20
ALTERNATIVE·SOFTWARE
AWESOME GAMES

ENORMOUS

C·O·L·L·E·C·T·I·O·N

Australian Rules Football ███████

Nows your chance to take part in the world's most aggressive sport.

THE GAME

Australian Rules Football the computer game recreates the action and adrenaline that exists in playing the real thing.

The game is played in periods of four quarters, each one lasting approximately four computer minutes. Your aim is to score as many points as possible before the final whistle. The teams change ends after each quarter has been completed.

The computer displays one third of the pitch at a time. The other areas will come into view when you move your player into them. You control one player of your team at a time — this player is highlighted with an arrow. You must run around the pitch collecting and passing the ball between members of your team in order to get the ball over the oppositions goal line. A goal (or sausage roll) is worth six points and is scored if the ball goes through the middle posts — a behind is scored if the ball goes between the side posts, this is worth one point.

If the ball is put out of play then it is recentered. If the ball goes off the section of pitch you are on, then an arrow will point which way it has gone. A 'Mark' or 'High mark' is awarded when a ball that is thrown or kicked is caught and held by a member of your own team. Once the 'Mark' has been awarded, the player who took the mark stands still while your team advances up the field. The umpire will signal 'Play on' and the 'Marked' man will throw the ball up the field. You can of course position your player ready to catch the ball.

Teams may of course tackle each other to gain possession but you might end up losing the ball or even lying flat on your back (aggressive stuff!)

You can of course drop the ball as you are running around. If you do fumble it, a short sharp beep will announce the drop.

Your player can be moved in any one of eight possible directions. The ball is picked up by running over it. The player in possession is indicated by a box around him.

To kick or throw the ball you must press the kick button, this will release the ball in the direction your player is facing. A kick or a throw is determined by the status of the power meter which is located at the base of the screen.

Moving upwards and pressing the kick button when you do not have possession of the ball will change control to the furthest member of your team up the pitch, and similarly, moving downwards and pressing the kick button will change control to the furthest member of your team down the pitch.

The League Ladder
Pressing 'B' at the main menu will show you your current place in the league and also tell you which team you are to play next. If you win your match, you will move up in the league and the next match will increase in difficulty. If you lose you will drop down the league.

Pressing 'A' at the main menu will alter the amount of sound in the game according to your taste.

The Game Controls and Function Keys Amstrad
Joystick or QAOP	—Move the controlled player in one of eight possible directions
Fire or Space	—This is the 'KICK' control
Esc	—This will abort the current match
H	—Pauses the game
Enter	—Restarts the game

The Game Controls and Function Keys C64/128
Joystick port 2	—Move the controlled player in one of eight possible directions
Fire	—this is the 'KICK' control
Run Stop	—This will abort the current match
Commodore Key	—Pauses and Restarts the game

The Game Controls and Function Keys Spectrum

Joystick or QAOP Kempston & Sinclair I	—Move the controlled player in one of eight possible directions
Fire or Space	—This is the 'KICK' control
5	—This will abort the current match
H	—Pauses the game
Enter	—Restarts the game

Gunboat

A thrill packed test of nerves and reactions on the bucking decks of your own warship in an arcade game so realistics you can almost hear the roar of shell fire and smell the cordite and engine oil.

GUNBOAT

A game by Five Ways Software.

GAMEPLAY

Your mission is to penetrate the complex network of inland waterways held by the enemy. Cause as much devastation as you can by attacking their warships, helicopter gunships, shore installations and anything else that comes your way. Your main aim is to search out and destroy four major naval bases. If you can do this you'll cripple the enemy's war effort and bring the desperate conflict to an end. You'll find it hard to survive but try to make it back to open sea and safety if you can.

You'll meet heavy resistance all the way. Watch your ship's serviceability as well as its fuel and ammo status. You'll spot enemy shore depots. Some will be only lightly defended. If they are, you can try docking and seeing whether you can top up on fuel and ammo and even get some repairs make to your battered vessel. Watch out for the heavily defenced ones!

If you manage to locate the naval bases, your missiles are the best and quickest means of taking them out. So save some missiles for the really important strikes.

PLAYING THE GAME

Once loaded, the game is menu driven.

The game is joystick compatible. If you want to use the keyboard, select the redefine option to see the key controls and either use those already set or redefine your own keys. There is a key selected to fire each of your four weapon systems. You can also fire your deck cannon with the fire button of the joystick.

If you are using a joystick, push it forward to open the throttle and pull back to cut it. If you keep pulling back the ship will slow to a stop and then go into reverse.

Left and right movements of the joystick will steer the ship left and right. If you move the joystick with the fire button depressed you can control the elevation and direction of your deck cannon.

WEAPON SYSTEMS

Your gunboat is equipped with four weapons systems.

Tactical Missiles	These are intelligent missiles which will lock onto the nearest and best target. They are certain killers but you have a limited supply so use sparingly.
Torpedoes	These are fired from silos in the bows of the ship. You aim them by pointing the ship itself at your target before firing.
Shells	Your deck cannon fires a high speed stream of explosive shells. With this weapon system engaged, you can direct your fire by keeping the fire button depressed and either moving your joystick or using the direction and throttle keys on the keyboard.
Depth Charges	These are fired from the stern and are your only defence against submerged subs. Also useful when pursued by enemy gunboats.

CONTROL PANEL

At the bottom of the screen are your gunboat controls monitors. From the left you have a digital compass, a damage report giving the percentage serviceability of your vessel, fuel status and engine temperature, rev counter, mission score and weapon systems indicator. The weapon systems indicator tells you which weapons are currently armed and how much ammo you have left. Torpedoes, missiles and depth charges take time to reload. Your deck cannon is always ready to fire.

Punch & Judy ▰▰▰▰▰▰

"THATS THE WAY TO DO IT!!!"

Punch and Judy is based on the popular traditional seaside show in which you take the role of Mr Punch. Your task involves constructing the show booth, finding the rest of the cast and finally taking part in the show itself. (A thrill a minute task).

Easy eh? not so because the eight parts needed to build the booth are scattered around the town and must be found and taken one by one to the beach. However certain pieces are too large to be carried through narrow doorways and the tide is slowly coming in. (Oh no; behind you, behind you!)

Once the booth has been built, you must then scour the town for the other cast members, hit them, (that's the way to do it!) and lead them to the beach. Unfortunately Punch's progress may be hindered by the presence of a snap-happy crocodile or a patrolling policeman. (ello, ello, ello). If you are bitten by the crocodile the tide will come further in. If on the other hand you are arrested, you will be taken to the police station and any object or person you have with you will be taken elsewhere. There are ways of avoiding these hazards! Can you find them?

When the booth and the cast are assembled at the beach, the show will commence... (That's the way to do it!)...

GAMES CONTROLS — Spectrum
Keyboard — QAOP & SPACE
Joystick — Kempston, Sinclair 1
H — hold & restart
O — abort

CONTROLLING PUNCH
Left & right — move Punch left & right
Up & down — move Punch in & out
Up & fire — jump
Down & fire — drop a sausage
Fire — hit

GAMES CONTROLS — Amstrad
Keyboard — QAOP & SPACE
or joystick
H — hold
ENTER — restart
ESC — abort

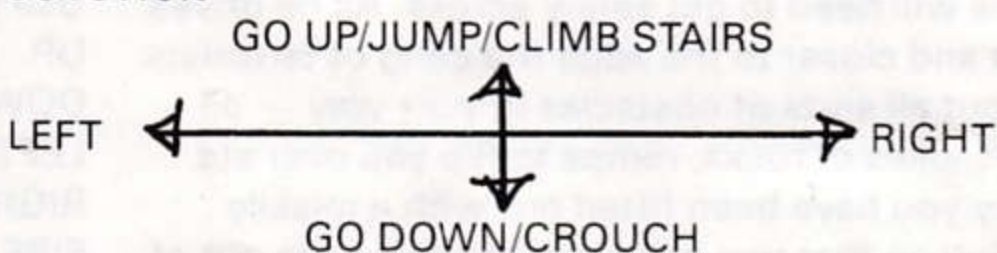## GAMES CONTROLS — C64
Joystick port 1
F1 — hold & restart
F5 — abort

Game Over

CONTROLS — SPECTRUM
The game is controlled by joystick, Kempston
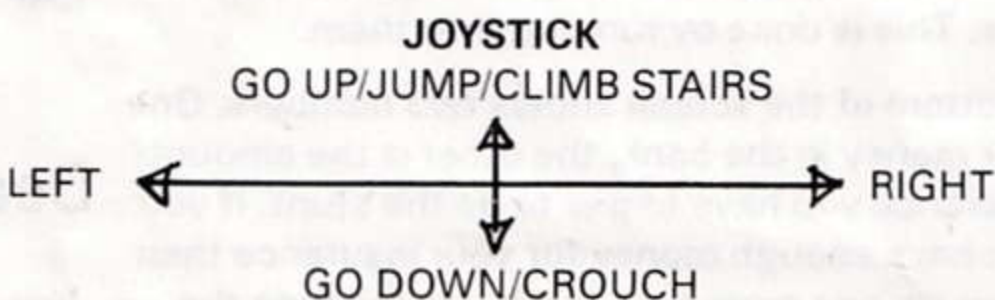Sinclair or Cursor and keyboard which is fully
redefinable.

JOYSTICK

GO UP/JUMP/CLIMB STAIRS

LEFT ←————————————→ RIGHT

GO DOWN/CROUCH

KEYBOARD
P   — RIGHT
O   — LEFT
Q   — GO UP/JUMP/CLIMB STAIRS
A   — GO DOWN/CROUCH
Z   — THROW BOMBS
SYMBOL SHIFT   — SHOOT

CONTROLS C64
The game is controlled by joystick in Port 1.

JOYSTICK
GO UP/JUMP/CLIMB STAIRS

LEFT ←————————————→ RIGHT

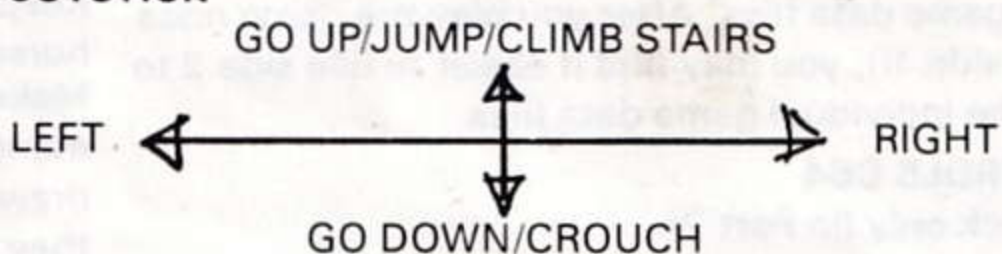GO DOWN/CROUCH

Quick press on fire button shoots laser.
By holding the fire button down then releasing it
you will fire a grenade or other weapon.

SHIFT LOCK — PAUSES THE GAME

CONTROLS — AMSTRAD

The game is controlled by joystick or keyboard which is fully redefinable.

JOYSTICK

GO UP/JUMP/CLIMB STAIRS

LEFT ← → RIGHT

GO DOWN/CROUCH

KEBOARD

P	—RIGHT
O	—LEFT
Q	—GO UP/JUMP/CLIMB STAIRS
A	—GO DOWN/CROUCH
SPACE	—SHOOT
COPY	—THROW BOMBS

The main character (ARKOS) can move to the right and left, bend down, climb up and down stairs and jump. In the middle of a jump he can turn around, although the direction of the jump remains unaltered.

Your control of ARKOS is the same in both parts but the action is different.

GAME OVER
PLOT

Far away in a different Galaxy, at a different time, control was exercised by an all-powerful woman — the Ruler, GREMLA. Her dictatorship was due in part to the devoted loyalty of her faithful lieutenant ARKOS — together they proved invincible.
But Gremla was flawed — as her power grew, so did her greed and cruelty — at last ARKOS turned — resolved to stop this meglomaniac, to use all his skill and cunning to destroy her empire, subdue her dynasty... GAME OVER.

FIRST WORLD —
THE PLANET HYPSIS

This is a linear world of 20 screens, the aim is to battle your way to the end where a ship will transport you to the next planet.
In this world ARKOS is armed with grenades (his shots are unlimited) and during his journey will discover red and white barrels — by shooting them three times, special powers can be obtained.

GRENADES: Increases by three the number of grenades.

POW UP: Increases shooting power of the character and enlarges radius of action of grenades.

FIELD OF FORCE: It creates a field of force around the character, making him immune to shooting or collision.

MINE: Kills character if he touches it.

ENERGY HEART: If the character managers to grasp it before it disappears off the top of the screen, it will recharge his energy to the maximum potential.

ENEMIES
The following enemies will be encountered — study their weaknesses and strengths well!

GUARDIAN ROBOT: only found within the prison. Once near him, it shoots and turns around, going back to where it came from. It is destroyed with one shot but subtracts three units of energy when in collision. If Arkos is shot, one unit of energy is lost.

GREEN MONSTER: Can be found in the metal platform stage and in the stone bridge too. If you collide with one of them you lose three units of energy.

LASER SHOOTERS: They shoot at you with a very small margin of error. They are destroyed when shot 4 or 5 times in the head.

SHOPS: They appear at any height of the screen. When colliding with them you lose three units of energy.

GIANT ORKO: When reaching screen number 11 you will be trapped and unable to leave on the right or on the left, the giant Orko appears; every time it touches you one unit of energy is lost. To destroy it 40 shots are needed; grenades are also helpful

(each grenade equals 4 shots) Once the Orko is destroyed you can proceed. From then on, every time a life is lost, you start again on screen 11 instead of on screen number 1.

GIANT ROBOT: On reaching screen number 19 all exits are closed to the right and left. After a while three giant robots appear, they advance walking toward you shooting. You must eliminate them to continue.
Each robot requires 20 shots to be destroyed or its equivalent in grenades.

SECOND WORLD —
THE PLANET SCKUNN
A more difficult task, this world is differently arrayed both vertically and horizontally.

GAMEPLAYIn this world, instead of grenades you have a giant laser which destroys all that crosses its path. You can use this laser 25 times only.
In order to obtain energy in this world, you must reach the screen where you find the Pow Icon.
When touching it the power of ARKOS will be at maximum.
When grasping the SHOOT icon, the potential of giant laser is increased by 5 shots.

THIS WORLD HAS 2 STAGES
FOREST: There are lakes in which you will drown if you fall in.
PALACE: Elevators are used to go up and down between the different floors. Once you are on the elevator and it is moving, you must refrain from walking or jumping until you reach another floor.
Scattered about the palace floor there are mines which explode when touched.

ENEMIES
KAIKAS: Found in the forest stage, it is destroyed with one shot, but subtracts 2 units of energy if collided with.

ROBOT: Found in certain areas of the palace, to destroy it must be shot three times.

LEISERS-FREISERS: Found in certain aras of the palace. It shoots balls of fire and must be shot twice in order to kill.

LASER SHOOTER: 4 or 5 impacts are enough to destroy it.

GIANT GUARDIAN: Appears at the end of the game. After shooting it 30 times its wings disappear. 15 shots more make the body disappear. 30 shots are necessary to make the head disappear.

STATUS AND SCORING

The screen display indicates the number of lives, points scored, weapon currently carried and power level.

Each time you sustain a hit your power level decreases and when it reaches zero a life is lost.

Points are awarded for eliminating the alien forms on the different planets (the score varies depending on their strength).

HINTS AND TIPS

★ Look out for the moving platforms to get over the cliffs — a fall will mean a life.

★ The barrels contain objects that may aid or harm you — shoot several times to reveal contents, it just might save your neck.

★ On the Planet Prison, shoot the statue on the upper floor repeatedly to gain a force field.

★ Ensure you gain the blue force to enable you to jump into the lake!

★ The Guardian in the final phase must be destroyed piece by piece — constant fire is necessary but be careful to avoid any contact with it.

Rally Driver

INSTRUCTIONS

To compete successfully in a car rally requires more than just fast driving. You must plan your route carefully taking many things into consideration: the weather, longest or shortest routes, which are 'fast' roads, which are 'slow' roads.

Drive quickly, but drive carefully. You must always be on the look out in case spectators or farm animals have strayed on to the road!

The rally takes place in three stages over three gruelling days or nights. To win a cup you have to come in the top three after the third and final stage.

The competition is tough. Only the top seven competitors can proceed from Stage I to II, and just the top five go through to Stage III from Stage II.

Each stage contains a number of Time Controls (these are marked on the map which accompanies this program). You must drive through each Time Control in order the complete the stage. There are a number of different routes you could take to go through each Time Control. It is up to you to use your navigation skills to choose the best course.

Choosing a Course
Before you start to race study the map carefully and decide which will be your quickest route. You are not allowed to drive along all the roads shown on the map. The roads which you can use are clearly marked. Several of these roads are not always open: for example the Marquis of Harker Hall only occasionally allows rally drivers to take a shortcut along his private road through the Harker Hall estate.

Sometimes the weather conditions will cause roads to be closed. For instance after heavy rain some roads may become flooded. To find out which roads are closed and which are open you must stop at the Time Controls. Here the marshals will inform you of any changes to road conditions.

When you have completed a stage you are given a score. This consists of the time it took you to complete the stage in minutes and seconds (from the start to the last Time Control in the stage) plus any time penalties you have incurred. The lower your score, the better you have done. Time penalties are recorded on the navigator's clip board at the left of the dashboard.

Between the Time Controls are Passage Controls. These are simply boards with some letters written on them. When you reach a Time Control the marshal will ask you what the letters on the last board were. If you do not enter the correct letters, you will incur a 20 second time penalty.

NOTE: sometimes it may be to your advantage not to stop at a Time Control. Although you incur a 50 second time penalty you may save yourself valuable time by not stopping. However you may also miss important information about road conditions.

You can also incur penalties for:
1. Crashing your car (30 seconds, or 5 minutes if you were travelling too fast);
2. Going off the allowed road (30 seconds);
3. Trying to go in the wrong direction (30 seconds);
4. Hitting animals or spectators (5 minutes).

RUNNING THE PROGRAM
Competing in the first stage.
Step 1. The Leaderboard
The Leaderboard appears. This lists the names and positions of the previous ten competitors. To qualify for Stage II you must gain a high enough score to get amongst the top 7 on the Leaderboard.

If you are playing on your own you can race the same course as many times as you like. If you are playing against other people each person can take a turn at competing in the stage.

Enger the name of your first competitor. If you make a mistake press O (zero). When you have entered the name correctly, press ENTER to continue.

It is not possible to enter the same name twice.

Step 2: Weather reports
The next screen displays a weather report for the first stage of the rally. The weather conditions will affect the roads as follows:
Dry: Conditions good for rallying, roads form, few pools of water or patches of mud.
Damp: Roads wet and greasy; some pools of water or patches of mud may cause skidding.
Very Wet: Danger of flooding on some roads. Press ENTER to begin the rally.

Step 3: Driving your car
The screen shows the view out of your car's windscreen and your dashboard.
Passage Controls and Time Controls.
As you drive along the roads you will see notice boards. These are either Passage Controls or Time Controls.

A Passage Control is simply a notice board with two letters written on it. You do not have to stop in order to find out what the letters on the board are, but you must be driving at a speed less than

45mph. You should make a note of these letters to avoid incurring time penalties at the next Time Control. If you drive past a Passage Control at faster than 45mph your navigator will not be able to read the letters and you will not be told which letters they were.

Time Controls are where the marshals wait to check that each competitor has followed the proper course.

a. To stop at the Time Control, you must bring your car to a halt within the two lines marked on the road by the Time Control board.

b. If you stop too soon, you must drive forward. If you stop too late, you will incur a 50 second time penalty. You cannot reverse or turn around and so you must continue with the stage.

c. When you stop at a Time Control the marshal asks you to enter the letters on the last Passage Control board.

d. Type in the letters. Then press ENTER.

e. If you have entered the wrong letters, you will incur a 20 second time penalty.

f. The marshal may now give you information on road conditions. When he or she has told you that you can go, press 9 to start your car and continue with the stage.

What happens if you crash

When you drive your car close to the edge of the road, the border of the screen will flash. If your car goes too far off the road then you will crash. If you are going too fast, then your car will be wrecked and you will incur a severe time penalty. At slower speeds you will incur a less severe penalty. After a crash your car will then be placed back on the road. Accelerate to drive off.

How to avoid crashing your car

You will soon learn how to control your car but here are a few hints:

● Corners should be safe taken at about 30mph until you are competent at steering.

● Sometimes you can use the handbrake to get you rounds a corner more quickly. Accelerate into the corner then press 3 to apply the handbrake. As the car rapidly decelerates steer yourself round the corner. Remember to press 3 to release the handbrake as soon as possible after the corner.

● Mud and water on the road can cause you to skid — so drive to suit the conditions.

Step 4: The end of the stage

When you have completed the stage, the Leaderboard appears again. If your competitor has qualified, you will see this name appear on the Leaderboard. Otherwise your competitor will be eliminated from the rally.

a. Enter the name of your next competitor as before.

NOTE: you will not be allowed to enter a name which is the same as your last competitor.

b. If you do not wish to enter another competitor, press ENTER and the program will proceed to the final results.

Step 5: Final results of the stage

When all of your competitors have raced, the top seven competitors on the Leaderboard go through to Stage II. If none of your competitors has qualified for Stage II, you must start the rally again from Step 1 of Stage I.

If some of your competitors have qualified, then a new Leaderboard is displayed showing the top seven previous competitors and their times. You must race each of your surviving competitors in turn.

a. The competitor who must start first is highlighted.

b. Press ENTER to get the weather report before you continue your rally.

The same procedure applies for racing in Stage III (but only the top five competitors qualify). Good luck and good rallying!

Starting again

If you wish to abandon the rally at any stage hold down CAPS and press A.

Use of a joystick

You can use a joystick only when driving your car. On the Leaderboard and weather report screens you must use the keyboard as described in the preceding pages.

NOTE: You can steer and accelerate or brake at the same time. For example, to steer left and accelerate,

push your joystick diagonally up to the left.

Keys:
SPACE — Cycle through choices
ENTER — Confirms choice
1 — Steer left
O — Steer right   Will not work at junctions
Q — Turn left in to junction   Will not work above
O — Turn right in to junction   25 m.p.h.
9 — Accelerate
2 — Brake
3 — Handbrake on/off
S-K — (any key) Sound horn

Joystick Controls
Up — accelerate (same as 9)
Down — brake (same as 2)
Left — turn left (same as 1)
Right — turn right (same as O)
Fire — apply/release handbrake (same as 3)
CAPS A — starts the program again

Strike Force Cobra ▬▬▬▬▬

The World is threatened with a nuclear blackmail by
an evil genius known as the Enemy.
He has developed a computer system capable of
hacking into defence computers around the globe.
Unless world leaders yield to his demand for total
dominance, he will run the program that will
destroy the world totally!
To develop the hacking system, he kidnapped top
computer scientists from throughout the world,
and forced them to work for him.
Now these experts, imprisioned in his fortress,
would help anyone to destroy the main computer
by giving one of the secret codes required to open
the computer room door.
Facing a choice between enslavement and
destruction, the world leaders have created an elite
strike force code named COBRA.
Their mission is to enter the Enemy's fortress,
bypass its defences and locate, attack and destroy
the main computer.
As soon as the assault is started, the computer
starts running its program and the countdown
starts.
Your superiors have decided that the best chance of
success will come from an attack by four members
of Cobra, which you must select from the eight
members.

There is little information on the fortress except that it is on four levels and is heavily guarded. To overcome the defences, you must work closely as a team.

Reports suggest that the main computer is highly advanced, relying on the resources of a number of smaller peripheral computers to boost its processing capabilities.

Agents also report that small organic computers are located around the fortress and that destroying these may give you extra time to complete the mission.

We have provided you with a Digital Lock Breaker (DLB).

You'll need this to unlock the main computer room door.

Locate as many scientists as possible to obtain code digits.

You'll need a minimum of six of the nine code digits to stand any chance of opening the door before time runs out.

The fewer digits you have, the longer it will take to open the door.

You are armed with a small sub machine gun and a supply of Electro Magnetic Flux (EMF) grenades. These will either destroy or confuse electronic equipment.

You are wearing lightweight body armour and can survive a number of hits, but if badly injured, seek out and use first aid facilities if you can. Some doors in the complex can be opened with a kick but others are locked by control panels located in key positions in the complex or pressure pads in the floor.

The lifts are controllable, but reports indicate that some crucial doors and lifts are controlled by switching consoles.

The consoles are marked D for door and L for lift.

CHOOSING A SQUAD

As only four members may make the assault you must select them from the squad of eight.

Use the joystick or movement keys to highlight a

character then press fire to get his or her profile.
You can then decide whether to accept or reject
that member.

Once you have selected four members, the option
to attack will appear. The game screen gives you the
DLB display pad showing any code digits you
may have collected (BOTTOM LEFT) and the remaining
life force of each member and the member under
player control at the right of the screen, and the
time left to complete the mission at the bottom
right. Although the cobra members are very fit,
diving, jumping and crawling leads to fatigue and
they will insist on a rest if you push them too hard.
Each fighter can be moved using the key groupings
below.

C64 Controls

```
D F G          H J K          Or use
      ↖  ↗    ↖  ↗            joystick port 2
      ↙  ↘    ↙  ↘
N M            C V B
```

Jump X S L, F7
Dive A Z : /F5
Crouch − =Return
Stand Up +   *
Kick G W P Z @ F1
Fire Gun Space or Fire
Direction Keys define direction of fire
Throw Grenade E R T Y U I O F3
Height of throw defined by direction keys

Spectrum & Amstrad Controls

Jump S X :. (7, 8, 9 on key pad)
Dive A Z; / (4, 5, 6 on key pad)
Crouch CAPS SHIFT ENTER
Stand Up Esc Tab Clr Del
Kick Q W P @
Space or Fire
Direction Keys define direction of fire
Throw Grenade E R T Y U I 1, 2, 3 on key pad
Height of throw defined by direction keys.

```
D F G  ↖  ↗    J K L          or use
      ↙  ↘                    joystick
N M            C V B
```

Practice with the controls and you will be able to make the fighters twist and turn even whilst jumping. You can control each Cobra member independently by switching control using keys 1 to 4.

Pressing 5 will give you a status report.

Whilst in 'Status Mode' you may save the game position by pressing CTRL S.

To reload a saved position, press CTRL L.

Should a loading error occur, the border will flash black and white. Press any key to re-try.

To abort the game, enter 'Status Mode' then press CTRL A.

LOADING INSTRUCTIONS

SPECTRUM:
Type LOAD " "
then press ENTER Key.

AMSTRAD:
Hit CTRL ENTER together,
then press PLAY then any key.

CBM64/128:
Press Shift and
Run/Stop Keys together.

Red Arrows

Flying with The Red Arrows
RED ARROWS is a flight simulator based on the Hawk and the formation of flying of the Red Arrows. For most people it is the closest that they will come to the fun and excitement of flying with the nine man team.

Red Arrows consists of two separate programs. The first offers the chance to practice individual manoeuvres, while the second gives you the chance to fly in a display as suggested by the Red Arrow pilots.

The controls and instruments are described later, but it should be noted that during formation flying, apart from Red Leader, the Red Arrows make very little reference to the instruments. This does not mean that this flight simulator is a simple case of follow the leader you must keep exactly in formation or your rating at the end will be poor.

You will need to accelerate rapidly near the top of loops as Red Leader goes over the top and is on his way down before you reach the top. You will have the problem of keeping up when you are flying on the outside of a circle with Red Leader setting the pace from a smaller circle.

You will encounter these, and many more difficulties, as you try to keep your exact position in the formation.

The Hawk is truly a pilot's aircraft, combining precise and responsive control with great agility, good natural stall warning, freedom from sudden departure, unrestricted engine handling throughout the normal flight envelope and superb view.

It is cleared for operation between 8g and −4g and is remarkable for its low induced drag, permitting sustained level turns of 6g at 450 knots at low altitude, and prolonged turns at 8g with only modest rates of descent or speed loss.

Dimensions

Length	1.85m	38ft 11in
Wing span	9.39m	30ft 10in
Height	4.00m	13ft 2in
Wing area	16.689m.sq	179.64ft.sq

Performance

Max. dive speed (at altitude)		Mach 1.2
Max. level speed	1040km/hr	560kt
Max. altitude	15240m	50000ft
Max. warload	3100kg	6800lb

Weights

Empty weight (no fuel, no crew)	3635kg	8013lb
Max. take-off weight	8400kg	18520lb

Fuel capacity

Internal	1705 litres	375 Imp gal
External (max.)	1725 litres	380 Imp gal

Powerplant

Rolls-Royce Adour turbofan. Max sea level static thrust	25.4kN	5700lb

Instruments

1. BRAKE WARNING LIGHT... Shows red if the brakes are on. Note that the brakes can be applied to varying degrees, and this light shows if the brakes are on even slightly. Note that in the air the brakes are the air brakes and on the ground they are the wheel brakes.
2. FLAPS WARNING LIGHT... Lets you know if the flaps are up or down (red is up).
3. UNDERCARRIAGE WARNING LIGHT... Gives you the state of the undercarriage (red is down).
4. THRUST BAR... Tells you the thrust of the engines.
5. (a) ASI... Air speed indicator shows your air speed. (b) VSI... Vertical speed indicator shows your speed of ascent or descent (the arrow indicates up or down). (c) ALT... Altimeter shows your altitude.
6. MULTI-SCREEN... You can select:-
   (a) FORMATION/RADAR... Shows your position relative to the rest of the squadron (needed if you loose them and you cannot see them through the cockpit). If you are close to the squadron, your position in the formation can be determined. The number printed at the bottom indicates your height difference with the rest of the squadron.
   (b) VIEW... Shows a picture of your manoeuvre.
7. ARTIFICIAL HORIZON... Gives you a picture and digital readout of the bank of the aircraft.
8. ROLL BAR... Shows the inclination of the aircraft. The bar changes colour as you go over 90 degrees.
9. MESSAGES... Messages from Red Leader will scroll across here.

Controls

ALL the controls may be activated from the keyboard and can be chosen by the pilot at the start of the game. If you prefer not to choose your own keyes the default keys for your computer will be shown as you load the program.

If you prefer to use joysticks, eight functions can be obtained. These are:
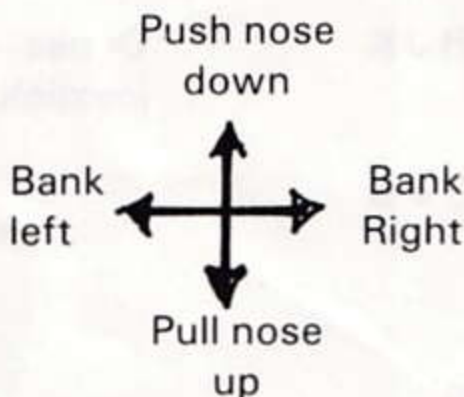
Without "FIRE" pressed —
FORWARD and BACK ....ELEVATORS
LEFT and RIGHT ....AILERONS

With "FIRE" pressed —
FORWARD and BACK ....THRUST
LEFT and RIGHT ....BRAKES

The following diagrams will make the joystick functions more clear:

Without "FIRE":

Push nose
down

Bank
left   Bank
             Right

Pull nose
up

With "FIRE":

Thrust
up

Brakes   Brakes
up   down
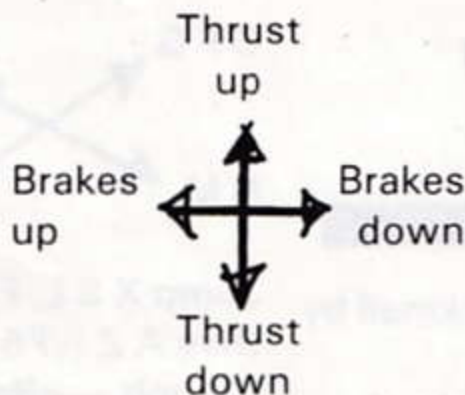
Thrust
down

Whether you are using keyboard or joystick, you will need to select keys to use for the following:

THRUST + BRAKES... for some manoeuvres the Red Arrows fly with the brakes on. This button builds thrust against brakes so that you continue with the same overall thrust. Using a brake or thrust control switches this effect off. See the Hints pags for the need for this feature.

FLAPS... One key toggles the flaps up and down.

UNDERCARRIAGE... Another one key toggle.

RUDDER... The Red Arrows rarely use this, so no display of amount of rudder is provided. You need to select three keys — one for left, one for right and one to centralise the rudder.

Playing Hints

1. Red Leader is often flying at over 90 per cent thrust. For many manoeuvres, you will need more.
2. Thrust is slow to build up, for instant thrust, build the brakes against the thrust, so that as the brakes are released instant thrust is obtained.
3. Follow the plane(s) formation in front, keeping yourself in the position shown in the diagrams on Pages 7 and 8.
4. To change formation, fast acceleration or deceleration may be needed (see hint 2).
5. Most manoeuvres take place at heights of between 250 and 5000 feet.
6. The typical speed at the bottom of a loop is 350 knots.
7. If you are not sure how to move from one formation to another, remember that as RED 8 you are mirroring the movements of RED 9. Watch what he is doing in the multi-screen display.
8. If you stall the Hawk, the plane's automatic stall recovery system will try to recover your.
9. If no option is selected from the menu, after a short while the program will enter demonstration mode. This gives you the ideal chance to watch how you should be flying.
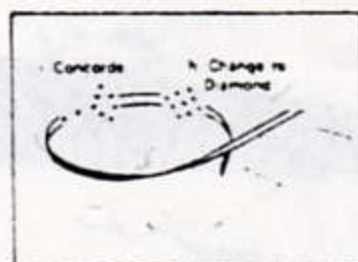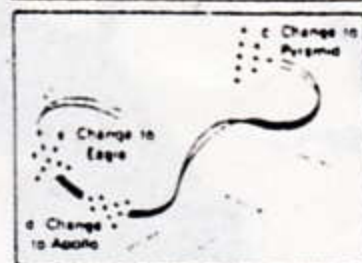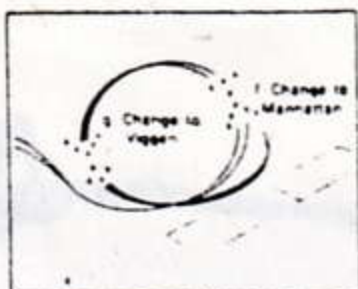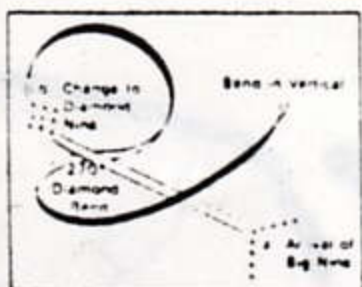
The Manoeuvres

WITH the first program you can practice any of the manoeuvres illustrated 1—4 by selecting the appropriate one from a menu. On the second program you will be expected to fly the full display.

As you do the display, messages from Red Leader will scroll across the bottom of the screen. Each will be followed by the word GO, which is the signal to move into a new formation. Two numbers will follow, which is the acknowledgement from the team.

You will be expected to follow the formations as RED 8. Study them well and get plenty of practice using the practice program.

The when you feel you have acquired the required skills on each manoeuvre try to keep with the team in a perfect display.

The Formations

AS you perform the manoeuvres illustrated, you will see commands for the formation changes scroll across the display panel. At the command GO, follow position 8 (shown as   ) into the next formation, as shown below. You will see the team acknowledge the order (by giving the figures in brackets).
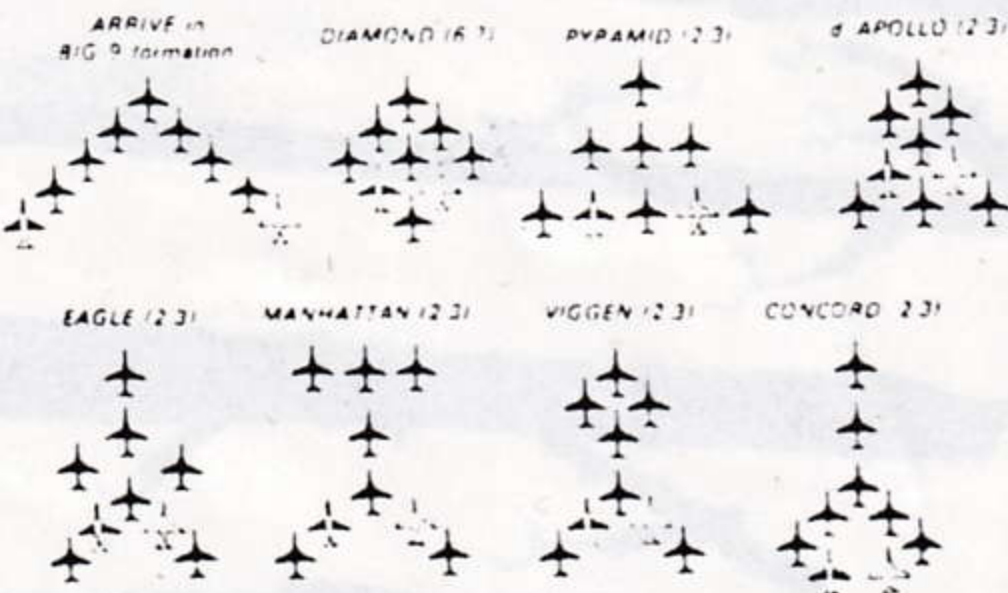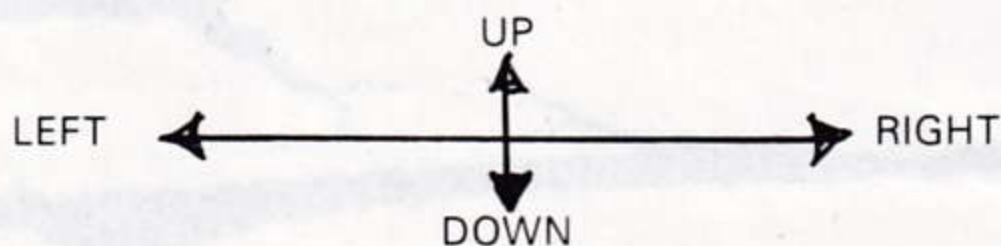

Army Moves

CONTROLS C64

Commodore is controlled by joystick Port 2 and the SPACE BAR.

JOYSTOCK Commodore Port 2.

N.B. Commodore — Fire 2 — SPACE BAR

CONTROLS
Spectrum and Amstrad are controlled by either joystick or keyboard and all keys are fully redefinable.

KEYBOARD

Direction	Jeep	Helicopter	Soldier
Right	Accelerate	Decelerate	Move Right
Left	Decelerate	Accelerate	Move Left
Up	Jump	Take Off (Ascend)	Jump
Down	–	Land (Descend)	Jump/Door
Fire 1	Missile (Ground to Ground)	Bomb	Grenade
Fire 2	Missle (Ground)	Air to Air Missile	Machine Guns

JOYSTICK

UP

LEFT   RIGHT

DOWN

STATUS AND SCORING
On Screen information displays. Points are awarded as follows:

Helicopter	250	Submarine	1500
Truck	500	Tower	1500
Plane	1000	Bird	Variable
Missile base	500	Men	Variable

You begin with 5 lives on level 1 and a further 9 on level 2 with a bonus life every 25,000 points.

THE GAME You are a member of the SOC (Special Operation Core) a crack regiment of Specialist Commandos picked for the most dangerous missions.

Locked in a safe at the enemy headquarters is information... information so vital that the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture... Will you be one of them?

PLAYING
The game is divided into seven sections each of which must be completed to progress to the next one, finally to the enemy headquarters itself and the vital plans which must be located.

STAGE 1

Reach the enemy helicopter base with your missile equipped jeep. Transport lorries will try to block your way, eliminate them with ground missiles and take out the helicopters with your air attack systems.

Parts of the bridgework may be destroyed in which case you must hop over the damaged parts with your turbo boost (care is needed as this may affect your missile sequencing). Once at the base your next move is to steal a helicopter and begin your flight towards the jungle headquarters.

STAGE 2, 3, 4

These stages are all completed by helicopter across differing terraines, from desert to sea and then on over the jungle. Avoid the fighter planes sent out to destroy you and watch out for deadly missile silos (STAGE 2), Submarines (STAGE 3), and armed look-out posts (STAGE 4).

The following strategies might help:-

Take off quickly before the first wave of fighters, arrive and pay attention to your altitude – flying low is dangerous but will enable you to win more points (a bonus helicopter for every 25,000).

Vigilance is required to spot the helicopters (refuelling sites), if you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield). When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.

Switch off the computer and load in the final sections.

STAGE 5

Now you're on foot and the going gets really tough, negotiate the swamps and break through to the enemy barracks. Enemy guerillas lob grenades and avoiding the explosions is a must, at night watch out for eyes. They will indicate the enemy's location and grenade source.

Giant Toucans will fly low, scare them away with gunfire and duck to avoid their ferocious beaks which can prove deadly.

In the swamplands jump from island to island but remember when crouching you may not be able to spring far enough to avoid the suffocating quicksand.

STAGE 6

You've found the barracks, but to reach the main building you must traverse beyond the watchtowers and repel all hostile attacks. The following strategy may help:-

At the beginning of the screen clear the way with hand grenades, this will give you some time to get your bearings.

Crouching down while shooting and while moving under windows or watch towers will improve your chances and help gain ground.

STAGE 7

The final test, reach the bunker where the plans are hidden, find the safe and you're home and dry. A few tips will help you here:- Be careful with the doors, hide behind them to prevent them being opened. When on the stairs the enemy cannot see you, so make sure the coast is clear before stepping off.

Remember grenades can bounce off walls, study their trajectory with care. This operation is difficult but essential, your success is a must... GOOD LUCK.

Grid Iron 2 ▐███████████████▌

Grid Iron 2 is the knock down and get up, all American Football Management Simulator.

The game consists of Football League games and team management, in a season of ups and downs.

The menus throughout the game will allow you to step easily into the shoes of the team manager. Letting you make decisions and select choices that will eventually lead you up to the top of the League. Which senior team member do you drop to give the reserve a run?
Your best forward has a sprained ankle, what now?
Does the championship depend on it?
Its up to you!
Take your team to Superbowl stardom, or down into

the pit of 'has beens'.

The fate of the team will be placed in your hands.

During the course of a season you will eventually visit the transfer market and maybe (if you get into financial difficulty) the dreaded Bank Manager. (Erk!)

Before playing a game you have the chance to change the team which will affect the outcome of the game. (Do you do it now before its too late?)

To play the Superbowl you must successfully beat all the opposing teams in the fifteen games of the season. (Think we're joking? Try us and see).

Grid Iron 2 is menu driven to enhance gameplay and make management easier. (Maybe you'll need the help, Good Luck).

Pro Mountain Bike Simulator ■■ ▪▮

You have control of a mountain bike and your objective is to race over a series of hazardous obstacles with the intention of finishing with the fastest time. Your opponent can either be a friend or the computer.

Skilful use of the gears will help you over the mountains and speed over the ramps. You must also get off and carry your bike over certain obstacles e.g. potholes and wooden logs.

GAME OBJECTIVE 1 or 2 players must race over a series of obstacles with the objective of finishing first or finishing with the fastest time, (the fastest time being the winner). If a 1 player game is selected, then the top biker is computer controlled, and you control the bottom biker.

Obstacles found in the game are:

Logs	—these must be walked over.
Holes	—these must also be walked over.
Rocks	—either avoided by steering or by walking over them.
Swamp	—slows you down.
Ramps	—if you are riding, they will make you jump.
Mountains	—you can ride up these but they will slow you down, if you stop on a mountain side you will have to lower your gears (minimum 2nd).

INSTRUCTIONS

When the title page comes up, use a joystick in the nearest port to control arrow. Press fire to select Icon.

Icons from left to right are: Weather conditions, course editor, Start the game and 1 or 2 players.

INGAME CONTROLS (JOYSTICK) C64
Bike handling controls are:
Without fire button pressed:

UP	—Move biker upwards.
DOWN	—Move biker downwards.
LEFT	—Slow biker down.
RIGHT	—Speed biker up.

With fire button pressed:

If you press fire while there are no joystick movements, and your bike is not moving, the man will switch between walking and riding.

LEFT & FIRE	—Decrease gears.
RIGHT & FIRE	—Increase gears.

When you are walking, you must make him walk by waggling the joystick LEFT-RIGHT, LEFT-RIGHT quickly. You can still move up and down as usual.

INGAME CONTROLS SPECTRUM & AMSTRAD
(a) **Press Fire Button no other key or joystick in Neutral**— Mount/Dismount Bike.
(b) **Rider On Bike.**
(i) Fire Button Not Pressed.

	Joystick Posn.	Preset Key	
	UP	Q	Moves Bike Up Screen
	DOWN	A	Moves Bike Down Screen
	LEFT	O	Brake
(Diag-	RIGHT	P	Pedal Faster
onals)	UP/LEFT	Q/O	Brake
	DOWN/LEFT	A/O	Brake
	UP/RIGHT	Q/P	Pedal Faster & Move Up Screen
	DOWN/RIGHT	A/P	Pedal Faster & Move Down Screen

(ii) Fire Button Pressed (Fire = Space Bar)

Joystick Posn.	Preset Key	
FIRE & UP	SPACE Q	Change Up Gears
FIRE & DOWN	SPACE A	Change Down Gears
FIRE & LEFT	SPACE O	Brake & Change Down Gears
FIRE & RIGHT	SPACE P	Pedal Faster & Change Up Gears
FIRE & UP/LEFT	SPACE QO	Brake & Change Up Gears
FIRE & UP/RIGHT	SPACE QP	Pedal Faster & Change Down Gears
FIRE & DOWN/LEFT	SPACE AO	Brake & Change Down Gears
FIRE & DOWN/RIGHT	SPACE AP	Pedal Faster & Change Down Gears

(c) Rider Off Bike.

(i) Fire Button Not Pressed.

Joystick Posn.	Preset Key	
UP	Q	Walk Up Screen
DOWN	A	Walk Down Screen
LEFT/RIGHT	O/P	Toggle To Walk Forward

(ii) Fire Button Pressed.

Joystick Posn.	Preset Key	
FIRE	SPACE	Toggle to Walk
LEFT/RIGHT	O/P	Forward
FIRE UP	SPACE Q	Reset Gears Changing Up Whilst Off Bike
FIRE DOWN	SPACE A	Reset Gears Changing Down Whilst Off Bike

(d) Pause Keys

F — Pause Top Bike

G — Pause Bottom Bike

(e) Break Key (Escape on Amstrad) — to break out of game.

BMX Ninja ▮▮▮▮▮▮▮▮

After a hard days training with the freestyle team at the local dirt track, Phil "Pookie" Wheeler, unofficial BMX Ninja, whilst travelling home on his bike, a Blackfoot Falcon, was set upon by a rival team, the Diamond Backs, whose leader is intent on gaining the ultimate street cred. Your title.

You must prove to yourself and your girlfriend that you are capable of keeping your title. Should you fail in your task, you will not only lose your title, you will lose your girlfriend (who wants to be seen with a loser anyway?), and your dignity. Should you succeed, you will be rewarded by your girlfriend. Should complete a certain number of areas, you will receive the ultimate reward from her. (We're not telling you what it is so find out yourself if you can)

GAME OBJECTIVE
The game objective is to survive for as long as possible. To proceed to the next location, you must dismount 8 BMX bikers. Ninja scooters and Skateboarders do not count towards this total.

You must also avoid rocks thrown by other gang members. The scoring is dependent on how you dismount your opponent.

There are 6 different locations in which you can battle. These are a Miami Beach, a California sea front, the Dallas oil fields, New York City, Times Square and Cape Canaveral.

C64
Joystick only.

LOADING LOCATIONS SPECTRUM
On the tape are two different sets of locations. The first set loads with the game, and is used by default. You can load a second set of locations from the tape, by pressing 'L' from the menu page. This is the only place that you can load the locations from.

Once you have loaded the second set you can no longer access the original locations, so you would have to reload from scratch to see them again.

The second set of locations is recorded directly after the game.

```
Keys
Z       — Left
X       — Right
J       — Hop/Up
Enter — Spin
0       — Pause
L       — Load Locations
          (From Menu Only)
```

```
Keys Amstrad
Z       — Left
X       — Right
L       — Hop/Up
Enter — Spin
ESC   — Pause
L       — Load Locations
          (From Menu Only)
```

Rugby Boss

Ever fancied yourself as a boss of a Rugby League team?

Well now's your chance to test your decision making and managerial skills with Rugby Boss.

You are responsible for team selections, finances and game tactics, in fact every element of running a Rugby League Team.

Your aim is simple. To win the championship while gaining assets along the way.

You have the choice to load or save the game position at any point after a match.

This only only saves your players status, but the status and positions of every team, thus extending your game after days, weeks or even months.

Everyones a Wally ▮▮▮▮▮

Wally is back, this time with his family in the first ever Multi Role Arcade Adventure.

Not only does Wally appear fully animated, but also Wilma, Herbert, Tom, Dick and Harry.

The purpose of the game is to find the combination for the safe and then pay the gang's wages.

The combination is split and can be found in diffeent locations.

Not only must the combination be identified, but also the right items to collect the combination must be used.

The locations are many and varied, and contain zany arcade sequences which must be completed to finish the adventure.

Each character has specific abilities and it is up to the player to select which one will perform a particular task.

The game starts with the whole gang in the Town Square by the fountain.

You have control of Wally, so the rest of the gang go off about their own business. As Wally cannot do everything himself, you will have to select one of the other characters, (except for Herbert, he is totaly uncontrollable) to perform the various tasks. This is achieved by pressing the appropriate Character Select key while they are on the current screen. While a character is not under your control, he or she may be carrying out other tasks, which may help or hinder you.

If you reach the edge of the screen while walking about town, you will continue to the next location. However, some of the screens have exits other than at the extreme left or right, e.g. a door or a road. To leave at these points you should press the exit key whilst at the appropriate position.

There is another, faster way of getting across town, but it is more risky than walking.

To complete the game, all of the pieces of the safe's combination, must be taken to the safe in the correct order.

To pick an object up, simply walk in front of it. It will then be exchanged for one already carried. The two objects carried, are displayed at the top of the screen. All this rushing around is hard work, so the characters must eat and drink to keep themselves going. Wally isn't too fussy about what he eats, but the rest of the gang may be more choosey.

Each character has a part to play.

Wally is a builder and odd job man by trade, so you should use him for mixing cement etc.
Wilma is Wally's wife, and so might do the shopping. Herbert, Wally and Wilma's pride and joy, doesn't do anything except get in the way.
Tom, the punk, is a mechaninc, Dick is the plumber and Harry is the electrician.
You will find it necessary to complete the varied arcade sequences to obtain certain objects.
In some arcade sequences, the controls will alter to suit the game.

All controls are redefinable.

Soccer Challenge ▆▆▆▆▆▆▆▆

Your chance has arrived, you have been invited to try out for selection to your favourite football team.

It's not going to be easy though; you are going to need all your stamina and skill to get through the gruelling training session; the only way to show the Boss that you are fit to play in the team.

So get your kit on, lace up your boots and get out there with the lads, for your biggest challenge yet.

THE DISCIPLINES
Start the game by typing in your name. Just hit enter if you do not wish to do this and you will be given the default name of "ANON".

When the game starts the screen will clear and you will be given the option to choose the colours of your kit. You can change the colours of the shirt or shorts to those of your favourite team (within limits of the computer's colour ability). You will then be presented with a list of the disciplines and will be invited to select one of them. All four will have to be placed and completed before you can take part in the competition course at the end of the game. You can play the disciplines in any order and can play the same one again and again until you master it. Each discipline has a number of 'lives' shown by the footballs in the bottom panel. Each time you make a mistake you will lose a football. When there are none left or when the timer reaches zero the discipline is over.

TACKING

You are placed in the middle of the pitch facing some of the toughest of your team-mates in a head to head tackle for possession of the ball. The opponent will run down the screen towards you and you can select one of a number of methods to stop him.

a) **The straight tackle** — run straight towards the opponent and try to intercept the ball.

b) **The sliding tackle** — if your opponent looks like getting away you can launch a sliding tackle by using the fire button. You then slide very quickly, leg outstretched towards the ball.

c) **The foul** — only to be used as a last resort. You can go for the man not the ball. This is not recommended.

PASSING

You stand with the ball in the centre of a circle of other footballers. You must rotate and pass the ball to the flashing players who will then return the ball. If you pass to the wrong player then you will lose a 'life'. Miss too many times and the discipline will be over but if you succeed you will be moved onto the next round where the players will change over more rapidly.

DRIBBLING

You will be presented with a course of cones covering several screens. You must dribble the ball around each cone in the direction of the flashing arrow staying as close as possible to each cone. Take the ball too far away and you will have to go round again. When all the cones on the screen have been negotiated successfully you should move up to the next screen. You must complete the course within a time limit.

PENALTIES

You appear at the bottom of the screen. By alternately pressing left and right keys (or joystick direction) you will begin to move up to the top of the screen. The faster you press the keys the faster you will run. The screen will flip to show the goal with the ball on the penalty spot and you must press fire when you reach that spot. The ball will go in the direction of the arrow in front of the goal.

THE 'ASSAULT' COURSE

Once you have completed all the disciplines you can then compete in an 'assault' course against the clock, this includes all the disciplines that you have just been training for. This course incorporates all the features seen in the disciplines, finishing with you having to score a goal from the penalty spot.

If you successfully complete the course you will be given a unique number which you can write down for use in Soccer Challenge II the sequel.

CONTROLS CBM 64

Use Joystick.

P = pause game.
A = abort game.

CONTROLS AMSTRAD

1 = pause game (fire to cancel)
M = (during pause) quit to menu.
Q = (during pause) quit to title screen.

Q,A,O,P = directions.
Space = fire/kick.

CONTROLS SPECTRUM

1 = pause game (fire to cancel)
M = (during pause) quit to menu.
Q = (during pause) quit to title screen.

Q,A,O,P = directions.
Space = fire/kick.

The Real Stunt Experts ▂▂▂▂

THE GAME

You play the part of Fred MacMuscle, the world's greatest stuntman. At least that is what it says on your publicity.

The truth is just a little bit less romantic and exciting — you have not worked in a film for over 2 years and are beginning to get a little rusty. It also doesn't help that you are down to your last few thousand in the bank.

Luckily for you, the new series of "**RICKY STEEL — SECRET AGENT**" has just started filming in your area and you are asked if you will handle some of the stunts needed for the film. This is your big chance to become famous again. The only problem is that the film company expect you to have your own insurance. Luckily they agree to pay you for each stunt that you successfully complete so the more stunts you try the more films you will be able to take part in.

There are 3 exciting and dangerous stunts. These are: (in no particular order)

1) RICKY STEEL has been given the mission to rescue some American soldiers who are still prisoners in Vietnam. The director has asked you to fly a helicopter up the Kwan Yang river to find the Prison camp. The only problem is that you must stay as low to the ground as possible, flying under bridges, avoiding anti-aircraft fire and dodging tall trees. The VC send heat seeking missiles and their own helicopters to stop you and you have to avoid or shoot them down.

2) RICKY STEEL is driving in his 200 mph Ferrari towards the edge of the Grand Canyon but he has not had time to assemble the Rolls Royce jet engine that he will need to get safely across. As he drives closer and closer to the edge the gang of terrorists have put all sorts of obstacles in your way — oil barrels, piles of rocks, ramps to flip you over etc. Luckily you have been fitted out with a missile launcher so that you can blast the rocks etc out of the wya. You fellow agents will fly over in a helicopter to drop the parts of the jet to you. If you manage to run over them they will be added to the car, if you manage to run over them they will be added to the car. If, by the time you reach the edge of the canyon you do not have all the parts then it is all over for you.

3) A team of terrorists have taken hostages in a tower block and **RICKY STEEL** must enter the building and rescue the innocent hostages. The terrorists have set fire to the building and have planted bombs in some of the rooms. You must find all of the bombs and rop them down the rubbish chutes. This is done by running over them.

The bottom of the screen shows two numbers. One is your money in the bank, the other is the amount of insurance you have to pay to do the stunt. If you do not have enough money for your insurance then you can try one more time but if you fail then the Stuntman Union will take away your licence.

CONTROLS AMSTRAD

Q up, A down, O left, P right and Space to fire. You can also select Joystick.

CONTROLS SPECTRUM

Q up, A down, O left, P right, Space or M to fire.
You can also select Kempston or Sinclair Joystick.
To leave a text screen press ENTER.

Please note side 1 contains the main program as
well as the 3 game data files, side 2 only contains
the 3 game data files. After you play the game once
(from side 1!), you may find it easier to use side 2 to
load the individual game data files.

CONTROLS C64

Joystick only (in Port 2).

Combat Zone

Ace of aces Colonel John D. Mentor of the United
World Force, an instructor from the intergalactic
space force school and now recalled to active duty.
Recalled as possibly the only person alive capable
of surviving the 'Combat Zone'.

...Your mission... to destroy the enemy power
station...
...Brief...
Enemy installations easily recognisible as pulsating
objects... Enemy defences worst in this galaxy...
Estimated enemy strength, too many to calculate...
You must destroy at least 20 enemy installations in
one pass... If you fail you must attempt extra
passes... Reserved only 3 ship backup... End...

...Confidence is high... Good Luck... Stop....
...Stop press... Latest intelligence... Capturaing an
enemy supply ship will win you a Hyper Bomb... To
capture the twin diamond shaped supply vessel,
run into it... Detonating a Hyper Bomb will destroy
all enemy fighters in view...
...Message Ends...

KEYS AMSTRAD

A Left, S Right, O Up, K Down, P Fire or joystick
DOWN & FIRE Drop Bomb, CAPS LOCK Hyper
Bomb, CLR Pause On, DEL Pause Off

KEYS SPECTRUM

S Left, D Right, P Up, L Down, ENTER Fire
CAPS SHIFT Bomb, SPACE Hyper Bomb

KEYS C64

SPACE Hyper Bomb
DOWN & FIRE Drop Bomb

Soccer Boss ▬▬▬▬▬

BRITAIN'S No.1 FOOTBALL MANAGEMENT GAME
● 4 DIVISIONS ● FA CUP ● EUROPEAN CUP
● CUP WINNERS' CUP ● FULL GAME SAVE

Ever fancied yourself as the Manager of a Football team, ever thought "why did they buy him?", or "he's a useless manager, I could do better than that". Well now's your chance, test your decision making and managerial skills with Alternative Softwares' Football Manager game, SOCCER BOSS.

Tips for new managers
Players move in and out of form — so keep an eye on their skill ratings. Take care in the transfer market — a player with a still rating of 1 costs £10,000, but selling him will only earn you £7,500. If an injury crisis strikes, and you can't afford new players, you can play a goalkeeper out of position — but his skill level will plummet!

Run For Gold ▬▬▬▬▬

The Challenge
The ultimate challenge for middle distance runners: to win the Olympic Gold against the worlds top athletes AND to break the world record in three events — 400m, 800m and 1500m.

Run For Gold allows you to train two runners for this task: both a 400m runner and a 800m/1500m runner. There are four major championship finals: first Crystal Palace, then the European

Championships, thirdly the World Championships and finally the Olympics. Your runners will have to race in local meets in order to gain entry to each of these finals.

But there are forty other runners who share your dream of Olympic Gold. Each runner uses individual, realistic tactics. And, as you improve, so they will improve and the harder it will become to qualify for major championships. As you strive for the world record, so they will also strive for the same goal. The race for gold is on.

Game Options:

Run For Gold level 1 — You control your runner's pace. The computer will keep your runner in his lane but you will have to steer him into another lane.

Run For Gold level 2 — You control your runner's pace and you have full control of his steering. Steering the runner is tricky so it is recommended that you start on level 1.

Demonstration — The computer controls your runner by way of demonstration.

Specifying your runners.

The next screen allows you to specify your runners. If you are using the program for the first time or if you want to use 2 new runners, choose 'Name two new runners'. If you want to use runners previously saved on cassette, choose "Load runners from tape".

Loading runners from tape — Replace the program cassette with the cassette that contains your previously saved runners and rewind. Press **PLAY** on your recorder and **ENTER** to start loading. Press **ESC** to abort loading.

Naming two new runners — Type in a name for the runner to compete in the 400m event and press **ENTER**.
Then type in a name for the 800m and 1500m runner, and press **ENTER**. To correct mistakes press **DEL**.

Choosing an event

Press **SPACE** to highlight the event.
When the event you require is highlighted, press **ENTER**.

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Saving your runners
Insert a blank cassette into the tape recorder and press **ENTER**. Then press **RECORD** on the tape recorder to start saving. When the runners have been saved, press **ENTER**.

Checking your position during a race
To see how you are doing in the race, press **E**. Your runner is indicated by a small arrow. Your lane number flashes. Press **E** or any of the pace or steering keys to continue your race.

You will be disqualified for:

a Making 2 false starts in the same race.
b Steering off the track.
c Moving out of your lane in the 400 metres.
d Moving out of your lane before the 700 metre mark in the 800 metres.

Use of a joystick
Use your joystick as follows:

UP	—Increases pace	(Same as O)
DOWN	—Decreases pace	(Same as N)
LEFT	—Steer left	(Same as I)
RIGHT	—Steer right	(Same as P)
FIRE	—Starts the runner	(Same as Q)

Summary of keys — Amstrad

SPACE	Highlight options
ENTER	Chooses highlighted option
Q	Start
O	Increase pace
N	Decrease pace
I	Steer left
P	Steer right
E	Check your position
ESC	Reselect option/start program
ESC	Run/Stop **C64**
CAP A	Run/Stop **Spectrum**

Dead or Alive

You, as the sheriff of Dodge (the bullets) City, must stop the bandits getting away with the bags of money from the City Bank, and freeing their comrades in jail.

But stopping baddies takes it out of you a bit, so you have to keep an eye on your "Thirst Level". If it gets too low you can always pop into the Hotel for a quick drink with the lads from the O.K. Corral.

If your ammo gets too low, just walk over the body of a dead bandit, before he disappears and you will get more ammo.

Keep and eye out for Neddie, the bandits faithful horse. If you get in his way you will be trampled. Make sure the bandits do not take all the bags of money. If they do, the people of the town will hang, draw and quarter you (and then whatever's left, they will feed to the vultures).

Controls (Joystock compatible or keyboard):

Q	—Up
A	—Down
O	—Left
P	—Right
Any bottom row key (z—m)	—Fire

Points:

Bandits	—100 points
Excaped Prisoner	—500 points

Turbo Bike

PLOT
TURBO BIKE, renowned throughout the entire Galaxy, Lieutenant G.Irl of the Immediate Operation Corps of the Korg Army, has been chosen to fulfill a suicide mission: three "Elders" (Strange Cybernetic Beings) are intercepting the provisions of the Colony with the help of an army of robot-ships. They must be destroyed.

AIM
Get through the different phases, avoid being destroyed by the robot-ships and do away with the "Elder" that guards each of the phases.

PHASES

The game is made up of three different phases, and each phase is divided into several parts which will allow you to start at the end of the last one you have completed if you are knocked down.

PHASE 1 — It takes place aboard a semi-abandoned Space Station. You must cross through the labyrinth of tubes that make up the Station, avoiding collission or falling through the gaps in the structure, which would make you disappear into open space. Careful with the meteorites.

PHASE 2 — Cross over the huge, long bridge that joins the Space Station to the surface of the planet. It is a very ancient and unsafe bridge. There are parts that cave-in upon contact, so you have ride very carefully.

PHASE 3 — The last of the Elders hides away in the desert. It is a calcinated desert of scorching winds carrying a great amount of debris. Numerous enemies lie hidden throughout.

ENEMIES

You will encounter many enemy ships on your way. They all fly above ground level, so you will not collide unless your motorcycle jumps at the wrong time, but you will have to avoid their shots.

1. KNOCKIES: Lightweight, swift, specially designed to fly within the labyrinth of tubes.

2. METEORITES: Collision with them causes death. Many of them fall around the Space Station.

3. TROMPOES: Sentinels that rotate about with quick and unpredictable movements.

4. CROTAS: They are small and move at a great speed.

5. SHRUBS: Carried by the windstorms, their contact is lethal.

6. ITRONES: Prepared for combat, and specially designed for desert lands.

HELPFUL TIPS

When you combat against the guardian Elder in each phase, observe the energy indicators on the right. They will drop when you shoot him in his weak spot with your laser.

LIVES AND ENERGY

You start out with 6 lives, and an extra one every 5000 points. The energy marks on the left indicate the loss of a life every time you are shot.

CONTROLS — Spectrum/Amstrad

Redefinable keys. If you use a joystick, in order to jump you must press SPACE or whichever key you have defined.

CONTROLS — C64

Joystick only in Port 2
Pause — RUN/STOP
JUMP — SPACE