

30 RED HOT HITS

AMSTRAD / COMMODORE / SPECTRUM

Ghostbusters
F.A. Cup
Agent x 2
Kane
L.A. Swat
Ninja Master
Rasputin
Ollie and Lissa
Ricochet
Zolyx
Way of the Exploding Fist
Dan Dare
Formula 1 Simulator
Brian Jack's Superstar Challenge
Tau Ceti
I - Ball
Park Patrol
Thrust
Harvey Headbanger
War Cars
Tarzan
(Owned by Edgar Rice Burroughs, Inc., and used by permission)
Ninja Hamster
Enlightenment - Druid II
The Boggit
(Amstrad only)
Mystery of the Nile
Mega - Apocalypse
Endurance
(Amstrad only)
Activator
(Amstrad only)
Catch 23
(Amstrad & Spectrum only)
Dark Sceptre
(Amstrad & Spectrum only)
Magnetron
(Commodore & Spectrum only)
Morpheus
(Commodore only)
Samurai Warrior
(Commodore only)
Frightmare
(Commodore & Spectrum only)
Traz
(Commodore & Spectrum only)

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30 RED HOT HITS

GHOSTBUSTERS

CONTROLS (Amstrad)

Joystick or the cursor keys, COPY to fire.

(Spectrum)

H toggles pause

To return to Controller menu press SYMBOL SHIFT and ENTER.

Press SPACE for a status report.

(Commodore 64)

Joystick in Port 2.

Press F1 for an introduction.

Press F5 to go directly to the equipment store.

RUN/STOP toggles pause.

RUN/STOP and RESTORE aborts game.

Press SPACE for a status report.

To start your Franchise you need equipment, there are four screens in the equipment store. The computer will print a message, when it stops enter your name, surname first. It will then ask you if you have an account. If you do press Y and RETURN, you will then be asked for the account number. If not press N and RETURN and you will be given an initial account of \$10,000.

The first screen is a choice of vehicles. To view a car press space followed by the number and RETURN, to buy a car just press the number and RETURN.

The cars are:

The compact costs \$2,000, carries 5 items top speed 75 m.p.h

The hearse \$4,800, 9 items, 90 m.p.h.

The station wagon, \$6,000, 11 items, 110 m.p.h

The performance \$15,000, 7 items, 160 m.p.h.

MONITORING EQUIPMENT

You must use the fork lift to collect the items you want, move this around with the joystick, use the fire button to pick up and put down items.

The amount of credit you have remaining is displayed in the top right hand of the screen, and the cost of each item is given in the column on the right.

On this screen you can buy

PK Energy Detector - warns of an approaching ghost by turning a building pink when you pass it.

Image Intensifier - makes Slimers easier to see.

Marshmallow Sensor - warns of the approach of the Marshmallow man by turning a building White.

To move onto the next screen press 2 then RETURN.

CAPTURE EQUIPMENT

Ghost vacuum - sucks up itinerant roamers.

Ghost Trap - used to catch slimers, each holds one ghost.

Ghost Bait - attracts the roamers that make the marshmallow man, without this you cannot stop him, you get five dollops.

To move to the next screen press 3 and RETURN.

CONFINEMENT EQUIPMENT

The Portable Laser Confinement System - fits in the car holds ten ghosts.

Type H to move to the city map

Zuul temple is at the centre, GHO at the bottom, buildings with Slimers flash red. Guide your vehicle to a Slimer, freezing any roamers you meet by touching them, or suck them up into the ghost vacuum by pressing fire, if a roamer gets to Zuul the city's PK rating jumps by 100. To position yourself at a building above the street press fire, below the streets pull down and press fire.

BUSTING GHOSTS

When you arrive at a site of a disturbance, direct your first ghostbuster toward the centre of the building, press fire to lay a trap, then guide him to the left of the screen and turn him towards the trap. Then guide the second ghostbuster to the right of the screen and turn him towards the trap and press fire to initialize the negative ioniser stream. Move them inwards to trap the Slimer between the streams, but do not, repeat do not cross the streams. When the Slimer is directly over the trap press fire to capture him. Every Slimer increases your credit rating. Every escaped Slimer adds 300 to the city's PK level.

When a marshmallow alert flashes you must press B to drop bait before he stomps any buildings. To win you must sneak two ghostbusters into the temple of Zuul before the Gatekeeper and the Keymaster join forces there.

FA CUP

Become Manager to 10 teams of your choice in this exciting simulation of the F.A. CUP Competition. Begin in the first round or alternatively go straight into the third round to face the might of the First and Second division clubs and battle to the CUP FINAL.

Authentic Cup Draws present cup ties in which real life form decides the winners; however you could just turn the tables and provide a result by making some tough managerial decisions and by a shrewd choice of tactics. You never know: your team may just be the next GIANT KILLERS. All League Clubs in the competition have a home and away rating decided by:

- Their best performance in the competition.
 - Their performance in the last ten years.
 - Their past five home F.A Cup results.
 - Their past five away F.A.Cup results and their estimated away following.
- These factors are also used for the Non-League clubs.

PLAYING THE GAME

Start by typing the number of players (from 1-8); the computer also plays. Each player must type in two initials to identify him or her. Each player may then choose to add a team by typing in the name (DEL key corrects mistakes). Now select the 10 teams you wish to Manage. There are 124 teams, to see more teams press X. To select a team type in the number it is listed under (if 12 or under press ENTER). You may choose to "Pass" at any stage, this means the computer will choose your remaining teams for you. The box in the top will remind you whose turn it is. Next you can choose to begin in Round 3, some of your teams will have been defeated in the first two rounds.

The next selection is the Draw. The Red screen displays all that round's matches, your initials are displayed after your team. The game goes straight into Tactic Selection. You can choose A (defensive), B (balanced) or C (attacking).

The state of Play screen shows the Round's matches in progress, pressing X will show more matches. There is a clock in the upper left of the screen. Pressing the Spacebar will speed up the play and the goals will be updated when you release the spacebar. The game will stop at full-time (there is no extra time) for you to study the results. Press Q to continue.

In the first three rounds play is uninterrupted, but by Round Four you must rethink your tactics at half-time. You can choose new tactics but they will not be printed on the screen, so the other players will not find out. In Round Five you must answer a question to test your managerial experience, and you will have to decide if you need to make substitutes at 3/4 time. These tests of your managerial expertise increase in the remaining three rounds.

The game continues Round by Round until it is time for the Final!

(Commodore 64)

After the Final is played the result will be displayed until any key is pressed. You may completely restart during play by pressing RUN/STOP and RESTORE together.

(Amstrad)

After the final is played the result will be displayed until:

The small ENTER key is pressed

To Restart during play:

press CNTRL. SHIFT and ESC together.

(Spectrum)

After the final is played the result will be displayed until:

THE BREAK key is pressed

To restart during play:

Type LOAD ** and press ENTER.

AGENT X 2

THE GAME

The mad professor has returned, seeking revenge after you foiled his plan to capture the President.

This time he is out to ruin the world economy. He has set up an underground base on the moon. From this hide out, he is planning to unleash his terrible Zit-Ray.

This hideous device causes everybody to break out in terrible terminal acne.

The mad prof's plans that, with spending so much money on spot remover cream - which, due to the terrible effects of the Zit-Ray will not work anyway - the economy will be in ruins, as no-one will have any money left for essentials.

Only, you the super sleuth, Agent X can foil the potty professor's perfect plan.

You must away to the Moon, fight your way past wacky Waglots, enter the sinister secret sub-surface stronghold and surprise the scientist in a single stupendous showdown for supremacy.

Destroy the dastardly device and free the faces from festering follicles. The world relies on you!

CONTROLS

Joystick only

Plug the Joystick into Port Two.

KANE

The Wagari Indian's have, for many years been at war with the white man. The N.A.S.T. Railway Co. now has plans to run a railway through the Indians most sacred burial ground. Marshall McGraw, the first white man to enter the Indian's camp and live, is now in the position of being able to negotiate a long awaited peace treaty.

To prove he is worthy of such of high honour, McGraw must first shoot down the Indian's traditional food - the migrating duck with a bow and arrow. For every few birds he earns a valuable peace token and it is his mission to see they get to the President of the United States. To stop him, the N.A.S.T. Railway Co. have hire a ruthless gang of renegades, who are waiting for him in the town of KANE.

Marshall McGraw needs to go through KANE to get to the depot which belongs to the N.I.C.E. Railway Co., where he can catch the train to Washington. The gang have been ordered to make sure that he either misses the train or that no peace tokens get to Washington.

You now take on the role of Marshall McGraw. Hero of the West. If you can shoot enough ducks and make it to town in time, you will find the gang hiding in various sniper positions. Use your speed and accuracy to deal with them. To reload, run off the screen to the right and above all avoid standing still and their shots will become more accurate.

When you reach the depot, if the train has left, you MUST get to the front of the train in order to stop it so that you can get your tokens to the President.

(Commodore 64)

Joystick only in Port 2 only.

(Amstrad/Spectrum)

CONTROLS

UP - Q

DOWN - A

LEFT - N

RIGHT - M

FIRE/JUMP - Z

(SPECTRUM ONLY) Joystick: Kempston interface 2 Cursor.

L.A. SWAT

Special assignments. Get your squad together. A terrorist group has taken over the West side of L.A. Get in there and clear the streets. Bring out any hostages you find - ALIVE in time. All civilians are supposed to have cleared the area, but there's always a few who don't make it out. Try and not blow too many away eh? We are talking surgical strike here, guys. Nice and clean. No complications and no foul-ups. Lets do the uniform proud. Go for it.

PLAYING THE GAME

The aim is to save the hostages being held by the gangs. To reach them you must steer your squad through the streets defending yourselves against attack until you reach the junctions where the gang leader is holding the civilians. Try to stay alive, wipe out the terrorists and not shoot the victims or civilians. Couldn't be easier. On the way up the street you may just happen to notice that the gangs have grenades, which

they keep lobbing at your team leader. Try to anticipate where it will land and move him away. Everything keys off the leader. Gang members will go for him, snipers take pot-shots at him and the grenades always fall his way! Once he gets taken out, another team member will take over. Keep going forward and don't let the baddies get behind you. They have a particularly nasty way of neutralising SWAT teams if they get to close

CONTROLS (Amstrad/Spectrum)

You are offered a menu giving you the choice of keyboard or a range of joysticks. Use the cursor keys for movement and space to fire. Q quits game.

(Commodore 64)

Steer the team leader with the joystick. Press FIRE to shoot in the direction the joystick is taking you. FIRE will also restart the game once you've lost the entire team.

NINJA MASTER

THE GAME

In the ancient realms and provinces of the "Land of the rising Sun" lived a breed of warriors - feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now is your chance to face this challenge.

The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts at the test, you will be eliminated from the games. Succeed in all four tests, and you will be awarded a new grading - and the chance to attain the next grade.

PLAYING THE GAME

(SPECTRUM)

"NINJA MASTER" can be played using the keyboard. You can define your own key controls, or use the predetermined keys.

(COMMODORE 64)

"NINJA MASTER" can be played using either the keyboard or joystick connected to port 2.

(AMSTRAD)

"NINJA MASTER" can be played using the following keys:

TEST 1

Q = Punch left A = Kick left P = Punch right L = Kick right

TEST 2

Z = Power left X = Power right

TEST 3

O = Strike high K = Strike middle L = Strike low

TEST 4

ENTER = FIRE

The four tests that you have to pass are as follows:-

1. In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand corner of the display.
2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the log with a Karate chop.
3. This is probably the hardest test to complete. Using your trusty Ninja sword, defend yourself against the deadly Shuriken Stars.
4. This is the final test that has to be completed. Armed with a blow pipe, you must shoot down the canisters, thrown from the right of the screen. The game will end when you fail to attain the given qualifying score in an event. Good Luck.....

RASPUTIN

THE GAME

You, as a crusader of considerable valour and prowess must quell the source

30 RED HOT HITS

of the spirit of Rasputin, Master of Ultimate Evil. Use the magic power of your sword and shield and replenish this power before it is drained away by nether beings and your life-force is sapped by the spirits of untold evil.

CONTROLS (Commodore, Amstrad & Spectrum)

KEYBOARD CONTROLS

LEFT	O	LEFT
RIGHT	W	RIGHT
WALK	O	UP
JUMP	P	FIRE
USE SHIELD	M	DOWN
USE SWORD	M&P	DOWN AND FIRE

You can pause the game by using the SPACE key and resume again by using the ENTER/RETURN key.

The indicators at the bottom of the screen will help you to establish how much progress you have made and your current life status. The **LIFE FORCE** indicator is at the top of the indicator panel and shows your current state of health. The four eyeball icons represent the **SPELL HARMONY INDICATORS** while the level of power remaining in your sword and shield is shown in the **MAGIC POWER INDICATORS** at the bottom right of the screen.

To reach the Jewel Of The Seven Planets, which is the power source of the Spirit of Rasputin, you must neutralise the evil spells that have cast in Rasputin's name. To neutralise these spells, traverse the courtyard of your darkside, enter the world of the Seven Planets, crossing from dimension to dimension by means of cast by the Lord Of Chaos to prevent the escape of Rasputin's spirit, which is threatening to cross the barriers of Time. The Magic power of your sword and shield will help you but their power will wane every time you use them. Find the stones with the mark of Rasputin and by stepping on them, you will absorb their power into your shield and sword. Absorb the power of all the stones in a dimension and the wrath of Rasputin's mind is revealed in a creature from the dark side. Destroy this creature and it will be transformed into a spell stone inscribed with a Rune Of Power. These were cast by the Lords of Light to help you in your quest and may be absorbed into your soul on contact.

The most important spell is the "Eyes Of Heaven" which will protect you from the spirit of Rasputin's evil eyes and allow you access to the boxes that neutralise the eight spells cast in Rasputin's name. But beware, the power of the Lords Of Light will only protect you if the colours of the dimension are in harmony with the spell. Step on to these boxes to reverse the spells cast from the light side. When you have finished your quest, your Life-Force will cease to ebb away, and the Spirit of Rasputin will have been quelled. You must use all your crusader's prowess to quell the Master of Disaster!!!

OLLI & LISSA

THE GAME

Amongst the barren heights and rugged rocks of the Scottish Highlands, there is situated Shilmore Castle. The Castle is under threat of being purchased and shipped stone by stone to America by Eugene Port-Cullis the third (Jnr) a mega-millionaire.

Alarmed by this, Olli and Lissa rush to help their friend Sir Humphrey, the Castle ghost, who was somewhat upset by the prospect of forced emigration to the New World. Sir Humphrey decides that today, Human Beings are only scared by invisible ghosts. You must collect eight ingredients for a potion to make the ghost of Shilmore Castle invisible and save the day.

PLAYING THE GAME

(SPECTRUM)

You can use either keyboard or joystick to guide Olli on his quest through Shilmore Castle. When the game starts, Sir Humphrey will tell you which item needs to be dropped into his cooking pot. You have to avoid other, not so friendly, ghosts on your way around the castle, and there will also be a time limit for each task.

(AMSTRAD)

Keyboard controls

A = Jump	Shift + Z = Sound on
O = Left	Shift + X = Sound off
P = Right	Shift + M = Pause
(or to redefine them)	Shift + C = Continue after Pause
Enter = Start game	(or use a Joystick)

RICOCHET

THE GAME

Use your BAT to hit the BALL against the mid space BRICKS, blow them all up and go on to the next BREAK-UP ZONE, avoiding the NORTIES along the way.

PLAYING THE GAME

(AMSTRAD)

Ricochet can be played using a joystick connected to your Amstrad. Keys are redefinable. Collide with falling sparklers to gain extra weapons, Speed up, Collectives and many more. Look out for Mr Ed and the GRAVY, which brings amazing and exciting prizes to those who dare to go for it.

ZOLYX

THE GAME

Zolyx is a game that will immediately grab your attention and have you glued to your monitor for months to come. With multiple levels and countless numbers of perpetually moving balls, your playing aptitude will be severely tested.

PLAYING THE GAME

(AMSTRAD)

Keyboard controls

Z = left X = Right ; = Up / = Down

SPACE = reverse direction of balls.

Zolyx can be played with a Joystick connected to your Amstrad Computer.

(SPECTRUM)

Zolyx can be played with either keys or most Joysticks. The keys are redefinable, but when you load the game, they are:

O = Left P = Right S = Up X = Down SPACE = Fire
BREAK = Pause

The object of Zolyx is to fill in 75% of the screen by creating sections of blocks, while at the same time avoiding the balls. Contact with any of the balls, which are in constant motion, will result in the loss of a life. On the first level there is one ball on the screen and one in the background. For each level successfully completed, one ball is added to the screen. A bonus is awarded for every 1% above 75% of the screen filled in. Up to a maximum of 99% of the screen can be completed.

WAY OF THE EXPLODING FIST

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline.

You can control your character with either joystick or keyboard - 18 different maneuvers including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill or compete with a friend.

THE WAY OF THE EXPLODING FIST has it all - addictive competitive action and dazzling graphic animation. You are about to face the challenge of a lifetime!

The Way of the Exploding Fist is a karate simulation game, and is controlled entirely from the keyboard or joystick.

Although it may take a while to become completely familiar with the various moves, you should be able to start playing almost immediately without learning any of the moves.

HOW TO PLAY WITHOUT READING ALL THE INSTRUCTIONS;

Plug your joystick into rear port and press the fire button. This will start the game. (SPECTRUM ONLY press the space key and the game will start.)

Moving your character: Left and right control the left/right movement of your character.

Using the kicks: All kicks are controlled by pressing the fire button and pushing the joystick in the appropriate direction.

Crouching: Pressing the joystick up will allow your character to leap up, while pressing it down makes the player crouch.

Blocks: The joystick also allows you to block your opponent's move. This is obtained by backing off your character while your opponent is performing some aggressive move.

You may occasionally find that when you are naturally backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are in danger of getting hit by your opponent. To release the block, move the joystick to neutral or to any position other than moving backwards.

"Holding your moves": Most of the moves in the Way of the Exploding Fist can be withdrawn shortly after beginning to execute them so that you are able to change your mind and start another move. This also means that if you do want to continue with a move you must ensure that you hold the joystick in the correct position long enough for the move to be executed.

Practicing your moves: The easiest way to practice your moves is to go into 2-player mode and test all your skills. Your opponent will not make any move against you, so you should be able to get all moves perfected. This should be enough to get you started playing The Way of the Exploding Fist. The following instructions give you more detail on this subtleties of the exciting game.

COMMODORE VERSION - ONE-PLAYER AND TWO-PLAYER MODES: The Way of the Exploding Fist can be played in either one-player mode or two-player mode. The white player's moves are controlled by the joystick in the rear port, while the red player's moves are controlled by the joystick in the front port.

In playing in one-player mode, you will always control the white character.

Various options can be selected before each game:

DEL: Switch between music and sound effects, or music only.

F3: Switch between 1 player and 2 player options

F7: Switch between joystick and keyboard options

To start a game press F1. To stop a current games press F5.

If F1 is not pressed, the computer will automatically go into a demonstration mode, with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer is in demonstration mode will have the same effect as pressing F1 - i.e. you can start playing the game in the mode selected.

AMSTRAD VERSION - ONE-PLAYER AND TWO-PLAYER MODES: The Way of the Exploding Fist can be played in either one player mode or two player mode. The white player's moves are controlled by the joystick while the blue player's moves are controlled by the keyboard.

In playing one-player mode, you will always control the white character.

Various options can be selected before each game.

CAPS LOCK: Switch between 1 and 2 player options

TAB: Switch between joystick and keyboard options

To start a game press SHIFT, to stop a current game press @

If SHIFT is not pressed, the computer will automatically go into a demonstration mode, with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer is in demonstration mode will have the same effect as pressing SHIFT - i.e. you can start playing the game in the mode selected.)

SPECTRUM VERSION - ONE-PLAYER AND TWO-PLAYER MODES: The way of the Exploding fist can be played in either one player mode or two player mode in playing in one-player mode you will always control the black character.

Various options can be selected before each game

1 choose one player mode

2 choose two player mode

0 choose joystick mode or choose to redefine control keys

The computer will start in demonstration mode with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing any key other than the ones mentioned will start the game in one player keyboard mode.

Pressing keys G and H simultaneously will abort the game.)

Playing one-player mode: The object is to move up through Dan levels by defeating successive opponents, each one slightly better than the previous ones.

You start at novice level, your task being to reach 10th Dan.

In each bout, the aim is to score a full two points over your opponent. The first player to obtain two full points wins the bout. In the event that neither player obtains two points within the time period specified, the judge will determine which player performed better and award the victory accordingly. The match finishes when one of your opponent scores two full points in any one bout.

Playing two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts.

After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

THE SCORING SYSTEM:

Points are scored not on which action has been taken but on how well each move was executed. If your aggressive move fails to make contact, obviously no points will be awarded. If your move is perfectly executed, you will obtain one full point.

In some instances your move will strike your opponent, but the hit will not be perfect. In these instances, you will only obtain a half-point.

Your current point total is represented on the screen by the yin/yang symbols. The white player's points are shown on the left, while the red player's points are shown on the right. (A half-symbol represents a half point.)

As well as the points for each strike, you will get a score value for each move successfully executed. The score will depend on the move chosen, so that a difficult move, such as a roundhouse kick, will score more than an easy move, such as a jab kick. The score value added will be twice as much if the move was executed perfectly (i.e. a "full-point" execution) than if it was less than perfect (i.e. a "half-point" execution).

SUMMARY OF JOYSTICK POSITIONS:

The following joystick positions will result in the appropriate moves. Each move is explained in more detail further on.

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON NOT PRESSED

	JUMP
FORWARD SOMERSAULT	HIGH PUNCH
WALK BACKWARDS/BLOCK	✱ WALK FORWARD
BACK SOMERSAULT	JAB
	CROUCH/LOW PUNCH

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON PRESSED

	FLYING KICK
HIGH BACK KICK	HIGH KICK
ROUNDHOUSE/ABOUT-FACE	✱ MID KICK
BACKWARDS SWEEP	SHORT JAB KICK
	FORWARD SWEEP

USING THE KEYBOARD:

The keyboard option has been included for Commodore and Amstrad owners wishing to play this game without the joystick.

The following keys are used in keyboard mode: **COMMODORE**

Player 1	Player 2
Q W E	P @ *
A S D	L ; :
Z X C	< > ?
Fire button:	
Left Shift Key	Right Shift Key

30 RED HOT HITS

The operation of these keys is identical to the joystick controls. To switch between joystick and keyboard mode, press the F7 key whilst in demonstration mode.

The following keys are used in keyboard mode: **AMSTRAD**

4 5 6
1 3
0 ENTER
Fire button: CTRL

In two player mode, one player at least must use the keyboard. If one player uses the joystick, the other player (blue) can use the keyboard as indicated above. If both players want to use the keyboard, the white player will use the keys as shown below:

T Y U
G J
B N M
Fire button: ESCAPE

The following keys are used in keyboard mode: **SPECTRUM**

Q W E Y U I
A D H K
Z X C B N M
Fire Button:
1 SPACE KEY

The operation of these keys is identical to the joystick controls. To choose between joystick and keyboard mode - press the zero while in demonstration.

DETAILS ON THE VARIOUS KICKS:

As mentioned above, all kicks are controlled by pressing the fire button, and pushing the joystick in the appropriate direction.

The following instructions assume that the character is facing right. You will find that the descriptions refer to "left" and "right". When your character faces the other way, all controls are mirrored - in other words, if you need to press right to get the midkick when facing right, then when you are facing left, you need to press the joystick to the left to obtain the midkick.

The same applies to the punches and somersaults described in the following sections.

Eight kicks are available to you - one each for the eight positions of the joystick:

Flying kick: This is obtained by pressing the fire button and pressing the joystick up. This is an extremely powerful kick, and can be successful against a standing opponent, who is not blocking against the move. Other ways to block this kick are to crouch, or if you are fast enough to respond with a counter flying kick.

High kick: Press fire button and press joystick in the diagonal upper right direction.

Mid kick: Press fire button and press joystick right.

Short jab kick: This is obtained by pressing the fire button and pressing the joystick in the diagonal lower right direction. The main benefit of this kick is that it is very fast to execute and can be used in closer combat.

Sweep (forward): Press fire button and joystick down. This low sweep places your character in a crouching position, then sweeps forward. This can be effective against many aggressive actions, as it combines offence with defence.

Sweep (backward): Press fire button and press joystick in a lower left diagonal direction. This move is identical to the forward sweep, but the effect is to sweep behind you. This can therefore be used if your opponent is behind you.

Roundhouse: Press fire button and joystick left. This move is the traditional roundhouse kick of karate, but also has the advantage that it allows you to turn about face. This kick has two distinct operations: in the first instance (by keeping the fire button pressed throughout the kick) you execute the full roundhouse kick. The second mode of operation is a fast about-face. This is achieved by starting the roundhouse kick as described above, but releasing the fire button before the kick is completed.

You will find the full roundhouse kick is a time-consuming manoeuvre, it can be especially effective in many situations. Note also that as the roundhouse kick moves you out of the direct line of your opponent's attack, some of your opponent's aggressive moves may not be effective against you while you are performing this action.

High back kick: Press fire button and press joystick in an upper left diagonal position. This move is the reverse of the forward high kick and enables you

to attack opponents that may have slipped past you.

You can of course also turn around to attack opponents that are behind you (see notes on roundhouse kick above).

PUNCHES

As well as kicks, the Way of the Exploding Fist requires devotees to be adept at close fighting, using punches. Three punches are available from joystick control. Note that the fire button should not be pressed to execute punches.

High Punch: This is obtained by pressing the joystick in the upper right diagonal direction. (Do not press the fire button.)

This is effective against an opponent that is reasonably close to you.

Jab punch: This is obtained by pressing the joystick in the lower right diagonal direction. (Do not press the fire button.)

This is the fastest action you can take, and is extremely effective in very close fighting. At times your opponent may use this move, and because it is such a fast jab, you may not even be aware of what hit you!

Low punch: This is obtained by going into the crouch position first, then pressing the joystick to the right. Because of the variety of moves that can be accomplished from the crouching position, the low punch can often be a surprise move.

SOMERSAULTS

Somersaults are a very fast way to move out of the reach of your opponent.

These are two somersaults - one forward and one backward. Note that if you get too close to the edge of the screen in either direction, your somersaults may not be as effective.

Forward somersault: This is obtained by pressing the joystick in the upper left diagonal direction. (Do not press the fire button.)

Backward Somersault: This is obtained by pressing the joystick in the lower left diagonal direction. (Do not press the fire button.)

ADVANCED PLAYERS' TIPS

Blocks: Note that blocks are not the perfect answer to aggressive moves from your opponent. There are two blocks the computer can choose from, a high block and a low block, depending on the action that is being taken by your opponent.

Holding the joystick in block move means that you will be holding the block, and it is possible for your opponent to start a different aggressive move that is not countered by your current block.

Note also that the two low sweeps cannot be blocked. If you are within striking range of the sweeps, the only appropriate actions are a jump (joystick up) or one of the somersaults.

Crouch: The crouch is a move that can be "held" by keeping the joystick held down. This allows you to execute either a low punch, or the two sweep actions. If one of the two sweeps is selected from a crouching position, the time taken for this action is greatly reduced, and the move is therefore much more effective.

DAN DARE

Dan was appearing on This Is Your Life, all his friends were there to speak glowingly of his achievements, but as he moved forward to speak, the screen went blank and then he saw slowly the evil green face of the Mekon appear. An asteroid was heading for the earth, either the powers that be gave in, and announced him as commander of the Universe, or the Earth was destroyed. On landing, they decide to split up into two groups, Professor Peabody and Digby went one way, Dan and Stripey, Digby's pet alien, the other. After only a couple of minutes Dan heard a scream, he turned just in time to see a group of Treens carrying off Digby and the Professor. There was no time to lose, they only had an hour, and now he had to rescue his friends as well as stopping the Mekon's foul plan.

CONTROLS (COMMODORE 64)

Joystick in Port 2 only.

Without the fire button pressed the joystick moves Dan in the normal way. With the joystick pressed the functions selected depend on the type of caption on the screen.

No Caption

Back/Up Throw grenade upwards

Backward Throw grenade horizontally
 Back/Down Throw grenade downwards
 Grenades are used to stun Treens and destroy the Mekon's dome. They can only be used above ground or in the Mekon's room.
 Red Caption - A Treen is nearby
 Up Move guard up
 Forward Punch, up or down depending on the position of Dan's guard.
 Down Move guard down

(SPECTRUM)

Press 1 to select controls from the following options.

Q
 O — P
 A

B.N.M, SYMBOL SHIFT or SPACE to fire.
 2. Cursor keys 5,6,7,8 and 0 to fire or cursor joystick.
 3. Kempston Joystick
 Press fire to start game.

The controls are:-

Up/Jump
 Left — Right
 Down/Duck

Fire shoots laser
 CAPS SHIFT and SPACE pauses game
 CAPS SHIFT and 3 aborts

(AMSTRAD)

Joystick only

Up/Jump
 Left — Right
 Down/Duck

Fire shoots laser
 P pause game.

GAMEPLAY

You take the role of Dan. First you must find your way into the asteroid, there are three entrances, and you will need to find all three in order to rescue your friends and destroy the Mekon. Inside the asteroid there is a maze of ladders and gantries, somewhere in here your friends are held in cells, also down here there is a laser gun. Before you fire this, you need to find and position the reflectors, so that it destroys all three of the computers. This opens up the door of the Mekon's room, he will throw bolts of energy at you, you must dodge these and destroy him with the grenades. When the Mekon is destroyed, the self destruct sequence will initiate, you then must get back to the surface and escape, but do not forget your faithful companions. The game ends only if Dan's energy is sapped, or he runs out of time, or he successfully escapes with his friends.

FORMULA 1 SIMULATOR

THE AIM OF THE GAME

Based on formula one levels of acceleration, braking and road holding, this program has been developed for the ultimate in realism. Get your braking points and line through corners right, hold the car on the tyre squealing limit, overtaking the other cars if you can and experience all the speed and excitement of motor racing.

This version gives you a choice of ten tracks, all modelled on the worlds most famous and challenging circuits, with options of automatic or manual gearchange and wet or dry conditions.

The tracks are Silverstone, Brands Hatch, Monaco, Hockenheim, Osterreicherung, Kyalami, Zolder, Paul Ricard, Monza, Zandvoort.

CONTROLS (Amstrad)

Joystick on

Accelerate
 —
 Left — Right
 —
 Decelerate

Fire button - change gear. Press and move Joystick forwards or backwards to change up or down.

Joystick controlled menu options for selection of tracks.

CONTROLS (Spectrum)

1. Keys:

To accelerate Z

To brake CAPS SHIFT

To change up S

To change down A

Left 5

Right 6

or for steering

2. Kempston Joystick

3. Fuller Joystick

4. Cursor Joystick

5. ZX Interface 2, Joystick 1.

6. Steering Wheel - Use a sellotape tin or similar object, about 4 1/2" in diameter and 1" deep, hold it at the top and position it at the centre of the top row of keys so that it nestles against the ridge at the back. Roll it to the left or right with moderate pressure to steer. To begin with, a rocking motion on the wheel may help you get the feel of the car.

CONTROLS (Commodore 64)

Joystick in Port 1. Fire button to start. Fire button to change gear.

Or Keys:

Decelerate

2 - Right

CTRL - Left

SPACE - Change gear.

BRIAN JACKS SUPERSTAR CHALLENGE

INTRODUCTION

The object of the game is to challenge and try to beat Brian Jacks in a series of eight physically demanding events. These events have been chosen by Brian, to test not only the competitor's strength and stamina, but also their skill and co-ordination. The instructions have been kept to a minimum. Most of the strategy involved is for you to discover.

AMSTRAD (Joystick or Keyboard)

IMPORTANT: Unless stated otherwise, the power in each event is increased by either moving the joystick from side to side or by tapping the (Z) and (I) keys alternately.

1. Canoeing

Correct lane drift by holding stroke longer on one side.

2. Arm dips

Use the fire button or space key to change the direction of movement.

You have to do as many arm dips as you can do in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.

3. Squat thrusts

Moving the joystick left or tapping the (Z) key will move you in one direction only and similarly moving the joystick right or tapping the () key will move you in opposite direction.

You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either you kneed do not come up to your elbows or your feet do not cross the line.

4. Swimming

Every so often you have to breathe. To achieve this simply press the fire button or space key at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

5. Archery

Move the joystick or press the (Z) or () key to set the wind.

Press and hold down the fire button or space key to start raising the angle of elevation and release to fire the bolt.

6. 100 metres.

7. Football

30 RED HOT HITS

In this event you have to dribble a ball around four cones and then try to score a goal. You have three goes at this, but you have two minutes in which to do it.

To increase speed push the joystick forward or press the (Q) key.

To decrease speed push the joystick backwards or press the (A) key.

To rotate in an anticlockwise or clockwise direction, move the joystick left or right or press the (Z) or (X) key. When in front of the goal, aim using the joystick or (Z) or (X) keys.

8. Cycling

Change gear using the fire button or space key.

(COMMODORE 64) Joystick only.

The Commodore 64 versions of swimming, canoeing, running and cycling incorporate "POWERSYNC". This means that the rate at which you move the joystick from side to side to build up power must be synchronised to the screen action. As in real life, speed of movement in these events must be built up gradually. Wildly thrashing about at the beginning will achieve very little.

In the one player option you will just go through a qualifying round, to see if you are of a suitable standard, before you are accepted as a challenger. (You have to remember that Brian is a very busy man and can only find time to fight off serious contenders).

In the two player option you will be playing against a friend, but once again, if you obtain a suitable score you will get the chance to compete against Brian. Should both of you be of the required standard the one with the higher score will go through as the challenger.

To select which option you require, push the joystick forward or backward and the cursor will move between the two options. Once you have decided on the game you want to play press the fire button.

1. Canoeing

Gradually increase the stroke rate by moving the joystick from side to side. To correct drifting into lane markers hold the stroke slightly longer on one side.

2. The boat shoot.

Move the sight crossing using the joystick. To fire the crossbow bolt, press the fire button.

3. The 100m sprint

You will need to be able to qualify. Powersync at the start only.

4. Squat thrusts

You have 60 seconds in which to complete as many squat thrusts as you can. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not move back on the line.

Moving the joystick to one side moves you in that one direction only.

5. Swimming

Increase your stroke rate by moving the joystick from side to side (powersync)

6. Arm dips

You have to do as many arm dips as you can in 60 seconds. To complete one dip, press the fire button to start moving down. Move the joystick from side to side to arrest this fall and then to push yourself back to the start position. A dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.

7. Football

The object of this game is to dribble a ball around three cones and then try to score a goal. You have three goes at this but only have 2 minutes to do it. You move using the same method as running but you can also cross the field by moving the joystick up or down. When you have reached the goal, aim using the joystick and then press the fire button. In a two player game the goalie is controlled by the other player.

8. Cycling

To change up a gear, push the joystick up and press the fire button. Do the opposite to change down. Powersync operates EACH gear.

INSTRUCTIONS (SPECTRUM)

Joystick or keyboard

IMPORTANT: Unless otherwise stated, the power in each event is increased by either moving the joystick from side to side or tapping the CAP SHIFT and SPACE keys.

1. Canoeing

Correct lane drift by holding stroke longer on one side.

2. Arm dips

Use the fire button or any middle key to change direction of movement.

You have to do as many dips as you can in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten.

3. Squat thrusts

Moving the joystick left or tapping the "Caps Shift" will move you in one

direction only and similarly moving the joystick right or tapping the "Space" will move you in opposite direction. You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not cross the line.

4. Swimming

Every so often you have to breathe. To achieve this simply press the fire button or any middle row key at the right moment. Failure to breathe correctly, when your head is under water for example, will have unfortunate effect on your swimming ability.

5. Archery

Move the joystick or press "Caps Shift" or "Space" to set the wind. Press the fire button or middle row key to start raising the angle of elevation and repeat this operation to fire the crossbow bolt.

6. 100 metres

7. Football

In this event you have to dribble a ball around 3 cones and then try to score a goal. You have three goes at this but only 2 minutes in which to do it.

To increase speed push the joystick forward or press the (P) key.

To decrease speed push the joystick backward or press the (O) key. To rotate in an anti-clockwise direction, move the joystick left or right or press the CAPS SHIFT and SPACE keys.

When in front of the goal, aim using the joystick or CAPS SHIFT or SPACE keys.

8. Cycling

Change gear using the fire button or any middle row key.

TAU CETI

The story begins in 2047 with the invention of the Interstellar drive. Using hydrogen scoops mankind could collect fuel from the thin spread of hydrogen between the stars. This made it possible for the exploration and colonization of nearby systems.

In 2050 the first wave of colonists left Earth for four nearby G type stars, Alpha Centauri, Tau Ceti, Van Maanen's Star and Beta Hydri. Seven months later the first wave of colonists arrived at Tau Ceti and began to build a civilization on the third planet, an inhospitable desert world with very little life. For over 90 years the colony grew and prospered. The Cetans built over 30 cities across the planet and a strong trade based on mining, robot technology and hydroponics.

Then, in 2150 disaster struck this and one other of mankind's four growing colonies. A vicious plague, Encke's syndrome swept across the planet. Once contracted the disease was invariably fatal and as it swept from city to city the few remaining colonists finally admitted defeat and fled, leaving the planet to the robot maintenance systems.

Two years passed and on Earth a cure for the disease was found and links between the two remaining colonies, Alpha Centauri and Beta Hydri, were resumed. About this time all radio contact was lost with the automatic systems remaining on Tau Ceti III as a massive meteor smashed into the planet.

As the remaining starbases recovered from the loss it was decided to recolonise Tau Ceti and Van Maanen's star. In 2164 the first expedition left for Tau Ceti. A single ramscoop entered the system and safely landed on the planets surface. Minutes later, a mayday message was received, followed by total silence. Experts decided that the robots, so skillfully designed by the first colonists, had run amok after the meteor impact. After seven years, and the successful recolonization of Van Maanen's Star, a second expedition was organised. The only way to stop the defence systems without destroying the remaining buildings was to send in an armed ground-skimmer to shut down the massive Fusion reactor in the planet's capital city, Centralis. A single skilled pilot might be able to succeed where fifty would surely fail, and like a fool, you volunteered!!!

CONTROLLING THE SKIMMER

The gal-core armed skimmer is a powerful and dangerous craft and challenging for even the most experienced pilots. The skimmer is equipped with....

A single mounted ray laser

Defensive shields

Eight (8) heat seeking missiles + targeting systems

Eight Anti missile missiles (AMM's)

Eight starlight flares

Infra-red night sights

A hoffman 360 degree scanner and 4-way selectable viewscreen to avoid

blind spots
Planetary compass and computer

ADF (automatic direction finding) beacons

A JCN command computer (guaranteed fully-debugged for normal use).

On loading the program you will be presented with a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your view screen, below that is a long blue area. This is your contact with the skimmer's powerful inbuilt computer. Finally on the right of the screen are five information windows. At the top is a compass and real-time clock along with a message showing the view selected, the city you are in and the ship's flight state. Below that is the scanner, and below that three more smaller windows. The first gives the pilot's name and the scanners complement of missiles/AMM's and flares. The second shows speed, shield energy, fuel remaining, laser temperature and height and the third displays 2 ADF's:- the upper one locked onto the city and the lower onto the nearest Jump Pad.

The skimmer operates in two modes, flight mode and ground mode. In flight mode control of the program is via single keys or a joystick. In ground mode you are in direct communication with the crafts computer via the computer window. On loading the program will go into a demo sequence. To stop the demo press BREAK.

The commands available are given below along with a short description.

HELP Lists commands and below.

LAUNCH Normally ground mode is only active when you are docked. Launch will send the skimmer out onto the planets surface and activate flight mode.

MAP The computer will display a map of the planet showing information about the cities. Use Left, Right, Up, Down and Fire keys to move the cursor over the map and fire to select a function.

RODS This will allow you to assemble cooling rods found throughout your mission.

REACTOR When docked with the Main Central Reactor on Centralis will give you access to the reactor room.

LOOK Shows a view inside the building. Also any objects of use there.

WAIT Waits 5 Earth minutes (about 1/12 of a Cetan "spin")

STATUS Gives a damage and progress report (also available in flight)

EQUIP Allows access to a building repair, refuelling and rearming facilities (if any)

NAME Use at the start of the game to give the computer a pilot's name

PAD An on-screen note pad. Allows you to make notes of progress etc.

NEW PAD Selects a fresh page in the note pad

SAVE Saves game to tape

LOAD Loads a game from tape

KEYS Allows you to totally redefine the single key commands in flight mode

QUIT Abandons a game

SCORE * Gives a rating of your progress so far

PAUSE Freezes the game (fire restarts)

SIGHTS ON

SIGHTS OFF

To start the game type LAUNCH (and press ENTER)

Your skimmer will leave the safety of the lander and venture on the surface of the planet.

Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used (but you may redefine any or all of these for your own preference/Kempston or corsor joysticks etc.)

Amstrad Spectrum Commodore

Left	O	O	Z
Right	P	P	X
Increase thrust	S	S	;
Decrease thrust	X	X	/
Fire laser	SPACE	N	Space
Fire missiles	M	M	M
Fire flare	F	F	F
Fire AMM	A	A	A
Change view	V	V	
Scanner	S		
Status report	R	R	R
Infra red on/off	I	I	I
Increase height	H	H	;
Decrease height	G	G	.

Jump (if near jump pad)	J	J	J
Land	L	L	L
Pause (Fire restarts)	COMMODORE	-	
Pause BREAK (Fire restarts)	SPECTRUM		
Pause ESCAPE (Fire restarts)	AMSTRAD		

A MESSAGE FROM GAL-CORP CENTRAL TAU-CETI III GENERAL INFORMATION

The planets day.

Tau Ceti III has a very short day, approximately equal to one Earth hour. The cetans call this period a 'SPIN' and group 16 spins to a "DAY". As the planet has no moon you will need to use the Infra-red equipment to see anything after sunset.

Docking on the planet.

Many of the buildings on the planet's surface are equipped with DFP's latest model energy screened airlock, recognizable by the characteristic flickering pattern, and your craft will allow you to dock with these buildings if you wait for the airlock to open to full aperture and fly in SLOWLY!

Once inside a building the computer will return you to ground mode giving you full access to any facilities available.

Navigation on CETI III

The planet has the now standard system of JUMP PADS to allow easy transport from one city to the next. Unfortunately the pads are of the old non-programmable "Super Traveller" type and each pad is mapped to a single destination. Luckily your ships computer has a complete map of the jump network, to jump from one city to the next simply find the correct jump-pad (they are found at the NORTH, SOUTH, EAST and WEST ends of the city) and press J.

Gal-corp recommends caution on exit from a jump as reports indicate that small 'sand hoppers', a native life-form, tend to cluster around the feeder pipes of jump pads and lives have been lost in the past due to collisions.

Defence estimates.

It is known that many of the cities will be defended by late-model robot hunters marks I, II and III, sophisticated and well armed hunter-killers and reports indicate that land-based guardian crawlers and heavily armoured fortresses may be found in larger cities. Radar scans also detect the presence of proximity mines. An identification chart for known robot defenses is given at the end of this report...

MAIN CENTRAL REACTOR REACTOR SUBSTATION

SUPPLY CENTRE (CIVILIAN) SUPPLY CENTRE (MILITARY)

FORTRESS CONTROL TOWER

HUNTER MK I HUNTER MK II

HUNTER MK III JUMP PAD COMPLEX

FINALLY A PERSONAL MESSAGE FROM OUR CHAIRWOMAN....

Please try to avoid wanton destruction of unarmed buildings. Gal-corp central do want to COLONISE this world after you've finished with it and each undamaged dwelling will save millions on next years budget!!

GOOD LUCK

Message ends.

I - BALL

THE GAME

The totally evil Terry Ball has captured your Spherical pals:- Lover Ball, Eddy Ball, Glow Ball, and No Ball. Armed with only a bubble gun, you must enter Terry Ball's domain and struggle through the sixteen defence zones. You will find a pal to rescue at the end of every fourth defence zone. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones

30 RED HOT HITS

with such nasties as doughnuts, microwave ovens and roulette wheels which are harmless when they first appear but become highly dangerous when they stop flashing. However, do not despair, for as you negotiate these deadly zones, **POWER DISCS** will be created. If your ball picks one up, he will receive either a piece of weaponry or a bonus of some kind. Weaponry is shown as a series of icons to the right of the screen. These are **TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY** (Front and Rear Bubble Gun), **ELECTRO SHIELD, LASER SPRAY** (Left and Right Lasers), **MOLECULE BOMB** (Nullifies Electrical Obstacles), **SUPER BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE LASER**.

When you start the game a **POWER DISC** will instantly appear on the screen. Pick this up for **TURBO BOOST**. Now progress upwards through the first zone. If you let your bubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels, some **FAULTY DISCS** will start to appear. These discs make movement even harder. Finally, on the twenty-seventh **POWER DISC**, you will get the ultimate weapon - **PICK IT UP FOR RAINBOW RIPPLE LASER**.

PLAYING THE GAME (SPECTRUM)

Use the following keys to play the game:-

Z = Left X = right O = up K = Down P = Fire

These keys may only be used if you have collected the relevant piece of weaponry:-

Space = Smart Missile M = Molecule Bomb

Alternatively, use Kempston, Cursor or Interface II Joysticks.

(COMMODORE 64)

As above except for use a Joystick in port 2.

(AMSTRAD)

Use the following keys to play the game:-

Q = Left W = Right P = Up L = Down SPACE = Fire

or press 2 on the menu to redefine them

These keys may only be used if you have collected the relevant piece of weaponry:-

ENTER = Smart Missile

Alternatively, use a joystick.

PARK PATROL

THE GAME

There is trouble down at Papatoetoe Park, the old keeper Percy Nutting has had a nervous breakdown and the place has gone to the dogs!

You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As park Ranger you will be equipped with a raft, snake repellent, and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line. Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, ruin logs and food stealing ants!

Lastly, rangers may savour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects.

Keep your calories up and move on out!

PLAYING THE GAME

(AMSTRAD)

Park Patrol can be played using a Joystick or the following keys:

QW = Left/Right P = Up/Down Space Bar = Jump

(COMMODORE 64)

Park Patrol can be played with a Joystick connected to Port 1 of your Commodore.

Press F5 to display the menu, any changes can be made by the use of Joystick/fire button.

On land, press FIRE to hop over objects. Move over litter to pick up, while swimmers can be saved by sailing into them. Walk into ants or kick them from behind to retrieve stolen food.

The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen ant food. A flashing "Help" indicates a swimmer in distress.

SCORING

100 points for each piece of rubbish collected.

Bonus points for remaining energy and supply calories.

A bonus ranger every 20000 points.

5000 points and 1000 calories per rescued swimmer.

5000 points for successfully darning on a log

200 points for sailing over a turtle.

THRUST

THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle - grade starships, but they lack the essential power sources for these formidable craft, Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled, the more shots fired at the nuclear reactor, the longer the guns will take to recharge. **BUT BEWARE !!** If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the planet safely, you will receive a hefty bonus.

Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly....

PLAYING THE GAME

(COMMODORE 64)

You can control your ship with the keyboard, using the following keys:

A = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE

S = ROTATE SHIP CLOCKWISE SHIFT = THRUST

SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS

F1 = SOUND OFF F3 = SOUND ON F5 = PAUSE GAME F7 = CONTINUE

AFTER PAUSE RUN/STOP = ABORT GAME

(AMSTRAD)

Z = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE

X = ROTATE SHIP CLOCKWISE SHIFT = THRUST

SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS

COPY = PAUSE GAME DELETE = CONTINUE

AFTER PAUSE ESC = ABORT GAME

(SPECTRUM)

You can control your ship with the keyboard, using the following keys:

A = ROTATE SHIP ANTICLOCKWISE S = ROTATE SHIP CLOCKWISE

I = THRUST O = FIRE

M = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS

1 = FREEZE GAME 2 = UNFREEZE GAME 3 = ABORT GAME

All keys are redefinable

To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow-bar has fixed to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN 750 POINTS

DESTROYING A FUEL CELL 150 POINTS

PICKING UP A FUEL CELL 300 POINTS

BONUS FOR MISSION COMPLETION VARIES ACCORDINGLY

BONUS FOR DESTROYING PLANET MISSION BONUS + 2000 POINTS

MISSION FAILURE NO BONUS !!

A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships

(b) you run out of fuel.

HARVEY HEADBANGER

THE GAME

Harvey Headbanger and his great rival Hamish Highball are both very aggressive characters. They scrap continually just for the fun of it, and using

their only weapons: a large belly and a strong head, they try to bounce each other as far away as they can.

When you bump into your rival you will both be temporarily **BLACKED OUT** and during this time you will suffer a severe headache and move in an unpredictable manner.

However, you can numb the pain by drinking highly refreshing cocktails which appear occasionally and you should slurp these up as noisily as you can.

PLAYING THE GAME

(SPECTRUM)

HARVEY HEADBANGER is a game for either 1 or 2 players using fully redefinable keys or joystick control.

Full instructions can be found when the game has loaded, and you are advised to study them carefully.

(COMMODORE 64)

HARVEY HEADBANGER is a game for either 1 or 2 players and can be played with either joysticks or the keyboard.

Here are the controls you will need to use.

Player 1 (Joystick Port 1)	Player 2 (Joystick Port 2)
Keys for up	1 2 3 4 5 6 7 8 9 0 + - #
Keys for down	Q W E R T Y U I O P @ ^ *
Keys for left	A D G Z C J L ; M >
Keys for right	S F H X V K : = /

Other controls that you will find useful are listed below:-

f1 = Restart	SHIFT + f1 = Change Colours
f3 = Toggle 1/2 players	SHIFT f3 = Music On/Off
f5 = Change Difficulty	SHIFT f5 = Freeze Game
f7 = Unfreeze Game	

Detailed instructions on how to play the game are given within the program, and you are advised to study these carefully.

WAR CARS

Construction Set.

THE GAME

WAR CARS (Construction set) offers a truly computerised simulation of slot car racing. All the thrills and spills of a Grand Prix championship combined with the aggressive competition of stock car rally. The frustration of building tracks that don't work has been taken away to leave you with hours of unadulterated fun!

PLAYING THE GAME

Within the gigantic roadway system of the **CAR WORKS ARENA** both you and your computerised opponent seek the special flags located around the track in order to collect as many points losing as few lives as possible. Each flag is worth a minimum of 100 points, if after collecting six flags you have more flags than your opponent you will be given a 100 point bonus for every extra flag you possess. To assist each player you start out with two boulders which can be used to block your opponent's path for a short time. Press **FIRE** to release a boulder, only one boulder may be released at once.

THE FLAGS

The rock flag - Replenishes your rock supply (maximum of two).

The car flag - Awards an extra life (maximum of five).

The bonus flag - 100 points.

The chase flag - Allows you to crash into your opponent without losing a life or awards points for your closeness of proximity to your opponent.

THE CONTROLS

(SPECTRUM)

Keyboard

Left = XVN Right = ZCBM Up = Q to O Down = A to L
Fire = 1 to 5 Pause/Entry Mode = P

Kempston interface is automatically selected and overrides the keyboard controls. Joysticks for interface II or 128K + 2, use port 1.

(COMMODORE 64)

Game is played by Joystick control:

In track Editor Mode

F1/F3 = Increment track piece

F5 = Leave Selection Menu

(Use normal game controls to place piece)

(AMSTRAD)

Keyboard

Left = Z Right = X Up =] Down = / Fire = Enter Pause = P In Track Editor Mode

Up/Down arrow and copy = Track Style Control

I = Increment rack piece (use normal game controls to place piece).

THE CONSTRUCTION SET

Included in the **CAR WARS** is a built in track designer that allows you to create up to five new tracks. To enter the design mode press **FIRE**. This accesses the selection screen. By moving your joystick up or down select the design roadway option and press **FIRE**. The selection screen will now show a list of tracks 1 to 5. Use your joystick to select a track and press **FIRE** again. The top left hand screen will show a 1/64 scale blank map and the top right hand screen one 1/64th square with a grid cursor indicating the placement for a piece of track. Press **FIRE** to access the design mode. From here on use 1 and 0 to move through the track pieces on the selection screen at the bottom left of the screen, then move the grid cursor using the joystick controls and press **FIRE** to place the piece under the cursor. Repeat this process for each new piece of track you lay. When you have finished your track design, press P, this will access the central selection screen again, select design end and press **FIRE**. You are now back to the main menu which will allow you to play the game.

DO'S AND DONT'S

Always make sure there are no loose ends to your track design. Never make up tracks with less than ten corners in it as this will confuse the programs placement of the flags. If you design a bad track layout the programme will automatically abort it and put you back into the design mode.

SAVING AND LOADING

To save the tracks and the current high score table select the save option on the main menu, press **RECORD** and **PLAY** on your tape recorder, then press **FIRE**. The loading procedure is the same but only requires you to press **PLAY** on your recorder. Press **BREAK** to abort the **SAVE/LOAD**.

TARZAN

The Birth of a Legend

From the Western coast of the Congo, to the palm-fringed shores of Zanzibar in the East, African folklore tells of the legendary exploits of one man — Tarzan of the Apes.

Nursed at the shaggy breast of Kala, the she-ape, the white orphan child had grown to learn the ways of the jungle and the language of the beasts. Years later he claimed the inheritance that was rightfully his, as John Clayton, Lord Greystoke, Peer of the Realm, but whenever necessity demanded the polished English gentleman would revert once more to the naked ape—man.

For Tarzan — or, as the apes called him, Tarmangani — held a deep contempt for his native society, in which he had found greed and cruelty far beyond that which he had known in the savage land of his adoption. Where the myriad life trod the matted vegetation, or flew or swung or climbed amongst the leafy vaults of the great trees, here it was that Tarzan ruled supreme, Lord of the Jungle.

The eyes of the Rainbow

And now, yet again, needs drove him to shrug off the thin veneer of civilization and brave the perils of the forest. Lady Jane Greystoke, she who he had won by the might of his steel teeth, was in danger.

Held captive by Usanga, chief of the Wamabo, she was to be fed to the devouring maw of Sheeta the Panther and the rapacious talons of Ska the Vulture, if Tarzan failed to retrieve the seven gemstones which had been stolen from the tribal shrine. These stones, believed by the Wamabo to be the Eyes of the Rainbow, were of differing iridescent hues, one for each colour of the spectrum. In his rage at their loss, Usanga had given Tarzan but three days in which to find them, or Jane would be sacrificed at sunset on the third day.

As he swung through the tangled forest, Tarzan had spoken with Manu, the monkey, as the grey-bearded creature had recounted how others of his kind had mischievously taken the precious stones, and scattered them far and wide amongst the shadows of the dank jungles. Tarzan knew that he must

30 RED HOT HITS

travel without stint hunting the jewels in the heat of Kudu the sun, and by the light of Goro the moon. His quest would take him to the dark caves of the rocky steppes, wherein dwelt bloated spiders and unearthly flames, and to the lichen-covered walls of the Temple of the Sun. He would traverse the swampy morasses and the treacherous quicksand, and find Numa the lion and Histah the snake. He must beware the poisoned spears of the Kurotawi, and the rifles of the white hunters.

However keen his senses, however mighty his muscles, he was still mortal. Though he might find numerous artifacts to help him, though he might call upon the friendly monkeys to accompany him, he was still limited by inexorable time. He knew he possessed sufficient strength and cunning to battle against Death and win, but the hazards of the jungle, the bite of Histah the snake and the clinging embrace of quicksand, all would conspire to hinder and delay.

Time was his greatest enemy. Before Kudu sunk in the West on that third fateful day, Tarzan must return the Eyes of the Rainbow to Usanga and discover the forest prison that held his beloved Jane.

His eyes narrowed, his muscles tensed, and from his mighty chest arose the savage tormented cry of the bull ape.....

GAME PLAY

1. Three days

As time passes, the sun will slowly sink in the sky. The jungle will pass through sunset into shadowy night. If Tarzan survives the night, the dawn will give way once more to the heat of the day.

The time it takes for three days to pass depends on how successfully Tarzan can avoid or overcome the many hazards he will encounter. For example, every time Tarzan is hit by a spear, or falls into quicksand, a period of time will pass more quickly. If Tarzan is careless, therefore, three days will pass very quickly.

2. The Eyes of the Rainbow

These will appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to retrieve one of these, a picture of it will appear on the bottom right corner of the screen. Tarzan needs all seven gemstones before he can hope to free Jane.

3. Objects

There are various objects (both animate and inanimate) which Tarzan may come across. These will also appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to pick up any of these, then a picture of the object will appear on the bottom left corner of the screen.

Monkeys, rope, torches, different coloured shields, sunstones, are just some of the objects Tarzan may find useful to have with him. Tcts it is necessary for Tarzan to drop them in the chosen location.

4. Exploring

Tarzan can move left or right until faced by impenetrable rock. He can also move up or down through any gaps in jungle undergrowth, rocks, walls etc (these gaps are not always easy to see, they may even be completely hidden from view).

Object Mode

Cursor left — moves object select

Cursor right — moves object select

FIRE — Drops the selected object. You cannot drop an object in a screen location which already contains an object.

Controls Amstrad

No FIRE button

Left Q

Right W

Up O

Down K

FIRE P

RESTART Escape

PAUSE Space

No FIRE button

Joystick right — move right

Joystick left — move left

Joystick up — move up or jump

Joystick down — move down or duck

Joystick up and right — somersault right

Joystick up and left — somersault left

With FIRE button

Joystick right — high punch right

Joystick left — high punch left

Joystick down — low punch

Joystick up — Enter "object mode" or pick up gemstone or object if Tarzan is next to it.

Controls Commodore

No FIRE button

Joystick right — move right

Joystick left — move left

Joystick up — move up or jump

Joystick Down — move down or duck

Inbetween Up and Right — somersault right

Inbetween Up and left — somersault left

With FIRE button

Joystick right — high punch right

Joystick left — high punch left

Joystick down — low punch

Joystick up — Enter "object mode" or pick up gemstone or object if Tarzan is next to it.

Controls Spectrum

No FIRE button

Left 6

Right 7

Up 9

Down 8

FIRE 0

RESTART 1

PAUSE Space

No FIRE button

Joystick right — move right

Joystick left — move left

Joystick up — move up or jump

Joystick down — move down or duck

Joystick up and right — somersault right

Joystick up and left — somersault left

With FIRE button

Joystick right — high punch right

Joystick left — high punch left

Joystick down — low punch

Joystick up — Enter "object mode" or pick up gemstone or object if Tarzan is next to it.

NINJA HAMSTER

The honourable Ninja Hamster returns home from his long journey across the seas. Only to find his village being terrorised by his arch-enemies "Sinister Rat" and the "Lizard of Death" and their gang of joy-seeking villains.

Ninja Hamster, eyes blazing with fury at this malicious intrusion on his home domain, hurls himself on his enemies in a frenzy of flying fists, knashing teeth and kicking feet. He unleashes his deadly art on his tormentors.

With a combination of different teeth—smashing and bone-crushing attack moves you seek to delete your opponents stamina which is shown on the left side of the screen. A munch is taken out of your apple with every fall. To completely liberate the village you must destroy all eight members of the gang.

Main Program "Sinister Rat"

"Lizard of Death"

Load 1

"Mean Monkey"

"Barney Bee"

Load 2

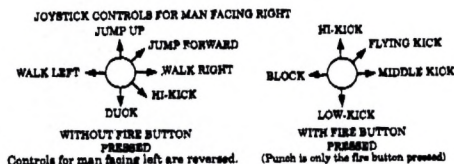
"Crazy Cat"

"Perilous Parrot"

Load 3

"Mad Dog"

"Loony Lobster"



KEY CONTROL

I = LEFT
O = RIGHT
Q = JUMP UP
W = JUMP FORWARD
K = FLYING KICK
I & P = BLOCK (right facing man)
Cap shift and space returns to menu.

A = DUCK
P = PUNCH
P = LOW—KICK (While ducking)
S = HI—KICK
L = MIDDLE—KICK

ENLIGHTENMENT DRUID II

ONE HUNDRED AND THREE YEARS PASS...

One hundred and three years after Acamantor's expulsion from Belorn, he has returned. Hasrinaxx the Druid was in the forest of Argoth searching for fresh mistletoe which was to be used as a component for a new spell he was preparing. In the distance he could just make out a blossoming bush and started towards it. He flinched suddenly as he crossed the small patch of open grassland in front of it. Was he seeing things or did the bush really jolt suddenly? There it was again.

All too late he saw the wild boar come rushing out towards him. He staggered back and yelled in agony as the boar nuzzled its way under his robes and bit into his now thrashing leg. Hasrinaxx quickly pointed a ringed finger at the boar and uttered two short words of mystic Druid chant. A small electricity bolt shot forth from the Druid's finger and discharged itself into the boar's back. The animal squealed in agony and disappeared into a maze of bushes.

"How stupid to be caught unaware, like that!" the Druid thought. "I've spent too much time living in the safety of my village. Gone are the days when I sent Acamantor's demon prices back to the dark planes from whence they came. Over one hundred years have past since then and although my magic has grown stronger, my spirit has grown weaker. I have been expelled from my Druid sect for experimenting with dangerous magics. I have become separated from nature and the elemental Gods of the Earth, the Wind, Fire and Water. And now age is slowing my wits. What is left in life for such a failed Druid?" If only Hasrinaxx knew the adventures that were to follow.

Hasrinaxx cast his mind back to the wild boar. "Strange for an animal of the forest to attack a man. And a Druid at that. A friend of all animals and indeed of nature itself! Perhaps it was a sign from the Gods. Mother Earth herself was trying to tell him that he was slacking as one of the few Great Druids left."

"No! That doesn't make sense" he thought. "The Gods would never use animals to do their fighting. That would be against the sacred laws of nature. He asked himself again, why should a wild boar attack him? It seemed to be frightened. Running. But running from what? What could possibly scare a boar in the forest of Argoth? Men?"

"No! Hasrinaxx could sense if there were men nearby. But he could sense something else though. It seemed almost Ethereal. A feeling he hadn't felt in a long time. Not since he'd vanquished the demon prices from Acamantor's tower. But that was many years ago. The wounds that opened again. The Great Druid sects had closed them soon after the demon prices had been expelled, with strong and mystical magic".

Hasrinaxx cast his mind aside and set about tending to his wounded leg. Nothing a small poultice of yarrowroot couldn't fix.

It was as he stumbled along the well beaten track to Ishmar that he saw Ederyn, his faithful young apprentice. Like all apprentice Druids, Ederyn was too impatient in learning his magic and would very often make mistakes.

Most of the time he would use the wrong herbs or speak the wrong Druid chant when casting a spell. But he would learn, as all wisened Druid's did, with age.

Something seemed strange though. Ederyn's face seemed almost expressionless, his eyes bulging. Saliva dripped from his mouth and his skin seemed to have a blue tinge to it. Hasrinaxx commanded him to halt. For a moment, he thought he saw a sign of recognition in his young apprentice's face, but this instantly disappeared as the apprentice moaned deeply and continued to stagger forward.

As he grew nearer, a piercing stench came over the Druid which seemed to instantly draw him out of his trance. The stench was unmistakably that of death — or rather the undead — of souls denied an existence in the afterworld, and condemned forever to remain on the Earth, as the walking dead.

Hasrinaxx raised his ringed finger, his hand shaking, and pointed it towards his oncoming apprentice. "I'm sorry Ederyn!" he said softly and then uttered two words of musical Druid chant. Strident long bolts of electricity shot from his fingertips and discharged themselves into the apprentice's chest, sending him reeling to the ground, his chest smouldering but his face still expressionless. The body lay there, twitching and slowly sinking into the earth as if Mother Nature herself were calling the body back into the ground. But Hasrinaxx knew that the soul had not been vanquished to the afterworld and that it would rise again from this temporary grave in only a few hours.

His head suddenly shot up. His senses were now keened and he could see all around him, coming from every direction through the bushes and between the trees. The undead were everywhere. Once living people, the proud villagers of Ishmar, many were friends of Hasrinaxx. Now reduced to the walking undead. Reduced to attacking the living — jealous of those that still hold life. Hasrinaxx pitied their poor souls.

He heard a thunderclap, and in the distance he could see that the clouds above the once peaceful land of Belorn had formed into the face of a dark, evil looking image. He knew this was the work of Acamantor and his demon princes. He would return to Ishmar and from there, seek revenge and finally put an end to this evil — and destroy the Dark Mage himself! He searched his small canvas bag and found the object that he required. He lifted the small silver crucifix high in his right hand. The sun gleamed from it. Instantly the undead backed into the bushes and the trees from whence they had come. Into the safety of the darkness and away from the gleaming holy symbol the Druid held in his hand. Hasrinaxx spoke a deep Druid chant and started to walk forward, along the beaten track to Ishmar...

PLAYING THE GAME AMSTRAD

COMMAND KEYS

Spell selection 1,2,3,4,5,6,7,8
Take Spell CLEAR
Cast Spell Space
Discard Spell DELETE

Command Elemental A

Pause/Unpause Game ESC
CONTROLLING THE DRUID
Use Kempston joystick or keys Z,X,P,L and M.
CONTROLLING THE ELEMENTAL

Whenever you create an elemental to help you, he can be commanded with the "Command Elemental" key to toggle between WAIT, FOLLOW (the Druid) and SEND (the Elemental in the direction the Druid is facing). Alternatively, a second player can control your Elemental using the controls below. To switch between manual and automatic Elemental mode, pause the game, press the "Command Elemental" key and unpause the game.

AMSTRAD Use a Joystick Or keys Z,X,P,L and M

The Amstrad Display shown in the manual is slightly wrong although the functions of the various parts of the display remain the same.

The red CONSTITUTION INDICATOR can be found in the top left—hand corner of the display remain the same.

The red CONSTITUTION INDICATOR can be found in the top left—hand corner of the display above the eight SPELL WINDOWS. To the left of this is the Purple ELECTRICAL BOLT INDICATOR.

To the right is the MESSAGE WINDOW and above this is the red ELEMENTAL STRENGTH window. Below the message window is the green RATING BAR.

30 RED HOT HITS

To the far—right of the display, from top to bottom, you will see the ELEMENTAL COMMAND MODE window, and two ELEMENTAL STATUS windows. One shows a red/green, stop/go light and direction indicator and the other shows the type of Elemental currently in existence (if any). You should also note the SPELL INDICATOR points from ABOVE the spell currently selected.

PLAYING THE GAME COMMODORE

COMMAND KEYS

Spell selection P,@,*, (upper arrow)

L,;,=

Take Spell +

Cast Spell Space Bar

Discard Spell (left arrow)

Command Elemental C = (Commodore key)

Pause/Unpause Game RUN/STOP

CONTROLLING THE DRUID

Use a joystick in port one.

CONTROLLING THE ELEMENTAL

Whenever you create an elemental to help you, he can be commanded with the "Command Elemental" key to toggle between WAIT, FOLLOW (the Druid) and SEND (the Elemental in the direction the Druid is facing). Alternatively, a second player can control your Elemental using the controls below. To switch between manual and automatic Elemental mode, pause the game, press the "Command Elemental" key and unpause the game.

COMMODORE 64 (Use Joystick in port two)

PLAYING THE GAME SPECTRUM

COMMAND KEYS

Spell selection U,I,O,P

H,J,K,L

Take Spell CAPS SHIFT

Cast Spell Space

Discard Spell SYMBOL SHIFT

Command Elemental A

Pause/Unpause Game ENTER

CONTROLLING THE DRUID

Use Kempston joystick or keys Z,X,P,L and M.

CONTROLLING THE ELEMENTAL

Whenever you create an elemental to help you, he can be commanded with the "Command Elemental" key to toggle between WAIT, FOLLOW (the Druid) and SEND (the Elemental in the direction the Druid is facing). Alternatively, a second player can control your Elemental using the controls below. To switch between manual and automatic Elemental mode, pause the game, press the "Command Elemental" key and unpause the game.

SPECTRUM Use a Joystick (Druid control will revert to keyboard)

THE DISPLAY

The constitution indicator displays the current constitution of your Druid. This will run down whenever you are attacked or when you walk through fire or water. The game will end and you will die if your constitution runs out.

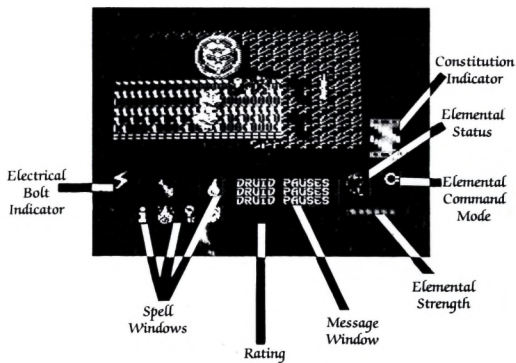
The Spell windows indicate the spell currently selected. Whenever your Druid walks over a spell, you will be told what the spell is in the message window. If you want to take it, you can store it in your Spellbook which can hold up to eight spells. The spell will always be placed above the spell indicator unless the currently selected spell position is already full, in which case, the spell will always be placed above the spell indicator unless the currently selected spell position is already full, in which case, the spell will be placed in the next vacant spell position.

The Elemental display, shows the status of your Elemental (if you have one). Firstly, you are shown what type of Elemental you have and what direction it is moving (useful if he is off screen). The display to the right of this shows you either what command the Elemental is in manual mode. The red bar indicates your Elementals strength.

The Electrical Bolt indicator, shows the current charge of the Druid's electrical bolts. The more quickly you fire, the faster this runs down. As your electrical charge runs down, so firing rate will decrease until you can fire no more. You will then have to wait to recharge your electrical energy.

The green rating bar will grow as you progress through the game to give you progress through the game to give you an idea of how well you are doing.

Great Druid Ratings



As your Druid progresses through his adventures to Acamantor's domain, the green rating bar will grow in length. This shows how well you have done in the game. When you die (or win!), you will be given a rating which describes the title best suited to your Druid. Of course, the best title is that of Overlord but only the best Great Druid's will ever become so honoured. The ratings in order of worst to best performance are:—

Orc Breath	Water Lord
Earth Shaman	Fire Lord
Air Shaman	Keeper of Order
Water Shaman	Druid of Realm
Fire Shaman	High Adept
Earth Lord	A—Sanach
Air Lord	Overlord

DRUID SPELLBOOK

Spell: Conjure Earth Elemental

Type: Summoning/Protective

Duration: Special

Area of Effect: Around elemental

This spell is the first of the four major elemental spells. When cast on open ground, a clay golem is summoned from the Earth Elemental Plane and will remain as the Druid's servant until its strength is depleted. He can only understand the three simple commands Wait, Follow and Send. The Golem is resistant to all forms of natural attack and is very strong. However, he is slow and cumbersome and on occasions may prove a hindrance.

Spell: Conjure Air Elemental

Type: Summoning/Protective

Duration: Special

Area of Effect: Around elemental

As the conjure earth elemental spell except an air wispe is summoned from the Air Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Wispe is very fast but also very weak. The Great Druid "Runewort" was well known for using Wispes in fast sweeping attacks on large amounts of weak foes.

Spell: Conjure Fire Elemental

Type: Summoning/Protective

Duration: Special

Area of Effect: Around elemental

As the conjure earth elemental spell except a fiery phoenix is summoned from the Fire Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Phoenix is reasonably fast but loses his strength fast when in wet or moist areas.

Spell: Conjure Water Elemental

Type: Summoning/Protective

Duration: Special
Area of Effect: Around elemental

As the conjure earth elemental spell except a water kraken is summoned from the Water Elemental Plane and will remain as the Druid's servant until strength is depleted.

The Kraken is reasonably fast but loses his strength fast when in hot or arid areas.

Spell: Wall of Fire
Type: Obstructive
Duration: Semi—permanent
Area of Effect: 40 ft in direction cast.

When cast, deep red flames erupt from the ground in the direction the caster is facing. The flames will continue for forty feet, unless hitting some solid obstacle or significant feature of landscape. The wall will only destroy fire—fearing foes and remains a permanent feature of the landscape until the Druid leaves the present land.

Spell: Wall of water
Type: Obstructive
Duration: Semi—permanent
Area of Effect: 40 ft in direction cast

When cast, deep blue water spurts from the ground in the direction the caster is facing. This spell is much the same as the wall of fire spell except that it will only destroy water—fearing foes.

Spell: Death Touch
Type: Offensive
Duration: Short
Area of Effect: Creature touched

When this spell is cast, any creature touched by the Druid will instantly die. However, a few, more powerful creatures cannot be harmed by this form of magic.

Spell: Deathlight
Type: Destructive
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell will destroy all creatures withing a forty foot radius about the Druid for a short duration thus giving him time to gather his wits or pass through dark and eerie lands. There are some powerful creatures who are immune to this form of magic.

Spell: Deathland
Type: Destructive
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell is exactly the same as deathlight except that it lasts much longer. Great Druids always warn their unenlightened inferiors to use this form of magic sparingly.

Spell: Finger of Lightning
Type: Offensive
Duration: Short
Area of Effect: 40 ft in direction cast

When cast, bolts of lightning shoot forth from the Druids fingertips. These bolts are ten times more powerful than the normal electrical bolts that Druids usually fire.

Spell: Recharge
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell replenishes the Druids electrical bolts so that he can fire at the maximum rate possible.

Spell: Slow
Type: Obstructive

Duration: Short
Area of Effect: 40ft radius about Druid

This curious magic causes all normal creatures withing a forty foot radius of the Druid to become lethargic and slow thus letting any numble Druid pass between them quickly.

Spell: Fireshield
Type: Protective
Duration: Short
Area of Effect: Druid

When confronted with pillars of flame, a wary Druid need only cast this spell. It will make his robes and sandals like tough dragonscale for a short while and thus he will become impervious to all forms of natural heat.

Spell: Invisibility
Type: Concealment
Duration: Short
Area of Effect: Druid

This well used spell is still one of the most useful that a Druid can carry in his spellbook. The Druid will be rendered invisible to all creatures of normal sight. However, some creatures do not see with their eyes but instead use heat or magic as a source of seeing.

Spell: Armour
Type: Protective
Duration: Short
Area of Effect: Druid

When cast, this spell turns the Druids robes to strong steel for a short while, thus rendering the Druid less vulnerable to attack.

Spell: Turn Away
Type: Repellent/illusion
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell makes the Druid appear to be an abhorrent, powerful creature. This is of course, an illusion, but any unintelligent creatures in close vicinity to the Druid will immediately panic and try to run away. In time, the spell will end and the illusion will crumble away.

Spell: Teleport
Type: Ethereal travel
Duration: Immediate
Area of Effect: Druid

This spell is fairly mystical. Great Druids have only managed to discover that when this spell is cast within a magic symbol, the caster is sent to another plane (the type of plane is decided by the magic symbol).

Spell: Infra—vision
Type: Visionary
Duration: Short
Area to Effect: Druid

This magic is useful in darkness. It makes the Druids eyes sensitive to heat as well as light. However, this power will only last a short time and then you will be left back in the dark.

Spell: Resurrection
Type: Resurrection
Duration: Special
Area of Effect: Special

This spell was originally created by the Necromancer Groblar in a clever attempt to cheat death. Of course, Druids everywhere realised the value of such a spell and soon it was circulating amongst the higher ranks of the Druid sects. When cast, a grave is created. Should the Druid now bear the misfortune to die, he will gain new life and full strength and rise from the very same grave that he created. But be warned, you can only created one grave. If you cast another resurrection later, the grave created by the first resurrection will be destroyed.

30 RED HOT HITS

Spell: Doorblast
Type: Destructive
Duration: Immediate
Area of Effect: 5 ft radius about the Druid

When the Druid casts this spell, a mighty explosion can be heard about the Druid and all doors within a five foot radius of the Druid will shatter and splinter into a thousand pieces. Any foolish creatures within forty feet of the Druid will collapse in agony at the sound of the explosion.

Spell: The seeing Eye
Type: Visionary
Duration: Short
Area of Effect: 80 ft in direction Cast

This spell enables the Druid to see what is ahead of him. When cast, the Druids mind is allowed to follow the land in front and see what dangers await.

Spell: Sage
Type: Legend Lore
Duration: Immediate
Area of Effect: none

When this spell is cast, the Grand Druid Klaven Marr will give you a short clue depending on where you are. This should aid your Druid in his quest for enlightenment.

Spell: Strengthen
Type: Replenishment
Duration: Immediate
Area of Effect: Elemental up to 160 ft from Druid

This spell will make you elemental stronger and thus prolong its return to the elemental planes.

Spell: Banquet
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell makes the Druid feel like he has just eaten a large wholesome supper, thus raising his constitution back to its best.

Spell: Wine
Type: Replenishment/Curing
Duration: Immediate
Area of Effect: Druid

This spell creates a bottle of wine which the Druid must drink straight away. It will partially restore his constitution but it will also help to drive any poison from his system.

Spell: Create Light
Type: Visionary
Duration: Long
Area of Effect: 5 ft radius about Druid

This spell will create a circle of light about the Druid equal to light created by a small flaming torch. This light will extinguish after some time however.

Spell: Crucifix
Type: Repellent/Illusion
Duration: Short
Area of Effect: 40 ft radius about Druid

This spell causes a Holy Cross to appear in the Druids hand for a short while. All undead and unholy creatures will instantly run in fear from such holy relics.

Spell: Key
Type: Unlocking/Opening
Duration: Immediate
Area of Effect: Touch lock

This spell is merely a Mages Cantrip. It causes all simple lock mechanisms

to slide open thus allowing a locked door to be opened.

Spell: Antidote
Type: Curing
Duration: Immediate
Area of Effect: Druid

This is much more potent than wine and will instantly cure any poisoned Druid. Upon casting, it will create a brew of rare herbs which must be immediately drunk by the Druid.

Spell: Horn of Baeon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

Grand Druids everywhere are puzzled about this spell. They know that when you cast it, a horn sound is created but nothing further happens. It is suspected that it is used for summoning of some sort.

Spell: Coin of Charon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

When this spell is cast, a small gold coin appears bearing the picture of a grim reaper. The coin has the value of one hundred silver pieces.

Spell: White Orb
Type: Destructive/Enlightenment
Duration: Eternal
Area of Effect: Acamantor

When a Druid casts this spell properly, he is recognised as having reached enlightenment and is entitled to enter the Circle of the Great Druids.

The Lands of Belorn

There are ten lands in Belorn as well as Acamantor's five level tower. You start in the village of Ishmar. To the west, lie the lands of desert and fire. To the north of the desert lands, lie the rocky plains which lead north to the dark eerie caverns of darkness. To the north of Ishmar, lies the weird woodland and to the east lie the swamplands and the land of water. North of the land of water there lies the poisonous land of fungus which gives passage to the snowbound ice regions. To the far east, beyond the water, lies Acamantor's tower — surrounded by a moat with no bridge in sight.

The Demon Princes

Acamantor has also summoned the demon princes once more, and they help fortify Acamantor's grip on the lands of Belorn. The demon princes can be found in the lands of fire, desert and snow and in the bottom two dungeons of Acamantor's tower. To destroy a demon, you must fire at it many times whilst casting "Deathlight" or "Deathland". When the demon starts to weaken, its colour will change and a few more swift shots should destroy it. But be warned, the demon will continually spit fireballs at you as you attempt to destroy it.

THE BOGGIT (AMSTRAD ONLY)

In a hole in the ground, there lived a Boggit. It was not a particularly nice hole, nor indeed, a particularly warm hole, but a hole it was, none the less, and to the little Boggits it was home.

The hole was in the Shire, particularly retarded area with western muddle earth at the time of the third age. The Boggit was called Bimbo, Bimbo Faggins, and he was a lazy, fat Boggit whose only purpose in life was to blow rings and watch the pretty Elven girls go swimming down at the old mill pond.

Being contented with his lot, he vowed never to become part of those adventures which seemed to be growing more fashionable. Thus when he began to notice bad omens — a black sunrise, a six-headed rabbit, and so, when he spotted Grandalf, the meddling old conjurer, crawling from bush to

bush up his garden lawn, he bolted the door and decided to spend the day indoors.

But fate cannot so easily be cheated!

In which Bimbo Faggins sets the ball rolling for the events chronicled in "Bored of the Rings".
Bimbo's quest is split into 3 parts. Each part is loaded separately (instructions on the cassette side label) and data can be saved from one part and loaded into the next to progress through the game. You can move backwards as well as forwards through the parts.

Commands can be typed in English (eg. OPEN THE ROUND GREEN DOOR) but may be shortened to a simple verb + noun format (eg. OPEN DOOR). To chat to characters enter the command, TALK TO (name of character), followed by HELLO or whatever profound utterance you feel would be appropriate.

Other, somewhat useful, commands are — RAM SAVE & RAM LOAD — saves a game position to buffer in memory and reloads a previous saved position.
GRAPHICS ON & GRAPHICS OFF — switch the pictures on and off (Amazing!)
TEXT — redescribes a location without redrawing the picture.
QUIT — ends the game.

MYSTERY OF THE NILE

THE GAME

As the chill of the arabian night settled over the desert, Al-Hasan pulled his blanket around his shoulders and shivered. Only one day was left to foil the plans of Abu—Sahl.

That most precious of antiquities, the Jewel of Luxor, would shortly be on its way to Baron von Bloefeldt, the notorious South American collector, and the people of Egypt would be deprived of their greatest treasure.
Down would soon be upon him, and Al—Hasan fell into a restless sleep.

Four miles away, in the ruins of the ancient Luxor, Nevada Smith was still at work; maps, charts and documents were piled high upon his desk, and he was sure that at last he had the answer.

"Janet, get in here at once!"

The canvas folds of the tent parted and in walked Janet Dwight, third year student of Egyptology, cheerleader and voted "Girl Most Likely To" when she graduated from High School (most likely to "What" was never mentioned).

"What is it, Doctor, what's happened?"

"The jewel, Janet, I know where they've taken it".

Nevada pointed to a decayed map at the centre of his desk, "The excavations came remarkably close to a series of catacombs that haven't been touched since Professor Jones was here in the late Seventies".

"Don't tell me, Doctor, you suspect that Abu—Sahl's men burrowed through and stole the jewel before we could get there?"

"Dammnit, Janet, you're right, and what's more they would have taken it through the catacombs to the military complex at Jarga. Its going to be tricky, but Al—Hasan'll have to get me inside the base in the morning".

"But Nevada, it'll be..."

"I thought I told you never to call me that at work"

"Sorry, Doctor, but I'm so nervous, it won't be curtains will it?" She gasped in desperation, her chest swelling with every breath. "Pull yourself together, Janet, with Al—Hasan's help and my trusty Smith and Wesson, we've got every chance".

Janet gazed in awe at Nevada as he returned his attentions to the map on his desk. With moonlight shooting across the tent, she watched the furrows on his brow ripple as concentration tensed every part of his body. She knew then that if they ever got out of this, she'd let know exactly how she felt.

"Time we got some sleep, Janet, tomorrow's gonna be a long day".

As dawn broke over the Nile valley, Al—Hasan was walking towards the market at Luxor, where he would wait for Nevada. He didn't know what the plan would be, but he had a feeling that Nevada could do it. He'd known the crazy American for many years; they'd worked at every site of importance of the Nile, and retrieved some exceptional artefacts. Al—Hasan was sure that Nevada wouldn't let Abu—Sahl get away with the Jewel of Luxor. There was too much at stake.

Meanwhile, in a tent amidst the ruins, Janet dreamt of Milwaukee.

KEYBOARD CONTROLS FOR AMSTRAD

Left	O
Right	P
Up/Jump	Q
Down/Crouch	A
Fire	FIRE
Pause	ESC
Unpause	Any Key
Abort game	SHIFT ESC

CHARACTER SELECTION

Nevada	1
Janet	2
Al—Hasan	3

On the Amstrad your position in the game is saved automatically after every ten screens and reloaded at the beginning of game.

KEYBOARD CONTROLS FOR COMMODORE

Left	O
Right	P
Up/Jump	A
Down/Crouch	Z
Fire	SPACE
Pause	☒
Unpause	☒
Abort game	F1

CHARACTER SELECTION

Nevada	1
Janet	2
Al-Hasan	3

On the Commodore title

P to enter password,

J for joystick (port 2)

K for keyboard

SPACE for Fire to start

The password is given to you every 10 screens and maybe entered at the beginning of the game if you wish to resume play.

KEYBOARD CONTROLS FOR SPECTRUM

Left	O
Right	P
Up/Jump	Q
Down/Crouch	A
Fire	M
Pause	SPACE
Unpause	Any Key
Abort game	CAPS/SPACE

CHARACTER SELECTION

Nevada	1
Janet	2
Al-Hasan	3

On the Spectrum your position in the game is saved automatically after every ten screens and reloaded at the beginning of game.

MEGA — APOCALYPSE

You are now the proud owner of the most mega—advanced shoot'em up game ever for your Amstrad.

(Has it loaded yet? If the answer is Yes — skip the next paragraph).

It is a very strange Universe really — isn't it? All those millions of planets and moons and stars and comets swirling about in the vastness of space.

Imagine what fun it would be to explore — to boldly go where no boldly goer had boldly gone before — unless they happened to live there. Latest research from the Institute of Advanced Research (I.A.R.) indicated (...loaded yet???) that there are quite a lot of planets with things living on them. Some of these things are pretty intelligent like us really. (God this is awful!) Other of these things are really stupid, like whelks, for example. Anyway, to cut a long story short, you have been selected to explore the Universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear. **BLAST THE LIVING DAYLIGHTS OUT OF THEM!!!!**

As you set off in your remarkably fast and powerful spacecraft — your mind is tingling with excitement. Slowly you hurtle at excessive speeds into the

30 RED HOT HITS

void — blasting a stray comet into a million shimmering pieces! But what's this (...there's more!!! c'mon tape turbo — get on with it).

Your world is suddenly filled with highly useful objects floating aimlessly in front of you. Things like missiles, rotate motors, speed up thrusts (I ask you...is this likely!) shields and — yep —extra lives. Frantically, you try to capture them.

But what's this!!!!(....Again?) Someone else is also trying to grab the goodies. His shields is impervious to your laser bolts. Oh No!! And what's this? Its an enormous and highly populated planet...

WHAM!!! BLAM!!! KERPOW!!! WOW!!! Its mega—Apocalypse. Have fun!!!

AMSTRAD

	JOYSTICK	KEYBOARD
UP	Joystick up	Q
DOWN	Joystick down	A
LEFT	Joystick left	O
RIGHT	Joystick right	P
FIRE	FIRE	Any key Z to M
PAUSE		T

COMMODORE INSTRUCTIONS

F1 OPTION SELECT

You can choose either: One player

Two players

Duel enemies

Duel allies

C = (Commodore Key) PAUSE MODE Press again to re-start

Q To quit game (from Pause Mode only)

C = and Q together Star mode for insomniacs

(JOYSTICK ONLY FOR SPECTRUM

ENDURANCE

(AMSTRAD ONLY)

In front of a packed grandstand twenty bikes and riders are lined up waiting for the last few minutes before the start to tick away. There lays before them a solid twenty four hours of racing through the afternoon and evening into the darkness of the night and the chill of dawn. Even then the race will barely be half run, continuing until the afternoon of the following day.

Your own team of two bikes is out there with the rest. For the next day your only concern will be the welfare of your riders and the maintenance of your machines.

Endurance motorcycle racing is a real team effort where success depends as much on the maintenance of the bikes during the many pit stops as on the racing ability of the riders. Re—fueling is necessary about every hour, sometimes more frequently, and tyres and brakes will need replacing.

Even a crash may not be terminal. If your rider can ride or push the bike back to the pits repairs can be carried out and lost time made up. Endurance gives you the chance to compete in the hard world of long distance bike racing, either on an individual race basis or for a full championship season which includes four shorter races and two full twenty four hour events and where points are allocated to each team and to the riders individually.

One to six players can compete in the races which are run at twenty five times real time. All control keys are re—definable or a joystick can be used. Games can be saved to cassette at any stage of the race for re—loading later.

INSTRUCTIONS

Selection of race and level of play is made by moving the arrow to the correct line using the up and down movement keys or joystick and pressing Enter or fire. A new game can only be selected by moving up so it not chosen by mistake.

During Race Preparation the engine or chassis characteristics must be set. Move the arrow to the required line and press "M" or use the joystick. The bar—graph will increase showing an increase of power, m.p.g etc. However at a certain level and increase in one element will decrease the others. It's up to you to find a race winning formula. There is a selection of three

different tyre types with different speed and wear characteristics and finally the first rider is selected. Pressing the up or down keys or using the joystick will enable you to alternate between the two riders so that you can decide which one to use first.

Throughout the race the first six bikes are displayed on the score—board and the order of the first sixteen bikes are shown from left to right in front of the grandstand. The team name of the leader and the distance he has covered are also displayed. If your bike number turns red it shows that something is amiss. It may be that just a fuel stop is needed but it could be a tyre or brake wear. More serious problems are reported by scrolling messages. If a number goes white it means that the bike is still in the pits and red ink on white paper shows retired bikes. If you are not in the first sixteen places you will have to rely on your memory or screen messages to decide when a stop is due.

During the race, instructions can be given to your riders by pressing "I" and entering the bike number. All riders start off riding normally but they can be instructed to take things easy (if protecting a good lead) or ride as fast as possible. The last option is useful for making up lost ground but there is a price to pay in increased wear and tear and higher fuel consumption. If riding flat out, pit stops will have to be anticipated otherwise the fuel is likely to run out on the circuit and valuable time lost. Fresh instructions must be given after each stop.

Major problems force a pit stop but normal wear or shortage of fuel will not necessarily cause an immediate pit stop and one should be requested as soon as possible. On entering the pits you have the choice to change the rider. As before pressing the selected up or down key or using the joystick will alternate the two riders showing their strengths or weaknesses. Enter of fire makes the selection.

Crashes or a headlamp failure must be dealt with before any other work. To replace a headlamp move the crew member to face the front of the bike, pick up the new unit from the second member who appears and replace it. To repair a wheel damage first move to the front wheel which will be removed, then the rear wheel and finally remove the fairing. Work can then be carried out on the engine or frame as required. When finished the fairing will be replaced. Move towards the right of the screen selected front tyre type then move left and replace the rear wheel. The stop then continues as usual.

In a normal pit stop once the rider has been selected the pit crew is free to move backwards or forwards across the bike. When he is in certain positions messages will appear below the bike. If Enter or fire is pressed while the message is up that option can be carried out.

With tyres and brakes the first display is on their status. If no change is required Enter or fire enables the crew to move on. If a change of tyres is required the type must be selected and the tyre will change. To replace front or rear pads you must collect the new pads from the second crew member and return to the wheel causing the new pads to be fitted.

Engine tuning takes time and it is wise to get the correct balance before the race. If however adjustments are essential such as when you have an oil leak, ignition, gearbox or engine problems move the crew until the message appears and press Enter or fire. The fairing will be removed and tuning can take place in the same way as the bike was prepared for the race; only against the clock. Chassis adjustment is only possible following a crash.

Refueling is something that you will do more often than anything else. When the message appears press Enter or Fire and use the right movement key or joystick to fill as required. Enter or fire ends refueling.

When in the pits the distance behind the leader is displayed alongside the Team name.

To return the bike to the race the crew must be moved behind the bike, facing the right. When the message "Return rider to bike" appears press Enter or fire and the pit stop will end.

A final option when in the pits is the ability to retire one of your bikes. To do this the pit crew must be moved well behind the bike on the line below it and the message to retire appears. Press Enter or fire and follow screen instructions to remove that bike from the race.

One thing to note is that the clock runs at different speeds when in the pits

and that delays in carrying out your work when in the wrong place can cost you dearly.

Control keys (all redefinable)

Move pit crew or arrow up A or joystick
Move pit crew or arrow down Z or joystick
Move pit crew left N or joystick
Move pit crew right, improve engine or chassis element or refuel M or joystick
Select options, commence or finish Enter or fire
Request pit stop P
Request rider instructions I

Other functions available on redefinable keys are as follows:

1. Halt game (key H) While halted the current status of the race is displayed.
2. Quit race or season. (key Q) Enables you to return to the race selection menu.
3. Save Game (key S) all instructions are screen prompted and you have the ability to name the data saved for future reference.

ACTIVATOR (AMSTRAD ONLY)

The object of Activator is to locate scattered fuel—rods which are needed to reactivate Space Port, Antari. There are seven different rods identified by the number of projections each has.

Pick up the rods by pressing fire while near the rod and return with it to the reactor (Room 97). Return them in numerical order and receive a massive bonus score (1000,000 points)

To gain access to various locations you must be carrying the correct pass (Labelled A to G). Shoot the alien life—forms by picking up a "bullet" but remember, you can only carry three items at once.

Map your progress carefully — you'll need it to find your way around. Mark the different types of doors and location of passes or you may find yourself with no way out. And remember your time in Antari is limited.
Good Luck — you'll need it!

PLAYING INSTRUCTIONS Use Joystick or KEY CONTROLS

K
Z X
M
SPACEBAR = FIRE
DEL = ABORT GAME
COPY = PAUSE
ANY KEY EXCEPT DEL TO RESTART

CATCH 23 (AMSTRAD & SPECTRUM ONLY)

YOUR MISSION

Intelligence reports and satellite pictures have confirmed the worst — the enemy's CK23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK23 is also able to escape the earth's gravitational pull and then achieve geo—stationary orbit in any specific location. There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry. The CK23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveillance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.
It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CL23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute. Where

you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This gives you just eight hours to complete your mission.

THE ISLAND

The Island is a small island some 400 miles from the nearest mainland. Despite this, it once supported a thriving community who made their living by fishing the well stocked local waters. This community however, has now been evacuated and the several scattered villages are virtually ghost towns. The island is mostly flat windswept heathland, but there is the occasional forest and marsh. There are also mysterious mountains.

SHUTTLES

Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still criss—crosses the island. The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but unfortunately your map shows only a few of the principal shuttle routes. It is not possible to leave the shuttle in transit.

BUILDINGS

The Island contains a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

MILITARY ACTIVITY

The island is subjected to an unusually high level of military activity, a further indication of the military complex sensitivity.

(a) Armoured vehicle patrol (AV)

These AV have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you. However, they move more quickly than you, and a close encounter is usually fatal.

(b) Foot Patrol

These are heavily armed and, like you they have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

MINEFIELDS

The island has a number of areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to your head—up display. Any mines in your field of vision will be clearly visible to you. The enemy have used proximity mines. If you get too close to one, its effect will be swift and lethal.

SIGHTLESS IMAGE ENHANCER (SIE)

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3—D representation of your "world" as you move within it. The SIE also has a sophisticated head—up display which provides you with a constant update on your status and situation.

ZONE		TIME		PATROL	
VISION					
BULLETS		SCORE AND MESSAGE PANEL			C O M P A S S
BOMB TIMERS	BOMBS CARRIED	SPARE AMMUNITION		BATTERY STATUS	
DANGEROMETER					

30 RED HOT HITS

(a) Zone

The island has been divided into fourteen zones by the occupying military forces. (See Map)

(b) Time

Your Parachute drop is timed for 2200 hours.

(c) Patrol Warning

If an armoured vehicle is nearby a condition GREEN warning sign will appear in this space. If the enemy spots you, this warning will become condition RED.

As soon as the AV can get you in its sights, you will be destroyed. Your only hope is to try and run away.

(d) Vision

Displays a 3—D image of your field of vision. The range of the SIE is approximately 100 metres. You will not be able to see anything beyond that distance. There are a large number of things you may see but some objects you need to be able to recognise straight away are:—

(i) Enemy mines

Only detectable if your batteries are not flat.

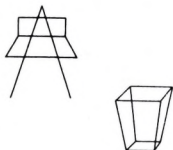


(ii) Shuttle stops



(iii) Your own bombs

(iv) Computer terminal/transmitter



(v) Any object in a room

(e) Bombs

You can carry a maximum of three bombs. Each bomb is made from explosives, a detonator and a timing device. You have an unlimited supply of detonators and timers, but to make replacement bombs you must find buildings which contain explosives used by the civilian workforce to quarry for building materials.

You can use a bomb for a variety of purposes.

i. To destroy buildings

ii. As a mine to destroy armoured vehicles

iii. To create a diversion

(f) Spare Gun clips

You can carry a maximum of three. With the one fitted to your rifle, this only gives you twenty available shots. Try to avoid being trigger happy, therefore. Spare Gun Clips can be found inside most buildings.

(g) Mine detector Battery Status

If flat, your head—up display will not detect enemy mines. Spare batteries can be found in some buildings.

(h) Compass Direction Indicators

Displays the direction you are facing. Can also be used to lock onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

(i) Message Panel

This displays text information. Your current score will also be displayed every time you add to it.

8 DANGEROMETER

This important panel displays a measure of the danger associated with your current location.

If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush to investigate what happened. Hence your Dangerometer will be high. However, if you are elusive, and keep a low profile, soldiers are less likely to patrol your immediate area.

By strategic planning it is possible to reduce the danger in an area you

need to go to, by leaving a time delay mine in an adjoining area. When this goes off, soldiers rushing to investigate this diversion will leave your area at a lower danger level.

Keeping a close eye on your Dangerometer and trying to discover what affects it, is of immense importance.

THE RESISTANCE MOVEMENT

As well as the civilian workforce, the enemy recruited a large number of technicians and scientists to help with the development of the CK23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference.

Unknown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacuated. Their whereabouts are not known.

However, the intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location. It is very likely they all met together, but nevertheless your sources indicate that they had devised a way to wreck the enemy's plans and that they were on the point of carrying this out when they were discovered.

You have been provided with a brief description of sixteen of the seventeen scientists and this is attached. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hide—out you have located should you come across a computer terminal/transmitter. Being able to correctly identify whose hide—out you have discovered may be a matter of life and death.

10 CONTROLS

ACTION	JOYSTICK	KEYBOARD
FIRE	FIRE	ENTER
Left or turn left	Joystick left	Z
Right or turn right	Joystick right	X
Up or move forwards	Joystick up	P
Down or move backwards	Joystick down	L
Turn left quickly	Joystick left with FIRE	Z with
ENTER		
Turn right quickly	Joystick right with FIRE	X with
ENTER		
Bomb Mode		B
Investigate Mode		I
Gun Mode	(Automatic if soldiers appear)	
Move mode (Default)		SPACE

11 GAMEPLAY

(a) Movement

Although the island on which this game takes place is small, the distances involved for someone trying to investigate it on foot are very large. Every time you see the picture move towards or away from you represents one step. By using and mapping out shuttle routes it will be possible for you to cover larger distances more quickly. However, using a shuttle can be a hazardous undertaking.

You cannot leave a shuttle until it reaches its destination, but it is a good idea to keep a watchful eye on the passing scenery.

(b) Gun Mode

If you can see an enemy soldier, he can see you. You will jump automatically into gun mode and it is up to you to be quicker and more accurate than the enemy.

You can only kill an enemy soldier by hitting him in the chest. If you hit him anywhere else, he will be wounded but will still have time to shoot at you.

(c) To board a shuttle:—

Enter investigate mode. Move the cursor over the shuttle stop and press FIRE.

(d) To enter or leave a building:—

Enter investigate mode. Move the cursor over whatever you wish to identify and press FIRE.

(f) To pick up Spare Ammunition, Explosives or Batteries:—

This will happen automatically if you manage to find them.

(g) To leave a time delay bomb:—

Press B to enter bomb mode. The timer of the bomb you are setting will flash. Set the timer using the keyboard numbers.

Example: To set a bomb to go off in 2 minutes and 12 seconds type 0212. The bomb is dropped automatically when set and cannot be defused. Press space to quit option.

(h) To mine a tank

Stand in a position which you think is on a tank patrol route. (This can be dangerous). Proceed as above, but set the timer for a fair length of time. The bomb will explode if a tank goes over it.

(i) Computer Terminal—Transmitters

These will be found in the hide—outs of each of the scientists. To LOGON to the system network you must enter the correct password. Identifying whose hide—out you are in will help you do this. If you LOGON correctly to exit systems type BYE.

Once you are into the system, there are useful clues to be discovered, if you can crack them. Also, if you can communicate with any of the other transmitters your direction indicator will get a fix on that transmitter's location and continue to display it in red.

Being able to understand and work with these terminals is vital to success. You are alone in the midst of a hostile enemy. If you can find the nerve centre of the scientist's computer network, you may be able to finish their mission.

(j) Save Game

You can save the game to tape or disc, but only from a SAFE House. If you find the word SAFE written on a wall, enter investigate mode and identify the lettering. Press S or L to Save game or Load saved game.

12 MAP

The Map enclosed with these instructions is intended as a guide only. Serious game players may wish to make their own larger map onto which they can plot shuttle routes, enemy patrol routes, minefields, buildings, marshes, forests, mountains, safe houses, etc.

13 THE SCIENTISTS TOP SECRET

TRACY COURT AMERICAN AGE: 29 SINGLE

Specialist Area: Targeting Systems Summary: Daughter of war hero General James Court, now tipped as a future Governor of Texas. A keen interest in Ornithology. In 1997 invented the world's first intelligent target system. Hates mice, rats, spiders etc.

SEAN CONNOLLY IRISH AGE: 54 MARRIED: 6 CHILDREN

Specialist area: Super—Conductivity

Gregarious extrovert. Loves golfer, enjoys reading and fishing and has a fanatical interest in chess at which he is a Grandmaster. In 1995 he moved to Switzerland. Hates fussy people, cats and most politicians.

CHRISTOPHOLOUS STAVROS GREEK AGE: 44 MARRIED: 2 SONS

Specialist area: Aerodynamics

Summary: Interests range from showjumping, football and tennis to gardening and keeping bees. In 1994 was severely injured in a car crash and still suffers from severe back pain. Designed famous XT 1000 body style with a drag coefficient of 0.1. Hates heights.

HOMERO GUEVARA SPANISH AGE: 44 MARRIED: 2 CHILDREN

Specialist Area: Human Physiology

Summary: Brother of the famous bullfighter El Guevara. Competent classical guitarist. Loves music, good wine and good company. In 1995 discovered the ideal diet for weightless conditions. Now working on a revolutionary "self exercising diet". Hates crowded rooms and bad wine.

ANN ROBERTS CANADIAN AGE: 34 MARRIED

Specialist Area: Lasers

Summary: Comes from a large family. Has six brothers. Organised the world's first Festival of Laser Art, held in Toronto. Keen on most outdoor pursuits, in particular organised expeditions to explore wild and isolated parts of the world. An excellent swimmer. Hates television and sitting around doing nothing.

OLAF STENMARK NORWEIGAN AGE: 37 MARRIED: 1 CHILD

Specialist Area: Optics

Summary: Brother was assassinated in 1997. Since then has withdrawn from public eye. Interested in astronomy. In 1998 he discovered a new star. Enjoys travelling and has a passion for sculpture. Recently developed a light intensification material suitable for contact lenses. Is short sighted.

Hates poor workmanship and mice.

MARIO NOTRIANNI ITALIAN AGE: 42 MARRIED: 3 CHILDREN

Specialist Area: Missile Systems

Summary: A famous footballer. Played for AC Milan. Was being tipped to play for his country when he broke his leg in 1990. Since then he has developed a keen interest in the history of art. He is writing a book on the subject. His wife is a famous TV personality. Hates very little.

OSWALD OSVALDO ARGENTINIAN AGE: 38 SINGLE

Specialist Area: Test Pilot

Summary: Brother of first Argentinian astronaut. A keen explorer. In 1992 discovered a new passage through the Banded Mountains. Passion for Polo. A brilliant pilot with a cool calculating mind. Hates city life.

MARCEL GUERRE FRENCH AGE: 36 MARRIED: 2 CHILDREN

Specialist Area: Explosives

A cultured and highly sensitive person with two great passions, wildlife and archaeology. In 1992 discovered the "Red Webbed Warbler" a bird previously thought extinct. A regular visitor to most exciting archaeological digs. Currently working on programmable explosives. Hates processed food.

PROFESSOR WANG JAPANESE AGE: 32 MARRIED: 3 CHILDREN

Specialist Area: Instrumentation

Summary: Son of the founder of KONY, the giant electrical company. Brilliant physicist. Currently working on DSPI (Direct Sensory Perception Instrumentation).

A fanatical love of mountaineering. A member of the 1995 Japanese expedition which recorded the fastest ever ascent of Mount Everest. Appreciates all fine art, but hates cheap imitations of anything.

ZACHARIAS NEUMANN GERMAN AGE: 28 WIDOWER

Specialist Area: Fuels

Summary: A gifted concert pianist who tragically lost his entire family in a forest fire. If it were not for the fact that he is also a brilliant chemist he would undoubtedly have made this his chosen career. Currently working on low temperature fuels. Hates fire and heights.

PETER THOMAS BRITISH AGE: 43 SINGLE

Specialist Area: Propulsion Systems

Summary: Keen interest in fast cars, windsurfing, real ale, cricket and reading science fiction. In 1994 won the Nobel Prize for Chemistry. In 1996 finished his first novel "Calm Star" — a success. Hates spiders and seaside towns.

COLIN LASSITER AUSTRALIAN AGE: 47 3 TIMES MARRIED: 3 CHILDREN

Specialist Area: Communications

Summary: A friendly extrovert with a passion for virtually all sports. A black belt in Karate. An accomplished mountaineer and rally driver. Has recently been working on "invisible" communication systems. Hates people who bore him and snakes.

ANATOLI ROMANOV RUSSIAN AGE: 39 SINGLE

Specialist Area: Computer Systems

Summary: Quiet, almost reclusive like. Keen interest in flowers, astronomy, astrology and hang gliding. In 1991 developed the amazing new tulip "Interface Zebra". In 1996 developed the organic interface for computers. Hates noise, smoke and most people too.

RUDI APPEL DUTCH AGE: 22 SINGLE

Specialist Area: Radar Systems

Summary: A brilliant mind capable of amazing imaginative leaps. Is working on "Laser Detection" and "Gravity Warp Detection" device. Son of a famous politician. Passionate interest in ecology and an active supporter of the Anti Whaling Lobby. An accomplished ski-ier. He hates waste and greed.

30 RED HOT HITS

DARK SCEPTRE (AMSTRAD & SPECTRUM ONLY)

Deep in time, peace lay like a dream upon the Islands of the Western Sea. Proud was the Lord of the Isles on his throne of pearl and jade and amethyst. Tall was his crown, carved from dawn-gold and jewelled with starlight, long his sword, forged of lightning and dragonsfire, broad his cloak, woven of moonbeams and rainbows and morning mist. Tranquil year after tranquil year, the Western Isles slumbered. Then, on the wings of a winter storm, came ships from the north, tossed and broken by the icy seas. The Lord of the Isles smiled upon the Northlanders, harbored them and gave them shelter.

Then came the spring. The ice storms quelled and the seas calmed. The Lord of the Isles offered strong, oaken ships to the Northlanders, yet they chose not to leave, coveting the riches of the Islands of the Western Seas. They drew their swords and demanded land to make homes upon. The Lord of the Isles smiled no longer. The Northlanders were too many for even his enchanted sword of lightning and dragonsfire to chasten. Hiding his wrath as best he could, he gifted rich farmlands to the Northlanders and warned them to keep the peace and abide within their new domain. Then, in secret, fearing more treachery, he gathered the finest smiths he could muster and bade them forge him a magical sceptre of terrible power.

Five long years passed before the sceptre was finished and with each year the Northlanders grew more bold, demanding more and more from their benefactor. Finally the smiths came to the Lord of the Isles and handed to him the sceptre they had wrought. He thanked them and gave them ample reward for their long labours. Then he summoned the Northlanders to attend his court.

Two days later, the Northlanders crowded into his throne room. Once more, the Lord of the Isles offered them ships, this time warning them that they would feel his wrath if they did not leave. The Northlanders laughed at him and scorned him, telling him that if he did not take care, they would take his throne as well as his lands.

The Lord of the Isles lifted himself from his throne of pearl and jade and amethyst and stood tall before the scoundrels. Then he raised the sceptre high above his head. Suddenly the Northlanders fell silent. Darkness gathered about the sceptre and a shrieking gale rushed in through the doorways and windows, swirling like a hurricane around the Lord of the Isles. Blue lightning flickered across the golden orb at the sceptre's tip and thunder rumbled through the throne-room. "By the Dark Powers," cried the Lord of the Isles, "let the Hounds of Hell harry you to the end of time itself! Ara ihm eren Marashi!"

Upon his words, the lightning leapt outward from the sceptre, touching each one of the Northlanders with fire. Their very flesh began to crackle and blaze and they screamed terribly, till it seemed the sound itself must tear out their throats. Despite this, one of the Northlanders warlords, maddened with pain, leapt upon

the rostrum where the Lord of the Isles stood.

"Fiend!" he cried, "if to hell I must go, I shall take thee with me if I can!"

With the strength of the possessed, the Northlander seized the sceptre and smote the Lord of the Isles. Suddenly the body of the great Lord quivered and disintegrated in a flurry of white hot sparks. These the wind caught up, swirling them up into the air and out of the tall windows of the throne room, sighing softly as it went.

"Powers of Death, I call upon thee," cried the Northlander, "Save us and we will serve you forever!"

Now the darkness that had gathered about the sceptre twisted into long fingers that reached out to touch the burning, writhing Northlanders. As it touched each of them, it seemed to quench the terrible fire that wretched them and soothe their pain. Yet at the same time, their flesh seemed to lose substance, glowing faintly like the embers of a fire and growing shadowy and vague.

The Lord of the Isles had made a terrible misjudgment. Seeking to destroy the Northlanders utterly, instead he had given them a strange and evil power. The sceptre he had set his smiths to make had touched the Northlanders with its dark force. No longer were they mere men; now they were Lords of the Shadow, gripped by evil and ruled by the Dark Sceptre that had created them. The Isles of the Western Sea would know no peace until the Dark Sceptre was destroyed and with it the evil of the Shadow Lords who drank of its power.

YOUR TASK IN DARK SCEPTRE

You are in command of a company of warriors, seeking to find and destroy the Dark Sceptre. When you find it, beware, its dark powers may destroy you if you have not taken the proper precautions. What these precautions

are, you'll have to find out. If you do manage to seize the Dark Sceptre, you will be told how to destroy it. Don't worry, it won't be too easy. If you do destroy it, you've won.

To hinder you on your way, the computer controls other companies of warriors. Most of these are neutral towards you at the beginning of the game but the Shadow Lords company (colour red) are always your sworn enemies in accord with the events that occur during the game. Bear in mind too that you can recruit new members to your company and possibly lose warriors by desertion to other companies.

It's quite possible to play Dark Sceptre with a group of friends, each of you taking control of one or more warriors in your company — but don't forget, either you all win or you all lose; you're all on the same side.

CONTROLLING THE GAME

The game is controlled by joystick—selected commands. Alternatively, you can use the keyboard to imitate a joystick if you prefer. Before the game starts, an option screen allows you to select using up/down on the joystick to highlight the option. The fire button confirms your choice. By using left and right you can change the warrior that you have currently selected.

WATCH

This option allows you to watch a fight. If you hear the sound of clashing metal, then one of your warriors is engaged in battle. Press fire on this option to WATCH the fight.

SCAN

This option allows you to see a full map of the island, which appears in the viewing window. The positions of each of your warriors are marked in yellow on the map (dead warriors are not shown). The white square indicates the position of the warrior that you have currently selected. You must push fire again to get out of this option.

CHECK

This option allows you to check the personality of the warrior you are currently watching and the last orders he was given. A summary of his personality appears in the viewing window.

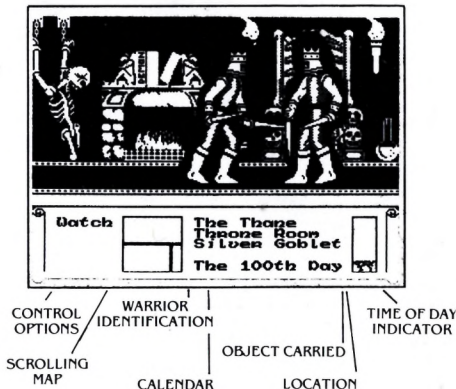
PLAN

This option allows you to plan your orders for the warrior that you are currently watching. A question and answer session happens in the viewing window until your orders are complete. If you select the GO TO command then the map will appear in the viewing window. You must move the cursor to the place that you want to go (you may only select junctions) and press fire.

QUIT

This option allows you to quit the game. Further options allow you to save your position or load a previously saved position or return to the game.

VIEWING WINDOW



PLAYING DARK SCEPTRE

All play in Dark Sceptre is by joystick—controlled command or by keyboard

simulation of this. You can watch in full animation the actions of your warriors but, like a true commander, you have no direct control over their movements. When your warriors fight, they fight using their own skills; when they move from place to place, they use their own intelligence to guide them; in unforeseen encounters, their own personality determines their reactions. You are not the puppet—master and they are not puppets! Nevertheless, your warriors need you. Their strategic thinking is poor and without your commanding intelligence, they cannot complete their dark and deadly quest. You control your warriors through the orders you give to each of them. You must choose these orders carefully, bearing in mind the nature and personality of the warrior. He will endeavour to carry out his orders but he will do so in his own way and according to his own nature. To give orders to a warrior, first get him in view by using left/right. Then select **PLAN** — this enables you to **PLAN** your orders for the warrior. The warrior will tell you his current orders and you can use the joystick to change his orders or give him further orders. You can select from a large variety of orders. Any order can be given to any warrior, even though he may not be able to complete it successfully. The magical orders, for instance, can only be carried out fully by those with magical powers; if you give such orders to the wrong warrior, then you must take the consequences.

THE ORDERS YOU CAN GIVE

FOLLOW warrior: attach yourself to him as helper
PROTECT warrior: protect yourself to him and guard him in battle
STALK warrior: go wherever he goes, a few paces behind
HARASS warrior: follow and get in his way as much as possible
AVOID warrior: stay out of his way
FIND warrior: find him and do no more
KILL warrior: find and then kill him
BEWITCH warrior: find and magically turn him into your spy
PETRIFY warrior: find and magically turn him into stone
CURSE warrior: find and magically change good qualities to bad
CHARM warrior: find and magically recruit him to your company
RELEASE warrior: find and magically release him from the effects of bewitchment, petrification or cursing.
THREATEN warrior: find and take what he carries by threat of force
CHALLENGE warrior: find and recruit him to your company by threat of force
PERSUADE warrior: find and recruit him to your company by persuasion
BRIBE warrior: find and recruit him to your company by gift
JOIN warrior: find him and join his company
GIVE TO warrior: find him and give him what you carry
BEFRIEND warrior: find him and give him a message pledging friendship of your company to his
INSULT warrior: find him and give him a message ending any friendship of your company to his
WAIT FOR warrior: wait until he arrives
AMBUSH warrior: wait until he arrives and then attack him
TRACK object: find it, do not take it but follow it if it is taken elsewhere
GUARD object: find it, do not take it but let no others take it.
SEEK object: find it but do not take it
TAKE object: find it and take it but do not use force
GRAB object: find it, take it by force if necessary
USE object: find it, take it by force if necessary and use it
BLOCK place: go to place, stay there and let none pass
DEFEND place: go to place, stay there and let only friends pass
WAIT AT place: go to place and wait there
GO to place: go to place
ROAM: wander about at will
WAIT: wait wherever you happen to be

In these orders "warrior" means a particular, named warrior, "place" means a particular cell on the map and "object" means a particular, named object. Where "warrior" is marked with an asterisk, the order can also be chosen to refer to "friends", "enemies" or "anyone". Where "object" is marked with an asterisk, the order can be chosen to refer to "anything". When an order has been completed, successfully or not, the warrior will automatically follow his next order. If he has no further orders, then he will **WAIT** wherever he is. Take note that Thralls are simple souls who can only remember a number of orders.

SPECIFYING PLACES

In your orders, warriors and objects are specified by names selected with the joystick. Places, however are specified using the map, which will appear automatically at the appropriate time. Simply move the cursor to the junction

that you want to specify and press fire. The map will disappear and you can carry on with your orders. The place will be named in your orders — for instance, "Gilkins fork" if the place is at a junction of paths.

FRIENDS AND ENEMIES

Other companies of warriors are at large. During **PLAN** mode, you can specify whether an order is to do with friends or enemies. The purpose of this is so that you can refer friends or enemies in your orders without being long-winded. You can still attack "friends" if you like, or be kind to "enemies". However, friendship pledged by a **BEFRIEND** order is different. If you attack a pledged friend, you will be marked for the rest of the game as treacherous and other companies will be unlikely to befriend you. To avoid being marked as treacherous, you must officially signal the end of the friendship first by using an **INSULT** order. This may anger the insulted party but you will still be regarded by others as an honest dealer.

SPIES

The **BEWITCH** order turns someone else's warrior into a spy for your company. Even so, he remains a member of the other company and behaves as such. You cannot give orders to a spy, but you will be able to watch him as he goes on his travels and see what he gets up to. This may give you valuable information.

BEING KIND TO OTHERS

You can be kind to others in a number of ways — you can give them objects, send warriors to join their companies or simply pledge friendship. In return, those others are likely to be kind to you so don't think generosity's just a waste of time.

FINDING THINGS

If a warrior is told to go to a place, he will go there, usually by a direct route simply because he knows the way. If, however, he has to find another warrior or an object, he will usually have to search around first. How well he searches depends to some extent on his personality. However, a handy rule of thumb is that the closer to his target he is, the quicker he will find it. Don't expect your warriors to make a bee—line for the things they seek!

THE WARRIORS

There are 8 different types of warriors you can come across in the game, each of which has its own strengths and weaknesses. These you will discover as the game progresses but here are some hints.
THANE The commander. Without a Thane, the members of your company will be more likely to desert.
MYSTIC Mystics usually possess magical powers.
ASSASSIN A hunter and a killer
REAPER The executioner. Strikes fear into others
FOOL A talker, not as foolish as his name suggests
SAVAGE Wild man of the woods — tough and resilient
THRALL An underling, a pawn. Being simple characters, thralls do not have complex personalities. There are lots of them, though.
USEFUL TIPS £1) Only **MYSTICS** can successfully **CHARM**, **CURSE**, **BEWITCH** or **RELEASE**.
 2) You will hear the sounds of any fight one of your warriors is involved in, even if it's off—screen. Pressing **FIRE** during **WATCH** will get you straight to the fight.
 3) You will hear a snatch of music whenever any warrior changes sides, even if he's off—screen. Usually this will be someone joining your side. If you want to find out who it was, check on your warrior's orders. Warriors with orders you haven't given will be the new recruits.
 4) Petrified warriors (ie turned to stone) will not move off or take fresh orders. However, they will fight if forced to and can kill or be killed.
 5) Warriors **EN GARDE** are either in a fight or about to be in a fight. They will ignore further orders until the fight is over.
 6) No more than one fight is in progress at any one time. This allows you to keep a better eye on what's happening.
 7) Warriors, very chivalrously, will not attack a warrior who is already in a fight or waiting to fight (ie a warrior **EN GARDE**).
 This sometimes means you find a whole bunch of warriors standing by near a fight, all waiting their turn to try out their swords. A lucky warrior can slip past such a group without being challenged — a useful way of getting past enemy defenders.
 8) The colours of the team are:

UMBRAG'S (The shadow Lords)	RED
VERDAN'S	GREEN
TYRIAN'S	PURPLE

30 RED HOT HITS

KUANO'S
AURIC'S
GRISUL'S
YOUR OWN

CYAN
YELLOW
GREY
WHITE

9) The outcome of a fight depends entirely on the qualities of the two warriors. There is no random element. If both warriors have exactly the same fighting qualities, the attacker wins.

10) Just setting off to KILL ENEMY or GRAB DARK SCEPTRE without preparing the way first is simply suicidal!

WHEN THE GAME ENDS

When the game ends, the computer will ask you to reload a saved game position. This is because the computer cannot store all the information that it needs to set up the beginning of the game. We suggest that you save a game onto tape when the game first starts so that you can reload it, at the end of a game, if you want to play the game again.

SAVING YOUR POSITION

You can save your position from the QUIT option. Tape users can save their position to tape. Disk users can save their positions to blank disk which has been formatted.

MAGNETRON

(COMMODORE & SPECTRUM ONLY)

Congratulations!

You are now a proud owner of a KLP-2 engineering droid.

Orbiting the planet Quarteck are eight droid controlled satellites providing power for massive destructor beam weapons. These long range weapons outgun the largest of the Terran ships and are a constant menace to the entire quadrant.

You control KLP-2, a little droid who has a unique talent for taking things to bits. You must deactivate the four reactors on each of the eight orbiting stations. The reactors can be deactivated by either overloading them or shutting them down. The reactors are guarded by sixteen types of droid which can be destroyed or grappled at close quarters and dismantled. KLP-2 has an improved grapple device that can use the enemy droids parts to construct a replica of himself but with the abilities of the dismantled droid.

You will find computer consoles spread throughout the orbiting stations. Fortunately, KLP-2 also has a talent for "hacking" into these computer systems and has a "knack" for accessing the confidential information stored within them. This information contains data on each of the four reactors in your current station, the position of each reactor, the station droids and the weapons and systems that they can utilise.

Weapon systems

These can be fired by pressing fire while moving. The weapon will fire in the direction KLP-2 is facing. Data on the weapons can be obtained from the droid computer terminals. Weapons include frisby like disks, mortars, boomerangs and a bouncing bomb!

Grappling

To grapple with a droid, centre the joystick (or release movement keys) and keep fire pressed until "GRAPPLE" shows on the control panel. Then ram your target droid. You will then see some data about the target and will be presented with a grid of icons that represents the scrambled security code given to each droid to prevent grapping.

Each droid is protected by a self destruct circuit that starts counting down when you begin the grapple. To stop the detonator, you must align the three spherical bomb icons at the bottom of the icon grid which will light up the word "DETONATOR". If you just want to replenish your energy then this is all that you need to do. If you wish to take the robots parts as well then all three rows must be aligned lighting up "CHASSIS", "SECURITY" and "DETONATOR" on the right. The top row represents the robot chassis and must contain the three diamond shaped robot icons. The middle line must contain the three box shapes representing the droid devices.

To move the icons, you can drive the highlighted icon about using up, down, left and right. The highlighted icon will swap places with the icon in the chosen direction.

The time for countdown depends on the difference between the classes of KLP-2 and the grapple droid. The droids number is its class where class one is the best but the hardest to takeover. The computer system shows the

droids in order, weakest first.

When you have had a successful grapple and created a replica you will see the identification number of the grappled droid appear on the top panel of the control screen to remind you what you are in control of. The weight indicator will show your new weight. When the game resumes you will see the replica created from your previous chassis (giving you an extra life). Only one spare chassis remains no matter how many times you have grappled and it will always be in the place of your last successful grapple. Your second chassis will always be KLP-2.

Reactors

To access the reactor control, stand KLP-2 on a reactor entry plate (reactor plates look like they're studded) and press fire. A display of the reactor will be shown. The highlighted cursor can be moved by using any key or joystick direction as per the grapple controls.

The display shows four containers each holding a fuel rod or an inhibitor. Fuel rods have positive numbers and charge and make the reactor work. Inhibitors have negative numbers and charge and prevent a chain reaction occurring. You can take either a fuel rod or an inhibitor by highlighting its number and pressing fire. It will automatically be replaced by the rod or inhibitor that KLP-2 is carrying (or by zero if nothing is being carried). When KLP-2 picks up a fuel rod or inhibitor you will see the chargemeter at the right of the control panel at the bottom of the screen indicate the number on the rod. This starts off at zero as KLP-2 begins the game without carrying either rod or inhibitor.

A reactor will shut down if its overall charge goes below one. Or alternatively, a reactor will overload if its overall charge goes above five. Either of these methods will cripple a reactor (which afterall, is KLP-2's main objective). By removing or adding fuel rods, KLP-2 can create a shutdown or an overload. The fuel rod or inhibitor removed can then be taken to another reactor to shut that down. Sometimes several trips may be necessary to shut all the reactors down. All the reactors in a station can be viewed from the alien computer system.

Charge and Weight

KLP-2's movement is affected by his charge weight and drive strength. The weight is indicated by the weightmeter at the bottom-left of the control panel and is a total of the replica droids weight and the weight of the fuel rod or inhibitor that is being carried. The weight of a fuel rod or inhibitor is the same as its charge number but is always positive (Thus a -3 inhibitor weighs 3 units). If you are too heavy it takes longer to build up enough power to go up a ramp and steering is made difficult. The best droids to carry heavy weights have good drives but must not be already loaded with heavy weapons. Thus a droid good for fighting may be useless at carrying things.

KLP-2's charge is shown by the chargemeter on the bottom-right of the control panel. When he is charged, magnetic tiles in the floor (the ones with arrows on) will push him. If he is positively charged he is pushed in the direction of the arrow. If he is negatively charged he will be pushed in the opposite direction. The more he is charged, the harder he will be pushed.

Power Down and Beamers

Enemy robots may be generated to replace those that are destroyed until all four reactors have been eliminated. Then the lights will go out and the beamers can be used to transport to another satellite. Beamers are diamond shaped floor markings (like the one where you start the game off). To activate them, stand on top and press fire.

Console Access

Stand KLP-2 at a console and press fire. Then use left and right and then press fire to select an option icon. Once you have selected an option, use left and right to select between the items of that option. Pressing fire now, will return you to the icon menu. The icons from left to right are:-

Screen icon Switch off console and return to the game.

Sphere icon Display the reactor status. This option will also tell you which station you are at (space station one to eight) and a grid co-ordinate of which sector of the station that you are in. Each station is built up of four by four sectors. This grid co-ordinate consists of a floor number, followed by a room number. For example, sector 1-4 would mean that you were in room 4 on the bottom floor.

Droid icon Display droid data. The first screen displays KLP-2's current status. If you are currently in a replica its various parts can be seen. Subsequent screens will only be displayed if their security class is below or equal to that of the replica.

Box icon If you have sufficient security class, then data sheets on

various weapons and devices will be shown.

Energy

Your energy is constantly being used up. The rate at which it is used up depends on the droids power units and power usage. For long life droids, look for good power units on lower droids. Falling off steps, bumping into enemy droids, walking on magnetic tiles or taking hits all use energy up very fast.

The energy level is indicated by KLP-2's expression. He gets very upset when nearly out of energy. An enemy droids animation rate shows how much energy he has left. When this is slow they are almost dead. If you survive a grapple, your energy cells will be recharged from the enemy droid.

CONTROLS COMMODORE 64

Move left and up	Joystick left
Move right and down	Joystick down
Move right and up	
Pause	RUN/STOP
Restart	Fire
Abort	CLR/HOME (Whilst paused)

CBM/128 Users should play the game with a joystick in either port.

If using a joystick it may help to rotate it 45 degrees clockwise so it matches KLP-2's movement.

To turn the sound up/down on the CBM 64/128 version of Magneton, you should press F5/Shifted F5 whilst the music is playing.

CONTROLS SPECTRUM

Move left and up	A,S,D,F,G or....
Move right and down	Z,X,C,V,CAPS SHIFT or....
Move right and up	H,J,K,L
Move left and down	B,N,M,SYMBOL SHIFT
Fire	Space
Autofire	W
Pause	P
Restart	Fire

MORPHEUS (COMMODORE ONLY)

OVERALL OBJECTIVE

To build and maintain a ship capable of reaching and destroying Morpheus on the final level, level fifty. Points scored are converted to money (Guineas) with which to buy larger, better ships, extra onboard systems and better weapons.

The importance of Timeslices

Timeslices are a measure of time spent actually in the Aither or Universe. One timeslice is equivalent to about two minutes of play. The weapons and systems catalogues show the ten current units available for purchased starting with the entry equivalent to the current timeslice. After timeslice fifty no more entries are added to the catalogues so at timeslice sixty there will be no entries available for purchase at all. It is thus imperative that Morpheus is beaten before you run out of new weapons and systems. Your old weapons will become obsolete and no more systems can be replaced once your order book is fulfilled.

Initial Hull-Mounted Systems

The systems that come readily attached to each hull are listed in the following section:

Main Energy Bank I.D. Code: ES

Status Display First catalogue entry: supplied with hull

The energy level is shown by the speed of the two rotating elements, the higher the level, the faster they move. In addition, the display will flash red with an accompanying warning sonic should the level drop below 20%.

Medium Range Radar I.D. Code: MR

First catalogue entry: supplied with hull

It shows only charged objects, namely orbitals and the nucleus. Provided that at least one charge orbital exists somewhere (not necessarily in radar display range) the radar will appear blue. As the Aither collapses and the orbitals are ordered to self destruct by the nucleus then the radar will only

show the nucleus, and will change to a brighter red display to indicate this. Diagonal cross-hairs show the centre of the radar and thus any radar-trace at the centre should be in view or very close to the ship.

Energy batteries

I.D. Code: BA

First catalogue entry: 1

The accompanying integrated controller draws energy from the main energy banks into a partially-full battery provided the main banks are at least half full. Should the main banks run lower than 50% the battery will begin to drain at a steady rate.

Batteries are all supplied in a fully-charged state. Their advantage over energy replenishing devices is that they are fairly simple and thus much quicker to build.

Remote Drone Locator I.D. Code: DL

First catalogue entry: 9

This sonar-related device was produced to give the user some audio indication of the drone's distance from its landing and control pad should it leave visual range. The sonar "blip" bounces off the drone and the delay between the original signal and the returning echo gives an indication of its distance.

Electronic Counter Measures I.D. Code: EC

First catalogue entry: 14

The ECM unit attempts to confuse the lock-on of mines by emitting constant electro-magnetic signals, producing false "ghost" images. If successful, the mine will follow a random pattern. Early units proved about 35% successful on their own but may be combined for more effective results.

Emergency Demat Unit I.D. Code: ED

First catalogue entry: 8

This device acts as a safety valve and cuts in automatically if the main energy bank falls below a preset level, usually around 20% in this event, the demat unit is automatically activated causing an immediate return to base.

Charge Display Unit I.D. Code: CD

First catalogue entry: 3

Initial cost: 2500 G

Classification: Combat Aid

The current charge being held in the ship's charge banks can be seen by fitting one of these handy devices. The amount carried is proportional to the brightness of the display, and is also colour-coded.

Shield Generator I.D. Code: SG

First catalogue entry: 7

A defensive shield can be projected around the ship by its inbuilt shield matrix provided it is fed by one or more shield generators. Shield power is drawn from all shield generators on board, which behave as batteries. An individual shield generator's strength is indicated by its colour. Once completely used a shield generator becomes useless unless a shield replenisher is fitted, otherwise it must be replaced.

Shield Replenisher I.D. Code: SR

First catalogue entry: 16

Provided the main energy banks are at least full the replenisher will draw energy and produce shield power, which will be fed to any available shield generators requiring power. The replenisher is a necessary complement to a ship fitted with shield generators.

Nucleus Finder I.D. Code: NF

First catalogue entry: 6

This simple device is an eight-directional indicator enabling easy navigation to the nucleus. The direction to the nucleus is indicated by the flashing element of the display.

Inertia Converter I.D. Code: IC

First catalogue entry: 4

The inertia produced by a large hull moving at high speed is so high that the requirements of this device cause virtually no drop in performance of the ship. Note that for the inertia converter to work properly it is necessary for the ship to be moving at a minimum of 50% speed.

Shield Display Indicator I.D. Code: SD

First catalogue entry: 10

The status of the shield matrix is displayed by this unit.

30 RED HOT HITS

Directable-fire Weapons Stations I.D. Codes: FW, EW and EF

These weapons are directable weapons, i.e. the direction of fire is controlled by the joystick direction at the time of firing.

To leave any station, press and hold fire, then point the joystick in the direction of the exit corridor. To avoid accelerating the ship when leaving, always press the button before pointing the joystick.

The Remote Drone I.D. Codes: RM and DL

Being manoeuvrable in its own right, the remote drone's station is the only one from which the main ship cannot be steered. The joystick instead controls the drone's movement. The drone on the landing pad is automatically launched as you enter the station. It will then hover above the pad. It may be steered using the joystick and has an operating range of about four screen-widths in any direction. Naturally it is impractical to fly the drone blind, beyond visible range. The drone locator (I.D. code DL) is a useful tool for judging the drone's distance from the ship. Should the drone stray beyond its operating range, control will be permanently lost.

Non-directable-fire Weapon stations I.D. Codes: RF, RE, SF and SE.

These more advanced weapon units do not require to be given a direction to fire in as they will fire in all possible directions, either sequentially or simultaneously.

Disruptor Station I.D. Code: DR

The disruptor is a slow build-up, mass devastation weapon. It will affect any Morphai in visible range. To build-up and fire the disruptor it is necessary to press and hold fire with the joystick centred for the entire duration of the build-up until it either fires or aborts due to insufficient energy.

Eight-way Directable I.D. Code: EW

First catalogue entry: 7

Four-way Rapid Fire I.D. Code: RF

First catalogue entry: 9

Extended Angle Fire, I.D. Code: EF

Directable First catalogue entry: 30

Simultaneous Four-way I.D. Code: SF

First catalogue entry: 17

Simultaneous Eight-way I.D. Code: SE

First catalogue entry

Disruptors I.D. Code: DR

First catalogue entry: 11

Pre-game Controls

During the titles sequence it is possible to moderate the forthcoming game and the music volume using the function keys as follows:

F1 - One player one joystick, either port. A joystick symbol appears next to the "Player 1" legend.

F2 - Two players, sharing one joystick, either port. A joystick symbol appears next to the "players 2" legend.

F3 - Two players, two joysticks, player one in port one. Joystick symbols appear next to both "Player X" legends.

F5 - Music volume louder.

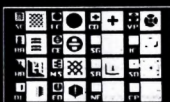
F6 - Music volume quieter.

F7 - Zeroise inter-game funds.

F8 - Restore inter-game funds.

During Game controls

All game functions can be carried out from the joystick. In addition the game may be paused by pressing **RUN/STOP** on its own. To resume the game, press **RUN/STOP** again or press fire. To quit the game and return to the titles screen, press "Q" while paused. Also when you are paused, you can press and hold down **RUN/STOP** and then tap the **RESTORE** key to reset the machine to BASIC.



Morpheus Systems

Refer to front of card for system description. Refer to manual for system specifications.

Shield Protection

Energy from the main energy bank feeds your Shield Replenishers, which in turn feed your Shield Generators to protect your ship.

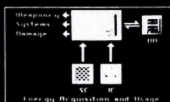


The Morpheus Menu

Move up and down to change between your options back at base. When you have selected the option you require, use left and right to select the item that you require.

Weapons

As weaponry improves, more directions of fire become available to the Morpheus pilot.



Energy Acquisition & Usage

The main energy bank can receive energy from W or M systems. BA systems can increase the storage levels of your main energy bank.

Remote Drones

Remote Drones enable the pilot to leave his ship for a short time and fly a much more manoeuvrable craft.



MORPHEUS System Reference Card

Refer to Manual for system specifications

SC : Solar Cells	CD : Charge Display Unit
BA : Energy Batteries	SG : Shield Generator
HB : High Energy Batteries	SR : Shield Replenisher
DL : Remote Drone Locator	NF : Nucleus Finder
EC : Electronic Counter Measures	VP : View Port
CE : Charge Energy Converter	IC : Inertia Converter
MS : Mega Solar Cell	SD : Shield Display Indicator
ED : Emergency Demat Unit	CP : Charge Proximity Indicator

SAMURAI WARRIOR (COMMODORE ONLY)

It is seventeenth century Japan.

The shogun's power is slow to spread across the land, and noblemen battle with one another for land and power. Through these troubled lands walks a romin rabbit, Myamoto Usagi - known to most as Usagi Yojimbo.

Usagi's task is to rescue Lord Noriyuki, his old friend, from the evil Lord Hikiji.

Usagi will have to choose from many different paths along the way. Some lead to inns, where food and information may be obtained. Food restores his strength, but costs money. Other paths lead Usagi into perilous battles against ninjas, bounty hunters and other hostile creatures.

FIGHTING

Once Usagi's sword is drawn, he is in fighting mode. There are three attacking movements:

PARRY : A quick press on the fire button.

SIDE-SWIPE : A slightly longer press on the fire button.

OVERHEAD CUT : An even longer press on the fire button.

In all cases, the sword is actually moved when the fire button is released. Try using the game's practice mode to improve your fighting skills before play.

RESPECT

Usagi must obey strict rules of etiquette at all times if he is to complete his quest.

Usagi should bow to persons of equal status and he must bow to person of higher status, otherwise he will insult them deeply. Anyone who sees Usagi with his sword drawn will automatically assume that he is hostile, so keep your sword sheathed until danger threatens. Occasionally a passer-by will speak to Usagi after he bows to them. These messages can be very useful, as they give clues to later stages in the game.

FINANCE

Money is measured in silver coins called Ryo. As a ronin, Usagi is notably hard up for cash. Some enemies carry money which can be taken from their corpses once they have been defeated.

This is considered dishonourable, but a ronin can't afford to be choosy. Money can be used to obtain food. Bow to the inn-keeper, then offer him money. When the inn-keeper returns, Usagi will eat, restoring a number of lost hit-points.

Money can be used for gambling. Pay the gambler some money, and you will be told whether you have won or lost. Your Ryo level will then increase or decrease accordingly.

Money may also be given as alms to monks and beggars.

KARMA

As Usagi performs good acts, giving alms to servants of Buddha or vanquishing enemies, he will gain KARMA. If he strikes helpless opponents, hassles small animals or kill priest, he loses karma. If Usagi's karma ever drops to zero, overcome with shame, he will be forced to take the only honourable way outhara-ki!

Karma is also carried forward to future lives.

CHOICES OF PATH

There are several points during the game when Usagi will be given a choice of paths, or a doorway to enter. If you wish Usagi to change to the upper path, or enter a doorway, then position him beneath the entrance and move him UP while pressing the fire button. Usagi will now move off along the new path.

LORD NORIYUKI

Lord Noriyuki is a young panda who has just come of age as the leader of his clan. Usagi must find him, and prevent the minions of Lord Hikiji from killing him.

KEYBOARD CONTROLS FOR THE COMMODORE

Q : UP

Z : DOWN

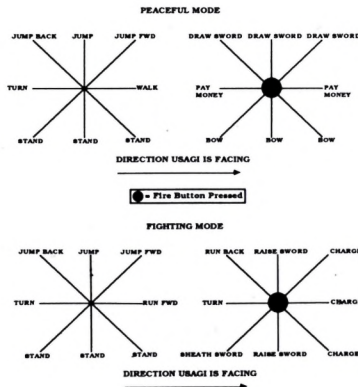
I : LEFT

P : RIGHT

SPACE : FIRE

Diagonal movements can be made by combining the necessary key presses.

JOYSTICK CONTROLS



FRIGHTMARE (COMMODORE & SPECTRUM ONLY)

(From time immemorial, man has held primeval memories, hidden, submerged in that psychic abyss we call the subconscious. At times emerging through legend and myth, or seeping insidiously into our dreams.

Dare you risk dropping that fine veil of reason to surrender to your darkest, inner self, to become the prisoner of your dreams, to encounter...**FRIGHTMARE**!

To survive FRIGHTMARE

- 1) Do not trust to your sanity, for it will not serve you well in a **FRIGHTMARE**.
- 2) There are 4 dream zones, each more surreal, more horrifyingly terrible than the last. Face them and all their dreams with courage, and, 8 hours and one half from the witching hour, you may again return to reality.
- 3) In the battle between myth and sanity, your will, though not strong enough to release you, may provide artifacts of good to aid your struggle. Though these will be guarded well, by the darker side of your dreams. Use these sparingly, for reality will be forever denied to those who fritter them away.
- 4) The longer the dream, the more terrifying it all becomes. But, should you awake, you will be judged by the extent of the terror you have met.

Legends of the FRIGHTMARE

The collected ancestral dreams and fears that hide in the corners of our minds, reached through the medium of the **FRIGHTMARE**, are to be found in the legends and tales of old. The victims of these tales are the inhabitants of your **FRIGHTMARE**. These are but some, the rest you must write yourself, should you ever return from your **FRIGHTMARE**.

Once long ago, an evil prince from a small middle European country, greedy for more taxes, had the hands removed from any peasant who would not or could not pay his taxes. Legends tell that those disembodied hands are forever condemned to roam blindly, seeking revenge in the lands of the **FRIGHTMARE**.

A people who once worshipped the moon, in order to gain eternal life, were condemned to an eternity, trapped between wolf and man, in the twilight world of the **FRIGHTMARE**.

The rich and evil ancestors of a powerful Transylvanian family made pact with satan so as never to be parted with their wealth. Not even by death! Thus they are condemned to rise from the earth, as zombies, forever in search of their wealth, somewhere in a **FRIGHTMARE**.

An Egyptian Pharaoh whose embalmed body denied death, is to be found roaming, mad and tortured in a **FRIGHTMARE**, killing to experience the death denied him.

An ancient people, hounded by persecution, were driven to seek out an existence in a rotting swamp land. In time their lives become so wretched and scavenging that they became part of the swamp itself. Evolving into slimy, foetid swamp monsters. Awaiting their next meal, probably you, in some dark dank corner of your imminent **FRIGHTMARE**.

WEAPONS

- 1) HOLY WATER
kills all monsters listed below. Use only once.
- HANDS : MEDUSA
SKULLS : SMILER
SPIDER : BAT
HOOD : SUN GOD
GHOST
2) WATCH
Slows down all monsters. Use only once

30 RED HOT HITS

3) CRUCIFIX -

Freezes monsters listed below. Use only once.

ZOMBIE WEREWOLF

SATAN SERPENTS

WILLO THE WISP

4) REVOLVER AND BULLETS

Bullets and revolver collected separately. Up to 20 bullets held at once. If second normal revolver is held then the fire rate is doubled. The following monsters are vulnerable to bullets.

Monster Hits to kill

HAND 1

SKULLS, SPIDER, HOOD 1

GHOST, MEDUSA, SMILER 1

BAT, SUN GOD 1

MUMMY 12

SWAMP THING 6

5) SILVER REVOLVER AND BULLETS

As above except only one silver revolver exists. The above monsters are killed with the following:

ZOMBIE

WERE WOLF

SATAN

N.B. Collected weapons are displayed in the weapons inventory. The contents of the inventory may be rotated around using a downward movement of the joystick. The weapon in the right hand position will be used, if appropriate, on pressing the fire button.

Weapons are collected by passing over them, if the left hand position contains a weapon, then this will be swapped for the one on the screen. The weapon picked up goes into the left hand position of the weapons inventory.

OTHER ICONS TO BE COLLECTED

1) WINGS - Increases size of jumps

2) RINGS - Additional lives. Up to 5 rings may be held in the lives inventory.

3) CHALICE - Increases the dream state setting.

4) TRANSPORTER - Causes jump to other transporter on the screen.

CONTROLS

1) JOYSTICK LEFT - Move left

2) JOYSTICK RIGHT - Move right

3) JOYSTICK UP - Jump

4) JOYSTICK DOWN - Rotate inventory

5) FIRE BUTTON - Use weapon in the right hand position of inventory.

AIMS OF THE GAME

There are two aims to the game.

1) To awaken. This is achieved by advancing the alarm clock to 8.12am. Any new room visited will advance the clock by 6 minutes.

2) To increase your dreams state to the highest you can. Dream states are recorded by the two words, an adjective eg **TERRIBLE** and a noun describing the dream state, eg **NIGHTMARE**. For each dream state there are 15 adjectives, beginning mild and becoming more extreme. Scoring changes the letter colour of both adjective and noun. When both words have changed colour then the adjective changes. When all 15 adjectives have been used to describe a dream state, then the next dream state is used eg. The lowest score is "**BAD DREAM**", The highest score is "**NEFARIOUS FRIGHTMARE**", hence the title of the game.

ADJECTIVES	NOUNS
BAD	DREAM
SHADOWY	VISION
CRUEL	TRANCE
NASTY	FANTASY
PERILOUS	ILLUSION
HORRIBLE	NIGHTMARE
TERRIBLE	FRIGHTMARE
FEARFUL	
MONSTROUS	
DEATHLY	
MORIBID	
WICKED	
EVIL	
NEFARIOUS	

SCORING

1) By shooting monsters

2) By picking up chalices.

3) By successfully using objects in the weapons in the inventory.

TRAZ

(COMMODORE & SPECTRUM ONLY)

In the furthest reaches of outer space, housing the galaxy's most infamous criminals, floats a giant electronic prison complex ...TRAZ!

...TRAZ is completely computer controlled and escape is deemed to be impossible - at least the designers thought so... The computerised warden control inexplicably malfunctioned and its primary security system shut down. All first-

stage locking devices contained within each cell door were now inoperable...

...As the warning sirens begin to wail all over...TRAZ you sense your chance for freedom...

...TRAZ has been designed to be as easy to use as possible. You will note that most functions are entirely joystick controlled and selections are made by highlighting the chosen option from a multi-choice menu.

Sometimes there will be more than one menu and you can switch between these by pushing forward on the joystick.

Below you will find hints on how to get the most from...TRAZ. How to begin designing your own screens. How to test your creations for playability and how to amend the 64 pre-designed screens that come with...TRAZ. But this is only the beginning. A major feature of...TRAZ is the fun to be had in discovering its possibilities.

OPTIONS PAGE

Pressing fire on either joystick will take you to the ...TRAZ options page. To play the game select single player or team mode with the joystick. Alternatively, select the construction kit option to design or amend your own TRAZ complex.

Team mode- two players sharing on-screen bats. Port one controls the Blue bat, Port two controls the Red bat. But ...beware of the random bat switch.

PLAYING INSTRUCTIONS

The ...TRAZ complex in which you are captive is divided into 64 cells arranged in an 8 by 8 grid. Your task, in your bid for freedom, is to battle your way out of the ...TRAZ system. Only by destroying all neuron bricks in each cell can you reveal the exits and progress further into your escape attempt.

Upon entering an active cell you will have direct control over the horizontal and vertical plasma bats. You must skillfully control them to direct the photon balls at the bricks and to guard against the dangerous gamm-ray traps. Watch out for the occasional power pills that will glide out for you to capture - these will improve your chances of a successful escape.

Once all the cells have been deactivated a gap will appear in the outer perimeter of...TRAZ and then nothing stands between you and freedom...

...TRAZ CONSTRUCTION KIT

Selecting the construction kit feature from the options page will present you with the prompt: "Are you sure?"

Pressing the "Y" key will erase the game in memory-you will have to switch off and reload if you wish to play the original game again.

It is not possible to amend the predesigned game-unless you can prove yourself and escape from...TRAZ!

Once into the editor you will be presented with a menu bar at the top of the screen and an empty cell.

To operate the menu system use a joystick to move left or right to highlight an option. Pressing the fire button will select your chosen option or take you to that option's sub-menu. Moving the joystick down will only select if that option has a sub-menu and moving the joystick up will return you to the main menu. This enables you to safely explore the menu system without actually doing anything.

The main menu will look like this:

TAPE PLAY EDITOR MAP

TAPE Allows you to load and save your designed...TRAZ complexes.

Also changes device to disc.

PLAY Allows you to test a screen, set game options such as initial lives, or play the "finished" game.

EDITOR Allows you to test a screen, set game options such as initial lives, or play the "finished" game.

MAP Allows you to define the exits and start positions in the game map, or delete a cell. Press fire to toggle exits/start positions on or off. Hold SPACE to view cell in full. Screen editor - The following keys are used in conjunction with the joystick. Select the shape you wish to place by pressing the appropriate key.

KEY CONTROLS

Commodore

H HORIZONTAL BRICK

V VERTICAL BRICK

D DIMPLED SOLIC BLOCK

G GLASS REFRACTOR

> HORIZONTAL TRAP

^ VERTICAL TRAP

M MONSTER GENERATOR

B BUMPER

SPACE BAR - TOGGLE BETWEEN DELETE AND DRAW

CLR/HOME CLEARS SCREEN

COLOUR KEYS (1-8) - TO SELECT COLOUR OF PLACED OBJECT

RUN/STOP - RETURN TO EDITOR MAIN MENU

KEY CONTROLS

The Spectrum version of ...TRAZ will enable the user to configure the keyboard to their own requirements.

These choices may then be saved to tape/disk and loaded in with the game on all future occasions.