



Activated zombies will appear in the lower left-hand corner of the screen. **Hints** Due East of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment. Some screens will give a clue as to a switch to activate. This will cause some features to appear or disappear. Occasionally two switches may need to be used together. The clue appears in the bottom left hand corner of the screen. Lifts may be used but may need to be switched on. Ice is slippery and trampolines are bouncy! Make a map, it will help you to find short-cuts (there are quite a few).

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## ▶ THREE WEEKS IN PARADISE

© Mikrogen

**The Game** After loading, the theme tune will play – press any key to start game.

The game begins with Wally all alone in the jungle looking for his loved ones, Wilma and Herbert.

To rescue them from the Can Nibbles (the tribe who live on the island) Wally must find and use certain objects which he will come across on his long and arduous trek. Some will have obvious uses (the axe) others will have to be used in more devious ways (The Hole).

There are many dangerous animals lurking in teh jungle. Some of these may be pacified with the right approach.

As we all know, Wally's are a dying breed. Can you help save them from extinction? Or will the Can Nibbles have a tasty feast! (Wilma being very tasty indeed!!!)

Game Controls			
	Keyboard	Joystick	
Left	= Q, E, T, U or O	Left	= Left
Right	= W, R, Y, I or P	Right	= Right
Jump	= All bottom row	Jump	= Fire

Keys 1 & 2 = Pick Up/Set Down objects one and two  
Key 4 to pause the game  
Keys A to ENTER = Go into screen/Swim/Shoot/Climb/Use object

(There are certain screens which you can leave other than at the extreme left or right. Use A to ENTER to turn and leave this way).

Return to menu screen = Caps Shift & Break-Space keys together.

Three Weeks in Paradise also contains a unique feature key. Key 3 allows you to change the colour of Wally, enabling you to when on colour ful screens.

## ▶ ALIEN HIGHWAY

© Vortex Software 1986

**HISTORY RECALLS** the epic Highway Encounter. The attempted domination of Earth by the dreaded Alien aggressor was foiled by the power of the **Vortons**.

Your mission is to strike at the industrial heart of the Alien Empire, before they remass with even greater force.

As controller of the Vorton you must manoeuvre the Terratron to the end of the Alien Highway.

It is vital the Terratron be energized en route by contact with seven regeneration stations. Only by achieving this can you proceed through the barrier guarding the Industrial Complex.

There, the Terratron will reveal it's awesome power.

### ADVICE

Keyboard contol recommended.

Avoid Vorton energy loss. Energy is gained during Terratron energization.

Keep a close eye on the status computer.

Be prepared for the totally unpredictable highway ahead.

Beware of the kamikaze Aliens.

### KEYBOARD CONTROL

<b>Q</b> ACCELERATE	<b>A</b> DECELERATE
<b>K</b> LEFT	<b>L</b> RIGHT
<b>SPACE</b> OR <b>Z</b> – <b>M</b> FIRE	<b>P</b> PAUSE
<b>ENTER</b> CONTINUE	<b>GU</b> GIVE UP

### JOYSTICK CONTROL

Push forward to accelerate.

Pull back to decelerate.

Move either side to turn left or right.

Press button to fire.

Other functions use keyboard.

## ▶ DANDY

© Electric Dreams Software 1986

Hack, thrash and pillage your way to oblivion in 15 dungeons that descend into the heat and darkness of mens souls. Sheba, raw onions and knackwurst, 240lbs of screaming bloodlust. Thor, one Norwegian mother you don't mess with. Alone or together the challenge remains the same; grab the treasure and thrash the droves of nasties that are bent hell-ways to thrash you. Keep your energy up with any snacks you find and you may even come out alive. If you do and all the treasure has been collected you will be presented with a clue at the end of each set of dungeons. Collect the clues from all three dungeon loads and solve the riddle.

\* One or two player options

\* Select dungeon; play them in any order you like

\* Trade treasure for energy

\* Sinclair Interface 2, Kempston or Keyboard

### KEYBOARD CONTROLS

<b>Player One</b>	Q – UP
	A – Down
	Z – Left
	X – Right
	C – Fire
	Space – Cast Spell* (1 player mode)
	F – Cast Spell* (2 player mode)
	R – Trade treasure for energy

### Player Two

P – Up	L – Down
N – Left	M – Right
B – Fire	G – Cast Spell*
T – Trade treasure for energy	O – Pause Game

\* Spells are cast randomly and either disorientate, paralyse or kill.

## ▶ CAULDRON II

© Palace Software 1986

Where once the Tiny cottage stood  
A mighty palace  
Dwarfs the wood

And there within  
The highest tower  
The witch Queen wields  
Her mighty power

A rule of evil  
'Cross the land  
With Ghosts and gargoyles  
Close at hand

Her enemies  
Destroyed this night  
Yet one remains  
To get things right

A pumpkin warrior  
Brave and good,  
The last survivor  
From the wood.

So go now swiftly,  
Climb the stair  
And cut a lock of  
Witch's hair.

Seek out then  
The cauldron black  
And brew a spell  
To change things back.

Then the hag  
Will know defeat  
And thy revenge  
Will be complete.

## ▶ QUAZATRON

© Hewson Consultants 1986

You control KLP-2 (Klepto) a wayward Meknotech droid assigned to deactivate hostile alien droids which inhabit the underground city of Quazatron on the planet Quartech. You must destroy the alien droids by lazer fire, by pushing them off their programmed routes to destruction, or by ramming them (providing you are stronger than they are). KLP-2 has a prototype Grapple device enabling the alien robots to be stopped and dismantled. The parts recovered from the aliens can be added to KLP-2 to extend his facilities and endurance.

The alien computer system can be tapped to provide maps of the various levels and obtain data on the alien droids and their constituent parts.

### HOW TO PLAY

Quazatron is played diagonally except when in Grapple mode.

**TO MOVE LEFT AND UP**  
A,S,D,F or G  
or joystick left  
**TO MOVE LEFT AND DOWN**  
B, X, N or c/s  
or joystick down

**TO MOVE RIGHT AND UP**  
H,J,K or L  
or joystick up  
**TO MOVE RIGHT AND DOWN**  
Z, X, C, V or c/s  
or joystick right

**TO FIRE**  
ENTER key  
or joystick fire  
**AUTO FIRE ON**  
Press W key (repeat to turn off)  
**PAUSE (except in Grapple mode)**

Press P key (press fire to restart)

If you use a joystick it may help to rotate it 45 degrees clockwise.

### WEAPON SYSTEMS

These can be activated using the fire button or by pressing W to select auto-fire. Weapons fire in the direction KLP-2 is facing. Many different weapons can be taken from enemy droids and the data library contains hints on which weapons are most useful. The weapons can only be used while KLP-2 is moving.

### GRAPPLING WITH A DROID

Decide on your target droid, centre the joystick (or take your hands off the keyboard) and press fire until the yellow message at the bottom left shows "GRAPPLE" and the "G" light flashes. Then you can ram the enemy droid to dismantle it. If you wish to turn off "GRAPPLE" mode and switch back to weapon mode press fire again.

To successfully grapple with a droid you must engage its security circuit. You must use your Pulsers to turn at least 7 of the 12 rectangles on the central bar to your colour. You have a few seconds to move left or right to select the side of the circuit which you wish to use. Your target uses the opposite side to light back.

Move your Pulsers up and down the wires and activate them with the fire button. Try to avoid Terminators, Joiners and Colour Switchers. Aim instead for Splitters and Auto Pulsers.

If the Grapple action is successful the status report of the control elements Drive, Power, Weapon, Chassis and Devices of the target droid is displayed. If you wish to remove one or more of these elements for your own use make your selection using up/down and pressing fire. Some of the elements may be damaged and therefore unusable.

If you win the Grapple action overwhelmingly, the elements of the alien robot are less likely to be damaged. In all circumstances you should select elements wisely. A weak power unit for example will be drained uncomfortably quickly by heavy weaponry. Similarly a poor drive unit will not support substantial shields.

Each alien droid is classified from 1 (the most sophisticated and difficult to beat) to 9 (the most mental). The higher classes of droids tend to have better elements for you to win in a Grapple action. A preceding letter distinguishes between different droids within the same class. The identifying letter and number are stamped on each droid's breast plate.

### CHANGING LEVELS

Find a lift square and press fire. A side view of the city is shown. Move up/down to the required level and left or right to exit the lift.

### CONSOLE ACCESS

Find a console and press fire. Use left/right to select an icon and press fire.

Your robot symbol - return to game

Diamond shape - 3D map of current level

Side view - side elevation of citadel

Diamond shape - 3D map of current level

Query robot - droid data library

### DROID DATA LIBRARY

Use left/right or up/down to move to next screen. Press fire to exit. You can only view data on droids of a similar or lower security class to your current class. To improve your status you must Grapple successfully with a higher class droid.

The first screen displayed shows your current status including data on **Weapon, Drive, Power, Chassis and Devices**.

### ENERGY

Your energy is shown by the rotation speed of the head of the KLP-2. KLP-2's expression changes from happy to upset as he runs out of energy. Energy may be replaced from energy points on some levels but your maximum energy allowed continuously falls as your power unit burns out. Exchange power units for longer life. Extra equipment affects the rate at which your energy is consumed.

### ALERT STATUS

The light on the right of the lower panel is the alert status. Disabling droids in quick succession causes the alert status to rise to red and more points can be scored.

## ▶ STRIKE FORCE COBRA

© Piranha 1986

### The Edge of Destruction

The time is the near future. The world is threatened with a terrifying nuclear blackmail. An evil criminal genius, known only as the Enemy, has a computer hacking system capable of taking control of the World's most powerful defence computers. He only has to run his complex program to trigger an instant nuclear holocaust. Unless the world yields to his demand for supreme power, he will destroy it totally!

To develop the hacking system, the Enemy kidnapped top computer scientists and forced them to work for his evil ends under threat of fiendish torture. Now these experts, imprisoned in the Enemy's labyrinthine fortress, would do anything to help destroy their captor's power. Each knows one of the secret code digits necessary to get through the locked doors of the fortress's main computer room.

Faced with the alternatives of destruction or enslavement, the World Powers have decided to fight. They have created the ultimate elite fighting force, code named COBRA. The cream of the World's special forces have been forged into an eight strong unit, the toughest commando team of all time.

COBRA'S mission is to enter the Enemy's fortress, counter the complex defenses and locate, attack and destroy the Enemy's main computer. Success depends on fast actions, raw courage and good planning. As soon as COBRA'S assault begins the Enemy is alerted and his deadly computer program starts running. The countdown to destruction begins. . . .

### Mission Briefing

Supreme Allied Command has decided that optimum chances of success will come from an assault by four members of Cobra Force. You must select your team from the eight.

Limited information is available on the layout of the fortress, but we know it is on four levels and heavily defended with automatic weapon systems, electronic traps, killer robots and human guards. To survive these and overcome obstacles, you will have to work closely as a team.

Intelligence reports suggest the main computer is highly advanced, calling on the resources of smaller peripheral computers around the building to increase the speed of its processing. Small organic computers have been spotted by Allied agents and we think that destroying these may give you extra time to carry out your mission. We have provided you with a Digital Lock Breaker (DLB). You will need this to get through the doors of the main computer room.

Locate as many captive scientists as possible to gain the code digits you need. We estimate you'll need a minimum of six of the nine digits to stand a real chance of breaking through the lock before time runs out. The fewer digits you have the longer your DLB will take.

You are armed with a small, light-weight sub-machine gun that fits snugly into the palm of your hand. You have a supply of Electromagnetic Flux Grenades (EFGs) which will either destroy or confuse electronic equipment such as robots. You are wearing an advanced lightweight body armour. You can survive a number of "hits" but if badly injured look out for first aid facilities located in the fortress and make use of them if you can.

Some of the doors can be opened with a good kick. But others are locked by control panels and pressure pads located in key positions around the building. The lifts too are controllable. Reports indicate that some crucial doors and lifts are controlled by switching consoles. You'll need to find these and activate the switches to enable other COBRA team ap the fortress carefully.

Initially, each team member will be positioned at a specific entry point around the ground level of the fortress. When you have solved the problems of this floor you'll have to descend to the lower levels and eventually find the main computer room.

### Selecting Your Squad

Only four Commandos can make the assault. When the program has loaded, photos of your eight-strong squad will appear. Cycle the cursor around them using the joystick or the movement keys (see Controls) **ERTDFG** or **YUIHKJ**. Get character profiles by pressing FIRE button on the joystick or **ANY BOTTOM ROW KEY** on the keyboard. Move cursor to select or reject and use FIRE or **BOTTOM ROW KEYS** to confirm.

When you have selected your fourth commando, an "attack" option appears. Select this in the same way or else change your selection of the Strike Force until you think you've the best team possible and then go for the "attack".

### Controls

The program can be controlled by keyboard or by a combination of keyboard and joystick. NOTE: If a Sinclair joystick is used it should be connected to slot 2, the right hand one.

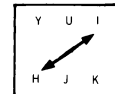
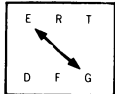
The game screen gives you the following data.

- The secret digits to crack the computer room's lock are shown on the DLB's display pad, bottom left.
- The remaining life force of each team member is displayed bottom right and the commando currently under player control is high-lighted.
- The countdown to destruction is shown bottom right.

### Movements.

Cobra Force fighter are extremely agile, but diving, jumping and crawling leads to fatigue even in these highly trained commandos. They'll insist on an occasional breather if you push them to hard.

Each fighter can be moved in one of four directions using the **ERTDFG** and **YUIHKJ** key groupings:



Alternatively, use a joystick.

<b>JUMP</b>	<b>W, O, S</b> or <b>L</b>
<b>DIVE</b>	<b>Q, P, A</b> or <b>ENTER</b>
<b>CROUCH</b>	<b>C, or N,</b>
<b>STAND UP</b>	<b>X, or M</b>
<b>KICK</b>	<b>Z</b> or <b>SYMBOL SHIFT</b>

### Weapons

#### FIRE GUN

**V, or B, (FIRE** on joystick)

While FIRE is pressed, direction keys control direction of firing. Using more than one direction simultaneously produces a combined direction.

### THROW GRENADE CAPS SHIFT OR SPACE

Before releasing the grenade the height of the throw can be adjusted using the direction keys. "Backwards" throws a high lob. "Forwards" throws towards the ground.

### Combined Movements

Practice with the controls, and you'll be able to make the fighters twist and turn even while they are diving. In some situations, you'll need these skills. Diving through windows is sometimes a good idea and sometimes deadly!

### Control Selection

You can control each Cobra Force member independently and switch control from one to the other at any time. Number keys 1 to 4 select the commando you control. Press 5 at any time for a status report.

### Saving a Game

Strike Force Cobra is a big game so you may want to SAVE an existing partly-completed game or re-load an old one. To SAVE, press 5 for a status report and then prepare your tape recorder ready with a blank tape. Start it recording and then press **SYMBOL SHIFT S** to SAVE. To LOAD an existing game press 5 and then **SYMBOL SHIFT L**. Start tape to LOAD. A black and white flashing border warns you of a tape loading error. If it flashes, press any key to re-LOAD.

### Aborting a Game

If you want to restart a game in progress, press 5 for a status report and then **SYMBOL SHIFT A** to abort.

TEN ORIGINAL HIT GAMES