"HISTORY IN THE MAKING"
The First Three Years

UK Version

LEADER BOARD

EXPRESS RAIDER

IMPOSSIBLE MISSION

SUPER CYCLE · GAUNTLET

BEACH HEAD II · INFILTRATOR

KUNG FU MASTERS · SPY HUNTER

ROAD RUNNER · BRUCE LEE · GOONIES

WORLD GAMES · RAID · BEACH HEAD

HISTORY IN THE MAKING

Loading Instructions

CBM 64/128 CASSETTE
Press SHIFT and RUN/STOP keys simultaneously.
Press PLAY on your cassette recorder.

CBM 64/128 DISK
Type LOAD"*",8,1 and press RETURN. Refer to
DISK LABELS for running order.

SPECTRUM 48/128 + 2 CASSETTE
Type LOAD"" and press RETURN. Press PLAY on
your cassette recorder.

AMSTRAD CPC CASSETTE
Press CTRL and small ENTER keys simultaneously.
Press PLAY on your cassette recorder.

AMSTRAD CPC DISK
Type ¦CPM and press RETURN. Refer to menu
for running order.

Cassette users note that each game is loaded individually.
So, for example, if you wish to load the second game off a
side of one of the tapes, stop the cassette player once the
first game has loaded. Turn off the computer then on again
and repeat the loading procedure. You may find it
worthwhile to make a note of the counter references on the
cassette player. So for your convenience we have included
the following grid.

SPY HUNTER	INFILTRATOR	KUNG FU MASTER
BRUCE LEE	GOONIES	RAID
BEACH HEAD	BEACHHEAD II	SUPER CYCLE
EXPRESS RAIDER	IMPOSSIBLE MISSION	LEADER BOARD
ROAD RUNNER	WORLD GAMES	GAUNTLET

COUNTER REFERENCE

CONTENTS

SPY HUNTER™

You are a world class spy, driving for your life in your
ultra-equipped, turbo-charged spy mobile. The road is
crawling with Enemy Agents bent on your destruction.
They'll stop at nothing... so neither can you!

Manoeuvre your car with all the speed and skill you can,
always watching for the Road Lord, Switch Blade, the
Enforcer and other Enemy Agents as they try to stop you
cold on land and water. You must destroy them before they
destroy you!

Keyboard/Joystick Control

KEYBOARD CONTROL
User defined – see main menu.
Amstrad version:
Z = left; X = right; + = accelerate; ? = break; } = Fire;
Q = quit
JOYSTICK CONTROL
Compatible with a variety of joystick interfaces.

Without use of FIRE button, movements are:

UP – Forward, up the screen, accelerating to maximum
speed.

LEFT & RIGHT – Moves vehicle to left and right.

DOWN – Down the screen, decelerating until car stops.

FIRE button initiates weapons systems selection.

The joystick movements below select and discharge
particular weapons, if collected, but do not control vehicle
direction or speed until FIRE button is released.

UP/DOWN + LEFT/RIGHT – Machine gun, or
Rocket if it has been collected and helicopter is in close
proximity of Spy Hunter car.

MIDDLE – Waits for weapons choice.

LEFT – Oil Slick.

RIGHT – Smoke Screen.

How to Play

SCREEN AND GAME PLAY
Your Spy Hunter adventure game starts as the Weapons Van
rolls up from the bottom of the screen and pulls over to the
shoulder of the road. The van stops and your Spy Car rolls
out of the back, armed with machine guns. You then
manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful
as you dodge and chase enemy agents not to swerve off the
road. If you do, you'll lose one of your Spy Cars. When you
lose a Spy Car and you still have Spy Cars in reserve, a
Weapons Van appears from the bottom of the screen and pulls
over to the road shoulder to let the new Spy Car roll out of
the back onto the road for more action. If you have no
remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens.

Weapons

A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:

- The Road Lord (bulletproof)
  Must be rammed off the road by Spy Car.
- Switch Blade
  Extended buzz-saw hubcaps to slash cars.
- Barrel Dumper
  Dumps barrels in water ahead of Spy Boat
- The Enforcer
  Fires a shotgun
- The Copter (Mad Bomber)
  Drops bombs onto Spy Car
- Doctor Torpedo
  Fires torpedoes at Spy Boat

Running off the road or running into a screen boundary at any time will also cost you a Spy Car.

Scoring

You will lose points if you destroy any of the innocent civilian vehicles.

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up.

Travelling on the water	15 points every ¼ of screen
Travelling on the road	25 points every ¼ of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1,500 points.

GAUNTLET™

The Heroes

THOR the Warrior
ARMOUR: Tough skin – eliminates 20% of damage.
SHOT POWER: Excellent – twice normal power.
HAND TO HAND: Excellent – Battle Axe – can destroy generators.
MAGIC POWER: Poor – damages most monsters and no generators.

THYRA the Valkyrie
ARMOUR: Shield – eliminates 30% of damage.
SHOT POWER: Poor.
HAND TO HAND: Good – Sword – can destroy generators.
MAGIC POWER: Moderate – damages most monsters and generators.

MERLIN the Wizard
ARMOUR: None.
SHOT POWER: Good.
HAND TO HAND: Poor – Bare Hands – cannot destroy generators.
MAGIC POWER: Excellent – damages all monsters and generators.

QUESTOR the Elf
ARMOUR: Leather – eliminates 10% of damage.
SHOT POWER: Poor.
HAND TO HAND: Moderate – Dagger – cannot destroy generators.
MAGIC POWER: Very good – destroys almost all monsters and generators.

The Villains

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster i.e. ghosts or demons. There are three levels of generator, the strongest producing the toughest monsters. Shoot the generator to destroy them. Monsters too, have three strengths, the most powerful taking three hits to kill.

GHOSTS: Stay away from ghosts. They hit you only once and disappear. One hit hurts alot. Shoot ghosts, do not run into them!

GRUNTS: Grunts will run up to you and hit you with their clubs over and over. Either move the joystick towards them to fight them hand-to-hand or shoot them.

DEMONS: Demons will try to shoot fireballs at you if they can, or if they are too close they will bite you again and again. Fireballs hurt more than biting does. Either move the joystick toward them to fight hand-to-hand or shoot them.

LOBBERS: Lobbers will try to lob rocks over walls and other things in the maze to hit you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them hand-to-hand.

SORCERERS: Sorcerers try to fool you by disappearing while moving. When they are invisible, your shots will go through them. Either move the joystick towards them to fight hand-to-hand or shoot them.

DEATH: Death will drain health from you. He will take up to 200 points and then die. The only way to kill Death is with magic. Don't even think about fighting him hand-to-hand!

The Dungeons

Around the dungeons are objects to collect and avoid:

POTIONS: Some potions can be shot although their effect is less powerful than when they are collected and used.

SPECIAL POTIONS: These behave as normal potions when shot but endow the player with special abilities if collected.
These include:

♡ **EXTRA ARMOUR** – increases protection
🜍 **EXTRA MAGIC POWER** – increases the effect of potions
🗲 **EXTRA SHOT SPEED** – increases missile speed
◎ **EXTRA SHOT POWER** – increases damage inflicted by missiles
🗡 **EXTRA FIGHT POWER** – increases hand to hand combat ability.
🖑 **EXTRA PICK UP POWER** – increases carrying ability from ten to fifteen times.

FOOD: Plates of meat increase health by 100 and give a bonus of 100 score points.

CIDER: Cider bottles can be shot and destroyed. When drunk this acts like food.

POISONED CIDER: This can be shot. When drunk, takes one special power or a potion and 100 health points!

KEYS: Score 100 points for collecting. Use keys to open doors.

TREASURE: Treasure chests cannot be shot but give 100 points when collected.

AMULET: This magic device confers limited invisibility on the wearer for a short time.

WALLS: In general walls are impenetrable objects, but some walls crumble when shot.

TRAPS: These glowing patterns on the floor make some walls disappear when stepped on.

TRANSPORTERS: Glowing red discs on the floor, transport players to the nearest visible transporter. If several transporters are the same distance away, then one is chosen at random. There are ways to influence your direction. Can you find them?

EXITS: These labelled holes lead down to the next level or to the one specified.

Treasure rooms appear randomly and the player has a fixed time to collect as many valuables as possible within a time limit. There is no score unless the player escapes.

In general players are immune to the other player's shots but in some areas of the dungeon, missiles can stun or injure fellow players.

If players do not fight for about half a minute, the locked doors will disappear, freeing all of the monsters. Eventually, if players still avoid combat then all of the walls turn into exits!

Basic Instructions

Choose a one or two player game and the character you want to portray by pointing the gauntlet and pressing the FIRE BUTTON when asked to do so. New players can enter the game whenever they like by pressing the FIRE BUTTON. If a two player game had not been selected at the start, the computer will choose a random character for the new player to use. How long you last depends upon your health. Health is lost by contact with the monsters and as time elapses. It can be regained by picking up the food which can be found in the maze. Be careful, some food can be destroyed by your shots and some may be poisoned.

The object of the game is to survive the monsters' attacks for as long as possible whilst competing for food, treasure and magic potions. You must also search the maze to find the exit to the next level.

Hints

- Hold the fire button to shoot.
- Release the fire button to move.
- Shoot monster generators to destroy them.
- Move towards monsters to fight hand-to-hand.
- Hand-to-hand combat scores more points.
- Food increases health by 100 points.

- Poisoned food looks a little different to normal food.
- Treasure is worth 100 points.
- Playing as a team will give you the best chance of survival.
- Stay away from Death unless you have a magic potion.
- Co-operate in Treasure Rooms.

For game control, details will appear on the screen.

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KUNG FU MASTER™

CBM 64/128

When the game has loaded, the title screen will appear, followed by a computer controlled demonstration game. You may watch the demo game (recycles itself on an endless loop) or you may proceed directly to the 'Select Game Options' screen pressing any key to begin. When 'Select Game Options' screen appears, select the option you require by pressing SPACE BAR on the keyboard to highlight the option required then press RETURN key to make your choice. Once all of your choices have been made, start the game.

At the end of your game the demonstration game will appear again. Your final scores will be displayed throughout the demonstration game. Press any key to take you to the 'Select Options Screen' which will now display the game options you chose in your previous game. To play the same type of game as the last one, press the RETURN key to select each highlighted item and a new game will begin after a short pause.

Spectrum

USING THE MENU

Pressing the M key during the title sequence or demonstration mode will bring up the menu and the Game Option Status boxes on the top third of the screen. The menu allows you to press:

S – to commence play
P – to toggle between 1 or 2 player mode.
L – to increase the starting level.
or
C – to edit the controls.

CONTROLS EDITOR

There are three functions keys shown ENTER to complete selection; J to select a joystick (continue pressing to loop through options); or D to define keys. When defining keys a cursor will flash beneath the key to be redefined. Simply press the key of your choice.

Note 1. There are six keys to be defined; left, right, up, down, punch and kick. When using the joystick the FIRE BUTTON will allow you to punch and kick and you may

alternate between the two by pressing the SPACE BAR.
Note 2. The game hold button is defined as H. This cannot be changed nor can either player define H as a control key.
Note 3. When a two player game is selected Player 2 has the opportunity to use the controls editor after Player 1 has pressed ENTER.
Note 4. with a Sinclair ZX Interface 2 the port to be used is indicated by the abbreviations LHS – left hand side – or RHS – right hand side.

Amstrad CPC

SELECTING GAME OPTIONS

When the program has loaded the Hi-Score table is shown. By pressing any key the game options will be displayed. You can select Keyboard or Joystick with K/J. You can select separate Punch and Kick keys by pressing Y. Any other key will select combined.

CONTROL OPTIONS

	Separate	Combined
Up	I	I
Down	K	K
Left	J	J
Right	L	L
Kick	Q	Q
Punch	A	SPACE toggles between kick/punch

Objectives

You are the Kung-Fu Master. Travel through the wizard's temple to rescue the malden held captive. Use your own martial arts skills to defeat the weapon-wielding henchman, dragons, demons and other evil obstacles which stand in your way.

Game Play

You begin your quest on the first floor and must battle your way to the fifth floor to make your rescue. As you start you have three (3) lives; each score of 40,000 points awards you with an additional life. You must reach the stairs (C64/Amstrad),/lift (Spectrum) at the end of each floor before your energy or time runs out. If not you are defeated and lose one life.

Energy – Your energy level is always displayed on the bar graph at the upper left hand corner of the screen.

Timer (C64/Amstrad only) – The game timer starts at 2,000 and counts down. A warning sound is heard when the time runs below 200.

To pass through to each floor, you must successfully defeat all the obstacles and henchmen in your path. Climb the stairs (C64/Amstrad) go to the lift (Spectrum) to the next floor. As this point the timer and your energy will reset.

Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware; in this round, all enemies and obstacles are stronger, faster and more abundant).

Enemies

Henchmen will approach you from either side and will attempt to grab you, depleting your energy. You need only kick or punch each of them once to defeat them. Note: if the henchman grabs you, move your joystick (or keyboard controls) rapidly left to right to shrug them off.

Knife Throwers approach you from either side wielding sharp knives. Duck or jump to avoid the knives. To defeat them you must kick or punch them twice.
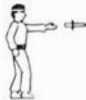
Snakes appear from falling vases as they hit the floor. You may destroy the vase as it falls with a skilful punch or kick, but you cannot kill the snake. These snakes are small and fast as they scurry by your feet. Avoid their harmful contact by jumping as they pass under you.

Fire Breathing Dragons appear from falling balls as they hit the floor. You may destroy the ball before it hits the floor or defeat the dragon with a single mid-punch or kick, but beware of the harmful flames.

Mystic Globes hover at your head and soon burst into dangerous fragments. You may use a jump kick or punch to destroy the globe before it explodes or avoid the flying fragments.

Dwarfs will approach from either side to somersault onto you. Stand or use a single squat kick or punch to defeat them.

Killer Bees will emerge from various heights on either side to sting you. Kick or punch them once to defeat them.

Guardians on each side of the floors obstruct your path to the stairs (C64/Amstrad)/lift (Spectrum) for the next level. You must defeat the guardian before advancing, by kicking or punching several times until his energy is depleted.

Controls

CBM 64/AMSTRAD

You can control your player(s) with a standard joystick(s). The 8-way joystick is more than adequate to indicate between serving as a kick or punch button. As the play starts, the button serves for a kick control. By pressing the SPACE BAR on the keyboard, the button then becomes a punch control.

SPECTRUM

You can control your player with either joystick or keyboard. Select K or J when you are asked.

If combined punch/kick or joystick is selected, then the FIRE BUTTON serves as a kick control. By pressing the SPACE BAR on the keyboard, the button then becomes a punch control.

FIGURE 1: FOUR DIRECTION

JOYSTICK DIRECTIONS
AND RESULTING MOVES

JUMP

MOVE LEFT   MOVE RIGHT

SQUAT
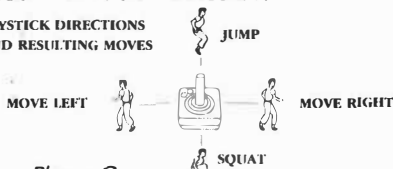
Two Player Game

The Kung Fu Master games offer one or two player modes. Note that since play alternates in a two player game that only one player is actually playing at any one time. Play alternates between the two players every time a player loses a life. Should one player lose all his lives before the other player, the remaining player is allowed to play all of his lives out (without alternating to the other player) until the game ends.

Scoring

Below is a chart of the points you receive from defeating each of the enemies.

Enemy	Defeating with Left, Right or Squatting Kick	Defeating with Punch, Squat punch, or Jumping Kick
Henchmen	100	200
Knife Thrower	500	800
Falling Vase or Ball	300	200
Dragon	2000	2000
Floating Globe	1000	1000
Dwarf	200	300
Jumping Dwarf	400	400
Bee	500	600
Bat (from Monster) (C64/Spectrum only)	2000	2000
Guardians	?	?

MOVES WITH "PUNCH" BUTTON PRESSED

JUMPING
PUNCH   JUMPING KICK

RIGHT
PUNCH

RIGHT
KICK

LEFT
PUNCH   LEFT
               KICK

SQUATTING PUNCH

SQUATTING
KICK
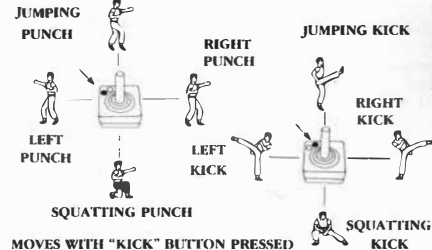
MOVES WITH "KICK" BUTTON PRESSED

Keyboard Controls

On COMMODORE 64:

PAUSE game play.
To pause game play, press F7. To re-start the action, press F7 again.

QUIT game play.
To quit (end) the current game, press F1 of your function keys. Quitting a game returns you to the demo game. From there you can proceed to choose new game options.

SOUND OFF/ON
To turn off the sound, press F5. To turn the sound back on, press F5 again.

On SPECTRUM 48K:

PAUSE game play.
To pause game play, press H. To re-start the action, press any key.

Quit game play.
To end the current game, press CAPS SHIFT and SYMBOL SHIFT simultaneously.

On AMSTRAD CPC 464, 664/6128:

OTHER CONTROLS

QUIT game play.
To quit (end) the current game, press ESC. Quitting the game will return you to the Hi-Score Table.

ENTERING HIGH SCORE
To enter your name into the High-Score Table use Left, Right and Punch/Kick controls.

LEADER BOARD™

LEADERBOARD is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing LEADERBOARD like a touring professional.

Setting up the Game

First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading.

SELECT NUMBER OF PLAYERS
LEADERBOARD can accommodate up to four players, press 1, 2, 3 or 4.

ENTER PLAYER NAMES AND ABILITY LEVELS
Type in the name for the 1st player (up to 8 characters) and press ENTER.

Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press (N) for NOVICE, (A) for AMATEUR, or (P) for PROFESSIONAL. Below is a description of each level.

Controls

CBM 64 & SPECTRUM
Keyboard and joystick controllable. Follow screen prompts on menu.

AMSTRAD CPC
Z – Left, X – Right, D – Down, R – Up, 5 – Fire.
Joystick compatible.

ABILITY	DESCRIPTION
Novice	Beginner Level – When a shot is taken on this level, it will not hook or slice or be affected by the wind.
Amateur	Intermediate Level – Shots at this level will not be affected by the wind.
Professional	Advanced Level – No restrictions on wind or hook and slice.

After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

SELECT NUMBER OF HOLES
LEADERBOARD allows you to play from 18 – 72 holes with computerised scoring. To select the number of holes:

Type:

Amstrad/ Spectrum	CBM 64/128
1 18 Holes	F1 18 Holes
2 36 Holes	F3 36 Holes
3 54 Holes	F5 54 Holes
4 72 Holes	F7 72 Holes

SELECT COURSES
There are four different courses to play. Each varies in difficulty. If you have selected more than 18 holes, you can play the courses in any order. For example, if selected 72 holes and wish to play all courses enter 1 2 3 4 or 4 1 2 3 etc. To play the same course four times, enter 1 1 1 1 or 2 2 2 2 etc.

Playing the Game

SELECT A CLUB
Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORTEST	LONGEST
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
1I 1 Iron	110	220
2I 2 Iron	100	210
3I 3 Iron	88	202
4I 4 Iron	70	189
5I 5 Iron	67	181
6I 6 Iron	55	169
7I 7 Iron	50	153
8I 8 Iron	36	138
9I 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1″	64′

* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole). This is the only club you can use on the green.

AIM YOUR SHOT
Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick right or left. If you are playing on the professional level, be sure to check for wind effect.

WIND
(Professional Level Only). Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

White — The white stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the white stake, the less the wind will be a factor.

Blue — The blue line indicates the direction the wind is blowing. The line acts as a streamer. If the lines are toward you, the wind is blowing toward you.

SWING THE CLUB AND HIT THE BALL
Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way; start the swing, set the power, and snap your wrists to control hook or slice.

All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

Step 1 Start the swing by holding down the button.

Step 2 Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power.

The amount of power available during backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.

THE POWER SNAP INDICATOR
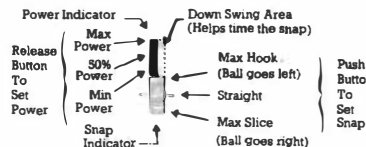
Step 3 Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Baron the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: Start — Power — Snap or Button — Release — Button.

The best way to learn to hit the ball straight consistently is to practice on the driving range.

PUTTING
Once you get within 64 feet of the hole the computer will

5

automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

To putt the ball, you need to do only two things; aim your shot and set the power.

Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the figures below.

SLOPE INDICATOR

Amount of Slope

Hole

Straight down hill

Ball

(This putt is uphill breaking hard left)

POWER INDICATOR

Indicator starts here when button is pressed

Pre-putt section (for timing only)
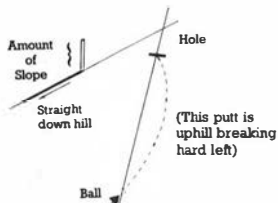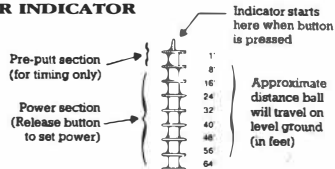
Power section (Release button to set power)

Approximate distance ball will travel on level ground (in feet)
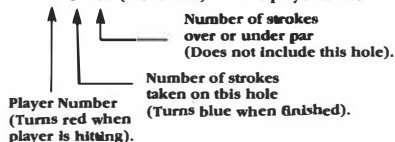
Reading the Score

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time he or she got to this hole. If your score is '–5' for example, that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.

SCORING INDICATOR
Name of player now hitting

JACK

1	2	– 2 (2 Under Par)	
2	2	–3 (3 Under Par)	This player is leading
3	3	E (Even Par)	
4	3	+1 (1 Over Par)	This player is last

Number of strokes over or under par (Does not include this hole).

Number of strokes taken on this hole (Turns blue when finished).

Player Number (Turns red when player is hitting).

Rules for Scoring

1 You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball in the hole.

2 You receive a distance penalty if you hit a ball out of bounds, into a water hazard, or into the mud.

3 Low score wins.

Rules of the Game

1 PLAY AS IT LAYS. You must play the ball from the position in which it lands. Exceptions are: out of bounds and those that land in the water or mud. (See below).

2 OUT OF BOUNDS. If your swing takes the ball out of bounds, you will hear a BUZZER. You are penalised distance and the ball is returned to its original position. It is still your turn.

3 IN THE WATER. If your ball lands in a water hazard, you will see and hear a SPLASH. You are penalised distance and the ball is automatically placed back at the point from which you took your shot in the first place.

4 IN THE MUD. If your ball hits the side of an island, it will stick in the mud and have to be replayed. Occasionally you will find other small hazards that do not appear to be grass. Do not land in them as your lie will be considered to be unplayable and you will have to hit again.

5 THE COMPUTER will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky bounce'.

Methods of Play

1 PLAYER

In this game you play alone, either against par or your own

best score. You do NOT play against the computer.

2 OR MORE PLAYERS

1 After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.

2 When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.

3 Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.

4 After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the honour. The computer also keeps track and automatically changes the colour of the score readout for the player who has the honour.

Methods of Scoring

1 PLAYER AGAINST PAR

Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 10 – 20 strokes under par on eighteen holes.

2 OR MORE PLAYERS

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

NOTE: If you decide on Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

Additional Features (C64 Only)

DRIVING RANGE – To get to the Driving Range press R when the 'Select Player' screen appears. Exit by pressing /.

ABORT FEATURE – You can return to the 'Select Player' screen from almost any point in the game by pressing /. This will cancel the game in progress.

REPLAY FEATURE – If you wish to start over at the 1st hole without changing names, etc., press P from the 'Select Player' screen.

AUTOMATIC DEMO – If left unattended for one minute the computer will start the demo. You may start the automatic demo by pressing D from the 'Select Player' screen.

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ROAD RUNNER*™

Instructions

Evading Wile E. Coyote and the many obstacles placed in your path, you as Road Runner venture through the many captivating levels collecting as many points as you can.

SEED — Keeping one step ahead of Wile E. Coyote, you eat as much seed as you can find but beware if you get caught you lose a life. If you should miss 5 of the seeds you will faint and also lose a life. Upon eating seed containing iron filings Wile E. Coyote may slow you down by using his magnet. Points are scored for all seeds eaten.

MINES — The mines will explode if Road Runner or Wile E. Coyote runs over them. A bonus is given for jumping the mines or leading Wile over them. A life will be lost if Road Runner steps on a mine.

LEMONADE — If Road Runner or Wile E. Coyote run over lemonade he will stop and drink it. Bonus points will be gained if you drink all of the lemonade at the end of the level. You will also score points if either drink the lemonade.

TRUCKS — Avoid all trucks, however if you can lure Wile E. Coyote into being run over by a truck a bonus will be scored. You will lose a life if hit by a truck.

BOULDERS — Avoid all boulders as you will lose a life. A bonus is scored if Wile is hit by a boulder.

CREVASSES — Jump the crevasses because if you should fall, a life is lost. A bonus is scored if Wile falls.

INVISIBLE PAINT — When Road Runner runs over invisible paint he will become invisible and difficult to catch. If Wile gets the invisible paint he will become invisible and difficult to avoid.

WILE E. COYOTE*— Avoid the dynamite that Wile E. Coyote throws at you when he is flying his Jet-Pac. Avoid Wile E. as he passes you on his rocket. Avoid Wile E. as he is jumping after you on his Pogo Stick. Avoid Wile E. as he runs after you. Avoid Wile E. on his Jet Skate Board.

SHORT CUTS — This allows you to return to the last level played in the previous game.

JOYSTICK CONTROL — Standard left, right, up or down movement. Press **FIRE** button to jump.

KEYBOARD CONTROL
CBM 64/128
Joystick only.

SPECTRUM
O – Left, P – Right, M – Jump, Q – Up, A – Down.

AMSTRAD
Keys are redefinable by user.

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GOONIES™

Strategy

The Goonies' goal is to find One-Eyed Willy's Pirate Ship. You must co-operate with Mickey, Brand, Mouth, Data, Stef, Andy and Chunk to find the treasure and save your families' homes from foreclosures.

The members of the evil Fratelli gang will try to keep you from reaching the Pirate Ship. Stay out of their way! There are plenty of other perils as you search through the underground chambers; hissing steam, deadly bats, poisonous slime, demonic flying skulls, and a giant octopus add to the challenge.

Your objective in each screen is to make the two Goonies work together to solve the puzzle and find the exit. You'll walk, run, jump, climb and bounce on trampolines. Don't fall into the water or lava pits!

It's impossible to get through any screen without creatively using both the characters featured in that screen. Teamwork is the key to success.

Game Controls and Indicators

Left Hand Joystick Mode: Before starting game, press L. Rotate the joystick one quarter turn clockwise. An L appears in the upper right corner of the screen to indicate you're in left-hand mode. To return to right-hand mode, press L and rotate the joystick one quarter turn counterclockwise.

CBM 64/128
Use joystick Port 1 – 1 player
Port 2 – 2 player

SPECTRUM/AMSTRAD
Upon loading you will be presented with the following options:

Spectrum	Amstrad
1 Keyboard	1 Keyboard
2 Joystick Sinclair	2 Joystick
3 Joystick Kempston	3 One player
4 One player	4 Two player

5 Two player   5 Start game
6 Start game

Select options by pressing the relevant key numbers and then key 6 (5 on Amstrad) to start the game.

```
                CLIMB UP OR JUMP
   JUMP LEFT    ↖    ↑    ↗    JUMP RIGHT

RUN LEFT  ←───────────────────→  RUN RIGHT

                ↓
              CLIMB DOWN
```
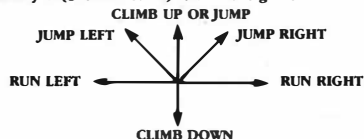
Move the joystick or press keys in the directions above to control the Goonies.

C64
Switch Control from one Goonie to another by pressing the joystick **FIRE BUTTON.**
Pause game by pressing the **SPACE BAR.** Press the **SPACE BAR** or the joystick button to resume play.
Background Music is turned off and on by pressing **S.**

SPECTRUM/AMSTRAD
In one player mode, press the **FIRE BUTTON** to change the Goonie that you are controlling.
Press **SPACE** to pause game.
Press **CAPS** and **SPACE** to abort game and return to menu.
Q – Up, A – Down, O – Left, P – Right,
CAPS – Fire (change player).
Press **CAPS** and **T** together to turn music on and off.
Information at the top of the screen shows your score, the high score and the number of Goonies in reserve (you start the game with 5.) (6 ON SPECTRUM)

Scoring

Exit screen 1,000 points

Bonus Points 5,000 for each Goonie in reserve when you complete the game.

Points are also awarded for actions that solve problems in various screens.

Hints

- Both Goonies must get through each screen in order to progress to the next one.
- You can earn three extra Goonies when you complete the Cannonball Chamber screen.
- Don't forget to press the joystick **FIRE BUTTON** to switch characters!

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EXPRESS RAIDER™

A sensational coin-op conversion from DATA-EAST. The ultimate in fast action shoot 'em ups. Your task is to engage in a battle against time to rob the fastest express in the West. First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along side the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

PRACTICE MODE
32 lives. You can practice on the first two trains though your scores will not appear on the score table.

NORMAL MODE (C64)
5 lives, 8 trains. Your scores will be listed on the score table.
If you lose your lives, a screen message will prompt: "Press button to continue"
If you press FIRE within 10 seconds, you will go to the carriage of the train where you died, where you can continue on the same train. By waiting 10 seconds a screen message will indicate "press button to restart"
Press FIRE and you will restart the game.
Tapping RESTORE key at any point during game will restart the game again.

NORMAL MODE (Spectrum/Amstrad)
5 lives. 8 trains. Your scores will be listed on the score table. If you lose your lives, a screen message will tell you "GAME OVER".

If your score is higher than the lowest which has ever been reached, your name can be entered on the score table, and you can automatically restart the game with 5 new lives.

ADVANCED MODE (C64)
5 lives, 8 trains. Your scores will be listed on the score table. In all cases when your lives run out, you have to restart the game.
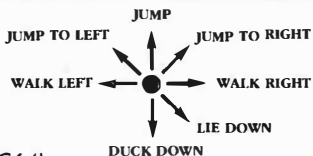
ADVANCED MODE (Spectrum/Amstrad)
5 lives, 8 trains. Your scores will be listed on the score table. In all cases when your lives run out, you have to restart the game from the very beginning.

Selecting Skill Levels (4 Levels) (C64)

Connect the joystick to either port and select by moving the joystick up and down and pressing FIRE. Having completed the time selections, press FIRE to start or reselect by moving joystick up.

Game Control (C64)

```
                    JUMP
   JUMP TO LEFT              JUMP TO RIGHT

   WALK LEFT        ●        WALK RIGHT

                         LIE DOWN
              DUCK DOWN
```

Fire (C64)

When standing up or lying down – punch.

When crouching – kick (and punch, if the stick is pushed to the LEFT).

When jumping – kick.

When riding – the rider can move in 8 directions so as to be able to aim. You will be left by the carriage if the joystick is in the CENTRAL position.

FIRE + DOWN – duck down in the saddle, in this case you cannot be shot from the train but you will be left behind by the carriage.

Scoring (CBM 64/128)

Your score will rise by:

1. Hitting (a) people (b) flying objects and (c) hanging signs.

2. For carriages completed.
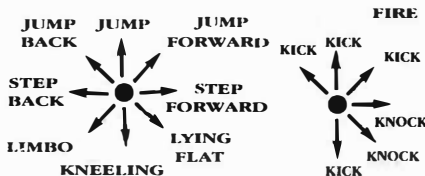
3. For shooting people, hand grenades and ducks.

You will lose strength if you are hit by enemies, flying objects or hanging signs.

You will lose a life if your strength goes down to zero, you run out of time or you are shot. A bonus life is added for every 50,000 points scored (normal and advanced mode).

Selecting Difficulty Levels (4) (Spectrum/Amstrad)

Connect the joystick to the port and select by moving the joystick RIGHT (the difficulty increases) or LEFT (the difficulty decreases).

GAME CONTROL: (Spectrum/Amstrad)

```
   JUMP    JUMP    JUMP                    FIRE
   BACK           FORWARD      KICK  KICK
                                          KICK
   STEP           STEP
   BACK           FORWARD              ●
                                          KNOCK
   LIMBO          LYING
                  FLAT                  KNOCK
          KNEELING               KICK
```

Scoring (Spectrum/Amstrad)

Your score will rise by
1) Hitting people.
2) For carriages completed.
3) For shooting people, hand grenades and ducks.
4) For shooting hidden targets on the engine.
5) For just one shot at the lady dressed in red (but another shot will cost your life!
6) You will lose strength if you are hit by enemies or low flying objects.
7) You will lose a life if your strength drops to zero, you run out of time or you are shot.

Restart Game

DELETE – Amstrad

T – Spectrum

BRUCE LEE™

An opulent, mysterious and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible). Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the ninja brandishing their bokken sticks. Even more dangerous is the Green Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping – the Green Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, pan lights streaming across the floor, and exploding t'sung-lin (bushes) appearing from nowhere.

When you finally reach the wizard keep away from the fireballs streaming from his eyes. Press the button which destroys the wizard – and his fortunes are yours! Enjoy them,

because your next foray into the fortress will be more difficult.

Game Controls and Indicators (CBM 64/128)

JOYSTICK

Connect a joystick to port #1 for player one, connect a joystick to port # 2 for player two.

NUMBER OF PLAYERS

Press the F5 key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT

Press the F5 key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (F3) and the computer/opponent indicator (F5).

ONE PLAYER VS. COMPUTER – You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

ONE PLAYER VS. OPPONENT – You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

TWO PLAYERS VS. COMPUTER – You and another person take turns being Bruce competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

TWO PLAYERS VS. OPPONENT – You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. (Do not switch joysticks). The computer keeps track of each player's score.

BEGIN PLAY by pressing either the F7 button on the computer or the joystick button.

RUN left and right by moving the joystick LEFT or RIGHT.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick UP and to the LEFT or RIGHT. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick UP, and holding it there until you reach the top. You can climb down the vine by pulling the joystick

DOWN and across it by moving the joystick LEFT or RIGHT.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick DOWN (Bruce can duck, but the Green Yamo cannot).

PAUSE the game by pressing the SPACE BAR. Press the SPACE BAR (or the player up can press his joystick button) to resume play.

QUIT GAME and go to title page by pressing F1.

INDICATORS are shown on the top line of the screen, From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

Points

Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.

Game Controls and Indicators (Spectrum)

SPECTRUM

NUMBER OF PLAYERS – Press the A key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT

Press the B key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (A) and the computer/opponent indicator (B).

ONE PLAYER VS. COMPUTER – You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

ONE PLAYER VS. OPPONENT – You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

TWO PLAYERS VS. COMPUTER – You and another person take turns being Bruce competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

TWO PLAYERS VS. OPPONENT – You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a

fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. The computer keeps track of each player's score.

SELECT THE KEYBOARD OR JOYSTICK INTERFACE TYPE by pressing key C. (If the keyboard is selected then the following keys will be used to control your players:

O – Left, P – Right, Q – Up, A – Down, any key in the row Z – M to chop or kick).
For one player vs. opponent or two players vs. opponent games, select the keyboard or joystick interface type for the second player by pressing key D.

BEGIN PLAY by pressing the ENTER key.

RUN left and right by moving the joystick LEFT and RIGHT.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick UP and to the LEFT or RIGHT. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick UP, and holding it there until you reach the top. You can climb down the vine by pulling the joystick DOWN and across it by moving the joystick LEFT or RIGHT.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick DOWN (Bruce can duck, but the Green Yamo cannot).

PAUSE the game by pressing the ENTER key. Press the ENTER key to resume play.

QUIT GAME and go to title page by pressing CAPS SHIFT and BREAK keys together.

SOUND can be turned on or off by pressing the SYMBOL SHIFT key.

INDICATORS are shown on the top line of the screen, From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

Points

Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.

Game Controls and Indicators (Amstrad)

For a one player game use either the keys A, Z, , and SPACE to control Bruce or the 1st joystick plugged into the computer.

For a two player game one player uses the first joystick and the other player can use either the keyboard or a second joystick.

NUMBER OF PLAYERS
Press the A key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT
Press the B key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (A) and the computer/opponent indicator (B).

ONE PLAYER VS. COMPUTER – You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

ONE PLAYER VS. OPPONENT – You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

TWO PLAYERS VS. COMPUTER – You and another person take turns being Bruce against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

TWO PLAYERS VS. OPPONENT – You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. (Do not switch joysticks). The computer keeps track of each player's score.

BEGIN PLAY by pressing the ENTER key.

RUN left and right by moving the joystick LEFT and RIGHT.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick UP and to the LEFT or RIGHT. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick UP, and holding it there until you reach the top. You can climb down the vine by pulling the joystick DOWN and across it by moving the joystick LEFT or RIGHT.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick DOWN (Bruce can duck, but the Green Yamo cannot).

PAUSE the game by pressing the P key. Press the ENTER key to resume play.

QUIT GAME and go to title page by pressing ESC.

INDICATORS are shown on the top line of the screen, From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

Points

Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.

BRUCE LEE is a registered trade of LINDA LEE.

BEACH HEAD II ™

The dictator strikes back!

July, 1947

BEACH-HEAD II is a true "Head-to-Head", two player multisequence game that allows you to play against another person or the computer. You can choose to play either of the following characters:

Player 1 : The Allied Commander (J.P. Stryker)

Profile: Youngest man ever to reach rank of Chief Commander. Fought courageously during World War II and was awarded the Medal of Honour for heroism. Quickly rose through the ranks during the war and gained respect and admiration from his colleagues for his integrity and leadership abilities.

Player 2: The Dictator (known as "The Dragon")

Profile: Evil, bloodthirsty, power crazed maniac. Fought savagely against the allies during World War II in the Pacific, disappeared and formed his own renegade army after the war. "The Dragon" demands (and gets) blind obedience from his followers who worship him as a demigod. He is a brilliant military tactician who has been trapped and outnumbered in battle many times, but has managed to turn the tables on his opponents through cunning and ruthlessness. His current objective is to obliterate the forces that gave his army a stinging defeat and destroyed his fortress.

Sequence 1 "Attack"

OVERVIEW:
Allied forces have moved inland by helicopter and are ready to begin their assault against "The Dragon's" sanctuary to rescue men captured during previous battles. The full weight of the Dictator's arsenal will come to bear on Allied troops in a war of attrition.

ALLIED CONTROLS IN SEQUENCE 1
The Allies control the helicopter in the background as the scene starts. The controls of the helicopter are as follows:

Pushing the joystick LEFT or RIGHT will move the helicopter left or right.

Pushing the joystick FORWARD will increase the height of the helicopter.

Pushing the joystick BACK will decrease the height of the helicopter.

Pushing the FIRE BUTTON will release the paratroopers to begin their assault.

If the helicopter is too low the parachutes will not have enough time to open, so killing the paratroopers.

After the paratroopers have landed they will advance to that first wall.

The helicopter cannot move towards you and cannot be hit by the machine gun, but the airborne paratroopers can be hit.

Make sure when dropping paratroopers that you distribute them as evenly as possible (a maximum of six behind each section of the first wall). Placing more than six behind any wall will overcrowd that area causing the extra men to desert, leaving you short-handed.
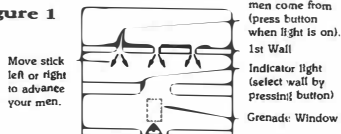
On the three skill levels the number of paratroopers is varied. On EASY skill level 24 paratroopers are available. On FAIR skill level 16 paratroopers are available and on HARD skill level the number of paratroopers available is 8.

After your men have reached the first wall, they must then advance to the second wall. The control sequence is as follows:

a) Press the **FIRE BUTTON** to stage your men.

b) Move the joystick **LEFT** or **RIGHT** to advance them to the second wall.

The white indicator light determines which wall they will be taken from (Refer to Figure 1).

Figure 1

Move stick left or right to advance your men.

Indicator lights determine where men come from (press button when light is on).

1st Wall

Indicator light (select wall by pressing button)

Grenade Window

The men that reach the second wall will try to scramble to safety, out of reach of the machine gun. If a single man gets past the gun, he will be able to blow the door and thus proceed to the next sequence. If any soldiers reach the second wall they will be joined by reinforcements which will double the number of men.

All your men, however, will have to challenge the gun. The control sequence for this segment is as follows (Refer to Figure 1).

a) **SELECT A WALL** by pressing the **FIRE BUTTON** when the indicator light is on for that wall. Move the joystick left or right to turn off the light and activate a man behind the wall. If the light does not stop alternating then there are no more men behind that section of the wall.

b) **CONTROL YOUR MAN.** He is just behind the wall that you have selected. His controls are as follows:

```
        UP
         |
LT ——————+—————— RT
         |
        DN
```

Press the **FIRE BUTTON** to throw a grenade.

The men cannot retreat at a diagonal, but they may charge at a diagonal.

c) **SEND A MAN OVER THE WALL (OPTIONAL).** You may send a man over the wall to act as a diversion and draw enemy fire. This man is completely computer-guided and counts the same as your controlled man. (If he makes it, of course). To start a man over the wall you must position your computer controlled man behind the wall and press the **FIRE BUTTON.** If nothing happens then there is no one behind the wall but your controlled man.

d) **THROW A GRENADE.** Destroying some of the machine guns will significantly enhance your score. Your controlled man can throw at anytime, but his feet must be within the "grenade window" to score a hit. (See Figure 1.) The size of the "grenade window" is reduced as the skill level increases.

When all men have faced the gun, the sequence will end. If at least one man has made it past the gun the game will continue and move on to the next sequence.

DICTATOR CONTROL IN SEQUENCE I
The Dictator controls the machine gun in the foreground. The joystick controls the direction of the fire (left, right, up and down). To fire the gun push the **FIRE BUTTON** on the joystick. When the bullets are fired you will see the tracer effect of each shot leaving the barrel. There is no limit to your supply of ammunition. Firing your machine gun slows the rate of movement of the gun. Because of this, it is better to stop firing when you need to quickly move the machine gun to another target.

Your score is based upon the number of soldiers killed. The machine gun cannot hit the helicopter but can hit the parachutes. Obviously the closer the Allied soldiers are the easier they are to hit.

The Allied men can move out of range of the machine gun by moving past the front wall to the extreme left or right. If they reach these points you will not be able to stop them unless they come back into range. If no Allied men make it to safety, the game will end.

Notes
IF ANY ALLIED SOLDIERS reach the second wall they will be joined by reinforcements which will double the number of men remaining.

Sequence II "Rescue"

OVERVIEW
Allied forces are inside the sanctuary and are attempting to rescue the hostages. "The Dragon's" men are low on ammunition but are still determined to prevent the rescue of the hostages. The hostages face the formidable task of having to cross the open courtyard with "The Dragon's" men throwing anything they can find at them.

ALLIED FORCES:
The Allies have captured the Dictator's machine gun to protect the hostages as they come out. The hostages will appear on the far left of the screen and attempt to cross the courtyard to a point where the helicopters are waiting to take them out. Your mission is to protect the ten hostages from "The Dragon's" men.

"The Dragon" has four weapons which can stop the hostages: one soldier dropping stones from the top of the wall: one man who can place mines through trap doors along the hostage pathway: a tank which has no shells, but which comes straight at a hostage in an attempt to run him down and finally a truck with a small calibre machine gun which can shoot the hostages.

The tank must be hit behind the small box located in the middle of the tread. The truck must be hit in the window and the men must be hit directly.

When the hostages are on screen they can be speeded up by shooting either of the three doors along the wall of the compound. Your machine gun fire can accidentally hit the hostages, but it will not harm them. They will however stop for a moment, and then resume at a slower speed.

Remember, the machine gun moves quickly when the fire button is pressed.

THE DICTATOR
The Dictator controls the following four weapons:

Soldier on top of the wall
To use this soldier, push the joystick **FORWARD.** With the stick in this position, move it **RIGHT** or **LEFT.** This controls his movements along the wall. This soldier is now under your control. When he is in proper position over the hostage, the soldier can drop objects to stop the prisoner. When he is positioned correctly push the joystick **FORWARD** and press the **FIRE BUTTON** to lift the object. Once his arms are extended push the joystick **FORWARD** and press the **FIRE BUTTON** again to release the object. If the soldier is shot he will be replaced after a short delay.

Tank
To deploy the tank push the joystick to the **RIGHT** and press the **FIRE BUTTON.** Once the tank has started moving it is computer controlled. Every time a tank is destroyed a new tank can be deployed by following the same procedure. The only time a tank cannot be deployed is if the hostage has passed the door farthest to the right.

Truck
The truck can be deployed by pushing the joystick **LEFT** and pressing the **FIRE BUTTON.** Once the truck has started moving it is computer controlled. When a truck is destroyed another can be sent by following the same procedure. The hostage must have passed the door farthest to the left before the truck can be activated.

Trap Door
To use this soldier **PULL BACK** on the joystick. With the joystick pulled back move it **LEFT** or **RIGHT** to move the trap door along the ground. When you wish to set a mine **PULL BACK** on the joystick and press the **FIRE BUTTON.** A men will then appear and set a land mine in the hostage's path. If the trap door soldier is hit he will be replaced after a short delay.

Note:
The best strategy for the Dictator is to keep as many items on the screen as possible. This keeps the Allied gunner occupied. For example, once a tank or truck has been destroyed you should immediately deploy another. Co-ordinate your use of the trap door soldier and the soldier on the wall. The key to success is keeping the machine gun moving around and busy.

Sequence III "Escape"

OVERVIEW:

The rescue helicopter now must get the hostages off the island by running "The Dragon's" gauntlet. In addition to an automated defence system, "The Dragon" controls the tanks on screen. There are four helicopters. Each is capable of taking all or some of the prisoners out. The Dictator, however, determines which level of difficulty each helicopter will face. There are four directions in which the helicopter can travel (North, South, East and West). Each of the courses are different, some being more difficult than others. Each course can only be flown once. For example, if you try to take out all the hostages on the first run and the Dictator selects a difficult course the chances of making it are slim. However, if you do escape you will be awarded a number of bonus points.

DICTATOR

The Dictator controls the course of the individual escape run and the tanks located throughout the enemy terrain. The player must be ready to move his tank into position as soon as it becomes visible on the screen. The tank must be lined up directly in front of the helicopter to destroy it. When you are properly lined up push the FIRE BUTTON to fire a shell at the helicopter. Tanks are located throughout the escape run.

Note:

It is the Dictator's advantage to prevent his opponent from seeing the course selection.

ALLIED FORCES:

You must select the number of hostages for each helicopter by pushing the joystick BACK or FORWARD. Press the button when the helicopter is loaded, and the engine will start. To fire the helicopter rockets push the FIRE BUTTON. To get past walls you must fly through the opening. YOU CANNOT FLY OVER THE WALLS.

Sequence IV "Battle"

OVERVIEW:

Before "The Dragon" invaded the island, the bastion he chose as his sanctuary was an ancient temple where islanders would worship their gods. Underneath the temple is a series of caves. These caves were used in ancient times for combat between natives in ritualistic ceremonies.

Commander Stryker has finally tracked down the Dictator in his last hiding place. Far beneath the sanctuary, the stage is set for a showdown between madman and liberator – only one will survive.

ALLIED AND DICTATOR CONTROLS:

The only weapons remaining are heavily sharpened sticks known as poontas. The poontas were used by natives in ceremonies long ago. The natives would stand across from each other and attempt to knock their opponent off his platform by hitting him with a poonta. If the opponent was

hit enough times it often caused unconsciousness and death. "The Dragon" has challenged Stryker to a final contest of superiority. The players are isolated on platforms and face each other across an underground river. To control movement along the platform push the joystick BACK or FORWARD.

Both players can jump or duck to avoid being hit. To jump push the joystick towards the cave wall. To duck push the joystick towards the water. When you feel you are in the proper position to throw the poonta push the FIRE BUTTON. You can control the direction of travel by doing the following:

Straight Throw – Push the FIRE BUTTON.

Curved Throw – Push the FIRE BUTTON. When the throwing motion has started push the joystick BACK or FORWARD in the required direction and then release.

The battle will be fought over five rounds. A round ends when a player has been hit four times. After each round the score will be displayed. To start a new round push the FIRE BUTTON. In addition to points scored for each hit a player can get bonus points for winning by a blitz (4 – 0 round).

Scoring Tips

In general, higher scores will be obtained at higher player levels.

ATTACK SCENE

ALLIES: can significantly increase their points total by throwing grenades and destroying the gun.

ESCAPE SCENE

ALLIES: points are awarded for objects destroyed and hostages saved.

DICTATOR: his only opportunity for points comes by destroying the chopper and any hostages on board.

ALLIES – CBM 64/128

Points are awarded for objects destroyed and hostages saved. During the scene, three different difficulty levels are encountered. Points awarded at the levels 2 and 3 will be two and three times higher than level 1. A player is given 2 chances to make the run at each level, thus six total runs are possible. A confident pilot may choose to crash intentionally at the end of the first try in order to have another run at more objects. The on board hostages are lost only if the pilot fails at the second attempt.

DICTATOR – CBM 64/128

His only opportunity for points comes by destroying the chopper and any hostages on board. The difficulty on the run has the reverse effect on the Dictator's points. Points awarded at levels 2 and 1 will be 2 and 3 times higher than level 3.

Getting Started

CBM 64/128

As the game loads you will be presented with a title screen

followed by the menu screen. Follow the instructions below:

- At the menu screen press STOP on your cassette deck (Important).
- Zeroise your tape counter.
- Press F1 and a sub-menu will appear of the various screens to load.
- Press F1 and follow screen instructions.
- The border will flash and the computer will then load the screen.
- Press STOP on your cassette deck (Important).
- Note the counter reader.
- Press the CTRL key and you will return to the menu screen.

Repeat steps above but selecting the different screens in sequential order (F3, F5) and noting the tape counter reading.

You will now have noted all the counter readings and will be back on the menu screen ready to begin play.

N.B. If you have problems calibrating the tape it is possible to use an audio cassette player. Insert the cassette and turn up the volume. Press PLAY and listen for the blank sections of tape noting the tape counter readings.

SELECT LEVEL:

When the title screen is displayed, select one of the following keys to start the game. For one player press F1, F3 or F5 to select levels one, two or three. For two players press F2, F4 or F6.

SELECT PLAYER MODE (NORMAL OR PRACTICE):

Normal: Normal play is to play each screen in the pre-set order they appear on the tape. A player may choose to play either side of almost any screen by picking up the appropriate joystick as a new screen starts. If you do switch sides during play, your score for each screen will be kept on the side you play. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Practice: In practice mode you can choose any screen on the tape and try to improve your play before you play all through the game as normal. A single player can play either side (the Allies or Dictator) by simply moving the appropriate joystick when the screen appears. The computer will automatically take the opposite side. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Select Joystick: The joystick in Port 1 controls the Dictator. The joystick in Port 2 controls the Allies. If you are playing against the computer, wait until the screen appears,

then move the stick with which you wish to play. (This does not apply to the "ESCAPE" screen where the computer must play the Dictator).

OPTIONS

Score:
You may observe your score by pressing S from the title screen and following on-screen instructions.

Demo:
From the title screen you may demonstrate any screen which is already loaded by pressing D. During demo you can play against the computer (on level 3) by taking control of one of the sticks at any time. N.B. you must have loaded a screen before demo is operable. The program will self-demo if left inactive for a period of time. You may return to title screen by pressing CTRL.

High Score:
The highest score attained during any play is stored on the title screen.

Abort Feature:
If you wish to cancel the game, you may return to the "Menu Screen" screen by pressing the CTRL key.

Voice Suppression:
Press O for OUT or I for IN during the screen to control voice suppression.
All game-play on each screen is described in detail in the section beginning SEQUENCE I – "ATTACK".

SPECTRUM

After the game has loaded you will be presented with a title screen.
Pressing any key during the title screen or demonstration mode will bring up the menu screen.
There are three status bases: one displaying the choice of Allies or Dictator, or if a two player game has been selected, another displaying the skill level and finally the largest, displaying the current control option for the Allies (-A-) and the Dictator (-D-)
Further to this, there is a list of keys which perform various functions when pressed:

S – to start play.
P – to toggle the choice of Allies, Dictator or two players
L – to alter the skill level (this loops through easy, fair and hard)
C – to go to the controls editor.

CONTROLS EDITOR

When C is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: ENTER when the new selection is complete; J to select a joystick (continue pressing to loop through option); or D to define the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key you wish to define.

Note 1: When a two player game is selected, Player 2 has the opportunity to use the controls editor after Player 1 has pressed ENTER.

Note 2: The gamehold button is defined as H. This cannot be changed nor can either player define H as a control key.

Note 3: In a one player game, Player 1 has complete freedom to select any control key except H and T, but in a two player game either player may not select a key already selected by the other.

Note 4: With a Sinclair ZX Interface 2 the port to be used is indicated by LHS (Left Hand port) and RHS (Right hand port).

Note 5: During play the game can be aborted at any time by pressing T and H (T must be pressed or the game will HOLD).

"SIGNING ON"

When you press S to commence play you will be asked to input your name. Simply type in your name up to 8 letters. There is a delete facility using the Spectrum delete keys or the Spectrum Plus delete key.

When you complete the process press ENTER. The computer will now initialise the screen.

AMSTRAD CPC

Controls
Keyboard
Q – Up, A – Down, O – Left, P – Right.
SPACE – Fire.

Joystick – As normal.

Skill Levels;

	LEVEL 1	LEVEL 2	LEVEL 3
One Player	1	3	5
Keys	2	4	6

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INFILTRATOR™

Takeoff Procedures

Upon entering the cockpit of your Gizmo, you will find yourself facing an ultra-sophisticated array of controls. Through the windshield you can see the Home base. At the bottom of the screen, note your hands holding the control sticks which control the movement of the copter. You might wish to take off after you finish admiring your manicure, so here are the instructions.

1. Turn the battery on by pressing the B key.
2. Initialise the computer and communications systems by pressing the S key. The computer screens will light up and the warning lights will initialise at the top of the display.
3. Turn on the engine ignition by pressing the I key. The engine will not provide enough power for movement until it exceeds 2300 RPM's.
4. Pull back on the joystick until you have cleared your base

and are looking at a green landscape with mountains in the distance.

5. Press the FIRE BUTTON (note that your right hand on the display registers this) and push forward to accelerate.

The Controls

JOYSTICK
The joystick controls all of the movement of the helicopter.

To climb, pull BACK on the joystick.

To dive, push FORWARD on the joystick.

To accelerate, hold the button down and push forward FORWARD.

To decelerate, hold the button and pull BACK.

to bank left, push to the LEFT.

To bank right, push to the RIGHT.

To spin clockwise, hold the button and push to the RIGHT.

To spin counter-clockwise, hold the button and push to the LEFT.

KEYBOARD
The keyboard is used to control all other functions in the helicopter.

B   turns on the battery.
S   initialises the computer and communications systems
I   turns on the ignition.
G   arms the cannon (guns)
R   arms the heat seeking missiles (rockets) (M Spectrum/Amstrad)
F   sets the flares for use.
C   sets the chaff for use.
H   toggles the Heads Up Display (HUD)
W   toggles whisper mode.
*   changes the view to the communications system (4 Spectrum/Amstrad)
T   switches the view to the computer terminal (3 Spectrum/Amstrad)
+   turns the turbo booster on (T toggles turbo Spectrum/Amstrad)
−   turns the turbo booster off.

The SPACE BAR has the following functions.

● Deselects the weapons on the cockpit screen (C64 only).
● Returns to cockpit view from communications screen.
● Returns to computer terminal from status display or tactical map screens.

The last two options use FIRE button (Spectrum only).

Cockpit Display

ARTIFICIAL HORIZON
The artificial horizon indicates your present attitude (degree of tilt or bank) and indicates whether you are climbing or

diving by the location of the horizon line in relation to the stabilisation point. The rate of climb and dive is also displayed by the artificial horizon. If the artificial horizon is level and centred in the gauge, you are flying straight and level.

DIRECTIONAL COMPASS
The compass displays the directional heading of the Gizmo in degrees, shown in both analogue and digital format. The dial is accurate within 23 degree increments; the digital readout is accurate to smaller values.

FUEL GAUGE
This horizontal bar displays remaining fuel. The tank is empty when the red bar disappears.

OIL AND BATTERY TEMPERATURE
These two bar graphs at the top of the screen display the temperature of your battery and oil. When the bar reaches the red zone, heat is critical and the temperature warning lights will flash and beep until you reduce the heat (by slowing your speed to reduce strain on the battery or by turning off the turbo to conserve oil).

WARNING LIGHTS
The six warning lights at the top of the cockpit, when flashing red while a buzzer sounds, indicate:

    Engine damaged
    Battery overheated
    Oil overheated
    Fuel low
    Altitude level below 200 ft.
    RPM deficiency in engine or rotors

The warning lights will alert you to any noteworthy status conditions that require immediate attention. You have some direct control over the B, O and A warning lights. The E, F and R lights refer to problems that cannot be corrected mid-flight. In these cases you might want to reach your destination as quickly as possible and avoid any further damage from air combat.

AIRSPEED INDICATOR
This dial shows the Gizmo's present airspeed, in knots. The digital readout under the dial displays the same information. Maximum speed is 450 knots (without the turbo engaged).

ADF
The Automatic Direction Finder (ADF) will aid you in arriving at the proper destination. Therefore, you may want to program it immediately after takeoff. Once programmed, the ADF always points towards your destination. If you are moving forward and the ADF points straight up, you will eventually reach your target, regardless of the compass heading. Moving off course will cause the ADF to spin, adjusting itself to the Gizmo's orientation. The ADF will move only when you spin the helicopter or when you bank. To correct the orientation of your helicopter so it is heading towards the destination, you can either spin the copter (for minor heading changes) or bank (for more drastic changes in direction).

Note that if the ADF is blinking on and off, it has not been properly programmed at the communications terminal. (See Communications.) If the ADF is flashing and moving around radically, you are directly over your destination. You should slow down and proceed to land immediately. (See Landing Procedures.)

ALTIMETER
The altimeter displays your present altitude in feet. The hand of the dial is accurate only within jumps of 60 feet or more (5 feet or more Spectrum and Amstrad), so use the digital reading for greater accuracy. Each time the dial sweeps past 12:00 it registers 1000 ft. (80 ft. Spectrum and Amstrad). Maximum altitude is limited to 8000 ft. If your altitude is below 200 ft. the low altitude warning light and buzzer will sound.

RPM INDICATOR
The RPM (revolutions per minute) indicator displays the rate at which the blades are spinning. Helicopter blades do not speed up or slow down to maintain a constant rate since it is the angle tilt of the blades that causes the movement. The onboard computer systems monitor and maintain steady RPM's. Optimum RPM's is 2300. No flying can take place until RPM's are at or above optimum. At this time the takeoff alert will sound until the Gizmo is airborne.

MISSILE WARNING LIGHTS
The missile warning lights, to the left of your instrument panel, flash to indicate that a missile is heading toward your Gizmo. A warning siren will sound as well. If the R light is on, then a Radar guided missile is heading towards the Gizmo, and chaff must then be used to decoy it. If the H light is on, then a Heat seeking missile is headed towards the Gizmo, and flares must be used to decoy it.

Armaments

The next four items are represented by buttons that flash when set to active and are found on the lower left and lower right bottom of the cockpit. Once armed, they can be activated by pressing and releasing the FIRE BUTTON on the joystick. Any or all of these may be damaged or rendered inoperable by enemy fire.

CANNONS
The Whizbang Whizzer™ 20 mm cannons are armed by pressing the G (gun) key. An enemy in the HUD (Heads Up Display) cross hairs may be damaged or destroyed if you fire upon it. You have unlimited ammunition.

MISSILES
Pressing the R (C64) or M (Spectrum and Amstrad) (rocket) key arms the Whizbang Waster™ air-to-air heat seeking missiles. An enemy must be visible to be hit, but it doesn't have to be in the cross hairs. You are limited to four (4) missiles per mission.

FLARES
Pressing the F key sets the flares. These are used to decoy enemy heat seeking missiles. The flares, made of

magnesium, will fool the missile into thinking that the flare is actually your exhaust.

CHAFF
Unlike heat seeking missiles, radar guided enemy missiles must be deceived by dropping strips of metal into the sky, creating a fake radar image of the Gizmo. Pressing the C key sets chaff for dropping.

Other Features

HEADS UP DISPLAY
Pressing H displays the Heads Up Display (HUD). Using the latest technology available, a computer image of your cannons' aiming cross hairs is superimposed on your windshield. Use them to aim at a target for firing. With your cannon armed, any object that passes through the cross hairs should be hit. Missiles do not use visible tracking methods, so you may turn off the HUD if you wish by pressing H again.

TURBO BOOSTER
Press the + key to turn on the Whizbang Whomper™ turbo booster. Press the – key to turn it off. Press T on Spectrum and Amstrad to turn turbo booster on and off. This will give an increase in speed. It also causes the oil to heat up at a very fast rate, so it must be used sparingly. When the turbo booster is on, the turbo indicator to the right of the instrument display will light up. The turbo can be made inoperable if hit by enemy fire.

WHISPER MODE
Pressing the W key engages the Whizbang Whisper™ (standard equipment on your Gizmo™ DHX-1). This effectively silences the Gizmo. Whisper mode must be activated whenever attempting to make a secret landing, or else the noise from the helicopter may alert enemy ground personnel. When the whisper mode is on, the whisper indicator to the right of the instrument display will light up.

PAUSE
Suppose you want to suspend the game and take a break from all this excitement. Switch to either the computer terminal (press the T key) or the communications screen (press the * key). Press any unassigned key to get back into the thick of it. Press 3 Spectrum and Amstrad (Pause) and 4 for the communications screen. FIRE BUTTON to exit from these options.

The Computer Terminal

The computer terminal, the small screen located on the right of the cockpit is activated by pressing the T key (3 key Spectrum and Amstrad). You will then be presented with a weapons inventory and two optional categories for status update. Pressing any unassigned key returns you to the cockpit view. If your computer system has been destroyed by enemy fire, the computer terminal will be blackened and you will not be able to access it.

The weapons store is displayed in LED bar graphs indicating remaining Missiles, Flares and Chaff. Press the 1 or 2 keys to review chopper status information or your tactical map, respectively.

1 STATUS DISPLAY

This represents your Gizmo's present status. If any damage has been sustained, the picture of your Gizmo at the top of the screen will be highlighted by visual damage circle indicators where the damage has occurred, accompanied by flashing text descriptors. Below this are displays for remaining missiles, flares and chaff. Cannon rounds are unlimited. Pressing the SPACE BAR returns you to the main terminal screen.

2 TACTICAL MAP

The top of the screen houses a small computer screen with digital readout. The numerical value is your calculated ADF frequency. (See Communications for more details). The large gridded map is a tactical map of The Country. Your position within The Country is displayed by a flashing sphere with a shadow underneath. The distance between the sphere and the shadow represents your altitude. If you have programmed the ADF, a small flag will appear on the map as well. This is your destination. This display can be used to determine your relative position to your destination at any time during your mission. Press the SPACE BAR to return to the main terminal.

Communications

The Whizbang Gizmo™ DHX-1 is equipped with the kind of highly sophisticated communications equipment that is often necessary for the successful completion of missions for which this machine has been expressly designed. Pressing the * key on the keyboard takes you from the cockpit display to the communications terminal (which is located on the left of the cockpit screen). Be careful, this system can be destroyed by enemy fire. The system is used as follows:

- Press A to program the Automatic Direction Find (ADF). Type in the three numbers from the tactical display, ignoring the decimal point. Your ADF is now programmed. You do not have to program it again unless the numbers were entered incorrectly. Your ADF will not function properly if the values are incorrect.

- Press S to go into send mode. Send mode allows you to send messages to other aircraft or to ground controllers. Once you are in send mode, you may type messages at the top of the screen on the Comm-bar. No punctuation is allowed. Use the DEL(ETE) key (No. O Spectrum) to backspace. Pressing RETURN sends the message to either another aircraft or to a ground controller (as appropriate). The flashing S or R represents the current Send or Receive status. Press the SPACE BAR to return to the cockpit view. (FIRE button Spectrum).

Other Aircraft

As you begin a mission by flying the chopper to your destination, you will encounter other aircraft along the way. Some may be other infiltrators also trying to upset the Mad Leader's plans, while others may be staunchly loyal to the Mad Leader and his evil goals. There are three types of other aircraft: the friend, the enemy, and the maniac.

Upon encountering another aircraft, you must determine whether it is a friend or an enemy. Since there are no distinguishing markings on your ship, and because helicopters are not an unusual sight over The Country, other pilots will also try to determine your loyalties and intentions by talking to you via the communications system (sending and receiving messages). You should always try to communicate with an unidentified aircraft first. As soon as you see an aircraft for the first time, press the * key (4 Spectrum and Amstrad). Once on the communications screen, press the S key to send a message. The only phrases the comm systems of other aircraft will understand are:

REQUEST ID
INFILTRATOR (your ID to a friend)
OVERLORD (your ID to an enemy)

After requesting the identification of another aircraft, examine the response for a code name. With experience, you should be able to distinguish friendly code names from those of enemies. This will provide you with the information necessary to respond properly to their request for identification. Giving the correct ID to an aircraft will allow you to continue on your mission unhindered. Giving the wrong ID to an aircraft will result in a battle that will last until one of you is destroyed.

Oh, by the way, we weren't kidding about the maniacs out there. A few of the other infiltrator pilots have snapped from the strain, and it really doesn't matter what code name you use in response. They will always attack, and you're going to have to fight against a former friend turned deadly foe!

Sample friendly names:
WHIPPLE and HAYMISH

Sample enemy names are:
BOOMER and SCUM

Sample exchanges:
You: REQUEST ID
Other: WHIPPLE REQUESTING IDENTIFICATION
You: INFILTRATOR
Other: GOOD LUCK JOHNNY

You: REQUEST ID
Other: SCUM REQUESTING IDENTIFICATION
You: OVERLORD
Other   YOU ARE CLEARED TO PROCEED

You: REQUEST ID
Other: HAYMISH REQUESTING IDENTIFICATION
You: OVERLORD

(Wrong code name response! The other aircraft will begin to attack).

Landing Procedures

Once you have arrived at your assigned destination, you will have to land to continue your mission. To land safely you must make sure of the following:

1. Your speed is between 20 knots and 0 knots.
2. The artificial horizon is level and you are not banking.
3. Your rate of descent is at minimum.

Once you have descended below 200 feet, you will hear the low altitude warning buzzer sound. Set your rate of descent to minimum. Wait until your altitude is reduced to 0 and Gizmo shakes and thumps loudly as it hits the ground. If you have landed at the proper destination, as programmed into the ADF, the ADF gauge pointer will be flashing black and white and spinning madly. Remember, you must have the Whizbang Whisper™ silent travel mode engaged to land without warning an enemy.

To take off once again, simply increase your altitude by pulling back on the joystick and increase your airspeed.

While on the ground, do not bank, accelerate, or spin, or you may crash.

Ways to Crash

As an experienced pilot, you know that helicopter flying is a very dangerous activity. Even though we here at Whizbang have tried to incorporate every safety feature imaginable into our Whizbang Gizmo™ DHX-1 Attack Chopper, there are still a few situations in which the unthinkable can happen. So think about it, and be careful.

On the advice of legal counsel the following disclaimer is included with every Gizmo™ DHX-1:

Whizbang Enterprises, and its corporate officers, makes no guarantee to the purchaser or pilot of ANYTHING, other than that your cheque will have cleared before delivery, and that we are not responsible for anything that may happen after purchase (unless it is good, then we will take full credit, and we reserve the right to feature it in future advertising).

Specific reasons for "early retirement" are:

- Incorrect takeoff
- Incorrect landing
- Too much damage
- Engine damage from enemy missile fire
- Overheated oil (excessive use of turbo)
- Overheated battery (excessive use of speed)
- Out of fuel
- Doing something really stupid (which includes most of the above).

Note that if you crash, you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice to start from scratch or to start a new uncompleted mission when you load the game again. You cannot, however, embark on a new mission before completing the previous one.

Upon Landing

Once you have landed, your view will change. You will now be looking down at yourself standing next to your trusty Gizmo. You must pretend that you are an enemy guard, much as you may have had to pretend to be an enemy in the sky. Avoiding the enemy is the key to ground missions.

OBJECTIVE

To complete the mission displayed in the briefing without being captured, blown up, or running out of time. There are three missions that become increasingly more difficult. Once you finish one mission you will be assigned your next task.

MISSION COMPLETED AND LEAVING

If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section on screen will take you inside so that you can return home.

If you haven't completed your mission, you won't be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the inventory screen. A message will be displayed when you have completed the assignment, just to let you know it is time to get out of there.

Ground Control and Inventory Items.

YOU are the small dark grey figure on the screen. You have a limited amount of time and the use of several helpful devices (your inventory) to help you complete your mission. Pushing the joystick will cause you to move in that direction, unless you are busy with an item that is currently active. An active item is an object from your inventory that has been selected to be used. Note that at the beginning of the ground mission your papers are preset as the active item.

FIRE BUTTON

Press the FIRE BUTTON to activate the active item. The current active item is always indicated at the bottom of the main screen. Depending on the item activated, you may not be able to move until you are finished.

PAUSE

To take a break, press the SPACE BAR to go to the inventory screen. Your game will pause until you are ready to continue. Press SPACE BAR to return to the main screen, and your mission.

The inventory screen allows you to change the active item and displays important inventory information. You may select an item by moving the cursor. Press the SPACE

BAR again (or any unassigned key), and you will return to the main screen. The newly selected item will be active, and is so indicated at the bottom of the screen. Once you have returned from the inventory screen, pressing the FIRE BUTTON activates the item you have selected.

In addition, important items found during your search will appear in a text line at the bottom of the inventory screen. Activation of these items will occur without having to select them as active when and where appropriate. (See Enemy Installation Structures for details on searching for and the activation of these items).

Your inventory items include:

SLEEPING GAS

You have a hidden canister strapped inside your jacket which contains a colourless, odourless sleeping gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. Pressing the FIRE BUTTON sprays the gas. You have specially treated nose plugs which allow you to breathe the gas harmlessly.

PAPERS

These are your fake ID papers. You should activate your papers when a guard asks to see them. When that happens, move directly over and stand next to the guard. If the papers are not already active, move quickly to the inventory screen and select them. Return to the main screen, and press the FIRE BUTTON. Upon showing them, the guard will decide whether or not they are "in order" and valid. If they are in order, you can go about your business, undetected as an infiltrator. If they are out of order, you have a short time to gas the guard or run away before he tries to take you in for questioning. But be forewarned, running away will cause the guard to sound an alert throughout the compound.

GAS GRENADE

This grenade has the same effect as the sleeping gas canister, except that it has a greater range. When used inside, all guards in the room in which it is dropped will fall asleep.

MINE DETECTOR

This is used to detect mines. Selecting the mine detector on the inventory screen enables it to be used whenever you press and hold the FIRE BUTTON as you move through enemy territory. You will hear the detector working. Stepping on a mine with the detector activated is harmless and exposes that mine. Stepping on a mine without the detector activated is fatal.

EXPLOSIVES

Explosives are planted by selecting the explosives icon on the inventory screen as the active item, and then pushing the joystick up under the main control panel in the control room or under the desk in the lab. Only one bomb per room is permitted. Upon setting your last remaining bomb, an automatic countdown timer will go off. You then have about 20 seconds to leave the building before all of the bombs detonate. If you don't make it out of there in time, you will

be trapped inside during the explosion, and it's bye, bye, baby (Jimbo-Baby, that is.)

CAMERA

Use the camera to photograph any vital documents. To use it properly, face the papers you want to photograph and press the FIRE BUTTON. Only one picture per room is permitted.

INFORMATION UPDATE

At the bottom of the inventory screen are four graphs which update the following:

Spray – how much sleeping gas you have left.

Grenades – the number of sleeping-gas grenades left

Explosives – how many charges you have left

Film – how many more pictures you can take with the camera.

CBM 64 KEYBOARD

Pressing the following keys while on the main screen is the same as using the cursor on the inventory screen to select an item:

S	Sleeping gas	M	Mine detector
P	Papers	E	Explosive charge
G	Gas grenade	C	Camera

Enemy Installation Structures

Inside a building you can search through chests and cabinets for gas grenades, security cards, and other useful and not so useful items. Travel to different levels within the same building is accomplished through elevators. Clothing disguises may be of some help. If you want to swap clothing, stand directly in front of a uniform hanging on a coatrack. Press forward against the coatrack until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

MAPPING UNIT

While inside any of the compound's buildings, your mini-mapping unit will appear at the bottom of the screen. The room you are in is represented by a flashing box within the mapper screen. All rooms are shown as boxes with highlighted doors. Moving into a new room maps it into the unit's screen.

Rooms are colour coded as follows:

Red – designates a room of great importance (prison, control room, etc.)

Green – designates the building entrance or an elevator.

Blue – represents a room of no special importance.

SEARCHING CHESTS

You may search any of the chests (on the top far wall only – chests on the sidewalls seem to be empty...) in any room by moving in front of it and pushing up with the joystick until you find whatever it contains.

DOORS AND THE SECURITY ROOM

Locked doors must be deactivated before you can enter these rooms. To unlock all the doors in the enemy compound, you must first find the security card (search for it!) With it in your possession, you can unlock the doors. Once you have found it, a line of text will appear on the bottom of the inventory screen to indicate that it is in your possession. Now, find the security room. It is the room with the lock status indicator lights on the wall and a passcard slot directly below it. To unlock the doors, stand directly in front of the security card slot and press the joystick up. This will cause the security card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push up the joystick.) The lock status indicator light is red when the doors in the compound are locked, and green when the doors are open.

Keyboard/Joystick Commands

C64 & AMSTRAD
Joystick only.

SPECTRUM
Plug in your joystick interface for Kempston, Cursor, Sinclair, port 2 or use keyboard:

Q – Up, A – Down, O – Left, P – Right, CAPS SHIFT – Fire.

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BEACH HEAD™

Scenario

A challenging naval battle followed by an invasion with land forces. If your troops succeed in penetrating the island defences, the most difficult challenge still remains... capturing the enemy fortress *KUHN-LIN*

Controls

CBM 64/128
Joystick only.

SPECTRUM 48/128
The menu screen displays four status boxes; one for the present number of players, one for the skill level, one displaying whether keyboard or joystick is selected, and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions.

S   to start
I   to go to the instructions pages.
P   to change the number of players. (This is a toggle putting 1 to 2 or 2 to 1).

L   to change skill level (this loops through "easy", "fair" and "hard").

K   to define the game keys: you are asked to press your key selections with the option to reselect should you make an error.

J   to make a joystick selection (keep pressing to loop through selections).

If the machine is loaded and left unattended the game will self-demonstrate.

AMSTRAD CPC
Beach Head will operate either by the keyboard or an Amstrad compatible joystick. If a joystick is connected to the computer press the FIRE BUTTON and the computer will automatically respond to joystick mode. If you wish to use the keyboard controls press the SPACE BAR. The key controls will then be as follows:

Q – Up, A – Down, O – Left, P – Right, SPACE BAR – Fire.

Game Play

SEQUENCE I – AERIAL RECONNAISSANCE
The opening sequence is an aerial reconnaissance overview of enemy held territory. At this point your first command strategy decision must be made.

CHOICES: You can choose between two strategies.

1. Take your fleet through the hidden passages. The advantages to this strategy are:

  (a) Catch the enemy off guard and unprepared. His airpower and naval forces will not be as strong.

  (b) Your overall point total will be increased if you are successful in navigating the passage.

2. Take the enemy head-on and go straight into battle. The advantage to this strategy is:

  (a) Your fleet will not have to navigate the perilous hidden passage. The passage is extremely difficult to navigate because it is mined and torpedoes are launched at random throughout the channel.

Note: If you select the skill level for two players, the strategy for player one will be the same for player two.

To manoeuvre your fleet, move in the direction you wish to travel. Once moving, your fleet will continue in that direction.

If you choose a frontal attack, proceed directly through the main channel and engage the enemy.

If you choose to navigate the hidden passage:–

CBM/AMSTRAD
Manoeuvre your fleet close to shore along the outer edge of the peninsula. When you have found the passage, the general quarters alarm will sound

SPECTRUM
The hidden passage is shown by the flashing square in the

top left. Kuhn-Lin base is shown by the flashing square in the bottom left and the enemy fleet by the four dots in a square formation.

SEQUENCE II – THE HIDDEN PASSAGE
In this scene you will have to cross through a mined channel and avoid being struck by torpedoes fired by the automated defence system. To manoeuvre your ship, push LEFT on the stick to turn left, RIGHT to turn right, FORWARD to speed up and BACK to stop. Head for the opening directly across from the starting point.

(Spectrum Users note that: When a ship has passed through safely it is displayed in blue on the status lines.)

Once you leave the passage you will be in a position to surprise the enemy and catch them in their harbour. Move swiftly to engage the enemy.

SEQUENCE III – GENERAL QUARTERS
Fighters at Twelve O'clock
Enemy fighter squadrons are now attacking your fleet! If you have surprised the enemy, many of his aircraft are below deck and will be unable to respond to the attack. If you choose strategy two, the number of aircraft attacking your ships is considerably greater.

Use your joystick to aim your anti-aircraft guns and shoot down enemy planes. Pull BACK to raise or push FORWARD to lower your guns. Press the button to fire. Your ammunition will not run out, but it does take a certain amount of time to replenish. Do not waste shells or you will not be able to fire rapidly at a critical time.

For each hit you receive the damage rating will increase by one. When the damage rating reaches a certain level you will lose a ship – the figure at which this occurs is dependent on the skill level!

Enemy surveillance aircraft occasionally fly by to report the battle progress back to the island. If you destroy these planes it will add 2,000 points to your score.

If you survive the onslaught of the enemy aircraft, the naval battle begins.

SEQUENCE IV – BATTLE STATIONS
Once enemy aircraft have been neutralized, the enemy battleships and cruisers will begin shelling your fleet. The joystick is now used to fire your heavy guns to sink the enemy ships. Again, as in the previous scene, if you have surprised the enemy and caught them out of position, it will take them longer to zero in on your fleet.

TO CONTROL YOUR GUNS
Move and fire as in GENERAL QUARTERS. Use the Degree of Elevation to estimate the distance (a 1° change in elevation represents 200 metres in distance).

Enemy ships are more accurate if you have attacked the fleet head-on. For each hit taken you lose a ship.

BONUS POINTS
The enemy aircraft carrier will attempt to escape. If you sink the carrier, it will add 10,000 points to your score.

After the naval battle, you must manoeuvre your remaining ships into the enemy harbour. Since there is only room for four ships in the harbour, you will be awarded 2,000 points for each extra ship.,

SEQUENCE V — BEACH HEAD!
Each ship that you navigate into the harbour carries two tanks. After your tanks have landed and your beach head is established, you must fight your way through the island defence systems to get to the fortress of Kuhn-Lin. Once your tank starts forward there is no turning back! Tanks have side to side mobility but will continue forward at a constant speed. There are numerous obstacles in your way, including mines, anti-tank guns, enemy tanks, bunkers, etc. At this point the enemy is prepared and is throwing all his defence against your tanks to stop them. Each enemy defence system is worth a certain number of points, and their value is displayed when they are destroyed. Each time a tank succeeds in reaching Kuhn-Lin, the difficulty increases for the next tank. It will take you several tanks to finally destroy the fortress.

SEQUENCE VI — THE FINAL BATTLE
Once a tank has reached Kuhn-Lin, you must land 10 shells in the fortress to destroy it. There are ten targets to hit, but only one is vulnerable at a time. The vulnerable target will turn white. As each white target is hit another will appear until all ten have been destroyed in sequence.

The fortress is defended by a huge cannon. Once this cannon has sighted you, it will get your range and fire. This cannon never misses. The final battle will require a task force of tanks to win. If you are successful in destroying the Fortress, the enemy surrenders and victory is yours!

Scoring
Even if you destroy the fortress Beach Head allows you to compete for high scores. Game scoring is as follows:

Ships navigated safely through passage	3,000 ea.
Airplanes	400 ea.
Reconnaissance Plane	2,000 ea.
Carrier	10,000
Other Ships	2,000 ea.
Enemy Tank	1,000 ea.
Machine Gun	400 ea.
Bunkers	800 ea.
Towers	600 ea.
Targets	2,000 ea.
Kuhn-Lin Destroyed	20,000
Extra Ships (over 4)	2,000 ea.

Additional Features (CBM 64/128 only)

Adjusting the Sound: Beach Head is designed to have the highest quality sound possible. Because some Commodore 64's have different low pass filters, it may be necessary to adjust the game's filter settings to provide the optimum quality on your machine. You can change the settings by typing an F during the level selection screen. The test sound is the anti-aircraft gun firing. Adjust this level as you desire.

Adjusting the Border Colour: To change the border colour to suit your own taste, type B during the level selection screen.

Top 10 Display: During the level selection, if you touch the T key, you can view the top ten scores and save them.

PAUSE FEATURE
To stop all action and "Freeze" the game, simply press the **COMMODORE** key. To continue press the same key again.

ABORT FEATURE
If you find yourself out-classed and wish to cancel the game, you may return to the 'Select Level' screen by pressing the **CTRL** key.

AUTOMATIC DEMO
If left unattended for approximately one minute, the computer will take over and play the game by itself. You may take control at any time by simply moving the stick.

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RAID™

Please read thoroughly before beginning.
RAID OVER MOSCOW is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defence Centre.

Playing Instructions

SEQUENCE I — SAC HEADQUARTERS
The opening sequence is a world overview from Strategic Air Command Headquarters (SAC). This computer overview alerts U.S. Commanders of any nuclear activity. When a Soviet launch has occurred, the launch point will turn white on the screen. The computer then immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the Earth. Above the Earth is a white figure which is the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the **FIRE BUTTON** (SPACE BAR C64 version).

SEQUENCE II — DEFENCE TACTICS
Once inside the space station, fighter pilots will begin to scramble to their aircraft. Each pilot must take his plane out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

Pushing LEFT or RIGHT on the stick will rotate the aircraft to the left or right, thus controlling the direction that you are facing.

Pushing the button will fire the vertical thruster, which will raise the aircraft off the launch deck.

Pushing FORWARD on the stick will fire the main engine causing the aircraft to accelerate in the direction it is facing.

Once moving in a certain direction, the only way to slow your speed is to rotate (by pushing LEFT or RIGHT) until you are flying backwards, and then fire the main engine (push FORWARD on the stick).

Gravity is very slight, and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard your craft will be destroyed.

Opening the Hangar Doors is accomplished by moving backwards once your aircraft is off the hangar deck (Amstrad/Spectrum versions) or press F7 (C64 version). (The door will stay open only for a short period of time!) Once outside the space station, the screen will switch to the overview. You craft will be identified by a flashing white dot. At this point, you must decide either to attack the launch point (identified by the white launch site) or to take more planes out of the station. If you decide to attack, guide your craft by the joystick to the target.

Note: Taking More Planes Out
The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One will appear at the point at which your last one was destroyed. If you wish to bring additional aircraft out of the station, press the FIRE BUTTON (Amstrad/Spectrum versions) or the SPACE BAR (C64 version) and follow the same procedure as before.

Strategy Tip
Once the launch sites are destroyed (explained in next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hangar. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

SEQUENCE III — ATTACK RUN
Now that you are in Soviet airspace, you begin your attack run on the Soviet launch sites. In order to reach the launch sites, you must first make a run through enemy territory to

reach the missile silos. To avoid Soviet radar, your craft will have to fly at a very low level, and this allows Soviet ground defence a chance to shoot you down. Various defence weapons will appear as you travel. Each of these are worth points. Beware of Soviet heat seeking missiles, which will come up from behind you. When you see them coming from behind, fly as low as you can to the ground. Once they have flown past you, shoot the missile down for additional points.

Attack Run Controls: The controls for this scene are similar to the controls for a real jet aircraft. Push LEFT to bank left, RIGHT to bank right. Push FORWARD to dive and pull BACK to climb. (Some people find it helpful when playing this scene, to face the right as if they were actually sitting in the aircraft.)

After the run through enemy territory is completed, prepare to destroy the launch silos.

SEQUENCE IV – THE MISSILE SILOS
Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S.

In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run.

Move joystick LEFT to move left.

Move joystick RIGHT to move right.

Push FORWARD to dive.

Pull BACK to climb.

Each silo has a small window which you must fire a rocket through in order to destroy it. When you are properly lined up with the target either your aircraft will turn blue (Spectrum & Amstrad versions) or the sights will light up and you will be informed that you are "ON TARGET" (C64 version).

As you attempt to line up on a target, the silo defence system will fire at you. You can avoid the enemy rockets by moving left or right or by moving up or down. The elevation of the enemy rocket is set at the same elevation as your aircraft at the time of firing.

The Centre Silo is the control silo. The nuclear missiles launched are controlled from this point.

When this silo is destroyed the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running down, but when it is hit the attack will stop and you will switch back to the computer overview. The silos located on the side of the Control Silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have 9 aircraft maximum). If you destroy all the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from the left and try to shoot you down.

Note: Pay close attention to the 'Time to Impact' heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each

silo is worth an extra plane and a considerable amount of points, destroying all of the silos will greatly enhance your score.

SEQUENCE V – THE SOVIET DEFENCE CENTRE
You will not be allowed to attack the Soviet Defence Centre in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the Defence Centre. If you are successful, you will set Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the Defence Centre. To control movement from side to side move the joystick LEFT and RIGHT. Moving the joystick FORWARD and BACK controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, use the button to fire.

Targets: Soldiers are located on the walls on both sides of the Defence Centre. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench.

Secondary targets include all of the towers on the buildings. These can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is an entrance into the reactor room (the next scene). While the other doors will change colour (red – C64, Blue – Spectrum, Black – Amstrad) this door turns white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you. Again, if you stay in one position too long you're likely to get blasted.

Entering the Reactor
Once all the soldiers are eliminated, the tank destroyed, and the door opened, you will progress into the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the white door is exposed and there are no men or tanks in the scene.

SEQUENCE VI – INSIDE THE REACTOR ROOM
Now that you have penetrated inside the Soviet Defence Centre, and are inside the nuclear reactor chamber, which is the power source of the facility.

Description of the Screen
A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interrupted, the reactor will overheat and become unstable. The system will gradually reach critical mass and explode.

Your objective is to sabotage this operation by neutralizing the maintenance robot.

The robot has defence capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition, he is invulnerable to a frontal attack. The robot does have an achilles heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated, your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system, push FORWARD on the joystick to move right and pull BACK to move the target left.

To move your commando push the joystick LEFT or RIGHT. When your commando and disc are properly lined up, push the button of the joystick to release the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot, that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of the disc as it comes towards you. Each robot will require four hits from behind to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:

	Amstrad Version	C64 & Spectrum Versions
Level 1	2 Robots	2 Robots
Level 2	3 Robots	4 Robots
Level 3	4 Robots	5 Robots

In addition each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs, and you still have men left, you will have to go back outside to the previous scene (Defence Centre) and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to the last robot is destroyed, the final robot offers up a big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ETCM (Estimated Time to Critical Mass). At critical mass the reactor will explode taking the Defence Centre

with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane, you will survive. If not, we will notify your family.

SCENE VII – THE FINAL CHAPTER
This scene will let you know if your mission is entirely succesful. If you escape, you will be awarded considerable bonus points.

Adaitional Features

C64/SPECTRUM ONLY
Pause Feature
To stop all action and 'Freeze' the game, simply press the HALT key. To continue, press the same key again.

Abort Feature
To cancel the game and return to the Hall of Fame press SPACE and CAPS SHIFT together.

Automatic Demo
If left unattended for some time the game will go into demo mode. Under demo the computer will briefly display all of the major action screens. You may initiate the demo from the menu by pressing G.

Joystick/Keyboard Commands

C64 VERSION
Joystick
Raid over Moscow requires that a joystick be plugged into control Port 2.

Reviewing the Game Scenario
Midway through the loading process, the program will pause and allow you to review the game scenario. You have the following options:

Option 1 – Press RETURN to view the scenario.
　　　　　Use SHIFT to halt the scroll.
　　　　　Use RETURN again to abort the scenario.

Option 2 – Press / to finish loading the game.

Level Selection
After the game has finished loading, the title screen will be displayed. Press F1, F3 or F5 to select levels one, two or three respectively.

Filter Adjustment
You may adjust the sound filter settings of the game to provide the optimum sound for your computer. Press F while in the level selection screen. You will then have the following options:

F1　increase filter settings (you should increase the settings if some sounds are too loud while others are soft and muffled).

F3　decrease the filter settings (you should decrease the settings if some sounds (i.e. explosions) are too bright or brassy sounding).

F5　test the sound. (The sound you hear is one of the main explosion sounds in the game.)

SPECTRUM 48/128 VERSION
Using the Menu
The menu screen displays three status boxes: one for the skill level, one displaying whether keyboard or joystick is selected; and, finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions:

S　to start.
I　to go to the instructions pages.
L　to change skill level (this loops through "easy", "fair" and "hard".
D　to define the game keys – you are asked to press your key selections with the option to reselect should you make an error.
J　to make a joystick selection (keep pressing to loop through selections.
K　to choose keyboard.
G　to start demo mode.

If the machine is loaded and left unattended the game will self-demonstrate.

When you press S to start the game you are asked to input your name, which can be up to eight characters. This input routine has an erase facility using the normal Spectrum DELETE keys. When you are finished inputting your name press ENTER to start the game itself. From now on the program will refer to the player by name.

AMSTRAD CPC VERSION
Press the FIRE BUTTON or SPACE to select either joystick or keyboard control.

Keyboard Controls
Q – Up, A – Down, O – Left, P – Right,
SPACE BAR – Fire, TAB – Freeze game while held.
ENTER – Abort Game.
Use up and down and fire to select level.

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PLEASE NOTE:
The games that follow are not available in Austraiia.

SUPER CYCLE™

Introduction

Open road racing – wheel to wheel – pistons screaming and rubber burning. That's the challenge of SUPER CYCLE. Before you begin, choose your machine and your leathers. Choose carefully, there's an ordeal ahead.

You and your machine will be pushed to the max by the course, the other competitors, and the relentless clock.

You must complete each of the race courses within a time limit, in order to continue. Crash, and you lose valuable seconds. Each of the more than seven courses poses unique challenges – water on the road, ice, road barricades and other dangerous obstacles. When you see a road sign that means slippery when wet, you better listen. There's day and night courses, city and country, hills and mountains, desert courses streaking through the sunlight next to Cape Canaveral.

Accelerate up through the gears, jockey for position and bump the other riders. Go for top speed, but try not to go out of control.

Good luck. Your reflexes better be as sharp as the turns up ahead.

Objective

You must complete each race course within the specified time, in order to go on to the next course. Watch out for the other riders – you can bump them and they can bump you. Steer through the pack, and avoid road obstacles – crashing eats up valuable time. Complete all the courses at one of the difficulty levels and you get a checkered flag next to your name on the Racing Scoreboard.

The Controls

Push FORWARD on the joystick to accelerate, and pull BACK to slow down. Push LEFT or RIGHT with the joystick to steer.

There are three gears. To gear up, push the joystick FORWARD and press the FIRE BUTTON. With the joystick CENTRED, simply press the FIRE BUTTON to gear down. The three lights in the centre of the dash indicate what gear you're in. The top light is the highest gear. The bottom light is the lowest gear. The light is coloured yellow for the gear you're in. (C64/Amstrad).
SPECTRUM
1st gear green, 2nd gear yellow and 3rd gear red.

Keyboard Controls

SPECTRUM
Z – Left, X – Right, D – Decelerate, R – Accelerate,
5 – Change gear.
AMSTRAD
A – Accelerate, Z – Decelerate, SPACE BAR – Change
O – Left, P – Right.　　　　　　　　　　　　　　　gear

Racing

Each course has a set time limit. The bottom of your dash shows your elapsed time, and your total points. The more distance you cover, the more points you accumulate.

Watch out for road conditions and unusual obstacles. You never know what you're going to find out there. Lamp posts, oil slicks, even road pylons that narrow the course to a single lane. Watch for special bonus flags – hit those for extra points and time.

Time it just right, cut and accelerate with split second precision, and you could end up on top. On top of the racing scoreboard!

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IMPOSSIBLE MISSION™

Objective

To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and put a stop to his plans.

You score points by finding puzzle pieces and putting them together, and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged, and the puzzles will be different.

Controls

- **In the elevator:** Push the joystick FORWARD or BACK to go up or down. Push the joystick LEFT or RIGHT to move in either direction along the corridor. Running off the edge of the screen takes you into a room.
- **In the rooms:** Push the joystick LEFT or RIGHT to move in either direction. If you press the FIRE BUTTON, your agent will perform a mid-air foward flip (this is especially useful for somersaulting over pesky robots).
- **On lifting platforms:** If you're standing on a striped lifting platform in one of the rooms, you can push the joystick FORWARD or BACK to go up or down.

Starting Play

CBM 64/128

After the game is loaded, a scoreboard is displayed. This screen also allows keyboard/joystick selection.

You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

Amstrad Users please take note that the keyboard commands are as follows:

A – Up, Z – Down, O – Left, P – Right, SPACE BAR – Fire.

Game Play

As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room you should conduct a search.

Searching for Codes

Search every object or piece of furniture in the rooms for codes and password puzzle pieces (if you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "Searching" will appear in a box on the screen. You will also see a horizontal bar indicating the length of time it will take to search the object.

You must continue holding the joystick forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room or commence searching another object you'll have to start the search from the beginning.

When you have finished searching the object, one of four things will appear in the box.

- The words "Nothing here".
- A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.
- A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

Using the Security Terminals

You can use the SNOOZES and LIFT INITS at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick FORWARD. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the FIRE BUTTON when the arrow points to the function you want):

- **Reset Lifting Platforms:** To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITs you have.)
- **Temporarily Disable Robots:** To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)
- **Log Off.**

CODE ROOMS

Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick foward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in sequence so that the notes are sorted in ascending order (from low to high).

If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar.

Pocket Computer

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

To activate your pocket computer, you must be standing in one of the elevators or corridors. Press the FIRE BUTTON to turn on the pocket computer. *Note: You can't use the pocket computer in any of the rooms. Pressing the FIRE BUTTON in a room will cause you to do a somersault.*

When the computer is activated, the map of Elvin's stronghold will vanish and a glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

Using the Glove

- **To move the glove:** Move the joystick in the desired direction.
- **To activate a function key:** 'Point' to it with the glove and press the joystick button.
- **To pick up a puzzle piece** in the memory window, 'point' to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- **To drop a puzzle piece:** Press the joystick button.
- **To make a copy** of the selected puzzle piece, 'point' to it with the glove and press the joystick button.
- **To put back a copy** of the selected piece, 'point' to the desired window and press the joystick button.
- **To select a puzzle piece** that isn't selected, 'point' to it with the glove and press the joystick button.
- **To find out if two pieces match,** 'point' to the desired window and press the joystick button.

SOLVING THE PUZZLES

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.
- Pieces must be the SAME colour, or they won't match. If two pieces with different colours look like they should match, then use the colour keys to change them.
- A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).
- There are FOUR pieces in each completed puzzle, and NINE puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.

- When you have all nine of the letters in the password, you can open the door to Elvin's control centre and save the world.

CONTROL ROOM

The door to Elvin's control room is one of the green rooms. When you have completed the password, position your agent directly in front of the door and push the joystick FORWARD. The door will open, and you'll finally have the last laugh.

USING THE PHONE

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices. Select the one you want with the glove, then press the FIRE BUTTON.

Correct orientations of leftmost pieces: The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear to the left of each piece that has been flipped.

Have we enough pieces to solve the upper left puzzle? The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

Hang UP: Hangs up the phone.

Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. *Each time you fall off the bottom of the screen or get zapped by a robot, (or a floating orb, CBM version only) you are penalised ten minutes.* Each time you use the phone, you are penalised two minutes. When the game ends, you are awarded points as follows:

CBM 64/128 & SPECTRUM

1 point for each second remaining on the clock.
100 points for each puzzle piece found.
100 points for each SNOOZE or LIFT INIT found.
500 points for each puzzle solved.
1,000 points for completing the mission.

AMSTRAD

1 point for each second remaining on the clock.
100 points for each puzzle piece found.
100 points for each SNOOZE or LIFT INIT found.
400 points for each puzzle solved

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WORLD GAMES™

C64 Cassette Loading Instructions

Press SHIFT and RUN/STOP keys together and press PLAY on the cassette recorder. The first four events are on Side One with the remaining four events on Side Two. After completing event 4, insert cassette Side 2, rewind, then press PLAY. The cassettes' files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it e.g. If you have loaded and played Slalom Skiing and you want to play Cliff Diving the cassette must be rewound to a position before Cliff Diving. The order of the events is in the "practice" or "complete" menu. It may help on positioning the tape if you zero the counter after loading the main menu and make a note of the counter reading after each event.

Objective

WORLD GAMES challenges your competitive skills with a series of athletic contests for one to eight players. The lineup of eight realistic and colourful events takes you on a journey around the world:

> RUSSIA – Weightlifting
> GERMANY – Barrel Jumping
> MEXICO – Cliff Diving
> FRANCE – Slalom Skiing
> CANADA – Log Rolling
> UNITED STATES – Bull Riding
> SCOTLAND – Caber Toss
> JAPAN – Sumo Wrestling

Practice each event first to sharpen your skills. Then choose your options for competition and let the Games begin. You may represent any of 18 countries as you compete in the events. WORLD GAMES judges each event, keeps scores and awards medals to the winners. The winner gets the gold, a second place finish earns the silver and the third finisher receive a bronze medal.

If you break a "World Record", WORLD GAMES will save your name and display it on a special World Records screen.

Plug in your best joystick. This is the game you've been waiting for. The new thrills of WORLD GAMES are about to begin!

Key Controls

CBM 64/128
Joystick
SPECTRUM
Q – Up, O – Left, A – Down, P – Right.
Note: UP – Forward
DOWN – Back within the instructions.
SPACE – FIRE
AMSTRAD
Keys are redefinable by user.

Starting Play (C64)

When the WORLD GAMES title screen appears, press the FIRE BUTTON on your joystick to load the menu screen. The WORLD GAMES menu offers a choice of seven options for practising and competing in the events. To make a selection, use your joystick to move the cursor to one of the options and press the FIRE BUTTON. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All the Events
Compete in all eight events: Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Bull Riding, Caber Toss and Sumo Wrestling. The computer tallies the number of medals awarded to each player as you compete.

- To enter your name, type your name on the keyboard and press RETURN.
- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the FIRE BUTTON to make the selection. (To just listen to the country's anthem, type S).
- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries are entered, press RETURN.
- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the FIRE BUTTON, type Y. If you need to make any changes, select NO type or N.

OPTION 2: Compete in Some Events
(Disk only)
Similar to OPTION 1, but you compete only in the events you select.
- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the FIRE BUTTON.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word DONE and press the FIRE BUTTON.

OPTION 3: Compete in One Event
Similar to OPTIONS 1 and 2, but you compete only in the event you select.

- Use the joystick to choose the event, then press the FIRE BUTTON. (Or type the key matching the event number.)

OPTION 4: Practice One Event

- Use the joystick to choose the event, then press the FIRE BUTTON. (Or type the key matching the event number.)

Note: No scoring records are kept during practice rounds.

OPTION 5: Number of Joysticks
For one player: Plug your joystick into Port 2 and select 1.

For two or more players: plug in two joysticks and select 2.

- Select 1 or 2 by pressing the FIRE BUTTON. (Or type 1 or 2.)

OPTION 6: See World Records
Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

- Press the FIRE BUTTON to return to the menu.

OPTION 7: Include Travelogue (Disk only)
Displays the location and description of each event before you compete.

- Press the FIRE BUTTON to select NO if you don't want to see the descriptions. Select YES if you would like to read them before each event.

Note: There is no World Record save facility on cassette version.

Starting Play (Spectrum/Amstrad)

When WORLD GAMES has loaded you will be presented with a menu screen. The WORLD GAMES menu offers a choice of four options for practising and competing in the events. To make a selection use UP and DOWN to move to one of the options and press the FIRE key.

OPTION 1: Play All Events
Play all events: Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Caber Toss, Sumo Wrestling. The computer tallies the number of medals awarded to each player as you compete.

- To enter your name, type your name on the keyboard and and press RETURN.
- Repeat the name selection for each additional player (up to four). When all players' names are entered press RETURN.
- A verification screen appears. If all names are correct, select YES with the UP and DOWN keys then press FIRE. If you need to make changes select NO.

OPTION 2: Play Some Events
Similar to Option 1 but you compete only in the events you select.

- Select the event(s) by moving UP and DOWN and pressing FIRE.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word DONE and press FIRE.

OPTION 3: Play One Event
Similar to options 1 and 2, but you compete only in the event you select.

- Use UP and DOWN to choose the event, then press FIRE.

OPTION 4: Practice One Event

- Use UP and DOWN to choose the event, then press FIRE.

Note: Scoring is not kept during practice rounds.

The Games

WEIGHTLIFTING
The scene for this event is Russia, home of the best Olympic weightlifters in the world. The Soviets have ruled the "Iron Game" since 1960, when 360-pound giant Leonid Zhabotinsky squashed his competition by hoisting 1262 pounds in three lifts. Weightlifting is more than a test of strength – It is also a sport of strategy and style. The "snatch" and "clean and jerk" require timing, skill and determination.

- In practice rounds, select the type of lift by moving the joystick FORWARD or BACK. Press FIRE to continue.
- In competition, you must complete the "snatch" before competing in the "clean and jerk".
- To select the event, move the joystick LEFT or RIGHT. Press FIRE to continue.
- If no lifter wants to increase the weight after a successful round of lifts, the judges raise the weight 5 kg.
- Press FIRE to begin the lift.
- A total of three attempts at each type of lift are allowed for each player in the weight lifting competition.

The Snatch:
Several up and down joystick movements are necessary to complete a successful Snatch, and each must be made at the right moment.

- To bend down and grasp the bar, pull the joystick BACK. (Press DOWN).
- To begin lifting the bar, push the joystick FORWARD. (Press UP).
- During the lift, pull the joystick BACK to drop underneath the bar and "snatch" it over your head.
- To stand up from the squatting position, push the joystick FORWARD (Press UP).

- When two or more judges' lights in front of the platform turn WHITE, pull the joystick BACK (press DOWN) to lower the weights back down to the floor.

The Clean and Jerk
A successful lift is even harder in the CLEAN AND JERK – extra up and down movements are required, timing is more critical, and you'll need to rest to "gather your strength" momentarily before each part of the lift.

- To grasp the bar, pull the joystick BACK. (Press DOWN).
- To begin lifting the bar, push the joystick FORWARD. (Press UP)
- During the lift, pull the joystick BACK (press DOWN) to "clean" the bar and drop into a squat with the bar resting on your chest.
- To stand up from the squatting position, push the joystick FORWARD. (Press UP).
- To "jerk" the bar above your head, pull the joystick BACK again. (Press DOWN).
- To straighten your legs and complete the lift, push the joystick FORWARD (press UP) one more time.
- When two or more judges' lights in front of the platform turn WHITE, pull the joystick BACK (press DOWN to lower the weights to the floor.

Scoring: The winner is the lifter who successfully lifts the greatest weight. At least two of the judges must give white success lights for a lift to be considered successful. The judges vote on the accuracy of your timing. Two "hesitant" white votes mean your timing was poor. Three quick white votes mean your timing was perfect.

Timing: As the weight increases, timing becomes more critical. The right moment to clean the bar to your chest is easy to judge at lower weights, but extremely difficult as the Clean and Jerk approaches 200 kg. After you clean the bar, wait the right amount of time to gather your strength for the final lift. Too short and the lifter isn't ready, too long and his strength gives out. The key to learning the timing is practice. Practice, practice, practice.

Strategy: The key to strategy in weightlifting is knowing when to increase the weight – and how much to increase it. Know your limits and those of your opponents. A sudden 50 kg increase may knock your opponents out of the competition – but make sure you can lift the weight before you take the gamble!

BARREL JUMPING
Barrel jumping takes you to Germany, where skaters compete to jump over the most barrels in a single attempt. The sport started about 300 years ago in Europe where ice skating was a common form of transportation. In their dash before take-off, jumpers hit speeds above 40 mph, risking painful bruises if they fail to clear the last barrel. However, barrel jumpers keep protective gear to a minimum for lighter weight and longer leaps.

- To choose the number of barrels to jump, move and hold the joystick LEFT or RIGHT. Press FIRE to continue.
- Your skater appears on the ice ready to start. Press FIRE to begin skating.
- To move the skater's legs, move the joystick LEFT and RIGHT, alternating in rhythm with the movement of his legs.
- To skate faster, maintain your joystick movements in rhythm with his legs.
- To jump, press FIRE. The flag indicator on the ice shows a good take-off point for most jumps.
- To prepare for landing, pull the joystick BACK.
- Each player is allowed three attempts.

Scoring: The winner is the skater who clears the greatest number of barrels in one of their attempts with a successful landing.

Strategy: Build up as much speed as possible before jumping. The length of the jump depends on the speed at take-off. The timing of the jump is also important. If you jump too soon, you may not clear the last barrel – but if you jump too late, you may crash into the first barrel.

CLIFF DIVING

The cliffs of sunny Acapulco, Mexico, provide the setting for this dangerous sport. High on a cliff named La Quebrada ("the break in the rocks"), courageous divers launch themselves from a craggy ledge towards the crashing surf far below. To avoid the rocks at the cliff base, divers have to jump outward 27 feet during their 118-foot descent. Diver Raul Garcia has taken the leap from La Quebrada over 35,000 times.

- To select the height of your dive, push the joystick FORWARD or pull BACK. Press FIRE to prepare for the dive.
- Your diver will appear on the ledge you selected. Press FIRE BUTTON to start the dive.
- To arch your back during the dive, push the joystick FORWARD.
- Before you enter the water, pull the joystick BACK to straighten out and complete the swan dive.
- To avoid hitting the bottom surface under the water, move the joystick LEFT immediately after entering the water.
- Each player is allowed three attempts.

Scoring: Each diver is scored on the style and height of his dive. Smoothly executed swan dives score the highest style points. The highest scores are obtained with perfect swan dives from the highest ledge on "La Quebrada", while barely missing the rocks at the foot of the cliff.

Wind: The wind velocity for each dive is indicated by the length of the arrow at the top of the screen. The stronger the wind, the longer you must keep your diver's back arched to avoid the rocks.

Strategy: The depth of the water varies as waves go in and out. Try to time your dive in order to enter the water at its maximum depth. To achieve a better score, try to barely miss hitting the rocks near the foot of the cliff by arching your back as long as necessary during the dive. Also remember, that holding the joystick LEFT, RIGHT, FORWARD or BACK at the time of your leap adds extra velocity in that direction.

SLALOM SKIING

The setting for this event is Chamonix, France, where the first Winter Olympics took place in 1924. Skiing originated in Norway thousands of years ago. Ski racing dates from the earliest days of skiing in Norway, and modern slalom racing probably evolved from old traditional Nordic obstacle races. Slalom courses are designed as a test of reflexes, agility, precision and control. Of course, speed is vital – but skiers rarely exceed 25 mph in the slalom.

- To start skiing down the course, press FIRE.
- Control your skier's turns by moving the joystick LEFT or RIGHT to turn in that direction.
- Press and hold the FIRE BUTTON as you move the joystick to increase your speed and turning sensitivity (how sharp you turn).
- Complete the course by passing through each gate. A gate is two flags of the same colour – you must pass between each pair of flags.
- The gates alternate colours, so you must ski between blue flags, then red flags. (CBM version only.)

Scoring The winner is the skier who successfully completes the course with the fastest time. You will be disqualified if you fall. If you collide with a gate head-on, you'll "wipe out."

Strategy: Sharp turns slow you down. Try to use moderate turns as often as you can, timing each turn to position yourself for the next gate. As you pass through one gate, you should be setting up your approach for the next gate down the hill.

LOG ROLLING

Log rolling brings a visit to Canada, where two lumberjacks try to dislodge each other from a large floating log, spinning it back and forth until one contestant plunges into the icy river. (Splash!) Needless to say, log rolling requires great balance and agility. Log rolling began in Canadian lumber camps around 1840. The novice lumberjack always gets the same piece of advice: "Never take your eyes off your opponent's feet."

- You may compete against another person or the computer.
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name appears on that half must press FIRE. The next player does the same. This begins the event.

- To move the lumberjack's legs, move the joystick continuously LEFT and RIGHT. Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press the FIRE BUTTON while running.
- Each player gets three attempts.

Scoring: The winner is the last lumberjack to remain on the log. A scoring bonus is awarded to the winner based on the balance of the two contestants. A balance meter is displayed at the bottom of the screen. You score points whenever your balance is better than your opponent's. Scoring also depends on the length of the event; if you take too long to finish off your opponent, you'll receive a lower score.

Balance: Establish a rhythm with your lumberjack's legs; if you don't build speed at the correct rate he may lose his balance. The computer keeps balance meters (shown at the bottom of the screen) for both players. When a lumberjack is off-balance, his arms extend to help him recover.

Strategy: Make your opponent lose his balance by stopping the log, then changing the direction of the log's rotation quickly back and forth. Finish off your opponent by rolling the log rapidly in the direction that will cause him to fall off.

BULL RIDING

Bull riding is the most dangerous event in rodeo, a sport born over 100 years ago in the American West when cowboys challenged each other to contests of riding and roping for entertainment. The rider sits bareback on a wild bull weighing two-thousand pounds or more, and holds onto a rope to avoid being thrown. When a rider falls in real competition, rodeo clowns draw the bull's attention so the cowboy can escape.

- To choose which bull you want to ride, move the joystick FORWARD or BACK. The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake.
- Press the FIRE BUTTON to start the event.
- To respond to the bull's movements, hold the joystick as follows:

   BUCK: If the bull is bucking, hold the joystick LEFT or RIGHT, in the direction that the bull is moving.

   SPIN: Pull the joystick BACK to stay on the bull when it is spinning around.

   HALT: Hold the joystick LEFT or RIGHT in the opposite direction that the bull is moving. (i.e. If the bull faces left move the joystick RIGHT.)

Scoring: Scoring is based on style and length of the ride. The length of a ride is eight seconds. Riding harder bulls is worth more points. For the highest scores, ride Earthquake... if you dare.

Strategy: Try to anticipate the bull's moves correctly. Quick response to each move is the key to finishing a ride. The practice mode allows another player to control the bull's actions. Use this to develop a fast response to all of the moves a bull can make.

Controlling the bull with the joystick in practice mode:

Forward: 360° spin. The bull makes a full circle.

Forward with fire button pressed: 540° spin. The bull spins through a circle and a half.

Centre joystick: The bull bucks and runs.

Back: The bull halts suddenly. Guaranteed to throw the toughest hombre.

CABER TOSS

The heather splashed hills of Scotland are the birthplace of the ancient Caber toss. In this famous event from the Scottish Highland Games, athletes lift and throw a tree trunk the size of a small telephone pole. Cabers vary in size, but once tossed successfully they can never be shortened. The Braemar caber, one of Scotland's greatest challenges, is 19 feet long and weighs more than 120 pounds.

- To run with the caber, move the joystick **LEFT** and **RIGHT** in rhythm with the athlete's feet. To gain speed, increase the tempo of the rhythm smoothly.
- To plant your feet and throw the caber, press and hold **FIRE**.
- As the caber pivots in your hands, release **FIRE** to complete the throw. If you release too soon or too late, the caber may not flip correctly.

Scoring: The caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.

Strategy: The secret to the longest throws is building up your speed before the toss, while conserving as much energy as possible. The player who learns how to reach top speed the fastest will usually win the event. Be careful not to run any farther than necessary to build up your speed – long runs with the heavy caber will only sap your strength.

SUMO WRESTLING

Sumo is an ancient Japanese sport with many traditions. Two huge wrestlers grapple in a clay-surfaced ring, trying to topple each other to the ground or push each other out of the ring. In one part of the elaborate pre-match ceremonies, the contestants throw salt to purify the ring. Japanese boys must weigh 160 pounds at the age of 13 to enter sumo apprenticeship, and today's professional sumo wrestlers often weigh 400 pounds.

- Press **FIRE** to begin the event and go into the crouch.
- Control your wrestler by repeatedly moving the joystick as indicated for the following wrestling moves:

FOREARM

BACKWARD PUSH — FORWARD PUSH

BACKWARD SLAP — SLAP — FORWARD SLAP
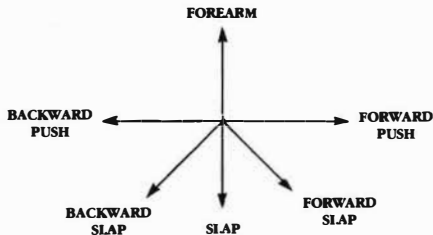
- Press and hold **FIRE** to attempt to grasp your opponent's belt. Then perform one of the following moves by repeatedly moving the joystick in the direction indicated, while still holding the button down.

UTCHARI

BACKWARD PULL — FOWARD GRAB

TRIP LEFT — SNATCH — TRIP RIGHT
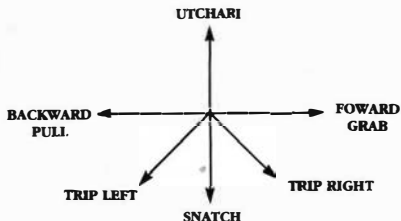
- The computer maintains stamina and balance factors for each wrestler.
- Release **FIRE** to let go of your opponent's belt.
- The first wrestler to leave the ring or touch the ground with any part of his body but the feet loses the match.

Scoring: Scoring is based on reaction time – both yours and that of your opponent. The player who can execute moves the quickest will get the highest scores. If you throw your opponent to the ground or push him out of the ring, you'll receive enough points to win the match. The shorter the match, the higher your score.

Strategy: Timing is important to success in the sumo ring. When you perform a move with **FIRE** pressed, be sure to release the button at the proper time to complete the move successfully. You can learn the timing through practice. Also keep in mind that Utchari is a good strategic move. Try using it when you're about to be pushed out of the ring.

World Games Scoring

AWARDS CEREMONY

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, (and his or her country's national anthem is played – CBM version only).

CHAMPION CEREMONY

If the players compete in all WORLD GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal   – 5 points
Silver Medal   – 3 points
Bronze Medal   – 1 point

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

WORLD RECORDS

If a world record is achieved in any event, WORLD GAMES saves the name of the record-breaking player. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

Continuing Play (C64 Disk only)

To restart WORLD GAMES at any time, press and hold the **RUN/STOP** and **RESTORE** keys at the same time. The program will reboot to the beginning of the game.

Game Program designed by Randy Glover, Stephen Landrum, John Leupp, Brian McGhie, Stephen Mudry, Erin Murphy and Scott Nelson.

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