

ARCADE

Collection

VOLUME 3

Follow instructions given below

Disk

SPECTRUM Insert the disk with the A side up.

Reset the computer and use the loader option. Follow on screen prompts to load the required game.

AMSTRAD Insert the disk with the A side up.

Reset the computer and type RUN"DISC. Follow on screen prompts to load the required game.

COMMODORE C64 Insert the disk with the A side up.

Reset the computer and type Load """,8,1. Follow on screen prompts to load the required game.

Street cred FOOTBALL

SPECTRUM: 48K owners type LOAD "" (ENTER) 128K users select the LOADER option from the menu.

AMSTRAD CPC: 464, hold down CTRL and tap the small ENTER key. 664/6128 Type I (shifted @) TAPE (ENTER) the type RUN" (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key 1 28K owners ensure that it is in C64 mode.

When loading please follow all on screen instructions.

SPECTRUM/AMSTRAD GETTING STARTED

Once the game has been loaded you will be presented with a title page, press BREAK (CAPS-SHIFT & SPACE) to enter the setups page, Amstrad owners press ESC.

Press 1 to select the number of players, choose between, player one against the computer, player one against player two, or the computer against computer demo mode.

Use options 2 & 3 to choose the control methods for players one and two. Be sure not to select the same control option for both players. Spectrum owners please note: only one player may use a Sinclair joystick, also some keyboard/ Sinclair combinations may cause ghost keying', if unexpected controls occur, redefine the keyboard settings.

Options 4 & 5 allow the players to reposition the start positions of their five team members. The controls are shown at the base of the screen.

Option 6 allows you to alter the pitch colours. Instructions are shown in the middle of the screen.

Press 7 to change the time limit for each game.

Once you have made all the setup changes you require, press BREAK ESC or FIRE to return to the title page, now player one should press fire to start the game.

C64 GETTING STARTED

Once the game has loaded you will be presented with a options page. Press 1 to select either one or two player game. Press 2 to reposition your players starting positions. Option 3 allows you to change the time limit for the match. Accessing the final option, number 4, will let you change the colour of the pitch. Once you have made all the set-up changes you require press fire to start the game. Player one should use a joystick in port 2, player two must use a joystick in port 1. During the game pressing the Commodore key will toggle the music on/off:

PLAYING THE GAME

Player one gets to choose five players first, using up, down, left, right and fire to select. Player two may then choose his/her team in the same manner. Once the teams have been selected pressing fire will start the game.

Each player controls one team member at a time, the team member currently being controlled is indicated by a flashing arrow (flashing red or blue shirt on C64): clear for player 1 (blue) and dark for player 2 (red). Any team member who has possession of the ball may run with it (using up, down, left and right) and pass or shoot (using fire). Otherwise the player controls the team member closest to the ball, pressing fire will make this team member run faster,(not C64). The goals appear as two crates at each end of the pitch.

DIZZY DICE

To load Dizzy Dice type LOAD, and then RUN.

THE GAME

Dizzy Dice is played like a modern club type fruit machine. You pay from your account to spin the reels and if you get a winning combination then you have the option of collecting or gambling your winnings. There is also a feature Dice game which can be played if you successfully get all the fruit in the correct order while the feature is held.

CONTROLS

S to Start

1-4 to Hold

5 to Cancel

C to Collect

G to Gamble

THE DICE GAME

If you complete the fruit feature then you can win upto \$200 by guessing if the next spin on the dice will higher or lower, or the same as the last. At any time you can collect your winnings so far, unless of course you get it wrong: then you'll lose everything.

CONTROLS

H for Higher

L for Lower

S for The same

T to Take winnings so far

There are two ways to play Dizzy Dice. Firstly you can play it as a normal fruit machine or, if you want even more fun you can play in bank mode where you start with \$20 and try to turn it into \$100—and break the bank! Then try the second bank and so on:

To blow bank 1 you must score \$100

To blow bank 2 you must score \$200

To blow bank 3 you must score \$300

To blow bank 4 you must score \$500

To blow bank 5 you must score \$1000

In either game you start with \$10

To Gamble

To gamble your winnings you must stop the left hand option on the fruit you think the roulette wheel will land on.

Remember that the higher the odds then the less chance of winning but the bigger the win, so be careful!



ALSO AVAILABLE

EAGLES NEST

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K owners select the LOADER option from the menu.
AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key. 664/6128; Type I (shifted@) TAPE (ENTER) then type RUN" (ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode

MISSION CODENAME: "EAGLES NEST"

"E": Zero Hour

"E"-minus Four Hours: Briefing

"E"-minus Three Hours: Despatch

"E"-Hour: Parachute Into Mission Zone

OBJECTIVE: TO DESTROY "EAGLES NEST"

BRIEF:

"Eagles Nest" is a strategically positioned garrison fortress believed to be Central Command for an imminent enemy counter-offensive. **STRENGTH: SIX FULL DIVISIONS.** It poses a major threat to the continuation of our advance and must be eliminated before the final offensive can begin.

The most efficient method to ensure the destruction of "Eagles Nest" is by sabotage, the fortress having a vast and comprehensive defence against armoured and troop assault. A previous attempt at sabotage has failed, but intelligence reports suggest that before the three man team were captured they managed to set up a network of explosive charges at key points throughout the fortress. It is not known if the locations of these charges have been discovered. Our intelligence sources have also managed to secure the plans for the ground floor.

OBJECTIVES:

Your objectives are to infiltrate the fortress and rescue the three captives before they break under torture. Causing maximum havoc and confusion, find and detonate the explosives on all floors. It is in your interest to investigate anything you find as you will need keys and passes for the fortress doors and lift. It is also in your interest to collect any art treasures and jewels you find from the Commanders private collection. You will find ammunition dumps inside - carry no more than you need. Be careful in confrontations - loose shots could detonate the vast hoards of explosives stored in the many rooms. This will not destroy "Eagles Nest", it will merely terminate your mission.

Our main offensive will start at "E" PLUS FOUR HOURS, by which time you should have completed your mission.

GOOD LUCK - we are depending on you.

CONTROLS:

JOYSTICK only.

ORIGINALLY RELEASED BY

PANDORA



ARCADE COLLECTION
Volume 1
TOMCAT
SPOOKED
SHARK



ARCADE COLLECTION
Volume 2
MOVING TARGET
COBRA FORCE
TASKFORCE



COMBAT SIMULATION
Volume 1
street cred
BOXING
SUBWAY VIGILANTE
SWORD SLAYER

**PLAYERS
HOTSHOTS**

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