

▶ COMPUTER

h i s

- | | | | |
|-----|--------------------------------------|-----|--------------------------------|
| ▶ 1 | CHUCKIE EGG
A n F | 6 | FLIGHT PATH 737
Anirog |
| ▶ 2 | PINBALL WIZARD
C.P. Software | ▶ 7 | GHOULS
Micropower |
| ▶ 3 | KILLER GORILLA
Micropower | 8 | DEFEND OR DIE
Alligata |
| ▶ 4 | HEROES OF KHAN
Interceptor Micros | ▶ 9 | COVENANT
PSS |
| ▶ 5 | SPECIAL OPERATIONS
Lothlorien | 10 | JACK AND THE BEANSTALK
Thor |

All programmes are duplicated on both sides of tape

▶ 10 ORIGINAL HIT GAMES

TAPE A

1 ▶ CHUCKLE EGG

© AnF

Arcade style game You have to collect 12 eggs and corn to finish the screen, but watch out, there are some nasty looking ducklings chasing you.

2 ▶ PINBALL WIZARD

© C.P. Software

Loading Instructions

- 1 Position the tape before the start of the program.
- 2 Press CTRL and the small ENTER key together.
- 3 Press the PLAY key on the recorder then any key on the keyboard.
- 4 When loading is complete you will be asked to select speed/skill level.

To Play Pinball Wizard Using the following keys:

1 - 5	To select speed (1 is low)
Any of the keys Z - B	To operate left flippers
Any of the keys N - /	To operate right flippers
Either SHIFT key	To launch ball
P	To pause
SPACE BAR	To continue
A	To select Autoplay
ENTER	To break into Autoplay

The speed/skill level is selected by the keys 1 - 5. 1 being the lowest. Use either SHIFT key to launch the ball. Holding it down for longer before releasing will increase the launch speed.

If the next ball is not launched after 60 seconds then the Autoplay feature will take over, with the computer operating the flippers. Autoplay may also be selected, when the ball is not in play, by use of the A key. This feature is useful for demonstrations. To break out of this mode press either ENTER key and the game will reset and return control.

Use the Pause facility, key P to suspend the game without affecting play and the SPACE BAR to continue. Use any of the keys Z to B on the bottom row of the keyboard to operate the left flippers, and any of the keys N to / for the right flippers. The top score is initially set at random to below 10,000.

Hitting the targets marked HI will light the bumpers, increasing their value, and LO will cancel the lights and decrease their value. Hitting the HI targets with the bumpers already hit will increase the value of the BONUS by at least 50 points. The BONUS can also be increased by hitting either of the two central rollover targets.

The BONUS is initially set to 50 and increased by 50 points at a time to a maximum of 1000, when after scoring, it resets to 50. The BONUS can be scored by hitting any of the three rollover targets marked with a cross, or when the ball is lost down either side channel.

Hitting any of the rollover targets at the top of the board will light the letter above it. When all the letters are lit (spelling SAGITTARIAN) any of these targets subsequently hit will increase the BONUS by 50 points to a maximum value of FREEBALL instead of 1000. Score the BONUS as described to obtain the free ball, cancel the lights and reset the BONUS to 50 points. When ALL the letters are lit and the ball in play is lost, the letters will switch off although the BONUS, if set to FREEBALL, will remain so until scored. There are also a number of random features including repeat BONUS increment and repeat BONUS score.

By careful use of the flippers the ball can be manipulated to hit any of the desired targets and should it return down the launch tube it can be replayed as normal. With practice, scores over 20,000 can easily be achieved.

3 ▶ KILLER GORILLA

© Micropower

Loading Instructions Insert cassette with the label facing upwards and ensure that the tape is fully rewound.

Type CHAIN" and press the RETURN" key. Press PLAY on your cassette recorder. When the program has finished loading remember to press STOP.

The Game The object of the game is to climb to the top of each stage as quickly as possible while avoiding the hazards.

There are a total of four stages and if you complete all four you return to the first but there are extra hazards to negotiate.

Stage four is different as you have to walk or jump over all eight yellow blocks, thus collapsing the ironwork and causing the Gorilla to plummet to the ground. You will be given an extra life the first time you complete stage three. Extra points will be awarded if you collect the heires's belongings on the way up (handbag, umbrella etc.) It is possible to jump and grab a hammer, and then for a limited

amount of time you can smash any 'nasties' you may encounter. However you cannot climb ladders or jumps gaps with the hammer. You must complete each level before your bonus runs out or you will die of exhaustion.

Game Control (Jump) Return

* ↑ = Up
Z ← = Left
X → = Right
? ↓ = Down

4 ▶ HEROES OF KHAN

© Interceptor Micros

Loading Instructions Type RUN" followed by ENTER.

A graphic adventure for advanced players

Features

- 1 100% machine code.
- 2 'Real' English command decoding.
- 3 Superb hi-res graphics.

Giving Instructions - Command Syntax Full use of nouns, verbs, adjectives, adverbs and prepositions is allowed (and often necessary), where relevant to the game, as in standard English usage but note the following -

- 1 If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using DELETE key.
- 2 The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous. EG. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying "PRESS BUTTON" would be insufficient. You would have to say "PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".
- 3 You are allowed to omit the word 'THE' if you wish.

Attacking Adversaries Use the construct: KILL (or ATTACK) adversary WITH object. EG. KILL THE LION WITH THE SPEAR.

Talking to Others It may be necessary to get other characters to perform some actions for you, especially if they are specialists in that action or in some other way more suitable than you to perform that task.

To do this, use the construct: Character, command. EG. Imagine that you are in possession of a broken sword and that you have met a character called Odin who is described as a weapon maker. In this case you could say: ODIN, REPAIR THE SWORD.

Giving to Others Use the construct: GIVE object TO character. EG. GIVE THE CHEESE TO THE MOUSE.

Special Commands In addition to the words in the adventure vocabulary, there are some special commands which can be used by their own. These are as follows:-

- 1 'HELP' or 'H'. This command will give you a help message, where appropriate.
- 2 'INVENTORY' or 'I'. This will give you a list of the objects you are carrying.
- 3 'LOOK' or 'L'. The location description will be reprinted. If there is a picture associated with the location, it will also be displayed.
- 4 DIRECTION COMMANDS. These commands can be given in full EG. 'NORTH' or abbreviated to the first letter eg. 'N'.
- 5 SAVE. This command is used to save your current position and status on tape.
- 6 LOAD. This command is used to restore your previous position and status from tape.
- 7 QUIT. Used if you've had enough. You will be given the option to save your current position and status.
- 8 SCORE. Use this command to see how well you are doing. Your score will be displayed as a percentage of the total points available for the game.

Graphics Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear unless you use the 'LOOK' command.

Plot In the hall of His Majesty Callastheon, Emperor of the Seven Lands, Lord of Khan, the feasting was over. On fur-draped benches around the roaring fire, the nobles of Khan awaited the entertainers. Daeron the Wise, minstrel of Khan, walked slowly across the hall. Today, Khan was the hub of a rich and mighty empire, but, Callastheon recalled, it has not always been so. For long ago, in the days before the Cyrennic dynasty came to power, the forces of good and evil fought in Khan, and the deeds of that time were still remembered at the Feast of the Midwinter Moon.

Daeron entered the firelight, and began his tale – a tale of deeds great and terrible, of battle and victory, conquest and defeat – the story of the Heroes of Khan.

'Your majesty, my Lords, citizens of Khan.'

'Long ago, in the reign of Beren, last of the Mountain Kings of Khan, there came from the distant north a horde of fell creatures, borne on the wings of Darkness. Dragons there were, and Vampires, and weavers of Enchantment, and nameless things from the deep places of the world. They swept down as a dark gale upon the Halls of the Mountain King, and terrible was the slaughter of men. From the Gates of Khan escaped but those few of greatest might. Four was their number, and these were their names:

'Beren the mighty, last King of Khan, master of all birds, swordsman unsurpassed.'

'Istar the Wise, lore-master of great wisdom and still greater powers of magic.'

'Haldir the Elf-lord, from the northern woods, greatest of minstrels.

'Khadim the Dwarf, carver of stone, of small stature, yet great in renown.

'These then were the Heroes of Khan, and mighty they were. Yet not mighty enough, for one by one they fell, captives bound with iron and stone and magic spells. And Darkness fell on the land. Darkness unbroken – until one day there came to Khan a Stranger, from a strange land where men could fly, and machines could think. And the Stranger went forth into the wilderness, and fought with the Powers of Night, and released the Heroes, and with them removed the Shadow from the land of Khan forever. Then the Stranger departed, and none know to where.

'Nor do any know with certainty how he found the Heroes, for they would not tell. Thus, the tale I now unfold may be fact or legend – who knows? Only the Stranger – and he is gone.'

The Halls of Callastheon are dust and ruins. Daeron passed long ago to the halls of his ancestors, and even the legend he once told is forgotten. Who knows the true story of the Heroes of Khan? Only the Stranger – wherever he may be.

5 ► SPECIAL OPERATIONS © Lathlorien

A. Setting and Objective This exciting adventure wargame is set during the latter days of World War 2.

The game utilizes a split screen and maps of various locations. Your position is shown in such a way that you are only shown what you would be able to see if you were on the ground (except the compound scenario which is an aerial photo).

Time plays an important role.

You also have a time limit you set yourself, this is a rendezvous time for your pick up plane.

Your team members have 2 specialist skills, the choice of team members is up to you. There are 30 to choose from.

B. Restart objectives and time --continue saved game Y/N' to play a saved game press 'Y' and follow instructions. N starts a new game – Objective 1-7 select from the list. Time 1-9: The number of hours to pickup is in 10's of hours e.g. 6 = 60 hours time to pick up.

C. Team Selection From 30 applicants choose 4 to accompany you – the team leader.

At this stage you will only be aware of 1 skill per applicant. To find 2nd skill you will have to interview. This will take a full day and only 3 can be interviewed before mission commences.

When asked 'interview' answer 'I' will reveal 2nd skill. Having selected your team of 4 the computer will create the adventure this takes about 1 minute.

D. 3 main scenarios Although there are 18 maps the majority of play will be around FOREST, COMPOUND, COMPLEX

1 FOREST – You are parachuted into the centre, close to the target area, the map will depict an impression as you come down; it is NOT accurate.

Your position is shown by a hashing square. While in the forest beware of enemy patrols.

A key to the forest terrain is available by using 'tf' command.

2 Compound – The entrance to the underground complex is in the centre of the compound and is constantly guarded.

The place is literally crawling with enemy personnel.

3 **Complex** – The underground complex is a series of passages and rooms. The display shows what you can see plus areas you have been in. You cannot see round corners!!

Apart from the East and West edges there are no dead ends all passages lead somewhere.

There are 3 possible entrances and exits at the East and West edges. To exit use the "ou" command at these locations.

You can only exit by the way you entered apart from the MAIN entrance.

E. Time Time elapsed will constantly be displayed in hours and minutes. Different actions and skills use different amounts of time, and also varies with the scenario e.g. movement in the forest takes 20 minutes in the complex it takes 2 minutes.

Its up to you how much time you need but for excitement don't give yourself the maximum.

F. Actions/Skills Actions are shown in the reference tables.

Use of team skills is important.

Only 3 skills may be used simultaneously.

The team leader is proficient in all skills.

BUT YOU CAN SELECT HIS SKILL USE ON 5 SEPARATE OCCASIONS.

Team skills are constantly displayed.

Team member only uses skills when instructed, this is done in the "su" command you will then be asked "SKILL TO USE" enter first 3 letters of the skill.

If one of your team has this skill it will be used until cancelled.

For leader skill you must find select "Lea" then follow above procedure.

To cancel skill used; "sc" when asked for ACTION and first 3 letters of skill.

To cancel leader skill you MUST enter "lea" and not the skill.

Note: To correct errors press z once or twice.

If you select "su" or "sc" in error, escape by keying in a skill which YOU DO NOT POSSESS in your team.

Skill use is cancelled in combat.

G. Combat When an enemy patrol enters 1 of the adjacent areas to the team, combat will normally occur. During combat your men will be shown at the bottom of the screen, number 1-5, team leader is number 1.

The enemy is deployed at the top.

For each of your men you must select an enemy target, then move each man 2 squares by using cursor keys (5-8) or 9 for no movement.

One hit causes a wound two hits death.

In order to hit a target there must be a clear line of sight.

When hit the man will "flash" on and off.

After combat, a status report on your teams condition will be given with the "st" command.

H. Saved Games You may save the current game. Enter "qu". You will be asked to save the game position, if yes enter Y and follow the instructions.

TIPS

- 1 keep your leader safe.
- 2 There are at least 6 completely different routes into the Compound and Complex.
- 3 Be careful in the Compound and Complex these are high security areas.
- 4 Take great care in choosing your team, get the best balance of skills.
- 5 Remember your leader can use any of the 30 skills.
- 6 Use skills to the utmost-keep trying them and find out what they are capable of.

OBJECTIVES

- 1 Find location of the enemy compound and take photographs of it. You do not need to enter.
- 2 Find method of getting in and out of the Compound.
- 3 Find the method of getting in and out of the Complex.
- 4 Get samples of an experimental chemically based rocket fuel.
- 5 Get sample of viral agent.
- 6 Get details of the rocket guidance system.
- 7 Destroy the production area in the Complex.

Reference Table – Actions

mn, ms, me, mw, = move N, S, E, W, (North is always top)
in = enter – a terrain, feature or vehicle (skills or equipment are sometimes used)
ou = get out
su = skill use
sc = skill cancel
eq = list of equipment found
se = search (not in caves)
ta = take (a piece of equipment)
hi = hide (you, not the equipment)
at = attack guards (forest only)
no = do nothing (short periods)
w = wait (long periods)
st = status report on the team
tf = terrain features in the forest
qu = quit the game

SKILLS Ac(robat) Act(or) Bio(logist) Car(tographer) Che(mist) Ciph(ers) Cij(mber) Div(er) Doct(or) Ele(tronics) Exp(losives) For(ger) Int(errogator) Lea(der) Lin(guist) Loc(ksmith) Mec(hanic) Mid(ge) Nav(igator) Pho(tographer) Phyc(ist) Pic(kpocket) Pil(ot) Rad(io operator) Sap(per) Sco(ut) Sni(per) Str(ongman) Una(rmed combat) Veh(icles).

TAPE B

1 ► FLIGHT PATH 737

© Anirog

Flight Path 737 As the pilot of this high performance jet airliner you must take off from an airfield surrounded by high mountains and having climbed your aircraft safely over them, prepare yourself and the jet for a landing at an airfield in the valleys below.

When you're ready you will be asked to select a level of flying experience ranging from First Solo to Test Pilot. Start with the First Solo where the mountain range is not very high, and where you will not receive engine fires, crosswinds or other hazards, and where the aircraft can accept a fairly heavy landing.

Taxi for take off Press a and you will start to taxi at 20 knots.

Note the runway heading (RH) and turn the aircraft to line up on the runway, which will then be in front of the cockpit window. Put the FLAPS DOWN for take-off, and increase speed to at least 180 knots but not more than 200 knots because the flaps will be damaged.

Take off and climb Pull the joystick back and the jet will take-off. Once you are above 300 ft., you may retract the undercarriage (A) and flaps (F). When you raise the undercarriage on an aircraft, the speed will increase by 5 knots, so you must be careful at this phase not to exceed the maximum flap down speed (200k).

Remember that with the flaps up, there is a new (higher) stalling speed (180k), so do not let the aircraft come below this in flight or you will stall.

Climb Having raised the undercarriage and flaps, you may increase speed and climb to at least the height of the mountains shown in the level selected earlier. A red high Ground Warning light will flash as you approach the mountains, and will go steady red when you are safely above them. When this light goes out you are clear to descend for landing.

Cruse During your short cruise over the mountains, the Runway Heading will flash telling you the new runway heading for landing. (Its different every flight – so beware).

Descent With the ground warning light out, at 25 miles to touchdown, push the joystick forward, to descend toward the runway.

The speed will increase as you drive so keep this under control.

Approach to land At 10 miles to touchdown a light will appear on the runway. If this light is white, you are high for landing, if red you are too low, and if green, you are about right.

You must have the flaps and undercarriage down above 300 ft., again observing the maximum and minimum speeds for their operation.

Don't forget that lowering the undercarriage reduces speed by 5 knots.

Landing Keep the speed between 160 (stalling speed with flaps down) and 170 K and when the distance shows 0 (not before), bring the aircraft down to zero altitude. AS SOON AS YOU SEE ZERO ALTITUDE; PULL THE JOYSTICK BACK TO FLY LEVEL. and you have landed.

Press R for reverse thrust and press d rapidly to bring the speed back to less than 20k. You must stop before the end of the runway whose length (indicated by minus distance) you will have been told in the skill level selection.

Score If you make any errors in your aircraft handling you will be told exactly where you went wrong. If you land successfully, a score will be given, together with advice on whether to proceed to the next level. The faster you fly – the higher your score.

Fuel You will always have just enough fuel for one attempt at landing on each flight.

Notes The higher the level you select, the quicker you must climb the aircraft from the moment of lift-off. Use the Rate of Climb indicator and the best climb speed (420k) to clear the mountains and keep your wits about you. The secret of successful flying is to think ahead. STAY CALM AND YOU WILL LIVE TO FLY AGAIN

Key	Commodore	MSX	Amstrad	Speed
(Alpha)	a = F1	F1	7	= +20 Knots
(Beta)	b = F3	F2	4	= +10 Knots
(Gamma)	= F5	F3	1	= -10 Knots
(Delta)	= F7	F4	⊙	= -20 Knots

2 ► GHOULS

© Micrower

The Game Many have tried to rescue the power jewels from the creepy mansion on the top of the hill. None have lived to tell the tale. Now it is up to you to try to wrest the treasure from the mansion's deadly inhabitants.

Run through the Spectre's Lair, Horrid Hall the Spider's Parlour and Death Tower Leap over the poison-smeared spikes, scamper along the moving platforms and contracting floorboards, run past bouncing spiders, and use the powerful springs to propel you onto overhanging ledges. Consuming the yellow tibits earns you extra points and eating a stray power jewel causes the ghost(s) to disappear for a brief 15 seconds.

A bonus score in the top right hand corner of the screen counts from 50 down to zero. If you don't reach the top of the screen within this time limit you lose a life.

You start with 4 lives. An extra life is awarded every four screens up to a maximum of 6.

Game Controls Plug in a joystick or use the following keys:

Left Z
Right X
Jump Shift

*P pauses the game and 'O' resumes play.

Pressing ESC during the game returns you to the hi-score table. Press ESC here to return to the instructions.

3 ► DEFEND OR DIE

© Alligata

The Game A classic battle spectacular where skill and reflexes are pushed to the limit, nerves strained to breaking point. Take up the solo mission of saving fellow humanoids from being plucked from your planet surface by the evil landers and then returned to outer space where they will eventually mutate and take up a pursuit on your space-fighter. And as if one deadly struggle is not enough, watch out for the flying pods, swarms, alien bombers and deathly barfers they're certainly not on your side.

A hero is called for, can you fit his spaceboots.

3 lives and 3 smart bombs Points:

Mutant	175
Swarmer	125
Baiter	150
Bomber	250
Flying Pod	1000
Lander	125

If carrying humanoid and humanoid falls and survives add 250 points.

If you pick up falling humanoid add 500 points

If you replace humanoid to planet surface add 500 points.

Bonus points – 100 x frame number for each humanoid saved.

Bonus ship and smart bomb every 10,000 points.

To move: Up A Down Z Reverse Space

Thrust Shift Fire Enter Hyperspace H

Smartbomb Tab/Lock

Load Instructions

Hit CTRL ENTER together

Press PLAY then any key R Reset

F Freeze/Unfreeze

4 ► THE COVENANT

© P.S.S.

1 **The Scenario** Scattered about the vast subterranean complex are 64 fragments of parchment that when correctly assembled will give you all the knowledge of your people's culture – Your task as the last survivor of your ancestral race is to assemble the covenant and repopulate the desolate surface of your planet with the animals that live in the caverns.

2 Features

Joystick compatible
Fully user definable keys
256 different caverns
Globe
Stun gun
64 different creatures
Gravity momentum friction
24 different object types
High score table
Save game feature
67 passages

3 Your Equipment

- a The Globe – controlled by telekinesis – contact with creatures will cause an energy drain. Exit and Enter the Globe by pressing the fire button when stationary. NOTE: When outside the Globe you will consume twice as much energy.
- b The Stun Gun – only works when you have picked up the relevant anaesthetic to be found in each area. Contact with a stun bolt will cause an energy drain. The creatures will only be stunned for a few seconds and you must get back into the Globe, manoeuvre over them and pick them up.
- c The Key – you will find a key in each area. This will unlock a chest holding a piece of the covenant but can only be used when you have collected all the creatures in the area.
- d The Energy Points – to replenish your energy, find an energy point, exit the Globe and stand over it. You will hear an increasing sound that will tell you when your energy is replenished – be careful though, some energy points will actually drain your energy!

4 **The Scoring** Creatures captured: 16-64 Points depending on which level.
A piece of the covenant: 400 Points.
A bonus of 3000 is awarded after collecting all the parchment and returning to the start position.

5 **Status Screen** Pressing SPACE at any point during the game will pause the game and display your (i) current energy level (ii) the objects held (iii) the number of pieces of the covenant collected (iv) your current score (v) the game time taken.
Press SPACE again will restart the game.

To Save the Game At any point in the game, press SPACE. This will display the Status Screen. Now put a blank tape in your recorder, make sure the "Mic" lead is connected, start the tape recording and press S. This will save the game at your present position, along with the high score table and any user defined keys.

To reload the game, load the master game tape, press SPACE to obtain the Status Screen, start your saved tape playing then press J. When loaded you will be back to the point of the game where you left it.

5 ► JACK AND THE BEANSTALK

© Thor

Game Strategy You as Jack must find the correct path through each screen and collect the objects which you will find there, but beware of insects and low flying birds.

The final screen has a time limit in which you must collect the axe and climb back up the Beanstalk to kill the giant Good luck, we think you'll need it!

To Play You are Jack and you have to collect objects as you go, but beware of the meanies. Can you collect the money and the golden goose, before the giant gets you.

Control The game may be played using either the keyboard or a joystick.

Keyboard

J – Left
K – Right
L – Fire
A – Jump
S – Up
X – Down

Joystick

Left + Fire button – Jump Left
Right + Fire button – Jump Right
Fire button only – To Fire.

Loading Instructions CPC 464 As per individual game instructions or the standard: – Press CTRL and small enter. Press play on tape.

CPC 664 or CPC 6128 If tape recorder is connected press shift and @ keys and then type tape and press the return key. The computer will show ready. Press the control and small enter keys and any other key and press play on tape recorder.

Wait for computer to reset when it will show ready and stop the tape.

Press control and small enter key plus any other key.

Play tape and wait for menu to appear.

Stop tape.

Reset the computer by switching off and on.

Repeat above procedures to load each game.

Important–

The tape deck for use with the 664 and 6128 must be connected to the Computer with a Remote Lead and must have both Mic. and Ear Pins connected as well as the Remote.

AMSTRAD

LOCATION INDEX

TAPE A

SETTING

- ▶ CHUCKIE EGG
- ▶ PINBALL WIZARD
- ▶ KILLER GORILLA
- ▶ HEROES OF KHAN
- ▶ SPECIAL OPERATIONS

TAPE B

- ▶ FLIGHT PATH 737
- ▶ GHOULS
- ▶ DEFEND OR DIE
- ▶ COVENANT
- ▶ JACK AND THE BEANSTALK

All rights of the producers and of the owners of the work being produced are reserved.

Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use.

Warning

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

Guarantee

This Software Product is Guaranteed.

Do not return it to your dealer

The Guarantee will be honoured if the faulty tape is sent to: Beau-Jolly Ltd, 19a New Broadway, Ealing, London W5 5AW.

If you damaged the tape please include £2.50 to cover replacement costs.

The Guarantee is addition to any statutory rights.