SPECTRUM +3 SPECTACULAR

BRAVESTARR™

New Texas, a hard and unforgiving planet, home to the largest Kerium Secums in the Galaxy. Kerium the single most important substance in Earth's Empire – driving the heart of the interstellar drive. Since the discovery of Kerium, the planet has attracted hordes of prospectors in their attempt to gain opportune riches. As well as the prospectors with good intentions there are as many with less honourable morals. Soon corruption and terror had fast overtaken New Texas and it all seemed to originate with one man, TEX HEX, and his hordes of evil friends. Evil attracts evil and Tex Hex was no exception – he is under the grip of the spirit Stampede. Stampede, a remnant of the dark past of New Texas – before even man took his first steps towards evolution – there were strange Bronosaurs roaming the rugged landscape. Their eventual extinction left only bones and fossils, preserved in the desert sands.

Stampede's aim is to bring life to the ancient bones and once more reign supreme over the planet. His one way to do this is to extrude the magic sequence from the ancient Indian Shamen. Stampede has captured Shamen and has him in his grasp.

The good Marshall Bravestarr – brought through childhood by Shamen himself – takes on the mission of his rescue.

Alone, armed with his blaster and his wits, he sets out to take on Tex Hex, destroy Stampede and free Shamen.

As the courageous Marshall Bravestarr, patrolling the wastes of New Texas, your task is simple:

Save your friend Shamen from the evil clutches of Stampede and save New Texas from his total domination. In your quest you must dodge and destroy the evil friends of Stampede and Tex Hex, entering the bars and other buildings of Fort Kerium where you gather the information and solve the clues to lead you to the final encounter with Stampede.

Information is not easy to gain, so exchange gathered objects for money which can be used as a bribe in the seedy bars of the Fort. Travel to locations revealed on the map on your saddle rocket to explore all of New Texas. (Look out for amulets, left by your adversaries which increase your firepower or hold time for a few seconds.)

Over the nine days of your quest the Sun will rise and set many times – watch out for large bombs which REALLY DO KNOCK THE DAYLIGHTS OUT OF YOU!!!

CONTROLS:

SPECTRUM – Joystick (Sinclair Interface) or Keys.

Q – Up	**M** – Right
A – Down	**SPACE** – Fire
N – Left	**P** – Pause

RYGAR™

OBJECTIVE

As Rygar you fight your way through the many levels, blasting all of the aliens and nasties that you encounter. When going through the different levels you should pick up as many different icons as you can which will change your power and status. These appear in the bottom panel of the screen.

Keys are user definable. Options are displayed on screen.

T – Restart Game

FAST 'N' FURIOUS™

GAME CONTROLS

KEYBOARD:
O – Left
P – Right
Q – Up
A – Down
CAPS SHIFT up to including **SPACE** – Fire

JOYSTICK:
1. Cursor, Protek or AGF types.
2. Kempston type
3. Sinclair Interface II types

R and **T** together – Abort Game
H – Pause
J – Continue

THE MENU

Choose the desired Joystick option/keyboard by pressing their associated number, then press **'5'** to START the game.

HOW TO CONTROL YOUR FLYING CARPET

Your flying carpet is controlled with the direction keys/joystick.

THE FIRE FACILITIES

1. The single-fire-direction Mode:
If you want to throw ('fire' forwards) then, press down the **FIRE** button. (No 'autofire').

2. The Multi-fire-direction Mode:
If you want to throw then hold down the **FIRE** button and then press down whichever direction you wish to throw. (ie. down, up or forward!)

Use the **ENTER** button on your keyboard (during the game!) to toggle between the two **FIRE**-modes.

The **'S'** symbol, at the top of the screen stands for Single-fire-mode.

The **'M'** symbol stands for Multi-fire-mode.

TIP: Single-fire-mode makes the gameplay easier!
     Use Multi-fire-mode to increase your scores.

THE 'MAGIC-MODE' FACILITY:

If you hold down **FIRE** and then move your joystick to the left (or press **SPACE** and **O** on your keyboard), then you'll be in 'Magic-mode' for a few seconds. That means that you can't be killed or hit by anything, but your stamina will be decreased by 10%.

PLAYING THE GAME

HOW TO CONTROL YOUR FLYING CARPET:
Your flying carpet is controlled with the direction keys/joystick. If you want to throw then hold down the **FIRE** button and then press down whichever direction you wish to throw, (i.e. down, up or forward!) If you hold down **FIRE** and then move your joystick to the left (or press **SPACE** and **O** on your keyboard), then you'll be in 'Magic-mode' for a few seconds. That means that you can't be killed or hit by anything, but your stamina will be decreased by 10%.

LEVEL 1

You're controlling your flying carpet and first watch out not to crash against a pillar or building.

During this level you will be attacked by several enemies:

1. Red and perhaps a few other flying carpets. Shoot 'em up or dodge them until they disappear. PS: The brighter the colour of the flying carpet, the more dangerous they are!
2. The three big Scorpions. Shoot 'em up by hitting each scorpion five times. (The scorpions will flash when you've hit them!) Notice that the scorpions will not disappear until you've shot all three down.
3. The 'Four-Eyed' Monster. (Three red and orange coloured monsters. Shoot 'em up by hitting each monster five times.)
4. The big Dragon. Kill the dragon by hitting him three times. The dragon will not disappear until you've shot him down.
5. The 1st big Centipede. Kill the centipede by hitting him three times and notice that he will not disappear until you've shot him down.
6. The Bat. Shoot 'em up or dodge them, if possible.

Please notice that after you've been killed your stamina will be decreased and your game will continue with the next battle scenes. During this level there will also appear some ICONS on the screen. Pick them up by flying against them. You will need the icons to play the sub-game at the beginning of level 2!

LEVEL 2

THE SUB-GAME:
Once you've survived the foregoing level, you're going to land and have to deal with the leader (outlaw) of this particular desert-area. So you are going to play the sub-game and by giving the outlaw the right icons (those you've picked up in the foregoing level and those you already had) you will make him more satisfied and your stamina will be increased. But if you give him the wrong icons and make him less satisfied, then his warriors (flying carpets) will be faster and even more furious during the next stage of this level!

PLAYING THE SUB-GAME:
You can only push an icon to the right, then it will stop until the mechanism will move it UP or DOWN. Choose the desired icon by moving your joystick up or down (or use the keyboard keys for up and down), then hold down the **FIRE** button until you want to push the icon. An icon that is going up will be destroyed. An icon that is going down and if it is the right icon, then it will raise the 'satisfaction-level' of the outlaw. However, if it is the wrong icon, then the 'satisfaction-level' will be decreased. Notice that you will need 20 icons to complete the whole 'satisfaction-level' and that the icons at the top are pretty difficult. You'll have 60 seconds to complete the sub-game, or press 'E' when you want to exit the sub-game at an earlier stage, (so you don't have to wait). If you did a good job, by making the outlaw satisfied, then your stamina will be increased and the next stage of this level will not be that fast and furious ......?

THE CLUES:
These are the right icons for this outlaw: (Staff) notes, the glass, heart symbol, oil, pound symbol.

TIP: Save the oil and pound icons for the following levels!

BACK ON YOUR FLYING CARPET:
After you've played the sub-game you're going back on your carpet and will be attacked by several enemies.

There will appear new dragons, new monsters and more carpets, kill the dragons and monsters by hitting them 3/5 times and shoot the carpets down if possible, otherwise dodge them.

LEVEL 3

THE CLUES OF THE SUB-GAME
These are the right icons for this outlaw.: USA flag, revolver and the pound symbol.

After you've played the sub-game you're going back on your flying carpet and better prepare yourself for the next battle scenes.

LEVEL 4

THE CLUES OF THE SUB-GAME:
These are the right icons for this outlaw: Russian flag, revolver, oil and dollar symbol.

And of course you will go back on your flying carpet (as usual) and the action will continue.

LEVEL 5

THE CLUES OF THE SUB-GAME:
These are the right icons for this (final) outlaw: USA flag, oil and dollar symbol.

After you've played this final sub-game, you're back (for the last time) on your flying carpet and better prepare yourself for the final very tough action scenes!

TRANTOR THE LAST STORMTROOPER™

The game opens with Trantor standing by the lift. Equipped with a flame-thrower, he has 90 seconds to activate the N.I.K. security terminal. There are eight terminals in the complex – each containing a letter. Record each letter which then must be sorted into a computer related word. Once you have obtained the word you must find the security terminal and enter the word. You will then be given a beam code. Proceed to the beam area, enter the code and off you beam, successful in your mission.

While exploring the complex you will pass lockers by pulling the joystick back. You will automatically search the lockers. Use the contents to aid your mission.

The opening sequence is only the start of the story and cannot be played. The game then progresses to the start menu.

Controls are displayed on the screen for starting the game, joystick or keyboard options and redefine keys selections.

THUNDERCEPTOR™

GAME CONTROLS

KEYBOARD:
O – Left
P – Right
Q – Up
A – Down
CAPS SHIFT up to including **SPACE** – Fire

JOYSTICK
1. Cursor, Protek or AGF types
2. Kempston type
3. Sinclair Interface II types
R and T together – Abort game
H – Pause
J – Continue

THE MENU

Choose the desired Joystick option/Keyboard by pressing their associated number. Please notice that this menu will NOT return after pressing '5' to START the game, so be sure to select first the right Joystick option/Keyboard!

THE MAIN MENU

This menu will always return between all levels.

Move arrow by using the direction-keys/joystick. Select sub-menu/sub-page by pointing the arrow on the icon, then press **FIRE** to enter the sub-menu/page.

To START the game select 'Start Mission'.

THE SUB-MENUS AND SUB-PAGES

I REPORT:
This page shows how many and which space-ships has been destroyed by you.
Press **FIRE** to return to the main menu.

II SERVICE RECORD:
This page shows:
1. Your current* rank followed by your name. (To **ENTER** your name, see Save/Load Menu). Here's a list of all the possible ranks:
   - Colonel
   - Lieutenant-Colonel
   - Major
   - Captain
   - First-Lieutenant
   - Second-Lieutenant
2. The date of your first mission (1 January 2021) and the current date, (which is 1 January 2021 as well at the beginning of the game).
3. Mission number.
4. High Score.
5. Score (– Score, achieved during this game).
6. Total Score (– Score, achieved during ALL the games ever played!)
7. Medals.
   There's also the possibility of being awarded with medals:
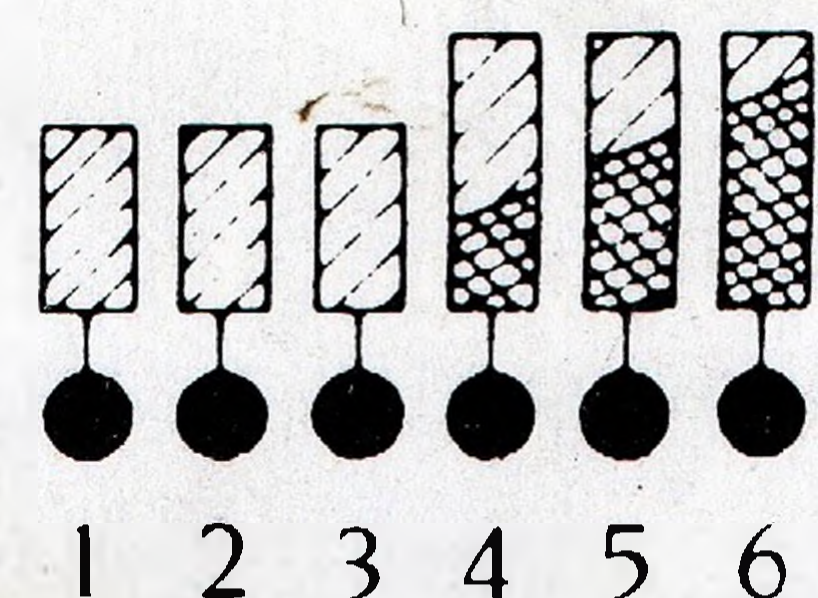
Medal 1 for shooting down ALL the waves during ONE level.
Medal 2 for shooting down more than 85% during ONE level.
Medal 3 for finishing all the 5 levels successfully.
Medal 4 for reaching a Hi-Score of 500,000
Medal 5 for reaching a Hi-Score of 600,000
Medal 6 for reaching a Hi-Score of 900,000
Press **FIRE** to return to the Main Menu.
* You will be promoted automatically!

III REARMING:
The special facilities of your space-ship are:
1. Normal Faser, for shooting down small space-ships, or in case of emergency big space-ships as well.
2. Super Faser, for shooting down big space-ships.
3. Shield, for protection against enemy-fasers. (Not missiles!)
PS: Normal/Super Faser mode will be selected automatically during the game.

You can alter the quantity energy available for the Fasers or Shield by putting the arrow on one of the associated + or – icons, then press **FIRE**. (You can also hold down **FIRE** if you want to.)
'TOTAL' shows the total quantity energy that has been filled up. (Total = normal faser + super faser + shield).
Select 'CONTINUE' to return to the main menu.

IV SAVE/LOAD:

This menu allows you to SAVE your whole FILE – your rank, medals, high score, etc.) to tape. So, after you've played the game you can save your whole FILE to tape and load it again at any time when you want to play further!

This FILE can be protected by giving it your own secret code, so that nobody will be able to reload your super FILE without knowing your secret code! You can change your secret code whenever you want to, just be sure not to forget your own secret code!

This menu also allows you to write your own name in the FILE. So now, you really can create your own personal protected file!

This is how it works:

1. ALTER CODE:
   Put the arrow on the (alter)-code icon and then press FIRE. Now type the OLD secret code, which is 000 in the original FILE or at the beginning of the game.
   (If you don't know this code, then you can't change the secret code!)
   And now type the NEW secret code, which has to be built up by 3 digits/characters. (For instance this code could be DX7).
2. ALTER NAME:
   Put the arrow on the (alter)-name icon and then press **FIRE**. Now type your current secret code, which is 000 in the original FILE. (If you don't know this code, then you can't change the name!)
   And now type the new name, which has to be built up by 10 characters (or less if you press **ENTER**).
   PS: You can also DELETE a character by using the normal Spectrum Delete-key.
3. SAVE FILE:
   Put the arrow on the SAVE icon and then press **FIRE**. (NOT "Break" or "Space"!) Now start your tape and then press **FIRE** again.
4. LOAD FILE:
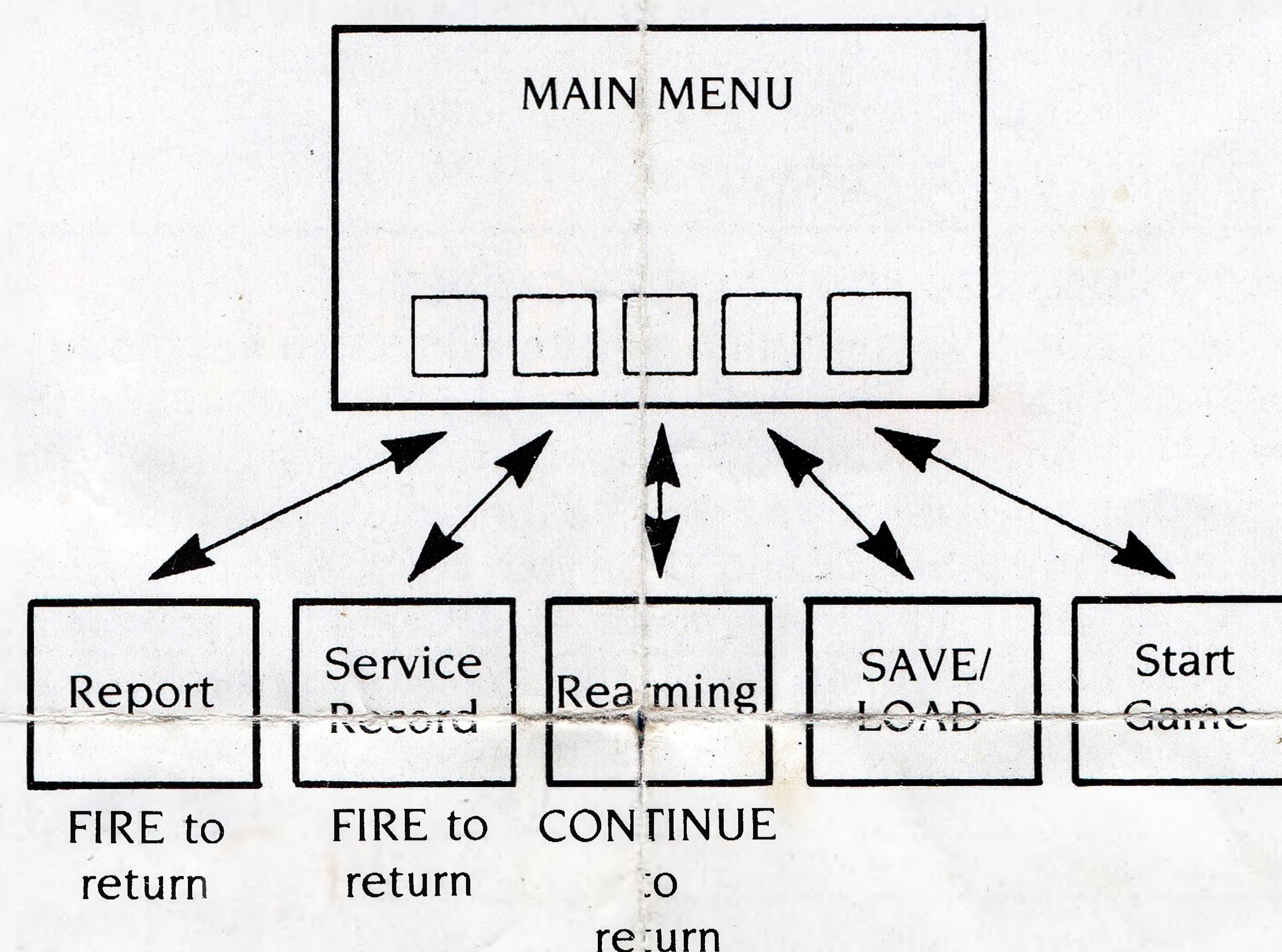   Put the arrow on the LOAD icon, then press **FIRE** (NOT "Break" or "Space") and start the tape. (When there's NO file to load, press "**BREAK**" to return!) After the FILE has loaded you first must type the **Secret Code of THIS FILE.**
   If you type the correct secret code, then the main menu will appear automatically and the new FILE is available.
   If you type the wrong secret code, then NOTHING will happen, but the 'old' FILE is still available.
Select '**CONTINUE**' to return to the main menu.

MENU STRUCTURE

MAIN MENU

Report → FIRE to return
Service Record → FIRE to return
Rearming → CONTINUE to return
SAVE/LOAD
Start Game

PLAYING THE GAME

HOW TO CONTROL YOUR SPACE-SHIP:
Your space-ship is controlled with the direction keys/joystick.

Fire: press down the **FIRE** button.
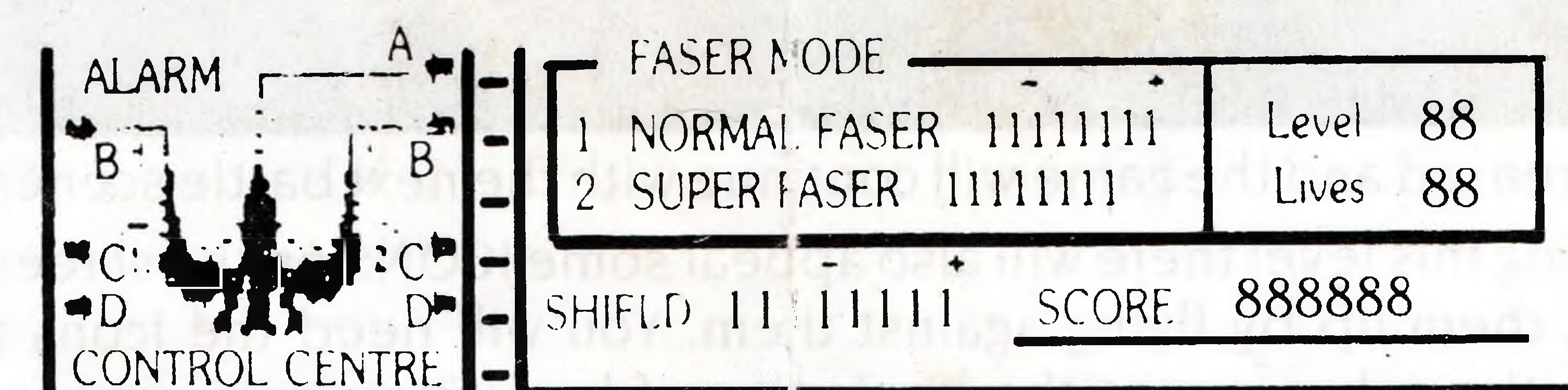(In 'Super Faser' mode you'll get 'autofire')

THE GAME SEQUENCE:
A complete game consists of five levels.

Previous to each level the main menu will appear, so you can check out if you've been promoted or awarded with medals, etc. You could also alter the armament of your space-ship, if you want to.
To continue the game select 'Start Mission'.
THE DISPLAY:

```
ALARM ─ A
        │
B       │          FASER MODE
│       │      1 NORMAL FASER 11111111    Level  88
C ─┐    │      2 SUPER FASER  11111111    Lives  88
D ─┘    │
  CONTROL CENTRE   SHIELD 11111111   SCORE  888888
```

The warning lights (– 'Control Centre' to the left):
Green arrow means: O.K., enough energy left for this system.
Flashing arrow: Careful, not much energy left for this system.
Red arrow: Alarm, no energy left for this system!
The various systems and arrows:
A Shield system
B Normal faser system
C Super faser system
D Engines
For further specification also examine the meters for normal faser, super faser and shield.

This display also shows the ordinary information like the current level of the game, the remaining number of 'lives' and of course the current score.

THE ENEMIES

ALL the enemy space-ships of this game are shown at the 'report' page, including their name. They're also shown on real scale, except 'Fighter III', which is a very large one!

A FIGHTER II:
Available in five different colours: white, yellow, green magenta and blue. The darker the colour of this space-ship, the more dangerous it is, i.e. the better the shield is and the more aggressive it is. Shoot 'em up if possible or dodge them.
Your shield can 'absorb' a few 'faser-bullets', this however, depends on the amount of energy that is left for your shield system.

B FIGHTER I:
They will always appear in the form of a 'wave' (– 5 together). The darker the colour of this space-ship, the better its shield is. Shoot 'em up if possible or dodge them.

C BATTLE-SHIPS, CARGO-SHIPS, COMMUNICATION-SHIPS AND LAB-SHIPS:
First destroy the 'waves' mentioned above (– Fighter I). These space-ships won't disappear until they have been destroyed by hitting them as often as you can. The computer will automatically select 'super faser' mode, so now you have the 'autofire' facility! If there's no energy left for the 'super faser' system, then you'll have to use 'normal faser', and if there's also no energy left for the 'normal faser' system, then....?
PS: Dodge the big missiles, your shield can't 'absorb' them!

D FIGHTER III:
Is about the same procedure as the earlier mentioned large space-ships. However, you must hit them at their 'nose', and watch out for the missiles...! These super large space-ships are available in 5 different colours...!

EXTRA WARNING:
Also watch out for the meteoric stones, satellites, wreckages, etc!
BONUS LIFE:
A bonus life is awarded at 500,000 points.

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SOLOMON'S KEY™

Return to an age of mystery and intrigue, to a place in which the fabled treasure of King Solomon shone brightly with its glorious wealth. Where amongst the network of mysterious rooms lies the next key that will bring you nearer to these fabulous riches. Where amongst the stone pillars and hidden dangers lie mythical creatures that can perpetuate your life, long enough to reach your ultimate goal.

KEYBOARD OR JOYSTICK CONTROL

O – Left
P – Right
Q – Jump/Head butt the block
A – Duck (crouch down)
SPACE BAR – Lay a block or remove a block or cast a spell.
V – Fire a fireball.
EXTEND MODE – Pause
ANY KEY – Restarts game from pause.

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