

sinclair

POWER UP!

ACTION PACK

- ◆ BLACK & WHITE
- ◆ BOOTY BLACK EDITION
- ◆ CAR WARS
- ◆ CÔMEME EL CHIP
- ◆ FUNKY FUNGUS RELOADED
- ◆ MANIC PIETRO
- ◆ NINJAKUL 2
- ◆ OLD TOWER
- ◆ RED PLANET

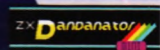
Instruction Manual

POR007

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www.playonretro.com



128kb



WARNINGS



1

NEVER EVER connect and disconnect the cartridge with the computer on. It may cause permanent damage.

2

The cartridge must be inserted into the expansion port of the computer. It must be clean to work properly.

3

The game must be connected with the sticker facing up when you insert it directly into your ZX Spectrum.

4

Do not wet the cartridge, do not put it in the microwave and do not feed it after 00:00. It tolerates heat and gunfire poorly.

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By Iván Sánchez

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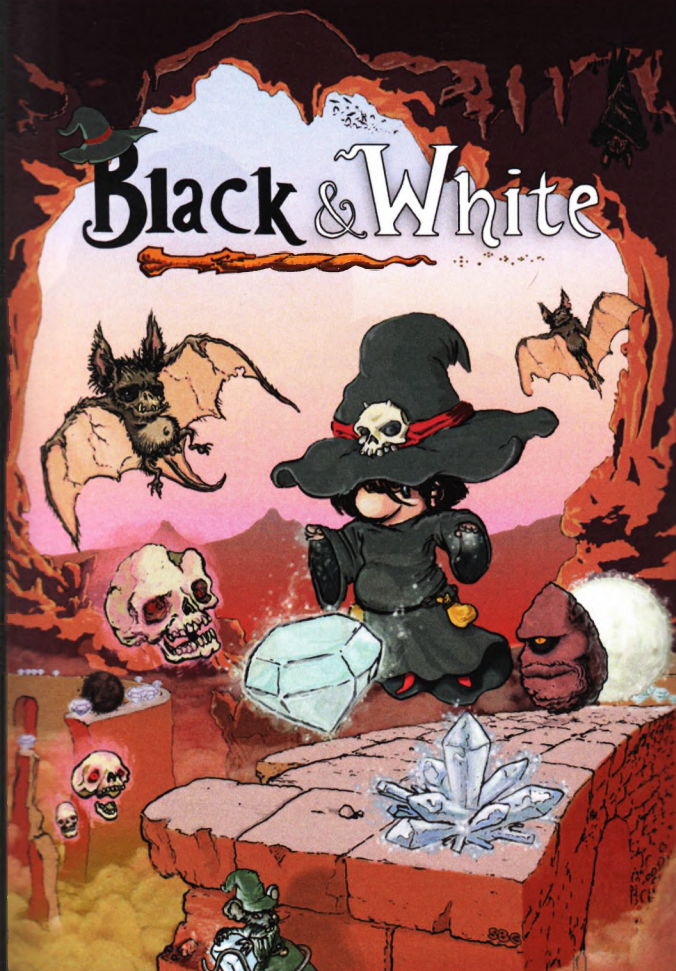
PROLOGUE

The 80s never left. Or maybe they went away for a few years, but they came back after some years later concerning 8- and 16-bits video games. The hope of hundreds or thousands of people on the scene has made possible for us to live in a mini temporary bubble that brings us fun and isolates us from the demanding real life. Twenty years ago they might have thought we were crazy if we had said that we would be with our Spectrums, CPCs, SNES, Mega Drives and so on at full capacity in the living room or in that playroom we all crave. Thanks to people like PlayonRetro we can once again buy, open and religiously load those wonders into our machines, bringing the calendar back to 1989, something that is priceless. And besides, the biggest motivation for what they do is simply the hope and dream of being able to produce video games in 8 and 16 bits, just as it would have been in the 80s and 90s. The scene has been moving a lot lately and the amount of games is so considerable that they talk about a new golden age of the 8-bit. Sometimes it's difficult to keep an eye on all the new stuff or get it all on tape, so PlayonRetro's idea of creating game packs using the new Spectrum storage system, the cartridge, is an excellent idea. Several games instantly loaded for the enjoyment of all Spectrum fans All with incredible care in the art of packaging and selected games - If only we had at that time something like this!

Perhaps it would have prolonged the life of the Spectrum... We will not know that, but what we do know 100 % is that thanks to people like PlayonRetro we still have many hours of vice ahead :)

Iván Sánchez
Organizer of the ZX Dev.





Cover by: Sergio Balsalobre

Black&White (2019)

Developed by:

Pat Morita Team

History:

The night seemed quiet until the twin witches, Candel and Alice, started playing with their wands next to the treasure of the Kingdom of Kalela, which they had to watch over to earn the title of royal wizards. Suddenly, the clash of their wands made the two witches merged and a strong magical tornado took the great diamond treasure with it, distributing it throughout the Kingdom. Now, to settle their debt with the King and obtain their teacher's forgiveness by freeing them from the spell, they will have to recover every last diamond using their magic, no matter if it's black or white...

Controls:

Redefinable: YES

Kempson: YES

Joystick: YES

Others:

Passwords.

Credits

Coder:

Antonio J. Pérez

Gráphics:

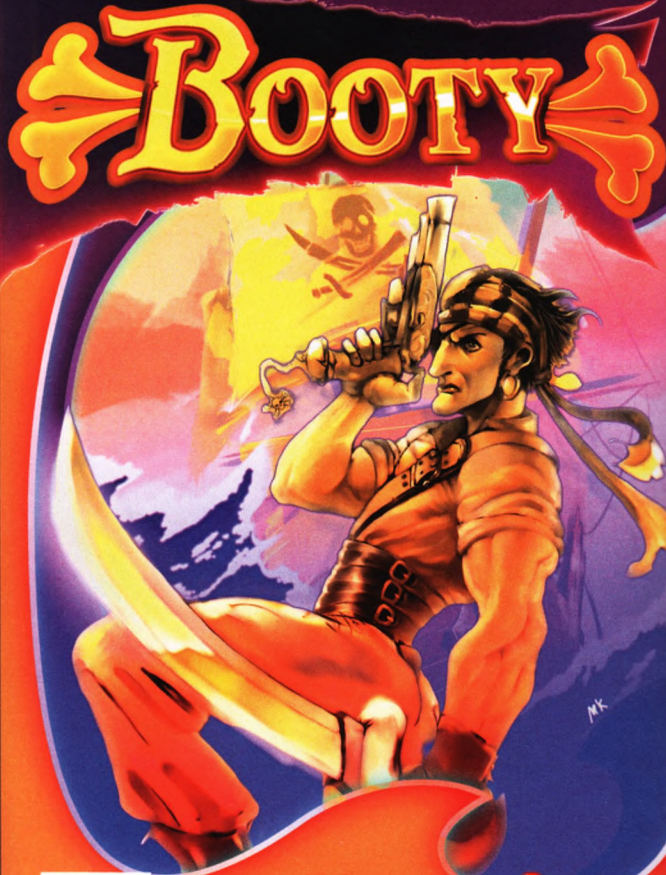
Jarlaxe

Music:

Antonio J. Pérez

Tester:

Perretes Group



Cover by: Master Klown (MK)

Developed by:
 salvaKantero

History:

Jim the cabin boy wants to take advantage of his boat's stay in Port Royal to fulfil his own plans for the future. Without thinking twice, he is ready to take the 125 pieces of treasure scattered around the galleon's holds and run away as far as he can. The mission is not easy. The ship is full of pirates who guard the loot with military discipline. The rats are not on our side either, and the captain's parrot usually appears at the most inopportune moments. To make matters worse, the galleon's cellars form a maze of doors and rooms where it is very easy to get lost or fall into the void.

Controls:

Redefinable: YES
 Kempson: YES
 Joystick: YES

Credits
Coder:

Antonio J. Pérez

Graphics:

Jarlaxe

Music:

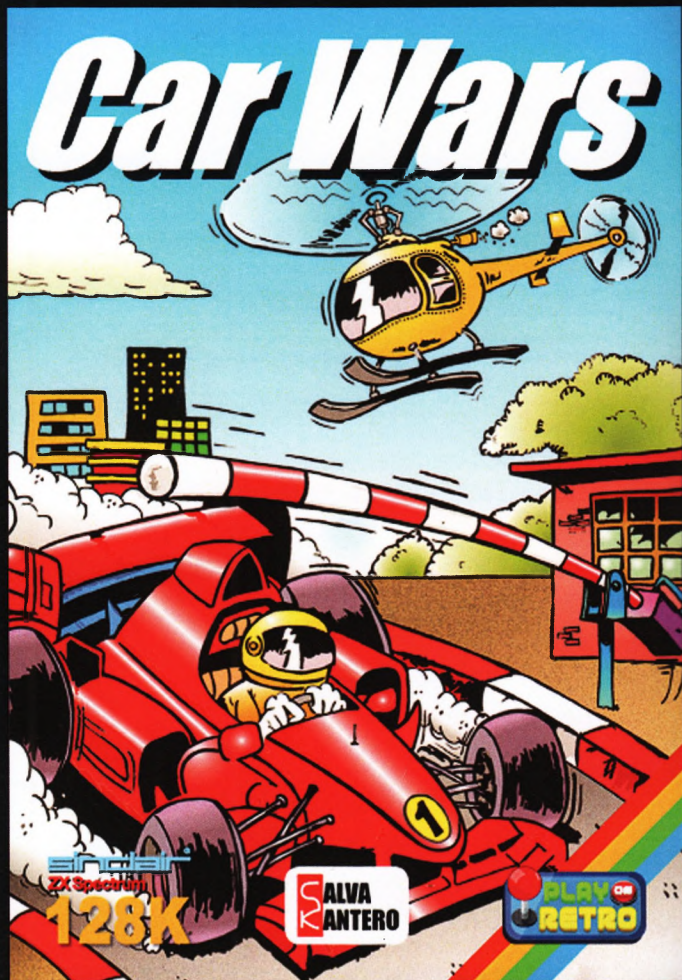
David Sánchez (Davidian)

Translation:

Dany Cantero.

Special Thanks:

Mojon Twins, PlayOnRetro, Greenweb Sevilla, Utopian, Javi Ortiz and IvanZX.



Cover by:: Salva Kantero

Developed by:

salvaKantero

History:

As he does every year, our boss offers us a car test to put into practice our knowledge of mechanics acquired in the workshop. The prize is a bonus. This time you've done your homework and built yourself a car in your free time that has nothing to envy from a F1! But the stages you will have to overcome have been located and designed to break the patience of the fastest of the drivers.

Controls:

Redefinable: YES

Kempson: YES

Joystick: YES

Credits

Coder:

Salva Kantero

Graphics:

Salva Kantero

Music:

David Sanchez (Davidian)

Special thanks:

Dany Cantero, Felipe Monge, Na-Than, elmundodelspectrum.com

SPECTRUM

Cómeme EL CHIP



Cover by: Eloy Zeta

Cómeme el Chip (2019)

Developed by:

Sergio Vaquer @Beykersoft

History:

The Boliche family, plagued by intrepid adventurers, has been lost. Only Baby Boliche, the youngest of the lineage stayed at home with his uncle Bill and did not go with them because of his young age. It is a great opportunity for you to start exploring worlds and continue your family's great hobby. He must go in search of Bobby, Bernie, Bobo, Bruto and Bimba and bring them back home. As soon as they are found, they will take over and lead the expedition. Rescue them all and complete the mission.

Controls:

Redefinable: NO

Kempson: NO

Joystick: NO

OPQA+Sp or QAOP+Sp: YES

Credits

Coder:

Sergio Vaquer @Beykersoft

ThEpOpE

Graphics:

Sergio Vaquer @Beykersoft

Music

Sergio Vaquer @Beykersoft

Tester:

EquinoxeZX

loading screen:

Igor Errazkin @Errazking



Cover by: Eloy Zeta

Funky Fungus Reloaded (2019-2020)

Developed by:

Alessandro Grusso

History:

The prosperous village of Fungiland has lived peacefully for centuries trading with the surrounding communities. The Fungos are a quiet people who live from their work, but now they will face the most difficult period of their history... In a remote corner of a big Japanese city, a pile of old ceramic dishes, discarded by the employees of a coffee shop and because of a mysterious spell, are assembled in a grotesque way... animated! This is how Seto Taishō was born. A curious being who is bitter about his abandonment by humans is looking for a new place to live. On his journey through the world, he meets other extravagant entities and persuades them to follow him in his project of conquest. When the news reaches Fungiland, the Fungos gather in the main square and look for a way to stop Seto Taishō and his army. The only way to defeat Taishō is the Spinning Star, the visible manifestation of a force of magical energy, the use of which was known to the Ancient Fungos, but which today nobody is able to handle... except one of them: FUNKY FUNGUS!

Controls:

Redefinable: NO
Kempson: YES
Joystick: YES
OPQ+M+H: YES

Others:

Passwords.

Credits

Coder/Graphics & Music

Alessandro Grusso



Manic Pietro (2019)

Developed by:

NOENTIENDO

History:

The brave ones who manage to finish this adventure will obtain a secret code that will give them the access to unlock the 20 original levels of Manic Miner. If you die on your mission, you will be given a code to continue playing from the last stage, with the lives you had when you started it. But remember, there is no swordfish for cheaters. A remake of the masterpiece "Manic Miner" by the genius Matthew Smith, for the ZX-DEV M.I.A-Remakes competition.

Controls:

Redefinable: YES

Kempson: YES

Joystick: YES

Caps Shift : Change Music / Music OFF.

Symbol Shift : Pause.

Others:

128 Kb models only.

Credits

Coders:

Cristián González, Alvin Albrecht and Einar Saukas.

Graphics:

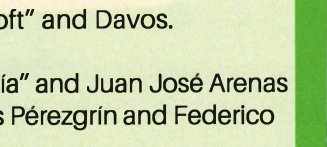
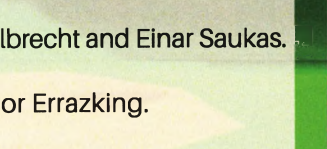
Cristián González and Igor Errazking.

Music:

Sergio Vaquer "Beykersoft" and Davos.

Testers:

Dario Ruellan ""Dariopedía" and Juan José Arenas "Canal de Juanjo", Carlos Pérezgrín and Federico Jerez "Abu Simbel".



Ninjakul2: The last Ninja (2018-2019)

Developed by:

Pat Morita Team

History:

After the death of his brother, Akul, the last Ninja of his clan, seeks revenge by defeating the opium mafia: the Gunshi clan.

In this action platform game you will have to find the four sacred scrolls and fight against the Gunshi Clan and their guardians. After you finish the first four phases, you will have to play the final phase and destroy Paco Romita, the final boss.

Controls:

Redefinable: YES

Kempson: NO

Joystick: NO

Credits

Coder:

Antonio J. Pérez

Graphics:

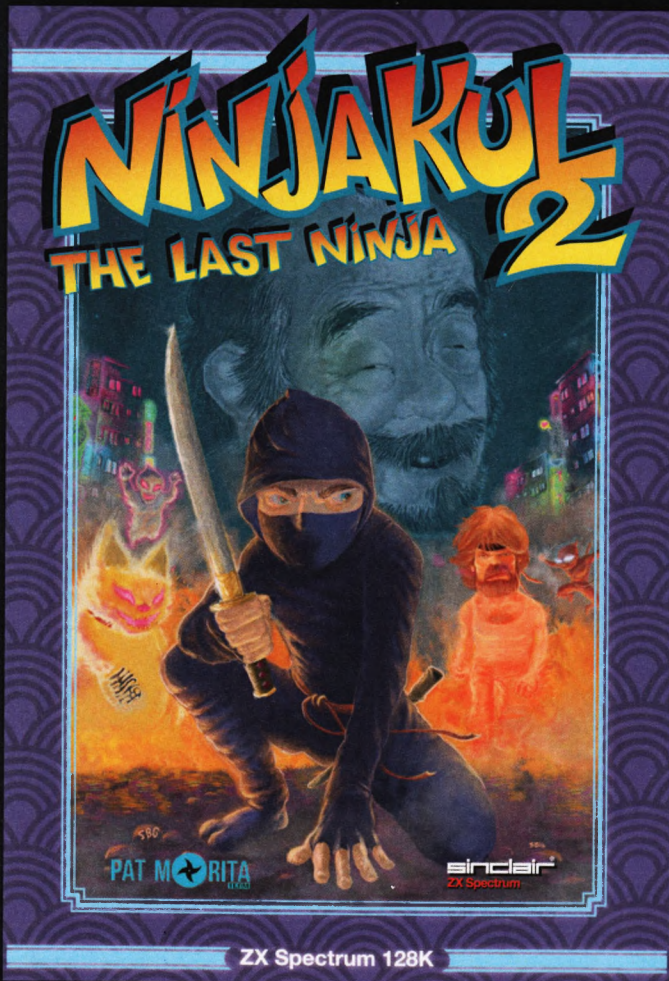
Igor Errazkin

Music:

Antonio J. Pérez

Testers:

Antxiko, Ed Verde, Volatil and JJ Arenas.



ZX Spectrum 128K

Cover by: Sergio Balsalobre

SPECTRUM



Cover by: Eloy Zeta

Old Tower (2018)

Developed by:

RetroSouls

History:

The tower is conceived with a succession of rooms that will have to be resolved by taking advantage of the type of movements of our character, who can only move by bumping into the walls and sliding down them. If we collect all the coins arranged by each of these levels, a box will appear representing the exit and allowing us to move forward. Spikes, bats, special blocks and even lasers will make this not a walk and things will get more and more complicated as we go along. In a moment we will have to use our ability to unfold, in the purest Alter Ego style, and then the options multiply...

<< extract from the review of Retromaniac blog edited on November 12th 2018 >>

Controls:

Redefinibles: NO

Kempson: YES

Joystick: YES

Credits

Coder, level designer and graphics:

Denis Grachev

Music:

Oleg Nikitin

loading screen:

Ivan Seleznev

sinclair
ZX Spectrum

PLANETA ROJO (RED PLANET)



powered by
The
CHURRERA

PLAY ON
RETRO

SOFTWARE BY **salvaKantero** 48k RAM

MIKE
SMITH

Cover by: Mike Smith

Red Planet (2015)

Developed by:

salvaKantero

History:

Lead our hero to the underground of the old space station to blow up the whole complex and wipe out its evil inhabitants. The environment is dangerous, so avoid touching your enemies, falling into lava pits or radioactive waste, and hitting yourself with the lamps.

Controls:

Redefinable: YES
Kempson: YES
Joystick: YES

Credits

Coder:

Salva Kantero

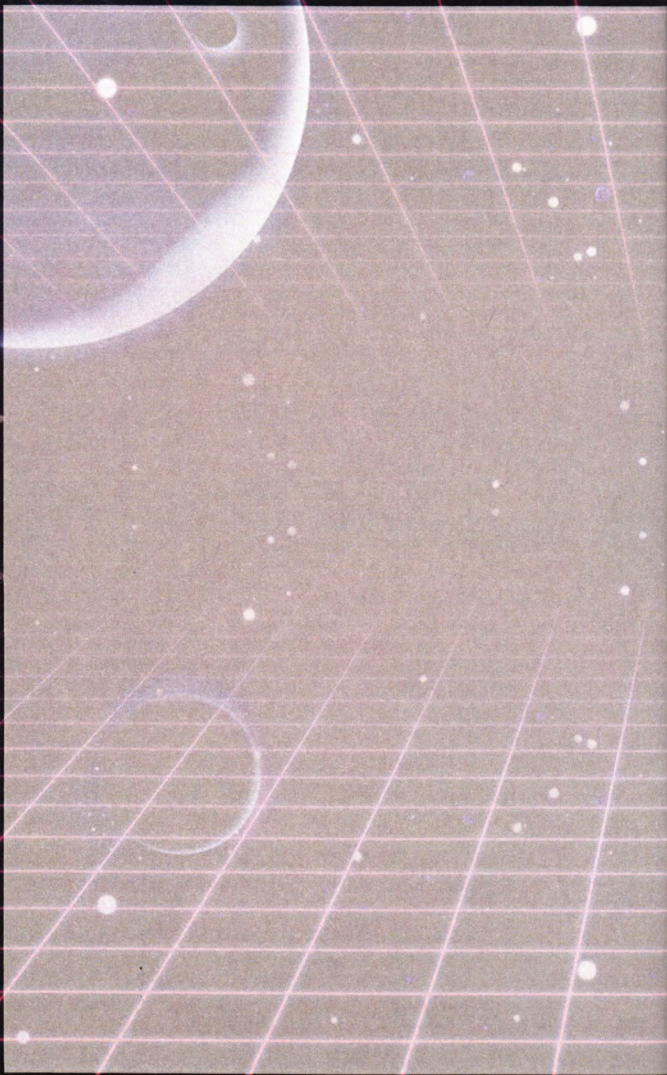
Graphics:

Salva Kantero

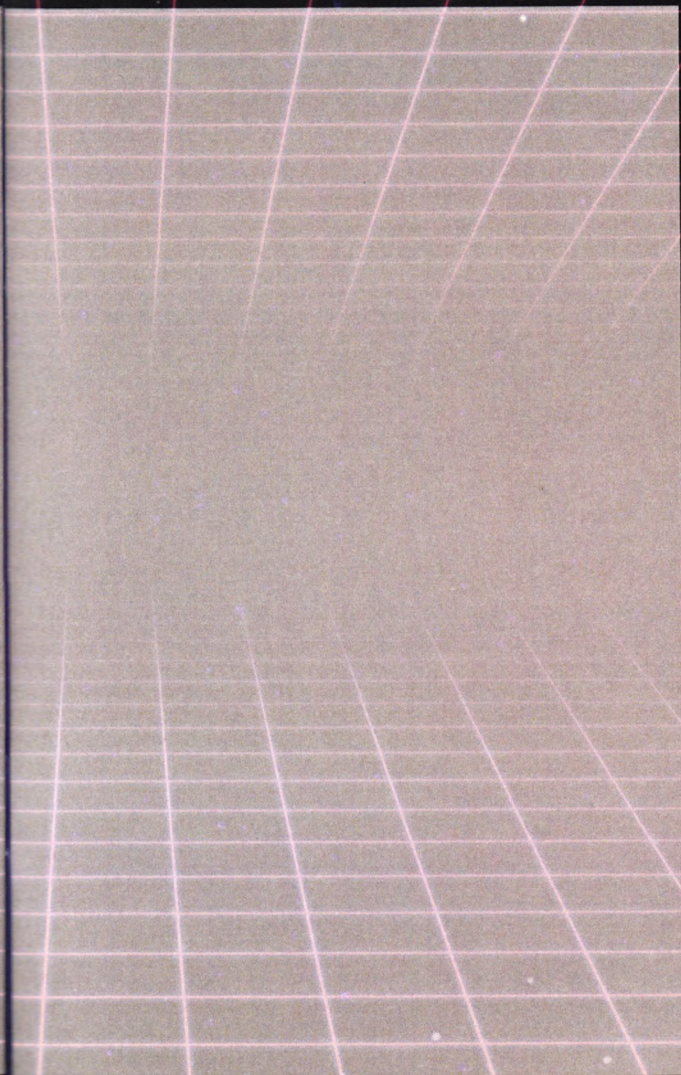
Special thanks:

Felipe Monge @vakapp

NOTES



NOTES



CREDITS

THANK YOU TO ALL DEVELOPERS

who have so generously given their works and trusted us. We hope that we have lived up to it. This edition has been made possible by the tireless work of:

- **Dandare** (creator of this system and external consultant).
- **Byte Swap**:
 - **Julen** (CEO).
 - **O'Neill** (component assembly).
 - **Santiago** Pena (cartridge design).
 - **Javi Saez** (compilation of roms).
- **Jarlaxe** (menu banner design).
- **Manuel Millán** @ubiknolo, illustration.
- **Rubén Vaquer** for the incredible help in creating this manual.
- **Iván Sánchez**, for the prologue and invaluable help in creating this collection.
- **PlayonRetro**, thank you colleagues.
- **Felipe Monge** @vakapp (editing, packaging and translation).
- **Ricco**, who opposed the edition of this pack with commendable vehemence. We love you anyway.
- **María García & Eva Yiheng**, English/Spanish corrections of this manual. You are awesome.

Thanks to **YOU**, for making this possible.



You can find most of the games in this compilation on the website of our friend Matra, who has also helped and supported us in this project.

<http://www.matranet.net/>



EPILOGUE

It was 1989. I was finishing Elementary education and had my sights set on starting the Institute. It was a time of change and discovery. I owned a ZX Spectrum +2A which I fed with many tapes of the famous MicroHobby. On the other hand I played with my cousin Antonio to his colourful CPC 6128. On Saturdays I used to spend the mornings with him and we used to get tired of playing with his advanced 3" records. One of those Saturdays he taught something that drove me crazy... it was a game pack on two beautiful black albums with typography blank... they were super GAMES!... it was the great "Full speed ahead" and included Robocop, Rambo III, Dragon Ninja, Batman and After Burner... I couldn't believe it. I was marked by the possibility to see so many titles from that quality. This was only one of dozens of packs that were edited and it is only a example of the allure they could have (Pack "Dinamic 5 Anniversary of Dinamic", "Platinum", "El paquetazo", "Erbe 88", etc.). Let's go back to 2020. Thanks to the ease and capacity of the cartridge created by Dandare gives us, it was totally irresistible for a publisher and designer like me notto pay tribute to our way those packs with some of the *homebrew* games that we have fallen in love with lately (many others that have been left out and maybe will be useful for a future delivery).

Felipe Monge
@vakapp

