

Take control from autopilot.

Switch Sound on and off.

High speed. No visuals.

Resume normal speed and visuals.

Effect

Turn left or stop right Turn, VSI —

VSI —, ASI+

VSI+, ASI—

Turn right or stop left turn, VSI —

ASI+, VSI+

ASI—, VSI—

ADI —

ASI+

ASI —, stall speed lowered

ASI+, stall speed raised

ASI — (only after landing)

ILS, VOR, NDB and

Approach lights to West of airfield

ILS, VOR, NDB and

approach lights to East of airfield

Steer left on runway

Steer right on runway

DME measures from touchdown

DME measures from VOR

DME unaltered

6. AIRCRAFT LIMITATIONS

Landing: A rate of descent less than 150 fpm wings level and main undercarriage first (i.e. not nose down) will result in a "GOOD LANDING"

The following faults will result in a safe but "ROUGH" landing:

- i) A rate of descent greater than 150 fpm but less than 300 fpm:
Fault Report + Heavy landing
- ii) Wings banked by two inputs or less
Fault Report + One mainwheel first
- iii) Nose down
Fault Report + Nosewheel first
- iv) Rolling off the runway at less than 10 mph
Fault Report + Off runway slow

The following fault will result in a "CRASH":

- i) A speed in excess of 140 mph
Fault Report + VNE exceeded
- ii) A speed in excess of 80 mph with the flaps down
Fault Report + Flap limit exceeded
- iii) A speed in excess of 90 mph with gear down
Fault Report + Gear limit exceeded
- iv) Landing with a rate of descent in excess of 300 fpm
Fault Report + VSI too high
- v) Landing with gear up
Fault Report + Gear not down
- vi) Landing with the wings banked by more than two inputs
Fault Report + Wingtip grounded
- vii) Landing with the brakes on
Fault Report + Brakes on landing
- viii) Landing or hitting the ground not on the runway
Fault Report + Crash not on runway
- ix) Running off the runway at a speed higher than 10 mph
Fault Report + Careered off runway
- x) Hitting the mountain
Fault Report + Flew into mountains.



In two player mode, this replaces one of the ORDERS icons and initiates a change of turn, allowing your opponent to make his moves.



This option allows you to return to the beginning of the program and start a new game.



This option icon allows you to save a part finished game onto cassette.



This icon enables you to load a part finished game from cassette.



Selecting this option automatically repairs a damaged vessel, provided it is in a friendly port.



Selecting this option automatically repairs damaged sails, again provided the ship is in a friendly port.



This icon appears at several points in the program. It enables you to return to the previous screen, ie. the screen immediately upstream on the flow chart. A quick look at the chart itself will show exactly how this works. From the diagram you can see that on some occasions you may have to engage several RETURN icons in succession in order to travel between any two screens.

Playing hints

Whether playing against a human or computer opponent, beware of making the victory conditions too easy, since they apply to both parties in this contest of skill and planning.

If you are playing against the computer remember that Rome will start the game with certain advantages. You must therefore spend your money wisely when building your fleet, and it may be advisable to economise on equipment in the opening stages in order to buy as many ships as possible. With the tribute you can then collect, you can construct more formidable vessels to attack enemy ships and ports.

Again, when playing against the computer, you must expect your opponent to play very aggressively. Rome will try to send large numbers of ships against any isolated vessel, and due allowance must be made for this tendency to hunt in packs.

The realistic use of grappling engagements requires you to use your judgement when involved in this type of action, and where possible you should avoid situations where you cannot inflict damage relatively safely.

LEGIONS OF DEATH is designed to incorporate all the skills of judgement, forethought, and quick effective response to rapidly changing circumstances which a fleet admiral would have needed in this type of warfare.

Without close attention to detailed tactics and overall strategy, mistakes will be punished heavily and often with remarkable speed.

If you take the computer opponent option, you will play Carthage, and the computer will command the Roman fleet. If you select the two-player alternative, Carthage will buy and position first. The program will automatically switch between the players to give the sequence — Carthage buys its fleet; Rome buys its fleet; Carthage places its fleet; Rome places its fleet. In two player mode, Rome issues fleet orders before Carthage.

Victory Conditions

The Down Cursor key will unroll the scroll for setting victory conditions. Victory conditions are set by the human player(s), and cover the three categories of:

1. Gold held in the capital city
2. Cities captured
3. Enemy ships sunk

Care should be taken when selecting victory conditions. Remember that these criteria apply to your opponent too. The computer will play aggressively, and will take full advantage of victory conditions which are too easily achieved.

Building your fleet

Before starting your campaign you must first build your ships and man them.

When buying your fleet you will have an initial treasury of 1000 gold pieces. You do not have to spend all of this money.

The screens allowing you to build your ships introduce the first of a series of icons which enable you to find your way through the command structure and make your decisions. A flow chart of these icons is printed on the inlay card.



This icon enables you to start the buying process.

The first choice to be made is that of ship. The types of vessel are listed on the parchment which unrolls at the left of the screen. There are five types of vessel, and each has its own characteristics in terms of size, speed, hull strength, and the numbers of troops she can carry.

Ship	Max Gold	Max Speed	Max Hull	Max No Marines	Max No Archers
Bireme	10	4	2	3	1
Trireme	13	5	3	5	2
Quadreme	23	5	4	8	3
Quinquereme	32	4	5	10	4
Ct Heptares	45	3	7	13	4

Once you have chosen your first ship you may then man and equip it. A list of options will be displayed on a roll at the left of the screen. Details are given below:

Crews. The choice of crews affects the number of moves a ship can make at full speed. You may choose between four types — slaves, green, average and expert. The better the crew the more moves can be made at maximum speed. The crew type also affects the outcome of grappling actions.

Ship Type	Slaves	Green	Average	Expert
Bireme	15	23	33	48
Trireme	33	44	65	83
Quadreme	42	55	75	105
Quinquereme	47	62	80	112
Ct Heptares	70	86	108	140

Marines. Each ship type is allowed a maximum number. These men are used to fight in the grappling sequences. Each marine costs two gold pieces.

Corvus. The corvus is a stout boarding plank which is lowered onto the deck of an enemy ship. A heavy metal spike at the business end prevents disengagement until the attacking ship is ready to break off the grappling action. Possession of a corvus makes boarding a much quicker and effective operation, but may mean you also provide a means for enemy soldiers to board your ship.

The corvus is a Roman invention. Therefore in a game against the computer you should assume that all enemy ships will carry it.

The corvus costs 21 gold pieces.

Archers. Archers will be of use in any actions, even when contact is made between ships but neither ship elects to grapple and board its adversary. Each archer costs 2 gold pieces.

Tower. The tower is a wooden structure which enables your archers to increase their range and have better visibility of enemy decks and rigging. The tower costs 9 gold pieces.

Sails. Sails are used to give a ship with the wind behind it an extra move in each phase. Conversely, a ship will lose its last move in each phase if the wind is head-on. A wind at any other heading will have the effect of modifying the set course and speed according to the interplay of orders and wind direction.

The large Cartographic display has a compass-like icon in the top right hand corner, which shows the direction the wind is blowing to. It is important to refer to this feature whenever you are using sails. The wind direction will change at random during the game.

Sails costs 10 gold pieces, and can be raised or lowered during the game, but will be lost if they are up during ramming.

Escape. Selection of the escape option and then pressing P will confirm purchase of your ship as you have specified, and will move you back to the icon option screen.

You now have the opportunity to buy further vessels. To vary the make-up of your fleet, reselect the BUY icon. You can, however, make other choices.



This icon will allow you to duplicate the last vessel bought.



This will enable you to cancel the last ship you bought and reformat it to any pattern you prefer.

By moving between BUY, COPY and REDO you can construct your fleet to suit your preferences and treasury. If you wish to buy more ships, you may return to this group of icons at any stage during the game by selecting



(see flow chart).

Once you are satisfied with your fleet, select icon.



Positioning your ships

You will now be asked to position your ships. They must be placed in your own ports. The program will not allow you to place vessels at any other location.

Each port position is indicated by a different coloured square to the port. It is possible for several ships to be placed at one port, but each ship must occupy a separate square.

The ships can be placed by making combined use of the Cartographic display on the left of the screen, and the close-up view to the right.

Note that in the computer-opponent mode you will now be able to see where Rome has placed her ships. An important point to remember is that Rome can start the game with ships already at sea and will begin with a full fleet complement of 16 vessels.

Once you have placed your ships, you will be ready to issue movement orders.

Issuing movement orders

To issue orders to your fleet requires correct manipulation of the command and enquiry structure of the program. The flow chart printed on the inlay card will enable you to follow the correct routes.

Explanations of the icons shown at each level in the chart are as follows:



This is a command to carry out the next phase of ship movements orders. Unless new orders have been issued, the previous courses and speeds will be maintained, subject to collisions, wind changes and other relevant factors. If no orders have been issued to your vessels, enemy ships will still carry out their own manoeuvres if this icon is selected. Failure to give orders to your fleet effectively allows total freedom of the battle area to your opponent.



This icon will take you to the screen which enables you to save or load a part-finished game, or allow a fresh start by taking you back to the beginning of the program.



In one player mode, this icon also appears twice on the same screen and will trigger the sequence of screens necessary to issue movement commands to your fleet. In two player mode, one the ORDERS icons is replaced by



see note below).

It should be noted that orders can only be issued to individual ships, not to all vessels in a blanket fashion.



Selecting this icon will enable you to explore the battle area by making use of LEGIONS OF DEATH'S Cartographic display screens.

Ships can be identified on the larger map as tiny dots, enabling you to home in for a closer look more easily. Use of this feature will enable you not only to focus on your ships, but also those of your opponent. By positioning the central sighting square over an enemy ship, you will be given a limited amount of information about the vessel, ie name and type. Reference to the specifications given above will then enable you to make an educated estimate of the possible strength of crew and weaponry on board, as well as its potential speed and hull strength.

Use of this option is a mandatory first step when issuing orders to any vessel outside the range of the close-up Cartographic display.



By selecting this icon you can discover how the game is proceeding, and remind yourself of the victory conditions you have set down.



This icon is a mandatory selection when you wish to issue instructions to your fleet.

As mentioned previously, orders can only be given to individual ships. This icon allows you to target that ship, thus enabling you to gain access to the rest of the command structure of the program.

When this icon is chosen, you are asked to select a ship. This is done by positioning the sighting square as described previously, but over your own vessel.

Details about this ship will then be displayed, and by leaving the SELECT mode you have identified which vessel the orders which follow relate to. By pressing Fire, you may continue with your instructions to the selected ship.



By selecting this option you will be able to carry out various operations in port, such as collecting tribute and carrying out repairs. It is also the first step in buying vessels to enlarge your initial fleet.



Selecting this icon will reverse the status of your sails. By selecting and reselecting you can put your sails up or down at any point during the game.



This option icon will allow you to check the current and target speeds of your ship, and amend them as required. Note that only one unit of speed change is possible in each cycle of moves. To move from speed of 1 to 3, or vice versa, will therefore take two moves.



By selecting this option you will be able to alter the current course being followed by your ship. If the vessel is at rest, you will be given the course last ordered. Move Up, Down, Left or Right as required to alter course. The faster a ship is moving, the more difficult a course change will be.

Whatever speed your ship is doing, however, you will be unable to make radical course changes unless the vessel is stationary. In that case, you will be asked to select a new course, or you may continue with the old course if preferred.



This option allows you to toggle between two option screens (see flow chart for icons on each screen).



This icon allows access to several useful features (see flow chart). With the exception of buying new ships, however, the icons reached through this option can only be used if the ship selected is actually in port. Once the game has started, and unless you are positioning newly bought vessels, the different coloured squares which show the available berths in a port will disappear. It is therefore possible to be just outside a port unless you pay close attention to your game.



Largely self-explanatory, but can only be used in friendly port which has gold ready to pick up.



As the previous icon, but in reverse. The same conditions on ship position apply.

Objective and setting

The game is set during the Punic Wars, a major conflict between the Roman Republic and Carthage which lasted from 264BC to the destruction of the Carthaginian capital in 146BC.

Computer play

If you select one player mode, you will be given command of the Carthaginian fleet.

At the start of each game, the disposition of the computer's ships will vary according to the victory conditions you have set.

Once play starts, the computers will move its fleet intelligently in order to confound your strategy and to achieve its own objectives.

Conclusion

The game ends when one side achieves the pre-set victory conditions.

Gameplay

When using the keyboard, the key designations are as follows:

Q = Up

A = Down

O = Left/Less than

P = Right/Greater than

Symbol shift = Fire/Confirm

3**STRONTIUM DOG**

Johnny Alpha is a Search and Destroy Agent, a bounty hunter of the future, he is also a Mutant or Strongtium Dog.

Johnny Alpha has arrived at a contest where the galaxies most vicious murderers are in a fight to the death. The murderers all have prices on their heads and Johnny Alpha must destroy them all to rid the galaxy both of the killers and the evil Dictators who preside over the contest. At the beginning you have four lives and three electro-flares (use one of reach Medi-Centre). Travel from room to room (it may help to take a map) destroying the killers.

Clues:

In the Bell Tower shoot the slightly curved brick below the vicious Steel krieg. In the next part of the Bell Tower shoot the yellow button below the green light to destroy Steel krieg.

At Medi-Centres fire an eletro-flare into the doorway to stop the shoot-out and stop the ambush. The hanging man must be shot.
ANYTHING FLASHING OR GLOWING IS FATAL ON CONTACT.

You may find the story

"The Killing" which appeared in 2000 AD of help.

Controls:

Keys 9 or Q – UP

Keys 8 or A – DOWN

Keys 6 or O – LEFT

Keys 7 or P – RIGHT

Keys Ø or M – FIRE

X – ELECTRO-FLARE

The program will provide full instructions once loaded.

4**STAR TRADER**

SCENARIO:

Far away, in a distant galaxy, are colonies or men, on small inhabitable planets in neighbouring star systems. Over the years these communitees have learned to rely on each other for trade. Marauding pirates have been quick to take advantage of the strong interdependence of the planets, and haunt the interplanetary trade

routes with their menacing craft. In fact, it has come to the point that interstellar trading is a very risky, though profitable, venture. As a result of a recent increase in the pirates' greed (their self-imposed "tax" on traders is now $\frac{1}{4}$ the traders cargo value), all the remaining traders have left the system. All, that is, except you. You alone must attempt to vanquish these rogues, whilst keeping the vast interplanetary economy intact.

LOADING THE GAME:

To play the Star Trader:

1. put the cassette in your player and connect it to your computer.
2. press 'LOAD' and 'enter' (48K Spectrum).
press 'SHIFT' and 'RUN STOP' together (Commodore 64).
3. press play on your cassette player.

TRADING:

There are eight planets on the trade routes. They each have eight major interplanetary industries, which buy goods from traders and sell goods to them. You enter the simulation with an amount of cash and a cargo ship. You must use your cash wisely, to purchase goods at low prices on producing worlds, so that you may then sell your wares at a suitable profit on consumer worlds. For example, if planet 1 produced coal (through its mining industries), and planet 2 had no coal mines, it would be wise to buy coal from planet 1 and subsequently sell it on planet 2. Planets with poor supplies of any commodities will suffer inflation, which you may use to your advantage. If however, inflation rises to a chaotic level, social unrest will lead to a complete collapse of civil order; so various people will turn to piracy for a new source of income.

You have a limited storage capacity in your cargo hold, which you may check during the game. You may only buy and sell your goods during normal business hours, outside of which you will find all shops closed.

The main legal tax on your profits is from the customs officials, who will charge you astounding duties on your wares. You may try to cheat these officials of their dues, but at great peril should you be caught.

LIVING:

To stay alive during the game you must eat and drink at regular intervals (as per usual). Failure to do so will cause starvation, and eventually death! You may stay overnight in the inn or an hotel, this reduced the chances of getting yourself mugged. You should take a quantity of food with you during space flight (which you will be able to buy from the supermarkets in the game).

PIRATES:

The worst hazard to the trader is being attacked by a pirate band. You may protect yourself from these by buying armaments. You will need a laser and at least one battery (to energize the laser) if you intend to put up a fight. You may perform your fighting skills using keyboard or joystick controls (using either Kempston, Protek, or Sinclair joystick interface). The fighting is viewed from your spaceship front windows, with enemy craft approaching. The controls allow you to move your

vessel up, down, right, left and to fire your missile (so, for instance, if you choose to move left the enemy craft will drift rightwards past your windows, just like driving a car!). In keyboard mode, use 'z' and 'x' for left and right, 'l' and 'symbol shift' for up and down, and 'enter' to fire. Other controls (which may be used in either keyboard or joystick modes) are 'q' to surrender (quit), 'a' to pause the action (to answer the phone etc.) and 's' to turn sound effects on/off.

Indicators between the windows show remaining laser charge and remaining enemy craft in scanner range. Your laser batteries will recharge slowly from the ship's generator during flight. During a battle your ship will sustain damage to its shields. There are nine shields, covering different areas of your vessel. Three hits on any one shield will destroy your ship (two hits produces a warning sound). You must repair your shields after landing, otherwise you will not be permitted to blast off again, because of the obvious damage a crippled ship might cause to the space port should it malfunction during takeoff. You may quit your fight and surrender to the pirates, but they will probably confiscate more than you bargained for. If you are a poor fighter you would therefore be better off accepting the pirate's 'tax'.

5

MUSHROOM MANIA

1 ← **BUGBLASTER** - Move your Blaster with the four cursor control keys.

2 → Use the bottom row of keys to Fire.

Press '**H**' to hold the game. You have **six** blasters per game – bonus blaster can be won every 12000 points.

CENTIPEDE SEGEMENT – Blast these to bits. You score 50 points per segment.

VIDEO NASTY – Drops mushrooms to confuse the game – blast it and score 200 points.

MUSHROOMS – Scores 1 point per hit, with 4 hits to a mushroom.

SPIDER – Deadly, but worth 100 to 400 points.

PACPERSON – Gobbles anything in its path.

Compatible with Micro Speech

What lies in the depths of the TUNNEL?

Flying bats, leaping toads, scurrying rats, crawling spiders, and perhaps more, all appear live in 3D TUNNEL.

Your objective is to reach the other end of the tunnel alive. You progress through the various stages by shooting the prerequisite number of animals. As your skill improves the tunnel will randomly meander. To retain lives you must avoid collisions with the walls of the tunnel and the approaching animals.

PLAYING INSTRUCTIONS: On a successful load, the program will auto run, giving you the opportunity to: play by selecting the required speed; enter practice mode; select demonstration and choose configuration of controls. Having selected the desired options the game will commence. The normal controls are as follows:

Any key Q - T = ; any key Y - P =

Any key A - G = ; any key H - ENTER =

Any key on top or bottom row allows you to fire.

Select the arrangement of keys to suit your hands. It may help to think of your four direction fingers on the keyboard as a single joy-stick. To ascend pull towards you, to turn left push the "Joystick" left, resulting in pressing on and lifting off and , etc.

SCORING: The scoring is as follows: hitting a bat , 20 pts; a toad, 40 pts; a spider, 60 pts; a rat, 80 pts; and finally avoiding a LONDON UNDERGROUND TRAIN* 100 pts.

TACTIS OF THE GAME: Since each object moves in a different, yet random manner, the tactics for each differs, and it is left to the player to find the best and safest method of achieving the goal.

7**BOMBER BOB**

The evil Kaptain Kleptov (baddie) in his bid to rule the world has planted bombs all over the Pentagon complex. These Time Bombs are guarded by robots and meanies of all sizes and shapes. Rather than bow down to blackmail the FBI have called in mega hero Bomber Bob. His job is to defuse the bombs whilst avoiding the robots. There are 50 vaults in the Pentagon and Kareless Kleptov has left Robot Control Pads lying around. If Bob can collect these they can be activated at the touch of a button and the robots are transmuted into crystalline elements for a short time.

As Bob goes through the Pentagon his confidence will increase and he can gain more strength to cope with the falls. He can stand 5 to begin with.

There are 4 different entrances to the Pentagon, numbered 1, 2, 3, 4.

The various meanies you will meet include:

Globes...Bob has special headgear on so he can bounce them away with his head.

Mines...stationary, but deadly.

Walkies...dangerous robots which can plunge to the ground and turn into globes.

Grabs...One bite is enough.

Dynamite...dropped by the grabs and explodes on impact.

Homers...Semi-intelligent robots homing in slowly but surely.

Game Control:

On starting the game you will be asked which entrance into the Pentagon you want. Press 1, 2, 3, 4 and ENTER. To see the final mystery screen you will have to clear all the bombs and start at the first entrance.

8**THE CHESS PLAYER**

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

9

ESCAPE

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

TAPE TEN

1

FIRESTORM

CONTROLS

Your character is moved and his power invoked via the joystick & its fire button the following keys.

2 = Up, W = Left,

T = Right, Bottom row = FIRE

A = Abort/Restart, P = Pause.

Introduction

You play the part of Firestorm, able to create destructive fire-balls control mens' minds or computer memory banks and move inanimate objects with the power of telekinesis. A criminal organisation has learned of Firestorm's existence and want to learn more of his powers. They've kidnapped his girl-friend and imprisoned her in their citadel. They reason that Firestorm will attempt a rescue at which time he will be overcome by the citadel's defenses and fall into the Organisation's clutches.

OBJECTIVE

The Organisation's laboratory has 12 levels. Level 12, where your girlfriend is held, can only be accessed after the other 11 floors have been de-activated. A floor is de-activated by locating the CENTRAL CONTROL UNIT and destroying it with fireball or a droid under mind control. Your objective is to reach floor 12 and save your girlfriend.

Starting: The laboratory has many lifts. One of these is an express lift which runs between floors: 1,4,7, & 10. All other lifts only function one floor at a time or between de-activated floor.

FIRESTORM'S POWERS

You have three powers each 'fuelled' by units of special colour-coded booster substance. Look for these around the citadel. Press fire to display your available powers. Use up/down to highlight the power you want to access. Press fire to select the power.

FIRE BALL (FRIZZ/RED): Fire balls form just beyond your outstretched hand. Release fire and watch the fireball grow. Press fire and watch it shrink. Don't let the ball get too small or too large. To shoot, push the joystick (or press a cursor key) in the desired direction.

TELEKINESIS – MOVING REMOTE OBJECTS

(LAXUM/BLUE): Select the power and move the on-screen cursor over the object to be moved and press fire. You then have control of that object which floats free. Move it towards you or to do your bidding. The object will move through doors, but control is lost if it collides with any other inanimate objects.

MIND CONTROL (URIUM/YELLOW): Select the power and move the on-screen cursor over a droid & press fire. Now you have to seize control of the droid's data banks on the multi-purpose display. Move the dot cursor along the track without letting it touch the sides. If you succeed you can move the droid using joystick or keys. Each droid type has a different resistance level.

TRICKS & TRAPS OF THE CITADEL

The Organisation's citadel is defended by combinations of 4 weapon types.

DEREZZERS: Are pyramid type columns on corridors. Don't get too close. There are three-types. Active all the time; Active on BLACK; and active on WHITE. You can find out which is which by guessing or mind-controlling a droid and crashing it into the derezzer's field. Destroy a derezzer with a fireball.

FLOOR SWEEPS: These are bands of light which traverse corridors. Step on one and the central control unit will instantly derezz you.

DROIDS: There are seven types of droid, each with their own behaviour pattern.

CENTRAL CONTROL UNITS: One per level. When located and destroyed all defenses for that level are de-activated. However, this act also eliminates all remaining supplies of booster substance for that level.

HINTS & TIPS: The vital booster substances to fuel your powers don't exist in the same quantities on every level – so don't blast the CCU too early. Use your powers to destroy, investigate and overcome seemingly impossible dead-ends and traps.

2

REDCOATS

Redcoats is an all graphic wargame for either 1 or 2 players, set during the American war of independence. This version of the game will run on the 48K SPECTRUM home computer.

The programme allows for full use of cavalry, infantry and artillery forces, and contains 5 different battle scenarios as well as the facility to modify or create your own scenarios. It is important to follow the loading instructions on the cassette shell, together with any messages displayed on the screen during loading. This is especially important when loading the battle scenarios.

Between 1775 and 1783 the British and Americans fought for Possession of the American colonies. This game reproduce some of the battles that took place in this period.

Units

There are four types of units:–

Cavalry, Artillery, Riflemen and Musketeers.

Cavalry: Cavalry units may move a distance a distance of 20. They carry only sabres and therefore cannot fire.

Artillery: Artillery units may move a distance of 10. They require one turn to limber and another to unlimber before and after moving. They require one turn to reload after firing. Artillery fire has an effective range of 350 yards.

Riflemen: Riflemen may move a distance of 10. they require one turn to reload after firing. They are more accurate than muskets and have an effective range of 200 yards. Riflemen are only half as effective as musketeers at hand-to-hand (melee) fighting since bayonets cannot be used with these rifles.

Muskets: The bulk of both armies is made up of musketeers. The musket has a shorter range than the rifle (100 yards effective range), but can be reloaded more rapidly, and can be used with a bayonet for close fighting.

Status Codes

During the game the status of each unit will be reported by a status code. eg.

S100 M60 C R L

the "S100" denotes the strength.

The "'60" denotes the morale.

The "C" indicates that the unit is in cover. A unit in cover takes half casualties.

The "R" denotes that the unit is reloaded.

(Artillery and Riflemen only).

The "L" denotes that the guns are limbered

(Artillery only).

Actions

The possible actions are:-

'M' MOVED – The direction is indicated by a number from 0 to 12 (as on the clock face). Decimals are permitted eg. 3.5

'F' FIRE – The unit will choose its own target.

'C' CHARGE

'R' RELOAD

'L' LIMBER – Artillery only

'U' UNLIMBER – Artillery only

'N' NOTHING – Do nothing

'?' HELP – Lists action codes

Fire is 50% effective (ie. one casualty inflicted for each two soldiers firing) at these ranges:

Artillery 400 yards

Rifles 200 yards

Muskets 100 yards

Beyond this range the effectiveness decreases, until at twice the effective range, there is no effect.

When a unit CHARGES it runs wildly at the nearest enemy unit. If a charging unit engages the enemy then the enemy loses morale. If, however, it fails to reach the enemy, it becomes exhausted and loses morale itself. A charging unit travels 40% further than one moving normally.

A unit in cover takes half casualties.

Defined Battles

The tape contains five battles from the American Revolution, Freeman's Farm, Camden, Guilford Courthouse and Eutaw Springs. These may be loaded by selecting the "Load battle from tape" option (L) then selecting the "Play" option (P).

Freeman's Farm

General Burgoyne was leading the British main column through the woods towards Bemis Heights where he thought the Americans were.

General Frazer's column was to his right and the German allies, under General von Riedsel were to his left.

Suddenly, as he entered a clearing around Freeman's Farm, shots rang out. He had found the Americans.

Camden

General Gates was leading his exhausted American troops towards the British position in Camden. Surprisingly, he decided to march through the night intending to attack the British at Daybreak.

Spies reported Gates' intentions to the British General, Cornwallis. Cornwallis decided to surprise the Americans and set off towards them along the same road.

At 2.30am the two armies found themselves face to face at Parker's Old Field.

Cowpens

The British had been pursuing Morgan's American force for several weeks. Eventually Morgan decided to make a stand, and chose an unusual battlefield on which to do so.

Instead of lining up forces out in the open, he concealed them in some woods. The British were forced to make a frontal assault across an open area.

Guildford Courthouse

The British under Cornwallis, had been pursuing the American force for some time. Finally Greene commanded the American force to make its stand in some fields outside the small town of Guildford Courthouse.

The American force was much larger than the British, but many of the troops were "Militiamen" who had little training and had poor morale.

In the actual battle, over 1000 of the American militiamen fled in the first British advance.

Eutaw Springs

Greene managed to surprise Stewart's British force while it was encamped.

The British had little time to organize themselves before the Americans reached them.

A dense blackthorne thicket and a brick building provided the only available cover.

The NAME of the unit, up to 17 characters.

The STRENGTH - ie. number of soldiers.

The MORALE THRESHOLD - when a unit's morale value becomes lower than this threshold, then that unit is routed.

The TYPE of the unit - Cavalry, Artillery, Rifles or Muskets.

Changing the Deployment

Press "D". The map will be drawn, and each unit in turn may be moved around the screen with the cursor keys, to its correct position. Pressing "E" will fix the position of the unit.

Press "R" instead of "E" if you wish the unit to be a "reinforcement", the Program will then ask you on which move number the reinforcement should arrive. NOTE the reinforcements arrive at the beginning of the move, therefore if you specify move 1, the unit will arrive before the first move. If an army loses all the units currently in play, then it has lost the battle, reinforcements which have not yet arrived do not count.

Saving the battle to tape.

Press "S". The battle will then be saved to tape. This is only permitted if all parts of the battle (Title, Map, Units and Deployment) have been defined, either by loading a battle or by defining your own.

Playing a battle.

Once a battle has been defined or loaded, Press "P". You may now play the battle, either as a one-player game, against the computer, playing either British or American, or as a two-player game. The battle information is preserved while the battle is played. So it is possible to re-play a battle without re-loading it.

Hint

A muzzle-loading weapon is difficult to reload correctly during a battle. The first shot of each unit has been correctly loaded before the battle before bayonets were fixed. The first shot is 40% more effective than the others.

Don't waste it.

3 DRAUGHTS

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

4 CARPET CAPERS

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

5 PLANET FALL

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

6 GRID RUNNER

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

7

DRAGON BANE

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

8

TUBE CUBE

This game has all its instructions actually on the tape. These will appear as a menu on the screen, from which you will be required to pick your options by tapping the appropriate keys.

9

AGENT ORANGE

GAMEPLAY

Extracts from the Galactic Farmer Manual published by the IARE

Aim:

To get the eighth planet of your acreage and fill your ship with the alien weedkiller, codename Agent Orange – only with this can the other worlds be freed from weeds.

When you start you have one mothership with eight daughter vessels but if you are a successful farmer you can sell your crops and use the money to buy better armed, faster and bigger ships. Each time you return to the mother planet you should constitute the ship trading prices and consider the purchase of a new vessel.

Ship specifications:

Each daughter vessel contains your seed pod store and unlimited fire power, your shields are, however, very delicate and will only defend you from a few hits.

Your screen display shows the weight of crops collected, the number of seed pods left, your financial position, your score and the number of daughter ships remaining.

Beware of overloading your ships. Daughter ships crash if overloaded, whilst mother ships jettison cargo on take-off if overloaded.

Planet planting:

The most modern techniques of space planting are used by your ships and this makes your task simple.

To plant a planet simply fly over the virgin soil with your fire button depressed and the pods will be fired into the soil and start to grow.

Any pods fired onto weed infested land, ie land planted by aliens or land already covered by indigenous vegetation, will be wasted.

Ship defence:

You can shoot and destroy the aliens who are trying to seed the planet and if you destroy an alien vessel it jettisons its seed supply which you can collect for extra points.

Whilst planting your crop you may find it easier to avoid the aliens rather than destroy them.

Inter-Planetary Agriculture:

Once your crop is planted it will grow according to its genetic inheritance. This means it follows the growth colour pattern of:

	Spectrum	Amstrad	Commodore
Infant	Blue	Black & White	Green
Ripe	Green	Red & Blue	Red

Only ripe plants can be harvested. Your harvesting is automatic as the daughter ship flies over the ripe green plants.

The special self-seeding cultures developed from the alien genetic stock will grow further crops as time goes on, so keep watching your planted acreage for green plants. It appears that these alien cultures follow the same rules as those developed by John Conway in this 20th Century computer game "Life".

It has proved impossible to harvest the alien crops, which follow the same growth colour patterns but research on this matter is still in progress. It is possible to burn these crops by firing at a very low elevation – you can change this by pressing fire with the daughter ship stationary. Keep the fire button depressed until you see the shots only travelling a very short distance. To revert to normal fire, stop the ship and hold the fire key down until the shots start travelling a long distance again. It is impossible to burn the indigenous vegetation.

Flight patterns:

Your ship is controlled from the keyboard or from a joystick.

Keyboard control patterns are:

	Spectrum	Amstrad	Commodore
Up	Q	Q	Run/Stop
Down	A	A	Commodore Key
Left	O	O	Cursor up/down
Fire	Space	M	Shift

The onboard computer system will give you the following options whenever you enter the mothership: Launch, Home Planet, Next Planet, Save Game, Load Game and Quit.

Cargo transfer is effected automatically when you fly your daughter ship into the mother vessel via the landing strip on the left side of the mother vessel.

Home Planet:

When you return to the home planet, the computer will display a slightly different set of options: Trade Ships, Last Planet, Next Planet, Save Game, Load Game, Quit Game.

The cost of new ships is displayed on your screen if you select the first option. You can choose the next type that you can afford and then continue the game.

Whilst on the Home Planet it is good practice to save the current game for re-loading later.

Spectrum +2 Addendum

LOADING INSTRUCTIONS

The games contained in this compilation have been written by many different programmers. Therefore there will be different loading instructions. It is recommended that where loading instructions do not appear the following should be tried:-

- 1) Go to 48K mode (see instructions) on switching on and type LOAD"" THEN ENTER and press play.**
- 2) If the above does not work, in 48K mode try LOAD"" CODE THEN ENTER and press play.**

JOYSTICK COMPATABILITY

Some of the games in this compilation may not work with the Spectrum +2 joystick, these should be played on the keyboard with the correct keys when found.