They told a HANDFUL

INSTRUCTIONS

SABOTEUR!

Once the game loads you will have the option to choose your control scheme. You may also redefine the keys before starting, should you wish to use keyboard controls.

When you start the game, you will be asked to select a difficulty level. This determines how many enemies there are and how long you have to find the disk. Until you find the disc, the countdown will be active. Find the disc and escape the complex using the helicopter before the time limit runs out. The disc contains the names of key rebels, the same rebels who have employed you to retrieve it. Enemy forces are attempting to upload the contents of the disc to mercenaries located near key rebel strongholds. With the information from the disc, these mercenaries will be able to target and eliminate all rebel leaders. Without the disk they cannot continue the upload process. The countdown will stop once you have it in your possession. Retrieving the disc and completing your extraction via helicopter will stop the enemy broadcast for the time being but it's only a matter of time before they gather the information once more to send out to other agencies, once again placing your employers (and yourself) in peril. There may be another way to deal with their secret communications bunker that will be a lot more, shall we say, permanent - but it is up to you to discover this for yourself.

Up or down will make the saboteur jump and crouch respectively, unless he is standing on or next to a ladder, in which case he will climb it in the appropriate direction. To activate vehicles simply walk all the way into them. To activate the helicopter, walk into it and press Up.

The top section of the screen display is your view of the world. The bottom section is divided into three parts. The far left and far right show what the saboteur is currently holding (if anything) and what he is standing near. The middle section shows a variety of information, including score, time remaining and health.

If the saboteur is standing near something, and is not carrying anything, then pressing fire will pick it up. If you are carrying something when standing over another object, pressing fire will swap the object with the one on the ground. Should fire be pressed while the saboteur is carrying something (when he is not standing over another object), then he will throw the object in the direction he is facing, unless it is the disk. Pressing up and down along with the fire button will aim the projectile diagonally up or down. This can be a useful tactic, especially for dealing with dogs. You may also use some computer terminals by standing near them and pressing fire. It is up to you to discover what interacting with each one will accomplish.

Good luck in your mission. The rebellion and freedom both depend on your success!

TOURMALINE

Caves have always drawn the most intrepid of treasure hunters and the richest caves will usually draw the craziest of all. So, get your spelunking gear ready. You're about to join their ranks! in this game you must collect all the tourmaline gems in each section of the great cave before moving on to the next, deeper part to collect yet more!

You must keep your wits about you to avoid falling boulders, monsters and even the devastating effects of your own dynamite blasts, which must at times be used to dispose of rockfalls and the caves more active occupants. these occupants, on death, will reveal gems which you must collect to reach the total required in order to move on to the next cave. If you cannot find enough gems, perhaps they are tied up in the bones of the caves occupants ? be careful in your exploration and think rationally, for the caves are unforgiving and will tax your exploration skills to the very limit !

CONTROLS - Q, A, O, P FOR UP, DOWN, LEFT AND RIGHT - SPACE TO DROP BOMBS - H TO PAUSE GAME AND SEE STATISTICS

DEAD FLESH BOY

Dead Flesh boy has lost his girlfriend and must navigate a series of ever more dastardly traps in order to prove his love and win her back. You must guide him through 20 levels of heart (and flesh) rending pain to win her affections forever. Fortunately, Dead Flesh Boy has an ace up his sleeve - he can reincarnate. Endlessly. However, this will not stop him from experiencing the pain of death. Over and over again. Time after bloody time.

Once you have completed a level in the game you may return to it via the level select screen but that's mainly for cowards. Real heroes push on to the next challenge. Remember, if at first you don't succeed.... DIE, DIE AGAIN!

The game is controlled using QAOP and SPACE. There is also the option to use Kempston of Interface II joysticks.

PHAETON

The game consists of 4 levels (2 levels on easy difficulty). In each level you need to collect 9 boxes of radioactive isotopes. In order to collect the boxes you must fly your ship over them. Your satellites will be damaged on contact with them. Be careful. In the levels are automatic gates, controlled by switches. To open a gate, you'll need to find the proper switch and touch it with your ship.

Your satellites are sturdy and can resist some damage, such as colliding with enemies or scenery. Their energy, shown in the game menu on the right will decrease on contact with such hazards. When their energy reaches zero their effectiveness is compromised and you'll lose a life.

Your ship is much more fragile. Contact with any scenery or enemy means instant death. When you lose a life, you'll begin from the insertion point once again/ However, all the Isotope boxes you've collected and all the gates you have opened will be remembered, so you won't need to deal with them again.

Navigating through the maze isn't an easy job. There are many narrow passages which require skillful maneuvering. You will need to adjust your movement to the position and rotation of your satellites. You can change the direction of satellites rotation with the FIRE key. You will often need it to pass obstacles but remember that the number of such changes is limited and shown onscreen. You will get one extra change for each box collected. When you made a direction change a short time must pass before you will be able to make another. (NB: Changes are infinite in EASY mode)

Entering a new screen with the satellites in a certain position is often the key to success, especially in the case of screens featuring propellers. At certain times ou may need to go out of the screen, adjust your position and go back.

There are many ways to go around the obstacles. Choose your path wisely. You may need to decide between losing some shielding on the satellites OR using up a rotation change.

Choose your control method at the main game menu: keyboard Q A O P Space - Kempston joystick - Sinclair joystick