LOADING, ADJUST CASSETTE PLAYER TO 3/4 VOLUME, TYPE
LOAD"" PRESS PLAY ON CASSETTE PLAYER. IF YOU HAVE ANY
DIFFICULTY LOADING ADJUST THE VOLUME SLIGHTLY.

SIDE 1

1. HIDDEN CITY — TIM GILBERTS
   INSTRUCTIONS IN GAME

2. SUPER LANDER — MATTHEW ROBERTS
   RESCUE THE STRANDED ASTRONAUTS FROM THE PLANET SURFACE
   AND AVOID THE METEORS. YOUR SPEED MUST BE BELOW 10 WHEN
   LANDING. ONCE YOU HAVE A MAN ON BOARD YOU MUST TAKE HIM
   BACK TO THE MOTHERSHIP. ONLY USE THE REFUELING PAD IN
   EMERGENCIES, MOST OF THE TIME YOU WILL BLOW UP WHEN
   LANDING ON IT.

3. DEVIL'S DESCENT — BARRY JONES
   INSTRUCTIONS IN GAME

4. DOGFIGHT — SIMON JOHNSON
   INSTRUCTIONS IN GAME

5. STEPPING STONES — JOHN KING
   THE OBJECT OF THIS GAME IS TO GET THE FARMER ACROSS THE
   RIVER. IF THERE IS 1,2, OR 3 SPACES BETWEEN THE STONES,
   PRESS THE CORRESPONDING KEY TO MAKE THE FARMER STAY ON
   THE STONES. IF THE FARMER FALLS OFF THE RIVER THE FOX
   ADVANCES TOWARDS THE CHICKENS. THE GAME IS OVER WHEN
   THE FOX GETS ALL THE CHICKENS OR THE FARMER CROSSES THE
   RIVER. THE GAME ALSO HAS A PLAYBACK OPTION, SO ONCE YOU
   HAVE PLAYED THE GAME YOU CAN WATCH IT BEING PLAYED BACK

SIDE 2

1. VALLEY OF THE DEAD — BARRY JONES
   INSTRUCTIONS IN GAME

2. ESCAPADE — SIMON JOHNSON
   INSTRUCTIONS IN GAME

3. ROBIN HUD — SIMON JOHNSON
   INSTRUCTIONS IN GAME

4. HEXIPEDE — MATTHEW ROBERTS
   INSTRUCTIONS IN GAME

5. OTHELLO — ZAFAR KARIM
   INSTRUCTIONS IN GAME