6 ▶COMPUTER hits 2

DISK

Disk Loading Instructions
Insert disk into disk drive.
   Type RUN " DISC and then press ENTER.
The title page will appear and then after a while press any key TWICE to obtain the menu.
Press appropriate key for the game required.

Warning

These programmes are sold according to Beau Jolly's terms of trade and conditions of sale. Copies of which are available on request.

Guarantee

This Software Product is Guaranteed.

Do not return it to your dealer

The Guarantee will be honoured if the faulty disk is sent to: Beau-Jolly Ltd, 29A Bell Street, Reigate, Surrey RH2 7AD. Telephone:- Reigate (07372) 22003.
   If you damaged the disk please include £2.50 to cover replacement costs.
The Guarantee is addition to any statutory rights.

1 ▶ ANDROID 2
© Vortex

The Game Stop the advance of the Militoids. Survive the maze of death, rationalise the paradox zone and overcome the dangers encountered in the flatlands.

Achieve this and return to the transport capsule before the departure deadline. But beware. There are lethal Hoverdroids, Bouncers and land mines everywhere.

3D full colour graphic effects, fast action machine code and multi-screen wrap around zones make Android Two a mindblowing action game.

Keyboard Control

Q – Up
A – Down
M – Map
O – Left
P – Right
Space – Fire
Esc – Pause

2 ▶ WORLD CUP
© Artic

The Game Today is the final of the World Cup and the atmosphere is electrifying. People are everywhere shouting and cheering. Your team has fought its way through the qualifying rounds beating some of the best teams in the world and now it's your chance to carry away the most famous trophy ever.

You could be playing for Brazil, or West Germany, or England. or .. Maybe you're playing for one of the "outsiders". It's up to you to win the game and take the World Cup. The crowd go wild as you walk out of the tunnel, "it's now or never"! You can either play the Computer or against a friend.

Game controls

Player 1 – Cursor keys
Copy – to shoot or pass the ball
– Joystick (0)

Player 2 W – Up
X – Down
A – Left
D – Right
S – Shoot or Pass
– Joystick (1)

World Cup may be played by 1 – 8 players, each player can choose which team and country they would like to represent from a pool of 10 teams. Once you have selected to play, and the game has started, you have control of the player nearest to the ball. The player you control is indicated by a change in colour of his shorts.

For the RED team (Player 1), the controlled player has White shorts.
For the YELLOW team (Player 2 or the Computer), the controlled player has Pale Blue shorts.

The Goalie can dive to save a goal by pressing the SHOOT key or the FIRE button, if using Joysticks. The Goalie will automatically dive in the direction of the ball.

The music may be turned on/off by pressing the **2** key on the main keyboard.

The game may also be paused by pressing the **1** key on the main keyboard. If you leave the computer for a short while it will automatically go into Demonstration Mode. This can be interrupted by pressing the SPACE BAR, and returning you to the title screen.

3 ▶ MOON BUGGY
© Anirog

The Game As sector commander of the moon base defences, you are on routine patrol duty. Your patrol craft, a highly manoeuverable A.T.M.B. (All Terrain Moon Buggy) is capable of accelerating and decelerating rapidly. It can also jump over the moon rocks and across the craters. The craft is fitted with high speed laser missiles. The moon surface is full of big and small craters, some of them can only be jumped at max. speed. The surface is also littered with rocks of all shapes and sizes. The real big ones require more than one shot to destroy. There are also some little rocks that can't be blasted out of the way and must be jumped.

There are two types of attack used by the alien forces
1. Low Level Aerial Attack

The high speed fighters drop their photon bombs which will destroy your craft on impact. The bombs also sometimes create an extra crater for you to jump over. You may need an extra spurt of speed to jump over big craters.

2. Surface Attack

Alien tanks mount surface attack with laser bolts. You must either jump over them or die instantly.

Playing

Craft control
Joystick:

Move Joystick Right	Accelerate
Move Joystick Left	Decelerate
Fire Button	Launch Laser Bolts and Torpedos

Keyboard:

X	Increase Speed
Z	Decrease Speed
●	Jump
?	Fire
H	Pause

Press SPACE BAR to restore the game.

This is a high scoring game in which you have four lives to achieve the highest score. There is a high score table.

Scoring

Rocks	300 points
Large Rocks	500 points
Rolling Rocks	500 points
Alien Craft	1000 points
Tanks	2000 points.

4 ▶ TECHNICIAN TED
© Hewson

The Game Technician Ted is an enthusiastic young computer hacker who bounces to work at the local Microprocessor factory every day at 8.30 a.m. Anxious to please, he knows he must complete his 21 daily tasks by clocking off time at 5.00 p.m. or incur the wrath of the Big Boss. But his fiendish boss hasn't told him what the tasks are or where they are located. Undaunted Ted gets his mate (who also works at the factory) to give him a rough sketch of the rooms close to the canteen after promising to buy him a cuppa at tea break:-

We Call Him Sir   Ted's Desk   Canteen   Reception
Cloakroom   Silicon Slice Store   Boardroom   Photocopier
Main Corridor

His mate says the first thing he's got to do is go to his desk, then visit the Silicon Slice Store. In each room he has to hit two flashing boxes in the correct sequence.

The only other words of wisdom his mate can come up with is the next task is the Diffusion Furnace, but unfortunately his mate doesn't know where it is. He does know that for some tasks time is of the essence and the two parts of the task must be completed Megaquickly!

Controls Joystick compatible using the Amstrad joystick port.

Action	Result
Q, O, left arrow or joystick left	Ted moves to the left
W, P, right arrow or joystick right	Ted moves to the right
Any key on the bottom row up arrow or joystick fire	Ted jumps
A, S, D, F, G down arrow or joystick down	The action freezes (hit a movement key to recommence)
H, J, K, L, ENTER	Music off (press again to switch on again)

5 ▶ SUPER PIPELINE 2
© Taskset

The Game All you have to do is keep the pipeline in good condition until the barrels are full.
The water tank holds enough water to fill all the barrels and then some spare. Simple eh!
If the pipeline develops a leak, the water will spill out and be lost.
You play Foreman Fred. His job is to defend the pipeline and get any leaks fixed, fast. Leaks can only be fixed by a workman and a workman needs taking to the leak before he'll start.
The pipeline runs through many hostile lands populated by evil insects and terrible tools. You have the only gun, so the workmen look to you for protection.

Getting Started As soon as you've loaded the game it will cycle through the demonstration mode, showing the title page, a scene from the game and a list of the top ten high scores. The system assumes you want a 1 player game with three lives.
Press FIRE at any time to start the game.
The game screen sets up showing the water tank top left and the barrel scrolls in as this pipe network is drawn for you. All the pipes are empty and play begins as the water begins to flow. You, as Foreman Fred are at the top of the pipeline. Watch out for your workmen wandering into the action and collect them as soon as you can. You'll have to defend this pipe against the attacks from manic power drills as they cause leaks and protect your workmen from gnawing caterpillars and ferocious hammers. Fix any leaks as quickly as possible by taking (at least) one workman to the leak. Protect him until he's finished hammering and the flow will be restored. If you fill the barrel you've won this phase.

Keyboard controls In Demonstration mode
1	one player game
2	two player game
K	use keyboard
J	use joystick
L	change lives – variable between 3 and 8

After loading, the game assumes 1 player. 3 lives and joystick. Use the volume control on the computer to select sound level. Press SPACE or joystick FIRE to play.

In Game

```
              UP

LEFT                        RIGHT

            DOWN
   ↑     ↓     ←     →
```
Use cursor keys above numeric keypad. SHIFT key is fire.

Hints and Tips There are dozens of types of baddies. Some make leaks, some are difficult to kill. Look out for opponents like the shower of tacks which, of course, you can't kill at all. Special guest appearances by the six-legged Venusian Pipe Spider shouldn't cause too much trouble and the Hard-case Lobster (shoot only from behind) has a cameo role.
If you've suffered too many leaks and still haven't filled the barrels, the water level in the top tank can get critically low. The whole pipeline will begin to flash indicating low water. Get on and fix the leaks quickly – you can still do it but your score is being reduced now. Remember that any baddie will kill you on contact. If the action is getting fierce or you are trapped in a dead end by the Shower of Tacks – use a workman as a shield. He may get knocked off – but he'll be saved.

6 ▶ CODENAME MAT
© Micromega

Setting Up
Direction & Fire
6.	Left
7.	Right
8.	Down or JOYSTICK SELECTED
9.	Up
0	Fire

Other Controls
W	Warp Drive Engage
D	Defensive Shields (on/off)
K	Tracking Computer (on/off)
A	Switch Tracker to alternative enemy, if any
T	Transmit subspace commands to your own forces
H	Hold (any key to restart)

Impulse engines
1.	Decelerate when held down
2.	Accelerate when held down
3.	Decelerate to a halt
4.	Go to cruising speed (30%)
5.	Go to full speed

Display Controls
F	Front View
R	Rear View
L	Long range scan
S	Sector Scan
C	Solar chart and ship status

Getting Started Select control option as requested on loading 1 – keyboard, 2 – joystick.
Select game level (1–3).
1.	Short practice game
2.	Full game, medium sized Myon invasion fleet
3.	Full game, large fast-moving Myon invasion fleet

Select game type (1–2)
1. Commander: you control deployment of Planetary Defence Fleets
2. Pilot: deployment of fleets under computer control

The forward cockpit view will appear. You are stationary in the outermost planet's system. Press **D** to activate shields. Press **4** to come to cruising speed of 30%. Pressing **R** will give the rear view. Pressing **K** activates the visual tracking computer which selects forward/rear views to face any object being tracked. Pressing **S** puts up the sector scan, showing your location in the planet's system. Pressing **C** puts up the solar chart, showing all planet sectors in less detail, allied fleets' strengths and Centurion's systems status. The bottom-screen Battle Computer display remains at all times. This is also where the Subspace Receiver gives information about planets under attack, damage reports are made, and alerts are given of Myons in your area. Pressing **L** puts up the long-range scan, giving a scale display of all objects in your area in relation to you. To move to another area in the planet's sector you must use the Warp Drive. To move to another of the planet's sector you must warp into an area containing a Stargate, find it and fly through it (red one for system outbound, cyan inbound). If 'Commander' was selected you can transmit commands to your conventional fleets by pressing **T**. All displays and functions are described in detail further on.

Each area may contain any combination of three types of Myon ship.

(●) Fighter – will attack Centurion the moment the two are in the same area. Top speed 70%. No shields.

✕✕ Cruiser – will only attack when within range 3000, otherwise follows a steady course. Top speed 60%. No shields.

▩ Base Star – will attack immediately. Top speed 80%. When its shields are gone it follows and runs until they have regenerated (about 2 mins.)

A planet or satellite is under attack when four of the adjacent eight areas are occupied by Myon craft. You have about 3 minutes to clear one of these areas before the Myons have destroyed their target. They construct two fighters and a base star from a planet, or two fighters and a cruiser from a satellite. It is sometimes best to destroy a planet yourself to prevent this. Myons delay to attack planets, rather than carry on through Stargates to get towards Earth, except when they are losing really heavily.

Damage suffered by Centurion in battle can be repaired, and energy restored, by reaching a planet or satellite. Orbit is achieved by stopping between ranges 400 and 500 with vertical and horizontal angles less than 5 degs. Centurion will be drawn down and destroyed if you get too close. Do not forget to reactivate shields, etc., and turn away before getting under way again!

Damaged impulse engines will operate raggedly if you hold the relevant control key down. All other systems cease to function when destroyed. Loss of several systems can seriously affect your ability to navigate. Warp drive is not vulnerable to damage.

If Centurion runs out of energy, or it or Earth is destroyed then the war is lost. The destruction of the last Myon craft signals victory. You will be scored according to the time, planets or satellites saved, level of play and efficiency of tactics.

Display types
Permanently on screen

Energy	Object range
E = 08271	R = 15721
V = 030	N = 2
Speed	Object number

Angle from straight ahead of tracked object
= +46
= –17
Angle up/down to tracked object

Shield status
SH – ON
TR – OFF
Tracking Computer status

Long range scan 3-Dimensional global representation of your area of space. Each area behaves as a circular universe. A craft disappearing behind will reappear ahead, for instance. You look down from above. Centurion is represented by the fixed central blot, its nose towards the top of the screen. Thus, if you turn to the left the entire display will appear to revolve to the right around your position. If you loop the loop the display will rotate vertically as if you were looking down through a revolving cylinder. It is worth playing with this until interpreting it is second nature – it will need to be.

Sector Scan Shows a 10 × 7 grid, each part of which represents one area as above.

● Main planet in system
• Satellite
F.1 Planetary defence fleet (dots show ships left in fleet)
⊹ Stargate (RED – outer-system/CYAN – inner-system directions)
⇐ Fleet of 3 Myons
⇐ Fleet of 2 Myons
‐ 1 Myon
∵ USS Centurion
⠂ Warp Cursor

Solar Chart The solar chart is made up of all seven sector displays miniaturised and rotated anticlockwise 90-degrees.

· Myon fleet
+ USS Centurion
× Planetary defence fleet
⌐ Planet
■ Satellite

Fleet's strengths are shown below thus:

	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Pluto
F1	3	3	3	3	0	0	0
F2	3	3	3	2	1	0	0

Centurion's systems status is shown below thus:

PH1/PH2	Photon Tubes
SHE	Shields
IME	Impulse Engines
BCO	Battle Computer
SRE	Subspace Receiver
STR	Subspace Transmitter
LRS	Long Range Scanner

(Flashing = DAMAGED, Red = DESTROYED)

Warp Drive To warp into another area select Sector Scan with **S**. Use the direction controls to position the warp cursor at your destination. Press **W** to engage warp drive. The display will return to forward view, with the diamond of the Warp Channel Marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights, as if chasing another craft. Otherwise you will go off course. You can set and leave the warp cursor position and use Warp Drive later.

Stargates   To reach another planet's sector you must pass through a Stargate. A cyan one will take you inwards in the system and a red one outwards. You first warp into the Stargate area, then track it down with your displays or battle computer. It is visible at about range 2500. You must fly through the centre to achieve transfer. The faster you warp into the Stargate, the more accurate you must be. You will arrive in the next planet's system in the area of the other end of the Stargate. If both you and a Myon are present at a Stargate you cannot use it until the Myon is destroyed.

Subspace Transmitter   In 'Commander' mode you need to issue instructions to the Planetary Defence Fleets to use them in your strategy. To do this press **T**. You will be prompted for the name of the fleet you wish to transmit to. Respond with the letter of the planet to which it belongs, followed by the fleet's number, and press ENTER. **S2** would be Saturn fleet no. 2; **U1** would be Uranus fleet no. 1, etc. Then enter message and press ENTER. A message comprises the first letter of the direction to move and the distance, repeated as needed, followed by any suffix desired. Suffix **R** will cause it to remain at its new position. Suffix **D** will cause it to Defend the perimeter of the destination area. A message **E2N5R** means 'Go East 2, North 5, and Remain there'. **W5D** means 'Go and Defend the perimeter of the area 5 to the West'. Each fleet remembers its previous **R** or **D** command and will apply it to any new instructions if neither suffix is present. A fleet cannot travel through a planet or satellite area. It can be useful to just transmit **R** first to make a fleet stay still while you are composing its message. If a fleet runs into Myons on its journey it will normally enter combat and ignore the rest of its orders. Using the suffix **A** will make it avoid combat en route – if used, this suffix should be the very last item in the message. The Sector Scan is correctly oriented North-uowards for the directions used in issuing commands.

Tracking Computer   **K** switches this on or off. It will automatically switch between forward and rear views to face any object being tracked. You always fire in the direction of view. The object being tracked is indicated by the 'N' = readout. 'P' indicates a planet or satellite, 'S' a Stargate, 'Ø' no objects present, '1', '2' or '3' which number Myon of those present is being tracked. You may switch between attackers by pressing **A**. The Battle Computer's readouts of range and angle are for the item being tracked. When first entering a Myon-occupied area it is wise to switch between attackers to determine which is the closest or you may be taken by surprise.

General Information,   In battle, knock out fighters first, trying to stick with the one you are tracking, otherwise you may get one in your sights just as the tracker switches view to follow another. Chasing cruisers can be time-consuming. It is sometimes best to leave them for later unless they are a threat to a planet. Space always has lumps of rock floating through it. You cannot track these, but they can cause damage, so keep your eyes peeled it is unwise to continue battle when either the Battle Computer or Long Range Scanner is damaged. Either can be used effectively for finding planets or Myons, but loss of both will leave only the fore-aft switching of the tracking Computer to indicate an object's location.

Keep an eye on energy. Shields, Warp Drive, Impulse Engines and Photon Tubes use varying amounts. Hits by Myon photon balls cause the most serious drain. The display will flash below 1000 units.