	Cassette Counter Setting	reserved. Unautorised copying, Inring, lending, public periormance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors nor liability for damage arising from its use. These programmes are sold in accordance with Arcadia's terms of trade and conditions of sale, copies of which are available on request.
1	ZOIDS	Loading Instructions Insert cassette and ensure tape is fully rewound. Reset tape counter to zero.
2	EQUINOX	Type LOAD and press ENTER. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction leaflet for easy location of games for future use.
3	BACK TO SCHOOL	WARNING If you encounter any problems in loading make sure the heads on your tape-deck are clean and the azimuth head alignment is okay. In cases of difficulty consult your dealer.
4	SPIN DIZZY	IMPORTANT "ALIEN HIGHWAY" & "STRIKE FORCE COBRA" must be loaded on the Spectrum Plus in 48K Mode.
5	THREE WEEKS IN PARADISE	
6	ALIEN HIGHWAY	
7	DANDY	
8	CAULDRON II	
9	QUAZATRON	
	STRIKE FORCE COBRA	

▶ ZOIDS — THE BATTLE BEGINS

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Zoidstar At the heart of the Galazy, millions of light years from earth lies. the Red Planet of ZOIDSTAR Its rock and desert surface is scorched and barren. Its lifeless atmosphere

hangs in a perpetual heat haze. What little water there is simmers on the point Over vast spans of recorded time, this desolate planet has been the scene of

centuries of searing battle, conflict without quarter, warfare without end. Galactic Wars Here strode an ancient race of galactic warlords, their entire civilization geared to conquest ... the ZOIDARYANS.

On Zoidstar stood the cities where they planned their imperial domination Deep within these cities were the mammoth construction plants that spawned the terrifying war machines known as ZOIDS.

Possessed of devastating firepower the ZOIDS carried the warlords into battle. Nothing could withstand them. Through the epoch of the Galactic Wars they subjugated whole star systems. No mercy was shown to the victim Heroic Combat When all the known worlds had been conquered the

ZOIDARYANS turned their Zoids upon each other. Fierce duels to the death of one or both compatants satisfied their just for battle, but HEROIC COMBAT threatened disaster for the Zoidarvans. They here offsoring only rarely their survival depending on their great life expectancy. The escalating death toll of Heroic Combat would inevitably lead to the extinction of their race. Androids were developed programmed to pilot the ZOIDS into hattle ZOID continued to fight with ZOID and the survival of the Zoidarvan race was secure. The androids became increasingly sophisticated eventually taking over the design and construction of new and ever more terrible ZOID war. machines

The Meteor Storm When the skies over Zoidstar burned in a blaze of colour the end of the Zoidarvan race was nigh.

Gazing in wonder at the stunning spectacle in the skies above them the ancient Warlords were unaware of the devastation to come. ZOIDSTAR was doomed by the poison from the skies. Within four teen days. every living organism on ZOIDSTAR had perished. Only machines survived.

Zoid Wars Left to their own devices the androids continued to create even more fearsome ZOIDS. Supplies of ZOIDAR POWER began to dwindle. Now ZOID turned on ZOID as the only means of obtaining fuel necessary for existance. No longer the Heroic Combat of the great age. Only the strongest and most cunning would survive in this new and hostile environment.

The Blue Moon The Zoidarvans have kept a battleforce of ZOIDS out in the galaxy. When the meteor storm struck the battleforce attempted a landing on the Blue Moon, a frozen and inhospitable world. The majority of the convoy carrying the ZOIDS and their androids survived, but the Zoidarvan Battle

Cruiser crashed and burst into flames. The surviving androids soon discovered that the icy cold was their worst enemy. The ZOIDS had to be made capable of survival ... to be transformed from cold metal into boiling fluid machines. Thus the Zoids on the Blue Moon began their mutation into a new fighting force. The RED ZOIDS were being

The Red Zoids Attack On the Blue Moon Heroic Combat was an impossible luxury. Their unity forced upon them by the desperate need to survive, the RED ZOIDS learnt how to operate together as a unified fighting force. For the androids, now encased in a silver coating to protect them from

the temperature inside their heat-engaged war machines, the urge for combat was superseded by the urge for conquest

The RED ZOID battle squadrons were made ready for the return to ZOIDSTAR

The Blue Zoids Attack The BLUE ZOIDS on Zoidstar still locked in individual combat, were taken by surprise. The devastating onrush of the RED ZOIDS threatened to destroy them completely. City after city fell to the RED ZOID IMPERIAL LEADER REDHORN THE TERRIBLE a mutant monster hellbent on destruction The BLUE ZOIDS were forced to unite. Away from the carnage the androids.

programmed for survival, set to work to create a BLUE ZOID that could challenge the might of REDHORN THE TERRIBLE. The centuries of conquest. war and combat have shape to a new and menacing champion. THE SUPREME BLUE ZOID COMBAT LEADER ZOIDZILLA! Earthman Into the maelstrom of this never ending struggle plunged a small

and insignificant spacecraft. A BLUE ZOID patrol reached the wreackage first and the android recognised a HUMANOID pilot still living The humanoid from another Galaxy was repaired, Called EARTHMAN after his home planet, he quickly learned the ways of this new and terrifying world. He became skilled in the art of ZOIDTHOUGHT, the means by which a pilot communicates directly with the ZOID which carries him.

Connected to the Zoid via a neuro-emphatic reflex arc, the Earthman learned o merge minds with the machine. They became as one.

A Fateful Mission The battle raged and the EARTHMAN quickly showed himself to be a fearless and cunning adversary, a quality not often found in androids. For the BLUE ZOLD BATTALIONS the war was not going well. A plan was devised by the EARTHMAN that would strike at the very heart of the enemy. He would merge minds with the MIGHTY ZOIDZILL A and be landed in the middle of the RED ZOID city complex, there to seek out and destroy in Heroic Combat, REDHORN THE TERRIBLE, A spacecraft which could carry ZOIDZILLA was created and the mission began. At the last moment disaster. struck. As the spacecraft descended it was hit by an enemy missile and destroyed A RED ZOID natrol was despatched to recover the wreckage, but there was no sign of any HUMANOID LIFE. In the explosion ZOIDZILL A had been shattered into pieces. As a precaution

against the BLUE ZOIDS capturing the pieces and rebuildin ZOIDZILLA, the RED ZOIDS buried the six pieces under six different city domes. Without their leader the BLUE ZOIDS waited for the inevitable RED ZOID AT TACK.

Live the Game, Become the machine! You are EARTHMAN, Incredibly you have survived the crash landing in the midst of enemy RED ZOID territory The RED ZOIDS failed to notice that a small SPIDERZOID has also survived. You climb into its command capsule and merge minds with the machine.

Your eyes are closed. Your body motionless. Into your mind the ZOID projects his experiences. Everything you see and feel will help you make the right

decisions. You do not control the ZOID, you are the ZOID. Instructions The joystick and/or keyboard represent the neuro-emphatic

reflex arc. By using these you can communicate your decisions to the Zoid. The screen represents the images the ZOID is projecting into your mind. Do not expect to see things as you would with your eyes. You must learn to interpret these images. They have been designed over many centuries to be

Remember, a ZOID's primary driving force is to survive. If the ZOID feels his existence is threatened, his own feelings will effect the decisions you make

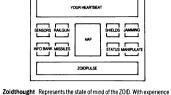
Option Screen (Spectrum 48K)

KEMPSTON _ nius Keyhnard

KEYBOARD - or other Joysticks plus Keyboard REDEFINE KEYS

LOAD PREVIOUS GAME - Saved onto tape

YOUR HEARTBEAT



Screen Layout All other images will be projected onto this screen in much

the same way as a thought may pop into your mind.

this signal can be interpreted

Map The RED ZOID CITY NETWORKS cover a large area. This map screen will only never show you a very small section of this territory The man will be displayed in two possible magnifications LONG RANGE MAP (i.e. Not Magnified) Taken straight from your ZOIDS

- computer banks and showing all the features of the latest intelligence SHORT RANGE MAP (i.e. Magnified) Displays a magnification of that area of the map in your immediate vicinity. Your position is shown at the centre. Onto this map your ZOID projects the signals from his short
- range RED ZOID DETECTOR. Information Used to display STATUS and other helpful information.

Eight Icons You can select any of these eight options by moving the cursor to the relevant icon and pressing Fire 1. Zoid I.D. Used to identify enemy RED ZOIDS. These are detected by

your ZOID and their position and movement displayed on the Short Range To identify a Zoid, move the cross over the Zoid you wish to identify and press

2. Scanner Scans the immediate vicinity for objects on or just under the

= ZOIDAR POWER POD/RAW MATERIAL

= A PIECE OF ZOIDZILLA

Any objects shown on the scanner will be automatically picked up by your ZOID, otherwise, they will be ignored

3. Status Calls up information about the Status of your 70ID (Zoidar Power Pods, Missiles, Guns, Damage) and also your progress (Number of pieces of

ZOIDZILLA collected). Guns If an enemy RED ZOID launches a missile attack, and if your ZOID is able to counter the missiles sophisticated masking system, you will see the

missiles flight path towards you on the Short Range Map. The Guns form your defensive weaponry. When under attack the Guns are

used to shoot down incoming enemy missiles. A 3-Dimensional Perspective Enhancer is projected over the image of the incoming missiles to assist you in aiming the gun. Any missiles which you fail

to hit will strike home, damaging or destroying you. 5. Missiles (Short Range) These missiles form your ZOIDS offensive

Using missiles you can attack enemy RED ZOIDS, POWER PLANTS, MINES, BEACONS OR CITY DOMES. Select the target by moving the cross over the desired location on the Short Range Map and pressing Fire

The missiles are equipped with cameras and must be guided through the hills and mountain ranges to the target. Once a missile is launched you will see its progress towards the target as shown by the camera and then presented to your mind by the ZOID. You will be in direct control of the missiles flight path. The target will first appear as a cross on the horizon. You will need very quick reactions to hit a target 6. Radio Base Allows you to communicate directly with base. There are

- two requests you can make of hase (a) Long range missile strike against a POWER PLANT, MINE, BEACON OR
- CITY DOME. Select the target by moving the cross over the desired location on the Long Range Map and pressing Fire. Once launched, the long range missiles home in on their target. It takes approximately 30 seconds for a missile to reach its target. (b) To despatch a spacecraft to pick up a piece of ZOIDZILLA which you
- have found. The pieces are too large for you to carry. Every time a spacecraft collects a piece of ZOIDZILL A your own ZOID is upgraded becoming larger and more powerful 7. Information Identifies any features seen on the Long Range Map. Move

the cross over the feature that you want to identify and press Fire

8. Move Use the cross shown on the Long Range Map to trace out the route you want your ZOID to follow then press Fire. The ZOID will follow this route if he is able to. If he feels threatened or becomes involved in combat he may

	Function	Spectrum
LEFT	Moves gunsight or	5
RIGHT	moves cross over	8
UP	the map	7
DOWN		6
FIRE	Selects or fires	0
DEFAULT	De-selects	SPACE
HOLD	Freezes game	н
ABANDON	Abandons held game.	Α
	Press release to confirm	
RELEASE	Releases held game	G
SAVE GAME	Have blank tape ready.	S
	You cannot save game if	
	your ZOID feels threatened	

Scenario Your mission is to recover the six pieces of ZOIDZILLA. Once this has been done the BLUE ZOID COMBAT LEADER will be reconstructed. You will once more have a chance to merge minds with the powerful machine and become ZOIDZILLA, trying to seek out REDHORN THE TERRIBLE and destroy him in Heroic Combat.

The RED ZOID territory contains ten ZOID CITY NETWORKS, separated by mountain ranges but connected by relatively passable valleys Each networks contains eight CITY DOMES, one POWER PLANT, one MINE

and one BEACON. The CITY DOMES contain the massive construction plants within which the

androids make new RED ZOIDS. The dome is a powerful force field which protects the City from missile attack. The POWER PLANT provides the ZOIDAR POWER necessary to fuel the RED

ZOIDS, it is also connected directly to each of the eight CITY DOMES and provides each of them with the power necessary to keep their protective force fields in place. The POWER PLANT is of immense importance to the CITY NETWORK, It has no protective force field itself, but if attacked, it switches its ZOIDAR POWER supply to an incredibly powerful Deflector Shield. This has the dangerous effect of draining the network of ZOIDAR POWER temporarily, but the POWER PLANT survives.

The BEACON sends out a continuous signal which alerts REDHORN THE TERRIBLE and MAMMOTH THE DESTROYER of any instrusions by BLUE ZOIDS into that CITY NETWORK At the beginning of the game, you are somewhere in a valley between two impassable mountain ranges. The pieces of ZOIDZILLA have been buried

under six different CITY DOMES with no more than one piece allocated to any CITY NETWORK, Four CITY NETWORKS therefore, have no pieces of 70ID7ILL A at all. (Note: Where the pieces are buried may be different every time you play the game). To find a piece of ZOIDZILLA you must first destroy the CITY DOME. Once you Asteroid Surv-Ani 7, rich in minerals, has been hollowed out into a huge

The MINE provides the raw materials necessary for RED ZOID production.

are inside the destroyed CITY you can use your SCANNER to see if a piece of ZOIDZILLA is present. Enemy Red Zoids in ascending order of power

1. Hellrunner Long-legged mutant Red Zoid Mounted with guns for

defence but has no missile system for attack. Very fast moving. Hellrunners are used to patrol all important locations. It their location is attacked they are then despatched at great speed to bring

help, usually in the form of Spinebacks Hellrunners which are destroyed are easily replaced by correctly functioning CITY DOMES

i.e. those with sufficient ZOIDAR POWER and RAW MATERIAL

2. Slitherzoid A sleek, merciless mutant Red Zoid with concealed Gun and 3 = PAUSE

Missile systems, Slitherzoids travel between the MINES, POWER PLANTS and Q = THRUST CITY DOMES carrying supplies of RAW MATERIAL and ZOIDAR POWER PODS. If a Slitherzoid is destroyed these may not be damaged and can be picked up by your ZOID using your SCANNER. Slitherzoids can be replaced by correctly functioning CITY DOMES.

- 3. Spineback Aferocious and mean mutant Red Zoid with Gun and Missile Systems, A sinister and deadly opponent. Spinebacks are kept on stand-by inside CITY DOMES. If alerted by Hellrunners they will attack intruders. without mercy. Spinebacks which are destroyed can be replaced by correctly functioning CITY DOMES.
- 4. Serpent A mutant Red Zoid with terrifying speed and power. Equipped with Gun and Missile Systems. There is usually one serpent for each city network. He has set natrols, looking for intruders to destroy. If destroyed himself, he cannot be replaced
- 5. Mammoth the Destroyer. A cruel renegade Zoid who has defected to the Red Zoids. Heavily armoured, he has special ultra-sonic radar ears which can detect signals transmitted from the BEACONS. Equipped with very powerful Gun and Missile Systems, he roams between the CITY NETWORKS. He is irreplaceable
- 6. Redhorn the Terrible Sleek and merciless. Redhorn is the ultimate Red Zoid mutation. He is the imperial Red Leader and deadliest enemy of the Blue Zoids, Like Mammoth, he roams between the CITY NETWORKS. If alerted by a REACON he makes straight for the enemy. He is irreplaceable.
- Blue Zoids in ascending order of power

Zoid ever created.

- 1. Spiderzoid The most deadly of the original Zoids because of its great
- Scorpozoid Heavily armoured fighting machine. Usual in rear-guard. 3. Trooperzoid Heavily armoured ground attack machine. The front runner
- in any Zoid conflict. 4. Tank A four wheel drive gun carrier.
- Great Gorgon A huge heavy attack Zoid. 6. Mighty Zoidzilla Supreme Zoid combat leader. The most menacing

EOUINOX © Mikrogen 1986

In the interminable depths of space, Asteroid Surv-Ani 7 floats majestically in a 400 year orbit. The crater scarred surface obscures the danger that lies helow - a danger conjured by man in his attempt to strive forward in space colonisation. Radio-active canisters that were due for disposal now lie exposed in Surv-Ani 7's mining complex. The human inhabitants have now departed and only you - a disposal droid remain to dispose of the canister before they become critical and annihilate the whole complex.

mining complex. The complex is sectioned into eight levels. All levels contain radio-active canisters whose contents are dangerously unstable and liable to explode The canisters must be disposed of as soon as possible Gaining access to the different levels is achieved with numbered level passes. In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the

To load the game type LOAD "EQUINOX" or LOAD ""ENTER. 0 = 1 FFT

P = RIGHT CAPSHIFT SPACE = RESET

level the timer indicator will change to a solid green bar which will indicate

In order to complete "Equinox" you will need to be able to survive the harmful aliens on each of the numerous levels, and collect a pass on each one. You

begin the game with three lives and any contact with an alien will reduce your Remmember the bike energy, prolonged contact with an alien will result in the loss of one life. Each level contains a Canister, Disposal Chute and Level Pass, You will have to collect the level pass in order to access the next level. As you search each level for these items your time will elapse. To enable you to find the Radioback in skool Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level. Once you have completed a

In order to eradicate all danger to the complex you will need to have collected all eight canisters and disposed of them before the humans can settle safely

INSTRUCTIONS FOR PLAYING "EQUINOX" DISPLAY PANEL DESCRIPTION

in their new surroundings.

FIRST WINDOW shows which object is currently being held.

SECOND WINDOW shows how many lives you have left

THIRD WINDOW shows your score, and the six coloured squares indicate how much time you have before the canisters on the current level explode. FOURTH WINDOW has two pointers, the top pointer shows your Thrust-Fuel level, the bottom shows your Laser Energy level.

How to use the teleporter terminals Before a Teleporter can be used, a Teleporter Credit (cyan disc) must be spent at the required Teleporter. To spend a Teleporter Credit When the held object is a teleporter credit. sit stationary within the teleporter and press the USE key or joystick DOWN. If you now wish to teleport, thrust up to the globe-like object in the teleporter. and you will be teleported to the second teleporter terminal. However you may leave the teleporter and teleport at a later time How to use trans-level teleporters To enter a Trans-Level Teleporter

you must be holding a numbered Level Pass. Select the desired level by

moving your droid onto the corresponding select button and then pressing

the USE key. The trans-level teleporter will only give access to levels which are

press the USE key. This will swap one of your droid's lives for a teleporter. credit. The dispenser will only work if you are not holding any objects. How to dispose of radio-active canisters using disposal

trans-level teleporter by touching the door

O (up) lets you stand on the saddle: A (down) lets you get off the bike. You can chutes Move into the vellow portion of the disposal chute and press the jump up whilst standing on the saddle. USE key. This will send the radio-active canister currently held to the Press O when sitting at a desk to open it and find out what, if anything, is containment room. Use Batteries to restore your Laser Energy and Fuel Barrels to restore your

less than or equal to the level pass that you are currently holding. Exit the

How to use a Credit Dispenser Rest the droid on top of the red plate and

W lets you start writing on the blackboard. When you finish, press ENTER. Thrust-Fuel Level. If you should remain without fuel for too long your droid will The program is set up to use the keyboard and suggested names for the characters have been included. You are given the opportunity to select one of several types of joystick, and to after the names immediately after the game

▶ BACK TO SKOOL © Microsphere

skooldaze of term, you've spent the whole holiday forging teachers' signatures and handwriting to make yourself look like the brightest, sweetest natured, most helpful little soul ever to carry a satchel Now all you're got to do is get back into the Head's safe. A couple of years ago, your elder brother had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's cap, you can just make cut the following:

* Key to safe round nek of gurls hedmistris. She hates frogs.

The Game Having managed to steal your report during the last few

- * Put frog in cup in gurls kitchin so you can nock it down onto her hed
- can claim. The Remote Scout Craft you are given is an old fashioned * Frogs ar kept in loked siense lab stor room. Combernasion letters held by Geographic Environmental Reconnaissance Land-Mapping Device, known a masters – get them drunk
- * Sherry in hedmistris's cubord only unloked wen sheez shure all the boys at
- * Fill water pistle by jumping up to botel. Put sherry in skool cups and use
- catopult to nock cups onto masters Stink bombs – hed will open window if you drop one wen heez near. * Cairtaker – if you nock him out with a conker by firing catopult from top

the last location visited, but this will cause an enormous power drain resulting * Bike - chaned to conker tree - 4 number combernasion has be ritten on in the loss of valuable time. blackbord to relees it. Each master nose 1 number - soke them with water by So there you have it – do a good job and the rewards will be great,

nocking water-filled cups with catonult wilst they ar under otherwise ... well, you don't want to be a Trainee Assistant Cartographer all *Water pistle and stink boms - hidden in desks. Remmember there ar desks.

- in the gurls skool too.
- *Water makes flours grow
- * Catching mice is fun. Letting them go in the gurls skool is even funnier. If you get lots of lines to do, try being ekstra nice to your gurlfrend!
- *Only the hed can open the study dore you have to jump up to reech the

window of skool, vool be able to get passed him.

KEYS AND JOYSTICK

Score Press S to display your current score at any time during the game. Viewpoint Pressing 1.2.3 and 4 will after your viewpoint. The compass in the lower right-hand corner of the screen points North at all times to help with Press O. A. O. P. + CAPS shift to move faster. - fire catapult (or press 'FIRE' button on joystick) - catch mouse/frog dron stink bomb (if you have any).

iump/leap

mount bicycle

to abort your mission - shoot water pistol

other key will restart the game. Eve Strain Press C to after GERALDS shape.

Map Press M to display the map.

Status Display At the top of the screen, the time left to play, the areas left to visit and the number of lewels collected are displayed.

Abort Mission Press EXTEND MODE or CAPS SHIFT/SYMBOL SHIFT Pause Press P to pause the game. Whilst paused the border will flash. Any

release mouse (only works in girls school

- throw away water pistol

has loaded. If you want to make changes, you should press any letter key

The Game As we all know, working for the corporation is a hard life and the

stuff. The back room boys have discovered a new dimension that contains a

mission you are to be sent on this time is far from the usual run of the mill

Of course, they want it mapped and as Trainee Assistant Cartographer for

Unknown Worlds, the job has fallen to you. Because of the Company's far

from noble motivations (it's all government sponsored work you know), time

is money. The more time you spend out there the more money the company

GERALD. The craft is expensive to maintain to your to your time is limited. If

The ships computer holds the initial radar map of the surface and your task is

to explore each area, collecting energy in the form of jewels, for which you wil

Since this world is hung in the infinity of space, falling off is not a good idea.

Should you lose or destroy your craft it will be re-created and beamed back to

Instructions When prompted to press EXT use the EXTEND MODE key or

Use the joystick or the direction keys to control GERALD. Pressing FIRE gives

Pressing the FREEZE key will stop your craft on any frictional surface.

To pedal bike, use the O & P keys, or waggle the joystick

whilst the 10 second countdown is going on.

▶ SPINDIZZY

© Electric Dreams 1986

strange artificial world hanging in space

be rewarded with extra time

vour life - do vou?

you do not move fast the mission will be terminated

hold CAPS SHIFT and press SYMBOL SHIFT.

This program supports the Kempston joystick interface.

Activated switches 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 Keyboard contol recommended.

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 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).

★ SPINDIZZY is licensed from ELECTRIC DREAMS a division of Activision

The Game After loading, the theme tune will play - press any key to start

Wilma and Herbert

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.

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

Kevs 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 colourful 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

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

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

Pull back to decelerate

Other functions use keyboard

Press button to fire

▶ DANDY

Move either side to turn left or right

Avoid Vorton energy loss, Engergy is gained during Terratron energization. Keen a close eye on the status computer

Be prepared for the totally unpredictable highway ahead Beware of the kamikaze Aliens.

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

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

and thrash the droves of nasties that are bent hell-ways to thrash you.

KEYROARD CONTROL O ACCELERATE A DECELERATE K LEFT I RIGHT

SPACE OR 7 - M FIRE P PALISE ENTER CONTINUE GU GIVE UP

© Electric Dreams Software 1986

JOYSTICK CONTROL ▶ THREE WEEKS IN PARADISE Push forward to accelerate

The game begins with Wally all alone in the jungle looking for his loved ones

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

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

	Game	Controls		
	Keyboard		Joystick	
Left	= Q, E, T, U or O	Left	= Left	
Right	= W, R, Y, I or P	Right	= Right	

* 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

Player One O-UP A - Down Z – Left X - Right

dungeon loads and solve the riddle.

Space - Cast Spell* (1 player mode

F - Cast Spell* (2 player mode) R - Trade treasure for energy

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 Oueen 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 numpkin 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

▶ OUAZATRON

You control KLP-2 (Klepto) a wayward Meknotech droid assigned to deactivate hostile alien droids which inhabit the underground city of Ouazatron 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.

Quazatron is played diagonally except when in Granole mode

TO MOVE LEFT AND UP ASDForG or joystick left TO MOVE LEFT AND DOWN B. N. Mors/s or joystick down

TO MOVE RIGHT AND HE H.I.Korl oriovstickup Z.X.C. Vorc/s or joystick right

TO MOVE RIGHT AND DOWN

or joystick fire ALITO EIDE ON Press W key (reneat 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

KLP-2 is moving.

GRAPPI ING WITH A DROID

weapon mode press fire again.

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

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

Use left/right or up/down to move to next screen. Press fire to exit. You can

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

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

blackmail. An evil criminal genius, known only as the Enemy, has a computer

defence computers. He only has to run his complex program to trigger an

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.

the secret code digits necessary to get through the locked doors of the

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

As soon as COBRA'S assault begins the Enemy is alerted and his deadly

computer program starts running. The countdown to destruction begins.

defenses and locate, attack and destroy the Enemy's main computer.

Success depends on fast actions, raw courage and good planning.

hacking system capable of taking control of the World's most powerful

To develop the hacking system, the Enemy kidnapped top computer

Diamond shape - 3D map of current level Side view , side elevation of citadel

DROID DATA LIBRARY

energy is consumed.

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The Edge of Destruction

power, he will destroy it totally!

fortress's main computer room.

▶ STRIKE FORCE COBRA

ALERT STATUS

be scored.

Diamond shape - 3D map of current level Ouery robot - droid data library

FNTFR key

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

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

Decide on your target droid, centre the joystick (or take your hands off the keyboard) and press fire until the vellow 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

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

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.

support substantial shields. Each alien droid is classified from 1 (the most sophisticated and difficult to beat) to 9 (the most menial). 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.

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.

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 an the fortress

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.

The time is the near future. The world is threatened with a terrifying nuclear Selecting Your Squad

BOTTOM ROW KEY on the keyboard.

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"

NOTE: If a Sinclair joystick is used it should be connected to slot 2, the right

The game screen gives you the following data.

1. The secret digits to crack the computer room's lock are shown on the DLB'S display pad, bottom left.

2. The remaining life force of each team member is displayed bottom right and the commando currently under player control is high-lighted.

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 ERTDEG and

YUIHJK key groupings:





ERT

C. or N. X or M KICK

Weapons FIRE GUN V. or B. (FIRE on joystick) While FIRE is pressed, direction keys control direction of firing. Using more than one direction.

Before releasing the grenade the height of the throw can be adjusted using the direction keys.

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) ERTDEG or YUHLIK instant nuclear holocaust. Unless the world yields to his demand for supreme Get character profiles by pressing FIRE Button on the joystick or ANY

Move cursor to select or reject and use FIRE or BOTTOM ROW KEYS to

would do anything to help destroy their captor's power. Each knows one of When you have selected your fourth commando, an "attack" option appears.

The program can be controlled by keyboard or by a combination of keyboard

3. The countdown to destruction is shown bottom right.

Limited information is available on the layout of the fortress, but we know it

W.O.SorL O.P. A or ENTER CROHICH STAND UP Z. or SYMBOL SHIF

simultaneously produces a combined direction.

THROW GRENADE CAPS SHIFT OR SPACE

"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.

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 LOAD an existing game press 5 and then SYMBOL SHIFT L Start tape to

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.

