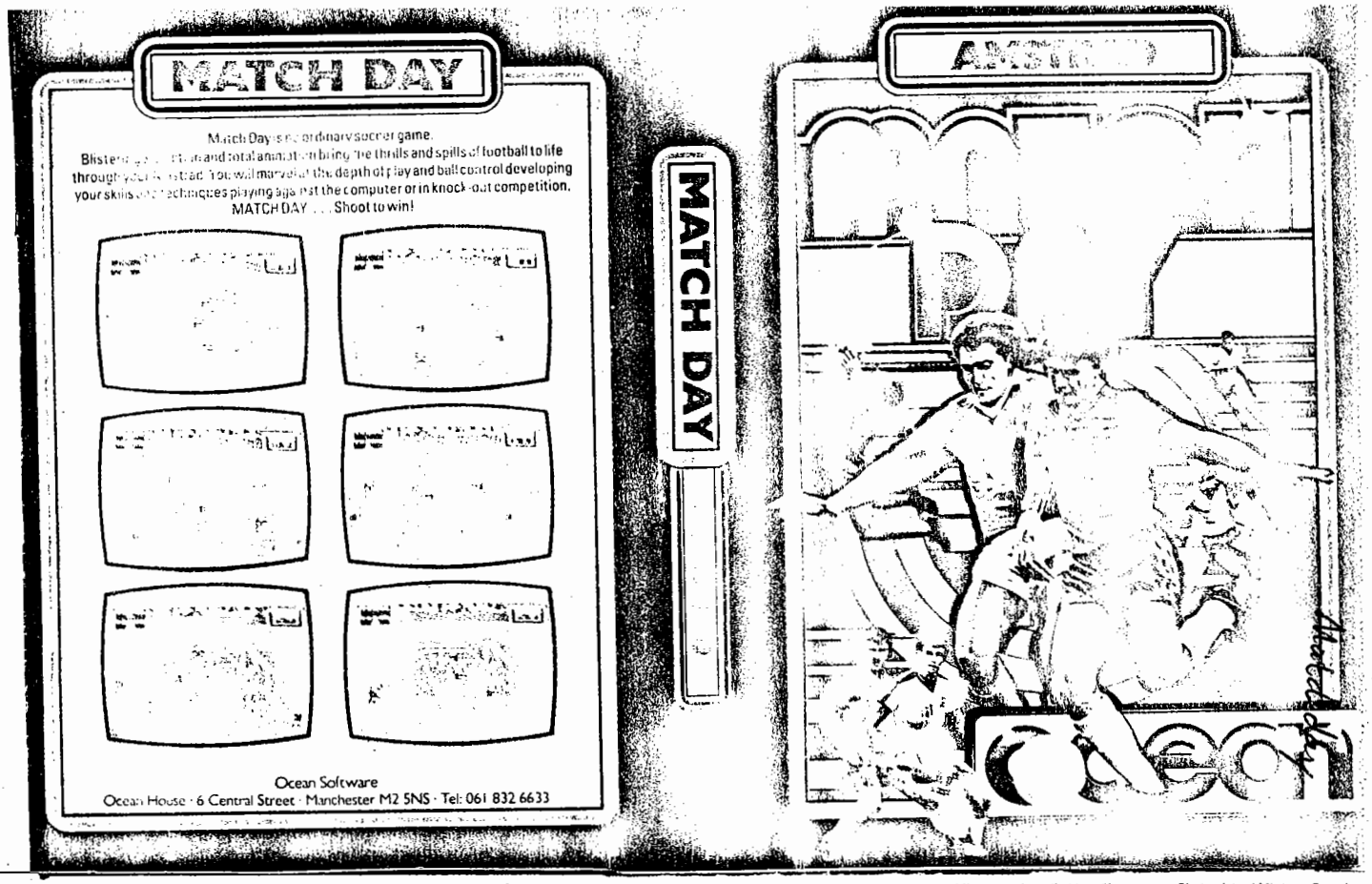

MATCH DAY

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Legen Sie die Kassette mit der bedruckten Seite nach oben in Ihren Kassettenrekorder ein und überzeugen Sie sich, ob sie ganz zurückgespielt ist. Kontrollieren Sie, ob das Verbindungskabel zwischen dem EAR-Anschluß am Rekorder und dem EAR-Anschluß am Amstrad angeschlossen und der MICC-Anschluß unterbrochen ist.
Das Spiel wird wie von einer Kamera betrachtet. Die Kamera übersieht das Spielfeld automatisch. Jedes Team trägt deren eigenen Farben (im normalen Spiel sind dies rote Leibchen und blaue Hosen für Team 1, blaue Leibchen und blaue Hosen für Team 2) und besteht aus einem Torhüter, Verteidiger, Mittelfeldspieler und Stürmer. Während des Spiels geht jeder Spieler in die den Fußballregeln entsprechende Stellung (d.h. dies hängt davon ab, welche Seite am Spial ist, wo der Ball ist und in welcher Position der Spieler ist usw.).
Sie können den Spieler, der im Besitz des Balls ist, oder jenen, der sich an der besten Stelle befindet, um den Ball zu bekommen, kontrollieren. Dieser Spieler wird am Schirm durch seine Schuhe hervorgehoben, deren Farbe sich auf Orange ändert.
Mit diesem Spialer können Sie den Ball dribbeln, Angriffe durchführen, den Ball zupassen, mit dem Kopf stossen, decken, Cornerstösse, Outeinwürfe und praktisch alle möglichen Fußballtricks ausführen.

LADEN

SCHNEIDER CPC 464
Die zurückgespulte Kassette in das Kassettendeck stecken. RUN" eingeben und dann die ENTER-Taste drücken. Den Anweisungen auf dem Bildschirm folgen. Ist eine Diskette angeschlossen, ITAPE eingeben, dann die ENTER-Taste drücken. RUN" eingeben und ENTER-taste drücken. Sollten Schweirigkeiten auftreten, die Anweisungen in Kapitel zwei befolgen.

SCHNEIDER CPC 664 & CPC 6128
Geeigneten Kassettenspieler anschliessen und darauf achten, dass die richtigen Kabel gemäss den Anweisungen angeschlossen wurden. Das zurückgespulte Band in den Kassettenspieler stecken und ITAPE tippen, dann die ENTER-taste drücken. RUN" eingeben und ENTER-taste drücken. Anweisungen gemäss dem Bildschirm folgen.

TRICKS AND ÜBUNG

Dribbeln
Während der Spieler im Besitz des Balls ist, ist das Dribbeln automatisch. Der Ball ist immer ein kurzes Stück vor Ihrem Spieler, unabhängig von der Richtung (acht mögliche Richtungen), in der Sie ihn bewegen.
Es ist wichtig darauf zu achten, daß der Spieler mit dem Ball nicht so schnell laufen kann als ohne Ball. Es ist daher wichtig zu erlernen, wie man den Ball schnell hin- und herpassen kann.

Passen
Um den Ball zu passen, müssen Sie die Kickkontrolltaste verwenden. Der Ball wird sich in die Richtung bewegen, der Sie zugewandt sind. Es gibt zwei verschiedene Pessarten: Entlang des Spielbodens und durch die Luft. Um den Spielboden entlang zu passen, müssen Sie stillstehen, wenn Sie den Ball kicken. Wenn Sie den Spieler bewegen, wird der Ball in die Luft fliegen und den Spielboden entlang auf- und ab-prallen. Dieser Pass ist der längste von den beiden Passarten.

Stoppen
Um erfolgreich in den Besitz des Balls zu kommen, müssen Sie seine Richtung abschätzen und Ihren Eingriff richtig planen, so daß der Ball zu Ihren Füßen landet. Dies ist besonders wichtig, wenn Sie einen Ball stoppen wollen. Es ist auch wichtig den Schatten, der direkt unter dem Ball ist, immer im Auge zu haben. Achten Sie darauf, daß der Schatten größer wird, wenn der Ball steigt, und kleiner wird, wenn der Ball fällt. Wenn Sie einen Ball zu früh stoppen, wird er entweder von Ihren Beinen, Ihrem Körper oder Ihrem Kopf abprallen. Die Richtung, wohin der Ball danach springt, ist abhängig von der relativen Geschwindigkeit und der Richtung, aus der der Ball kommt und der Stellung des betreffenden Spielers.

Torhüter
Der Torhüter läßt sich im entsprechenden Augenblick automatisch steuern — dies läßt sich an den Schuhen erkennen, die die Farbe wechseln. Sie haben dann die Wahl, einen Sprung nach links oder nach rechts zu machen, indem Sie die entsprechende Richtungssteuerung gemeinsam mit 'Kick-fire' verwenden.

Eingestellte Spielfunktionen
Diese umfassen Cornerstösse, Zuspielen zur Mitte und Torschüsse. Es ist möglich, diese Einstellungen durch richtige Verwendung der Steuerungen sehr genau zu kontrollieren. Zusätzlich zur Fähigkeit, den Ball zu kicken und zu werfen, stehen Ihnen auch noch drei Kraftstufen zur Auswahl: schwach, normal, hart.
Um die Schußstärke von schwach auf hart zu ändern, müssen Sie folgende Regel befolgen: Drücken der Tasten/des Joysticks, um den Spieler vorwärts zu bewegen, ergibt einen harten Schuß/langen Wurf usw.
Drücken der Tasten/des Joysticks, um den Spieler ruckwärts zu bewegen, ergibt einen schwachen Schuß kurzen Wurf usw.
Die Richtung des Schusses/Wurfes kann geändert werden, indem die Steuerungen, die gewöhnlich den Spieler in diese Richtung bewegen, beim Drücken des Schuß-/Feuerknopfes verwendet werden. Um die Steuerbarkeit des Balls richtig zu verstehen, ist sehr viel Übung erforderlich.

Einwurf
Wenn der Ball aus dem Spielfeld geht und die Seitenlinie überquert, wird ein Mitglied das entsprechenden Teams automatisch den Einwurf ausführen. Wenn der Wurf Ihrem Team zuerkannt wurde, werden Sie den Spieler, der den Einwurf machen wird, steuern können, indem Sie den Schußknopf drücken. Sie können den Ball auf neun mögliche Positionen zuwerfen.

Cornerstösse
Cornerstösse funktionieren ähnlich wie Einwürfe. Der Ball kann in neun mögliche Richtungen gehen. Achten Sie darauf, daß bei den drei 'weichen' Schüssen der Ball am Spielboden entlang rollt.

Torschuß
Torschüsse funktionieren ähnlich wie Cornerstösse, wobei die drei 'weichen' Schüsse den Ball am Spielboden entlangtreiben.

Anstoß
Wie nach den Regeln des Fußballverbanden, muß der Bal von der Mitte vorwärts die Linie überqueren. Ein 'weicher' Mittlestoß nach links bzw. rechts, wird deshalb den Ball etwas über die Mittellinie nach vorne bewegen.

OPTIONEN
Nachdem das Programm erfolgreich geladen wurde, werden Sie das Hauptmenü (MAIN MENU) zu sahen bekommen, das wie folgt aussieht:
PLAY 1 PLAYER GAME
PLAY 2 PLAYER GAME
PLAY MATCH DAY SPECIAL
CHANGE MATCH DETAILS
CHANGE TEAM NAMES
Beachten Sie, daß die erste Zeile weiß hervorgehoben ist und eine SPACE-Taste deneben hat. Wenn Sie die Schirmanleitung "Press ENTER to select" befolgen und jetzt ENTER drücken, werden Sie das Spiel normal mit einem Spieler gegen den Computer beginnen.
Match Day bietet drei Spieloptionen:
PLAY 1 PLAYER GAME (1-Spieler-Spiel)
PLAY 2 PLAYER GAME (2-Spieler-Spiel)
PLAY MATCH DAY SPECIAL (Match Day Spezial)
Bei Match Day Special konnen Sie gegen Ihre Freunde und mit oder ohna Computer in einen 3-stufigen Cupwettbewerb spielen.
Bevor Sie ein Match beginnen, werden Sie wahrscheinlich die einzalnen Spieloptionen einstellen müssen. Unter anderen ermöglichen Ihnen diese Optionen die Lange jedes Spiels, die Teamfarben und die Steuertasten zu andern und das Spiel so einzustellen, daß Sie und Ihre Freunde im Cupwettbewerb gegeneinander spielen konnen. Diese Optionen konnen durch das folgende Menü geandert werden:
CHANGE MATCH DETAILS
(Ändern der Spieleinzelheiten)
CHANGE TEAM NAMES
(Ändern der Teamnamen)
CHANGE TEAM COLOURS
(Ändern der Teamfarben)
CHANGE GAME CONTROLS
(Ändern der Spielsteuerungen)
Bei jedem Menu konnen die Optionen mittels folgender Tasten geandert werden:

SP	SPACE (LEERTASTE)	nach 'unten' bewegen.
ENT	ENTER (EINGABE)	s. Schirmanleitungen hinsichtlich Verwendung
ESC	ESCAPE (UMSCHALTEN)	Verlassen des Menus.

Diese drei Tasten werden durchgehend verwendet und mit ein wenig Übung ist es möglich die Tasten schnell und einfach zu andern.

Change Match Details
(Ändern der Spielenzelheiten)
Um diese Option zu eröffnen, müssen Sie die Leertaste so oft drücken, bis diese Option hervorgehoben wird. Beachten Sie, daß die SP-Marke am Schirm die ent sprechende Auswahlsstellung anzeigt. Wenn Sie 'Change Match Details' hervorgehoben haben, müssen Sie ENTER drücken, um dieses Menu zu eröffnen. Sie werden drei Optionen zu sehen bekommen:

Length of each half
(Länge jeder Spielhälfte)
Difficulty Level
(Schwierigkeitsgrad)
Number of Players
(Spielerenzahl) (nur beim Cup)
Computer Opponent
(Computergegner) (nur beim Cup)
Length of each Half
(Länge jeder Spielhälfte)
Bei einem normalen Fußballmetch **deuert** ein Spiel 45 Minuten pro Hälfte. Bei MATCH DAY können Sie die eigentliche Zeit für jede Hälfte zwischen 5, 15 oder 45 Minuten einstellen, Beachten Sie, daß während des Spiels die Schirmuhr immer von 0-45 und 45-90 Minuten gehen wird. Wenn es in einem Matchspiel nach 90 Minuten zu einem Unentschieden kommt, werden zwei 15 Minuten lange Nachspielperioden gegeben. Die eigentliche Länge jeder Nachspielperiode ist proportionel zur gewählten Dauer jeder Spielhälfte.

Schwierigkeitsgrad
Wenn Sie in einem 1-Spieler-Spiel gegen den Computer spielen, konnen Sie fur Ihren Gegner eine von drei Leistungsstufen wählen:
Amateur
Professional
International
Im Cupbewerb beginnt der Computer die Viertelfinalspiele mit diesen eingestellten Stufen. Die Computerleistungsstufe steigt im Halbfinale um eine Stufe und im Finale nochmals um eine Stufe. Dies bedeutet, daß ein Cupfinale gegen den Computer immer auf internationalem Niveau gespielt wird.

Number of Players
(Spielerenzahl) (nur beim Cup)
Im Cupbewerb können bis zu acht Personen teilnehmen. Eine willkürliche Auswahl entscheidet die Viertelfinalstufe und Spiele werden gespielt und wiederholt, falls notwendig, um die vier Semifinalmannschaften zu finden. Diese werden dann willkürlich ausgelost und die zwei Spiele werden ausgetregen, um die Finalmannschaften zu ermitteln.

Computer opponent
(Computergegnar) (nur beim Cup)
Falls im Cup weniger als acht Spieler teilnehmen, haben Sie die Auswahl den Computer fur die restliche Anzahl einzusetzen. Wenn 'Computer Opponent' auf 'YES' gestellt wird, wird die Cupauslosung, wenn moglich, einen Spieler mit einem computergesteuerten Gegner paaren. Wenn die Auswahl auf 'NO' gestellt wird, werden Spieler mit Spieler gepaart und restliche Spieler erhalten ein 'bye' fur die nachste Runde. Verwenden Sie SP, um die Spieleinzelheiten, die Sie verandern wollen, hervorzuheben. Danach verwenden Sie ENTER um die Optionen den Anforderungen entsprecnend durchzugehen. Nachdem Sie d. Spieleinzeleinheiten eingestellt haben, mussen Sie ESC drucken, um zum Hauptmenu zuruck zu gelangen.

Change Team Names
(Ändern der Teamnemen)
Sie können für die acht Spieler jeden beliebigen Namen eintippen, indem Sie das 'Change Name Menu' verwenden. Sie müssen dazu in das Hauptmenü gehen und mit SP die 'Change Team Names' — Option hervorheben. Drücken Sie danach ENTER. Verwenden Sie dann SP, um den Teamnamen hervorzuheben, den Sie ändern wollen. Verwenden Sie DELETE, um den gegebenen Namen zu loschen und tippen Sie den Namen Ihrer Auswahl ein. Drücken Sie abschließend ENTER und ESC, um zum Hauptmenü zurückzukehren.

ANM 1: Wenn ein Einzelspiel gespielt wird, stehen die Teamnamen in der 'Change Team Names' — Menüliste ganz oben.

Change Team Colours
(Ändern der Teamfarben)
Dieses Menü und das nächste ('Change Game Controls') ist am Beginn jedes Spiels erhältlich. Um es zu überprufen, können Sie ein Einzelspieler-Spiel beginnen, indem Sie die. obere Auswahl- 'PLAY 1 PLAYER GAME' - vom Hauptmenü wählen.
Die Anzeige wird jetzt das sekundäre Menu zeigen:
PLAY ?? HALF
CHANGE TEAM COLOURS
CHANGE GAME CONTROLS
SWAP CONTROLS
Um die Teamfarben zu ändern, müssen Sie zuerst diese Option hervorheben (durch Drücken von SP — SPACE) und dann ENTER drücken. Sie können SP verwenden, um die farben der beiden engezeigten Spieler zu ändern.
Wenn Sie die Farben gewechselt haben, müssen Sie ENT drucken, um wieder zum sekundären Menü zurückzukehren. Sie werden feststellen daß SP-Marke jetzt bei der Kick-off-Option (Anstoß) ist. Wenn Sie die Spielsteuerungen ändern wollen, müssen Sie SP so lange drücken, bis die Auswahl hervorgehoben wird. Drücken Sie jetzt ENTER.

Change Game Controls
(Ändern der Spielsteuerungen)
Um Ihren Teamspieler zu stauern, können Sie jede Taste der Testatur oder jeden Joystick oder eine Kombination der beiden verwenden.

ANM. Wenn Sie den Amstrad-Joystick verwenden, dann kann das Spiel mit zwei Joysticks gespielt werden.
Es gibt fünf Spielerkontrollen: UP, DOWN, LEFT, RIGHT and KICK (auch für DIVE (Sprung) des Torhüters und für THROW-INS (Einwürfe)).
Es gibt auch zwei PAUSE GAME Tasten (Pausetasten) — CTRL +ENT (Beachten Sie, daß dies das Enter bei der Funktionstastengruppe ist). Das gleichzeitige Drücken dieser Tasten ergibt eine Spielpause. Sie können dann entweder CTRL noch einmal drucken, um das Spiel zu beenden oder irgendeine andere Taste, um das Spiel wieder zu beginnen. Wenn das Spiel ein Cupspiel ist, treffen folgende Regeln zu:
1. Wenn das Spiel gegen den Computer geführt wird, wird der Computer in die nächste Runde weitergehen (es wird angenommen, daß die Person aus dem Wettbewerb ausscheiden will, wenn wie das Spiel beendet).

ANM: Sie müssen jene Tasten wählen, die mit den PAUSE-Tas nicht in Konflikt geraten.
Um eine bestimmte Steuerung zu ändern, müssen Sie die entsprechende Taste (oder Richtung am Joystick) nach den Bildschirmhinweisen drucken.
Die letzte Option auf dem sekundären Menü ermoglicht Ihnen, Steuerungen fur jeden Spieler zu vertauschen. Dies ist vor allem nützlich, wenn ein 2-Spieler-Spiel gespielt wird und nur ein Jo zur Verfügung steht.
Wie bereits erwahnt, wird dieses Menu am Ende jedes Spielpe engezeigt. Um das Spiel zu beginnen, müssen Sie ENT drucken, die 'Start Game' Option hervorgenhoben wird.

Normaltasten
Falls die unteren Tasten nicht neu definiert wurden, werden Si folgende Spielsteuerungen durchfuhron.

Spieler 1

Links F1 0
Rechts F2 ENTER
Aufwarts TAB
Abwarts SHIFT
Stoßen SPACE

Spieler 2

Vier Cursor-Tasten
Copy Tasten

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MATCH POINT

Once you have mastered the skills and strategy of MATCH POINT all that remains is to take a deep breath and step out onto the Centre Court in front of the waiting crowd

THE CHAMPIONSHIP

You are in the singles competition of the world's most famous tennis championship, and have the option of picking up your racket at any of the following stages

...er Finals
...r all levels of experience

...inals
Lo...ands increased ball control and faster reflexes

Finals
The peak of professional achievement Only the very best should challenge the existing world champion, your computer opponent

EXHIBITION MATCH

If you would rather sit back with your shoelaces and cream and watch the professionals exert themselves, then select the Demo Match option — but be prepared to sit on the edge of your seat! This match can be played by middle, senior or top seeded tennis stars as you wish
A Demo game will automatically start after 15 seconds if you do not select an option To select an option use the joystick control or the keyboard control keys for player one as shown under the operating instructions and press the fire button/swing key to make the selection

OPERATING INSTRUCTIONS

Player control can be achieved by Joystick or through the keyboard. The direction and speed of the ball are determined by the position and motion of the player and also the timing of the swing of the racket. For example, extra speed can be imparted by moving forward while swinging, and striking the ball at the end of the swing will ...fferent effect from striking at the beginning ...d from forehand to backhand is automatic where ...ite, and can be forced by pressing the fire ...swing key once The ESC key can be pressed while ...ween sets to pause the game If the Y key is pressed after this the match will be abandoned

JOYSTICK CONTROL		KEYBOARD CONTROL	
move left	LEFT	move left	RIGHT
move up	UP	move down	DOWN
swing racket	FIRE		

For a single player against the computer use the keys for player one and for two players

	Player one	Player two
move left	X	←
move right	C	→
move up	W	↑
move down	S	↓
swing racket	Space Bar	0 on the numeric keypad

SCORING

The scoring and rules adapted for this game are those of lawn tennis, and this section is intended for those not familiar with the sport of tennis
A MATCH is played over 5 SETS, and the winner is the first to win 3 Sets
A set is made up of GAMES, the winner being the first to win 6 games, and they are played with the ADVANTAGE or the scores reach 6 games each, then a TIE-BREAK is played to settle the set
Games are made up of POINTS, and are won by the first player to reach four Points, with a lead of two Points
Play continues until one player has a lead of two Points
The scoring for Points goes as below:

zero points ..... love
one point ..... "15"
two points ..... "30"
three points ..... "40"
four points ..... "game"

If both players should reach "40" then the score is called "Deuce" and the winner of the next Point is said to have the "advantage". Should he win the subsequent Point then he wins the Game, having won four Points in the set. Otherwise the score returns to "deuce"
Players have SERVICE for alternate Games (four points) and players change ends at the end of every odd numbered Game
TIE-BREAKS consist of ordinary points, labelled 1, 2, 3 etc, and the winner is the first to 7 points with a lead of two points, otherwise play continues till a two point lead is achieved

MATCH POINT

macadam bumper

Instructions

1. To Load:
Spectrum 48K. Ensure that you have the Spectrum side of the tape uppermost in your tape player and use the command LOAD"". For the Amstrad version use CTRL & small enter key. (Note if using CPC664 then press SHIFT & @ TAPE before starting).

2. After loading is complete you will be presented with a menu page.
a. Pressing P will start the game. The default keys are as follows:–

SPECTRUM		AMSTRAD
BREAK/SPACE =	RIGHT FLIPPER	= ?/
CAPS SHIFT =	LEFT FLIPPER	= X
SYMBOL SHIFT =	JOLT RIGHT	= /
Z =	JOLT LEFT	= Z
Q =	RETURN TO MENU	= Q
R =	TRAPPED BALL RELEASE	= R
C =	INSERT COIN	= C
N =	SELECT NO OF PLAYERS/START	= N

MACADAM BUMPER COMPETITION

Ever wanted a real Pinball machine?

Now is you're chance to own one. All you have to do is design a pinball table layout using this program, and send a copy saved on tape to us at PSS with this section of the inlay card. The winner will become the proud owner of a very valuable electronic pinball table. In addition 10 runners up will each receive £25 worth of vouchers redeemable against any PSS products. The competition closes on 31 January 1986 and entries *must* be accompanied by this section of the inlay card.

(fill in this section)
NAME: .....
ADDRESS: .....
.....
.....
.....
TEL: .....
MACHINE: .....
TITLE OF DESIGN: .....

Send your entries to:
PSS
PINBALL COMPETITION
452 STONEY STANTON ROAD
COVENTRY
CV6 5DG.

b. Pressing R allows you to redefine the keys as you wish.

c. Pressing M allows you to modify the existing Pinball table layout.

The first screen you see allows you to change all the scoring, speed of play etc. Simply move the flashing cursor around the board and input your chosen values. Move the cursor using the arrow keys on the Amstrad and CAPS SHIFT & CURSOR KEYS on Spectrum followed by enter.

Inputting Y to modify the layout will allow you to alter the actual design of the pinball table. On the left of this screen you will see a selection of components indicated by a letter or number. Move the cross hair cursor to the desired point on the table, press a letter and that component will be positioned there.

There are two ways to erase any component: (i) If you have just positioned a piece and immediately want to remove it (you haven't moved the cursor), press SYMBOL SHIFT & the component letter for the Spectrum version, or CTRL & letter for Amstrad. If you have moved the cursor, however, press CAPS SHIFT/DELETE on the Spectrum or DEL on Amstrad, and the cursor will become a flashing square. To move this cursor use the arrow keys; to erase something use the following keys – LEFT = G UP = Y RIGHT = H DOWN = B

Pressing Enter will exit the rubout mode.

To change the colours press O on the Amstrad and follow the prompts. On the Spectrum use the following keys:–
CAPS SHIFT + B = BORDER COLOUR
CAPS SHIFT + C = PAPER COLOUR
CAPS SHIFT + X = INK COLOUR

CAPS SHIFT + SYMBOL SHIFT gives you a paint brush which can move using the following keys – LEFT = G UP = Y RIGHT + H DOWN = B

d. C = Create a new layout. This option gives you a completely blank table on which to start work.

e. Once you have completed a design, you can use S to save it to tape (or disk on Amstrad) and L to reload a saved design.

Playing the game.

First press C to put a coin in the machine. Each coin gives you 5 balls. Now press N up to 4 times to give up to 4 players. A ball will now appear on the launcher. Pressing both flipper keys together will pull the launcher back and releasing the keys will eject the ball and you're playing Macadam Bumper!

AMSTRAD

MAG MAX

Nichibutsu

SCREEN SHOTS FROM ARCADE VERSION

5 013156 010798

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Mag Max runs on the Amstrad CPC 464, 664 and 6128 micro computers.
Mag the Max, a secret robot project is all that remains of the galaxy's civilisation: Component parts are scattered around the planet – assemble our hero and engage the mechanised invaders.

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER key. Then type RUN" and press ENTER Key.
(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

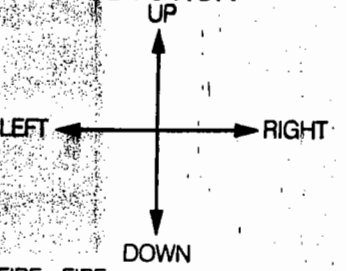
THE GAME

In the last days before the great collapse, the remnants of humanity realised that their demise was inevitable.
Mechanoid hordes from a distant and undiscovered galaxy had laid waste to civilisation in a series of brutal attacks, leaving only death and destruction in their wake. But as reports of the first assault rang through the known worlds, Sci-corps were putting the finishing touches to a prototype robo-centurian; Mag Max. The last defender of mankind was barely completed before Sci-corps too were reduced to dust in a withering hail of laser death. The invaders however prove to be their downfall, for deep closed and Mag Max lives! Seeking across the continents he gains stren programme: Death to the Invaders! Begin by guiding Max along the pla underground caverns. Take control component parts; As the assembly will increase. You will also discover s to the underground levels where m Armaments consist of a Super-Lase aliens and their structures, however vanquished with the special lance t At the end of each stage you confro which must be completely overcom

CONT

Max is controlled by either keyboard compatible.

JOYSTICK



FIRE – FIRE

STATUS AN

On-screen scoring shows current sc remaining.

!Commencez par guider Max le long de la
ernes souterraines. Prenez contrôle de lui
a planète. Au fur et à mesure que ces
ses défenses augmentent. Vous
ciaux qui transporteront Max à des
l'attendent. L'armement dont vous
avec lequel vous devez éliminer tous les
; on ne peut exterminer certains que grâce
re armement.
e chef des envahisseurs qui doit être
nuer au niveau suivant.

IANDES

r soit grâce au levier et la plupart des

VIER

– HAUT
– BAS
– GAUCHE
– DROITE
RE D'ESPACEMENT – FEU
ER – PAUSE
uyer de nouveau sur ENTER pour continuer)

ON ET SCORE

indique le score actuel, le hi-score et le
nts allant de 50 à 200 vous est attribué
destruction de leurs défenses; le Monstre
Les vies de bonus sont accordées tous

.S UTILES

los groupes d'envahisseurs – calculez
de points.

norceau en lui portant plusieurs coups.
au supérieur, redescendez pour un
vez de rester au milieu de l'écran car cela
noeuvrer.

EDITS

I, © Game Design Nitchibutsu

MAG MAX

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Mag der Max, ein geheimes Roboterprojekt, ist alles was von der Zivilisation der Milchstraße übrigbleibt; die Bestandteile sind überall auf dem Planeten verteilt – setze unseren Helden zusammen und bekämpfe die mechanisierten Invasoren.

LADEN

CPC 464

Lege die zurückgespulte Kassette in das Kassettenteil, tippe RUN" und danach drücke die ENTER Taste. Folge den Anweisungen, wie sie auf dem Bildschirm erscheinen. Falls ein Diskettenlaufwerk angeschlossen ist, tippe TAPE und danach drücke die ENTER Taste. Anschließend tippe RUN" und drücke die ENTER Taste (Das Symbol erhaltst Du, indem Du die Umschalter Taste festhältst und @ drückst.)

CPC 664 und 6128

Schließe einen geeigneten Kassettenrekorder an und versichere Dich, daß die korrekten Kabel angeschlossen sind, wie es in der Anleitung für Benützer beschrieben ist. Lege die zurückgespulte Kassette in den Rekorder und tippe TAPE und danach drücke die ENTER Taste. Anschließend tippe RUN" und drücke die ENTER Taste. Folge den Anweisungen, wie sie auf dem Bildschirm erscheinen.

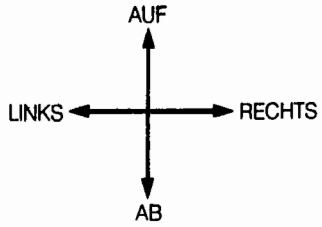
DAS SPIEL

In den letzten Tagen vor dem grossen Zusammenbruch realisierten die Überbleibsel der Menschheit, daß ihr Ende unabwendbar war.
Mechanoide Horden von einer fernen, unbekannten Milchstraße hatten die Zivilisation mit brutalen Angriffen verwüstet und nur Tod und Zerstörung hinterlassen. Aber als Berichte von den ersten Angriffen überall in den bekannten Welten gehört wurden, stellten Sci-Corps gerade den Prototypen eines Robo-Zenturions fertig: Mag Max. Der letzte Verteidiger der Menschheit war kaum fertiggestellt, als auch Sci-Corps in einem vernichtenden Laserhagel untergingen. Die Invasoren jedoch wissen nichts von diesem Projekt, welches zu Ihrem Untergang führen könnte, denn in den Tiefen des Planeten hat sich ein Kreislauf geschlossen, und Mag Max lebt! Während er seine über die Kontinente verteilten Bestandteile zusammensucht, gewinnt er an Stärke und Feuerkraft, um sein Programm zu erfüllen: Tod den Invasoren!
Zuerst führst Du Max über die Oberfläche des Planeten und durch die Untergrundkavernen. Übernimm seine Kontrolle und durchsuche den Planeten nach den Bestandteilen; durch sie vergrößern sich seine Stärke und Abwehrkräfte. Du wirst auch spezielle Krater finden, die Max in den Untergrund und zu neuen Gefahren transportieren.
Die Bewaffnung besteht aus einem Super-Laser, womit Du alle Außerirdischen und deren Strukturen eliminieren mußt. Einige können allerdings nur mit der Speziallanze besiegt werden, welche ein Teil Deines Waffensystems ist.
Am Ende jeder Stufe stehst Du dem Führer der Invasoren gegenüber, den Du ganz bezwingen mußt, um auf die nächste Stufe vorzustoßen.

STEUERUNGEN

Max kann entweder von der Tastatur oder vom Joystick kontrolliert werden, und die meisten Interfaces sind kompatibel.

JOYSTICK



FIRE – FEUER

TASTATUR

Q	– AUF
A	– AB
N	– LINKS
M	– RECHTS
UMSCHALTER	– FEUER
ENTER	– PAUSE

(Drücke nochmals ENTER zum Wiederbeginn)

STATUS UND PUNKTEGEWINN

Die Höchst– sowie die laufende Punktezahl und die Anzahl verbleibende Leben erscheinen auf dem Bildschirm. Es gibt zwischen 50 und 200 Punkte für erledigte Außerirdische und zerstörte Verteidigungsanlagen; für das Monster am Ende jeder Stufe erhältst Du 10.000 Punkte. Bonus Leben gibt es pro 20.000 Punkte.

SPIELTIPS

1. Merke Dir die Bewegungsmuster der außerirdischen Gruppen – schieße im richtigen Moment, damit Du die meisten Punkte erhältst.
2. Sei sehr vorsichtig mit den Bunkern.
3. Der Drachen muß Teil für Teil mit mehrfachen Treffern erledigt werden.
4. Wenn es Dir auf einer hohen Stufe "zu heiß" wird, gehe für eine Weile eine Stufe zurück.
5. Versuche Dich möglichst in der Bildmitte aufzuhalten, dadurch gewinnst Du Zeit zum manövrieren.

HERAUSGEBER

Produced by D.C. Ward
© 1986 Imagine Software (1984) Limited
© Game Design Nitchibutsu

This product contains only one cassette tape. The larger packaging has been introduced as a standard for this and future products. We may from time to time

SOFTWARE PROJECTS **MANIC MINER** **AMSTRAD CPC 464**

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MANIC MINER

Miner Willy, while prospecting down Surbiton way, stumbles upon an ancient long forgotten mine-shaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store.

In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like poisonous pansies, spiders and slime and worst of all, manic mining robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

LOADING INSTRUCTIONS

AMSTRAD CPC 464

MANIC MINER

1. Turn computer on
2. Place cassette on data recorder
3. Rewind cassette to beginning then press Stop/Eject key
4. Press CTRL and small Enter keys simultaneously. The computer will respond by displaying 'Press PLAY then any key':
5. Press PLAY on your data recorder then press a key, your program will now load.

TO MOVE USE KEYS

Q, E, T, U or O = MOVE LEFT
W, R, Y, I or P = MOVE RIGHT
SHIFT TO SHIFT (SPACE BAR) = JUMP
A to H = PAUSE
J to ENTER = TUNE ON/OFF

CAN ALSO BE PLAYED USING JOYSTICK, PUSH BUTTON TO JUMP

Authors: Derek Rowson & Steve Wetherill

PROGRAMS WANTED

Have you written a good game, utility or educational program and need a Software House to market it for you?

Then why not send your cassette or disk to us at Software Projects for free appraisal and possible acceptance? If you do not want to send your program through the post, then a video on VHS, Beta or Philips format showing the program being played will be of help.

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44532

MARAUDER

48K ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128, ZX Spectrum +2 and ZX Spectrum +3
Amstrad CPC 464, CPC 664 anc CPC 6128 Commodore 64 and 128

SCENARIO

In aeons past a cruel and despotic civilisation stole the Jewels of Ozymandius and buried them deep beneath the multiple defences on the planet Mergatron where they have remained pulsating strangely to the present day.

Now with the crude civilisation long decayed and cracked the creaking auto-defences of Mergatron swept low with the sands of time wind thunderously into action at any hint of intrusion. And you, Captain C. T. Cobra with your lone Marauder Battlecar are determined to retrieve the Jewels from eternity's remorseless grip.

Airborne drones scream low overhead, their bouncing bombs pitching and blasting. The desert sand kicks in your face as your Marauder skids squat and ugly, its massive laser cannon crash-firing the defences to oblivion..Spinning eyepods close you down and electro-hoverers spit fire as seeker missiles shudder over the horizon. Wheels spin and screech as your Battlecar heaves to confront the pursuers.

With energy levels dropping you scan desperately beyond the aliens. You spot a distant weapon beacon. Can you battle to the beacon to recharge your besieged craft?

LOADING INSTRUCTIONS

Spectrum Cassette

48K ZX Spectrum, ZX Spectrum Plus or ZX Spectrum 128 with cassette player, ZX Spectrum +2

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). When using a Sinclair Interface 2 or the ZX Spectrum +2 plug the appropriate joystick into port 1. Unless using a ZX Spectrum +2 connect a cassette player to the computer in the usual manner. Rewind the cassette if necessary, enter LOAD " " on the computer keyboard and press the ENTER key. Press the Play key on the cassette player. The game takes a few minutes to load.

Spectrum Disc

ZX Spectrum +3

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). Place the disc in the drive and press the ENTER key.

Amstrad Cassette

Amstrad CPC 464
Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter |tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard. The game takes a few minutes to load.

Amstrad Disc

Amstrad CPC 6128 or Amstrad CPC 664
Amstrad CPC 464 with disc drive

Amstrad CPC 464 users should connect a disc drive to the computer and enter |disc and press the ENTER key. Place the disc in the drive and enter run "disc and press the ENTER or RETURN key. The game takes a few seconds to load.

Commodore Cassette

Commodore 64 or Commodore 128 with suitable cassette player.

You are advised to disconnect all hardware from your computer. Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

Commodore Disc

Commodore 64 or Commodore 128 with disc drive.

You are advised to disconnect all hardware from your computer. Connect the disc drive to the computer and place the disc in the drive Enter LOAD "*", 8, 1 and press the RETURN key. The game takes a few seconds to load.

CONTROLS

Commodore:	Joystick only		
Spectrum:	Keyboard or Kempston, Sinclair or Cursor joystick (auto detected when FIRE pressed).		
Amstrad:	Use either keys or joystick.		
Title page:	Select music or sound FX – F1 (Commodore and Amstrad) or 1 (Spectrum)		
During Game:	Joystick	Keys	Action
	Left	O	Move left
	Right	P	Move right
	Up	Q	Move up
	Down	A	Move down
	Fire	M	Fire laser cannon
	Space	Space	Activate smart bomb
To pause:	RUN/STOP (Commodore) or ENTER (Spectrum and Amstrad)		
To quit game:	Q (Commodore) or 0 (Spectrum and Amstrad)		

GAMEPLAY

Manoeuvre your Battlecar through each zone destroying as many of the defence systems as you can while avoiding the flak from the Atomic disruptors and Molotov cocktails and dodging deadly winder missiles and other destructive devices. You start the game with 3 smart bombs which are activated by pressing the space bar.

Along the way you will come across the glowing defence beacons which when shot will either help or hinder your progress depending on the colour they are when hit. The colours are:

RED:	Extra smart bomb – destroys all ships on the screen
YELLOW:	Shields – your ship is invincible for 10 seconds
CYAN:	Win a life
BLUE:	Control reversal
PURPLE:	Lose a life
GREEN:	Laser jammed – you are defenceless for 10 seconds

At the end of each level the defences throw everything they've got at you. If you survive you are transported to the next zone.

CREDITS

Game designed and programmed by Arcanum Software Developments. Spectrum and Amstrad versions by Keith Burkhill, Graphics by Steve Crow (Commodore) and Rory Green (Spectrum and Amstrad). Music by Barry Leitch (Commodore) and Dave Rodgers (Spectrum and Amstrad)

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HEWSON

marsport

The year is 2494. For seventy years, the Earth has been under siege by the Sept, a hive-culture race from the Galactic centre. Since the siege began, the Sept have been kept at bay by a huge sphere of force, which surrounds both the Earth and the Moon.

Following the loss of Calcuta, it is obvious that the Sept will shortly have the capability to breach the sphere unless the force field can be strengthened according to the instructions contained in the original plans.

Unfortunately, these plans are thought to be hidden somewhere amongst the City Computers of Marsport, beneath the great Elysium Dome on Mars. Evacuated shortly before the start of the Siege, it is now occupied by Sept of the Warrior and the Warlord castes as a command post. It is also known that the main control computer of Marsport, M-Central, has spent the last seventy years incorporating its own deterrents into the city architecture, making the recovery of the sphere plans highly improbable.

However, to this end, Commander John Marsh, of the underground Terran liberation organisation, HASP, now stands in Marsport, on Level C, at the exit of the access tube to the Space Field, in the belief that a determined man can sometimes achieve more than an army...

How Marsport Works

The Option Screen is presented at the start of the game or when Commander Marsh is unfortunate enough to be killed; it can also be accessed during the game via a keyboard request. The screen offers the following choices:

1. Enter the Game
2. Save the current Game
3. Restore the Game
4. Demo Mode

Note that returning to the option screen from a current game will leave the game-world intact - upon re-entry, nothing will have changed unless a previously saved game has been restored. This allows a game to be saved at a critical point without destroying it. If you wish the option of restarting the game with all the objects in their original positions, save a version immediately after loading the game.

When saving or restoring a game a version number will be asked for - this is to ensure that the right game is restored, so keep a note of version numbers.

The Keyboard controls the actions of the main character.

The following actions may be performed:

- walk left or right
- change camera angle 90 degrees left or right; this is necessary if you wish to turn a corner or view the other side of the road
- enter a doorway; to achieve this on any computer, position Commander Marsh in front of the door and press the enter button
- pick up or drop a specific object; note that objects may only be dropped in certain places - i.e. Lockers, Factor Units, Key Stations, etc.
- select an object being carried for dropping, etc. - the currently selected object is indicated by an asterisk

Note that Commander Marsh can only carry 3 separate objects at any one time.

- fire a Power Weapon, if one is being carried and it is charged

In addition, there are some special function keys available while in the game:

- enter/exit Autorun mode
- freeze/unfreeze frame
- return to Option screen

How to play Marsport

Although Marsport is a real-time adventure, it can be considered as consisting of three distinct objectives:

- locate the M-Central computer; Marsport is a 3-dimensional city, where levels are connected by express tube, which will take you up or down, but probably not both. In addition, many sections of the city cannot be reached until specific problems have been solved
- gain access to Muller's original Sphere plans, held in M-Central's inner sanctum. This will require exploration of Marsport for you find many parts of the city unreachable now open to you
- leave the city of Marsport with the plans intact, which may prove the hardest task of all...

There follows a list of some of the beings and city elements you will encountar as you explore Marsport:

ALIENS are all hostile and deadly to Mankind; you can fight them or run away from them, but you can't ignore them!

ROBOTS have been deployed by M-Central to assist it in guarding the plans - some are harmless information gatherers, some are warden robots that may mistake you for the Sept...

SUPPLY units are the prime source of objects in the game and are continuously replenished.

LOCKERS can be used for storing objects once they are gained.

REFUSE units can be used to dispose of unwanted objects.

CHARGE units are a source of power.

FACTOR units will assemble two or more objects to manufacture a new object.

Note that components of a factoring process are all logically linked so that random attempts at manufacturing objects should be unnecessary; note also that an assembly will not complete while there is an irrelevant object present in the factor unit.

KEY stations will normally require the insertion of a key object to release a nearby wall unit or door. However, note that not all locked doors and units can be opened in this manner - some may require a more active or remote solution...

VIDTEX units provide 'useful' information which is displayed on the large video screen in the status area.

Other wall units are the resting place of M-Central's remote Servorobots and should be approached with care.

Playing Suggestions

1. Map the game carefully - the playing area is vast and the 3-dimensional nature of the city will quickly disorient you.
2. Get a weapon - combat can be avoided but a little aggression will make progress easier, and reduce tension!
3. Examine problem situations carefully; often what is required for a solution will need to be assembled from other objects. All problem situations contain clues to the solution - trial and error methods will normally be fatal!
4. Save the Game regularly - the Save and Restore features take less than a minute!

Keyboard Assignments.

Walk Left/Right - Alternate keys on the bottom row, Z to /

Enter a Door - The ENTER key.

Camera Left/Right - Alternate keys on the second row, A to }

Pick Up/Drop - Alternate keys on the third row. Q to [

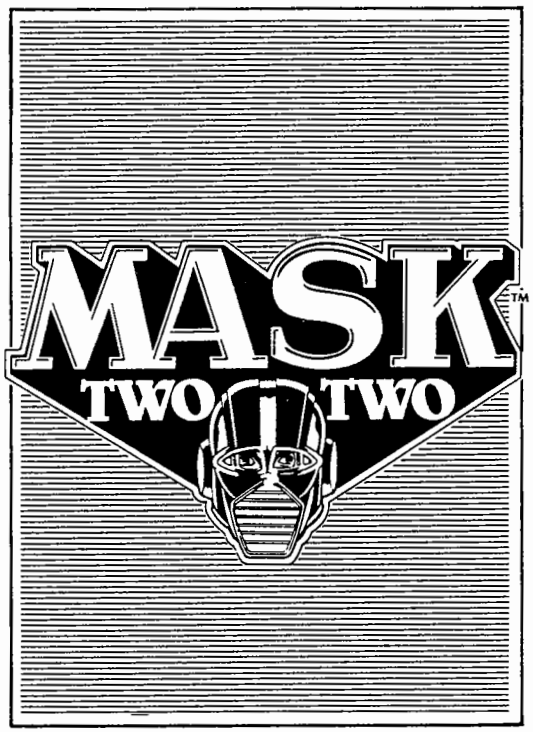
Select Object - Top Row, 1 to CLR.

Fire - The SPACE bar.

Autorun on/off - The 4 key, on the separate Numeric/Function Block.

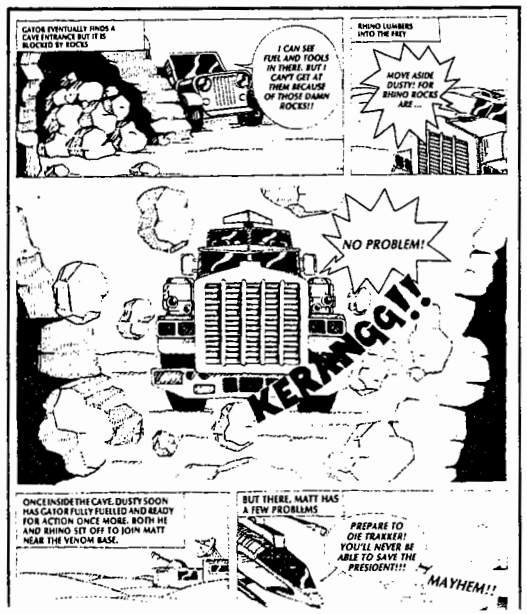
Freeze/Unfreeze - The 5 key, on the separate Numeric/Funtion Block.

Return to Options - The 6 key, on the separate numeric/Function Block.

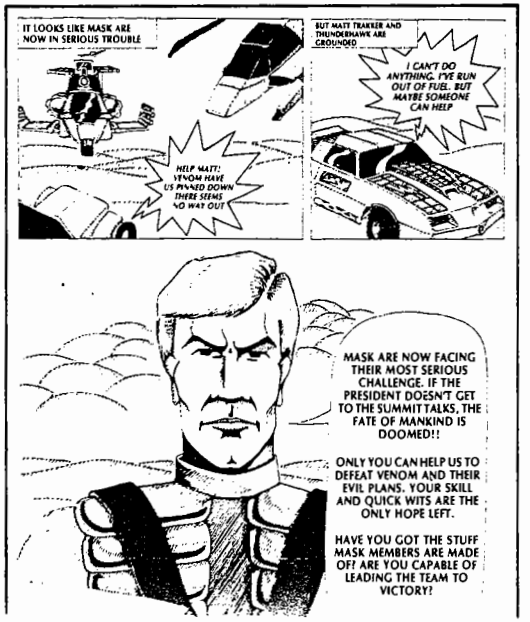

MASK™
TWO TWO

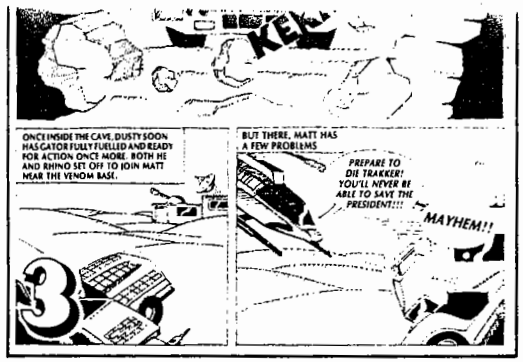
AT MASK H.Q. ALEX HECTOR HORRIBOLY SOUNDS THE ALARM. VENOM HAVE KIDNAPPED THE PRESIDENT!
ASSISTED BY THE MASK COMPUTER, MATT TRAKKER IMMEDIATELY CHOOSES THE BEST TEAM TO EFFECT A RESCUE.
VEHICLE CODE NAME...
IN THE DEBRIEFING ROOM...
THIS IS GOING TO BE A TOUGH JOB BOYS THE PRESIDENT IS BEING HELD AT THE VENOM DESERT BASE. WE ARE ALL GOING TO HAVE TO WORK TOGETHER ON THIS ONE
SO LET'S GO AND...
RIGHT WITH YOU MATT!
SAVE THE PRESIDENT!
1

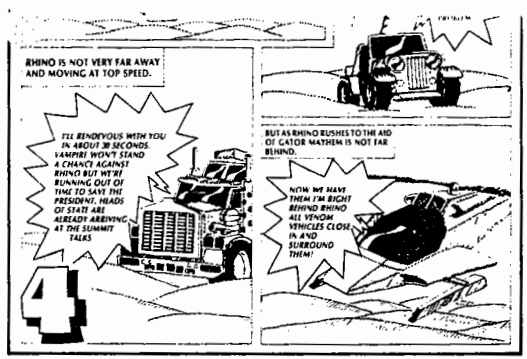
IN THE DESERT DUSTY HAYES AND GATOR ARE IN THEIR ELEMENT
ALEX CAN'T CLIMB THESE SAND DUNES VERY QUICKLY IN AMBUSH I'LL LEAD THE CHIEF UNTIL HE CATCHES UP
EVEN WATER CANNOT STOP THEM
CONVERT TO HYDROPLANE!
BUT MAYBE SOMETHING CAN ... VENOM!!
SO THOSE MASK MORONS THINK THEY CAN SAVE THE PRESIDENT AND DEFEAT THE GREAT VILES MAYHEM! WE'LL LET THEM FEEL THE AWESOME POWER OF MY AUTOMATIC GUNS!
A FLICK OF A SWITCH AND...
BOOM!!!
A STRAY MISSILE CATCHES GATOR UNAWARES
MAYDAY MASK I'M HIT!!! THE DAMAGE IS NOT TOO SEVERE BUT I'M GOING TO NEED FUEL AND REPAIRS.
BAROOM
THERE'S FUEL AND TOOLS HIDDEN ALL AROUND THE AREA THE ONLY PROBLEM IS THAT YOU'RE GOING TO HAVE TO FIND IT!
2

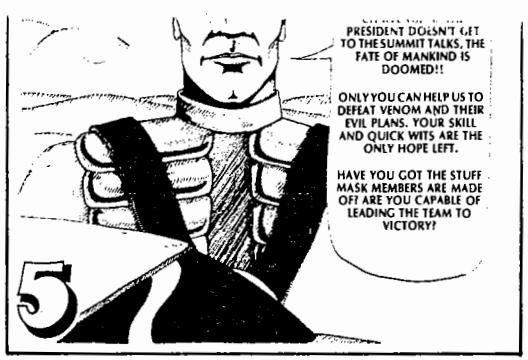

GATOR EVENTUALLY FINDS A CAVE ENTRANCE BUT IT IS BLOCKED BY ROCKS
I CAN SEE FUEL AND TOOLS IN THERE. BUT I CAN'T GET AT THEM BECAUSE OF THOSE DAMN ROCKS!!
RHINO LUMBERS INTO THE FRAY
MOVE ASIDE DUSTY! FOR RHINO ROCKS ARE...
NO PROBLEM!
KERANGG!!
ONCE INSIDE THE CAVE, DUSTY SOON HAS GATOR FULLY FUELLED AND READY FOR ACTION ONCE MORE. BOTH HE AND RHINO SET OFF TO JOIN MATT NEAR THE VENOM BASE.
BUT THERE, MATT HAS A FEW PROBLEMS
PREPARE TO DIE TRAKKER! YOU'LL NEVER BE ABLE TO SAVE THE PRESIDENT!!!
MAYHEM!!

MATT CAN'T STAY IN THE FIGHT FOR LONG
SORRY I CAN'T STAY TO PLAY I'M RUNNING A LITTLE LOW ON FUEL. REST ASSURED THOUGH MAYHEM! I'LL BE BACK TO PUT AN END TO YOUR MADNESS
GATOR TRIES TO BREAK INTO THE VENOM BASE
I'LL JUST BLOW OPEN THE DOORS AND TAKE THE PRESIDENT TO SAFETY
BUT VENOM ARE NOT BEATEN YET.
MASK FOOL!! YOU DON'T BEAT FLOYD MALLOY AND VAMPIRE SO EASILY!
OUTGUNNED, GATOR! IS FORCED TO RUN
I'VE GOT VAMPIRE CHASING ME! ARE THERE ANY MASK VEHICLES AROUND WHO CAN SORT OUT THIS PROBLEM!
RHINO IS NOT VERY FAR AWAY AND MOVING AT TOP SPEED.
I'LL RENDEVOUS WITH YOU IN ABOUT 30 SECONDS. VAMPIRE WON'T STAND A CHANCE AGAINST RHINO BUT WE'RE RUNNING OUT OF TIME TO SAVE THE PRESIDENT. HEADS OF STATE ARE ALREADY ARRIVING AT THE SUMMIT TALKS
BUT AS RHINO RUSHES TO THE AID OF GATOR MAYHEM IS NOT FAR BEHIND.
NOW WE HAVE THEM! I'M RIGHT BEHIND RHINO ALL VENOM VEHICLES CLOSE IN AND


IT LOOKS LIKE MASK ARE NOW IN SERIOUS TROUBLE
HELP MATT! VENOM HAVE US PINNED DOWN THERE SEEMS NO WAY OUT!
BUT MATT TRAKKER AND THUNDERHAWK ARE GROUNDED
I CAN'T DO ANYTHING. I'VE RUN OUT OF FUEL. BUT MAYBE SOMEONE CAN HELP
MASK ARE NOW FACING THEIR MOST SERIOUS CHALLENGE. IF THE PRESIDENT DOESN'T GET TO THE SUMMIT TALKS, THE FATE OF MANKIND IS DOOMED!!
ONLY YOU CAN HELP US TO DEFEAT VENOM AND THEIR EVIL PLANS. YOUR SKILL AND QUICK WITS ARE THE ONLY HOPE LEFT.
HAVE YOU GOT THE STUFF MASK MEMBERS ARE MADE OF? ARE YOU CAPABLE OF LEADING THE TEAM TO VICTORY?







LOADING INSTRUCTIONS

CBM 64/128
CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.
DISK: Insert disk into drive. Type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2
Use the **TAPE LOADER** as normal.

AMSTRAD
CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.
DISK: Insert the disk into the drive, label side up. Type **|CPM** and press **ENTER**. The program will load and run automatically.

MASK II INSTRUCTIONS

"Who knows when or where VENOM will strike ..."
An alert sounds in MASK H.Q. – VENOM is on the move. Your task is to take a team of three MASK agents to overcome VENOM, choosing the most suitable personnel for each mission, basing your selection on their individual abilities and vehicles.
MASK II is a game in four parts ...

PART 1 – BOULDER HILL

When the first part has loaded, stop the tape and you will receive one of the three mission alerts. Your team selection is made at Boulder Hill in the ENERGISER ROOM with the aid of the MASK computer. Move the MASK icon around the screen over each agent's seat position and from the agent profiles displayed by the MASK computer, decide which are to be your agents by pressing **FIRE**. If you change your mind you may clear the team by moving to the top right hand icon. To select a different mission move to the top left **(Q)** icon and press **FIRE**. It is vital that you study the mission description in order to select the best MASK team.
When you are happy with your team selection, move to the **LOAD** icon and press **FIRE** to load the next part of the game.

PART 2 – THE DESERT MISSION

The President of the P.N.A. (Peaceful Nations Alliance), is to sign a treaty ensuring World Peace for decades to come. VENOM, in a desperate attempt to create total World Anarchy, have kidnapped the President and are holding him to ransom. You must rescue the President and convey him to the helipad from where he will be taken to the Summit Talks.

PART 3 – THE VENOM BASE MISSION

Reports have been received of a large and heavily fortified VENOM base which is being used to co-ordinate their activities in the Middle East. The VENDM base is now almost operational and would give VENOM control of the important Middle Eastern oil resources. Your mission is to render the base inactive. To achieve this you must locate a missile which you can then use to destroy the VENOM base.

PART 4 – THE JUNGLE MISSION

Deep in the heart of the jungle, at the base of a once dormant volcano, is a mysterious temple. The peaceful monks who live here worship the Crown of Fire, the centre jewel of which is the largest ruby known to man. VENOM agents have stolen the ruby and using it, have developed a powerful weapon which could prove devastating to populated areas.
With the help of your MASK team you must locate and destroy the weapon and return the ruby to the temple.

PLAYING MASK II

Once each mission has loaded, it will start automatically. As leader of your MASK team you control one team member at a time, guiding him around the terrain.

To select which agent you control, press keys **1**, **2** or **3**, the vehicle currently being used is displayed at the bottom of the screen. Each vehicle has different capabilities and you must use your skill in deciding when to change craft or convert your current one.

Keep an eye on your fuel and damage levels, as when a vehicle is too badly damaged it cannot be used again.

During the mission you will encounter many VENOM agents in their various craft as well as the devastating VENOM gun posts. Also scattered around the landscape are fuel pods and armour replacement kits, but beware of the minefield areas!

MASK VEHICLES

THUNDERHAWK (SPORTS CAR/JET)
Gull-wing doors convert to wings for jet flight.
Fires lasers both on the ground and in the air.
Drops magnetic bombs when in flight.

RHINO (RIG/MOBILE DEFENCE UNIT)
Front grille converts to a powerful ram bumper – useful for smashing through walls etc., smokestacks convert to forward cannons.
Multi-warhead missile launcher in sleeper cab.

RHINO ATV (ALL TERRAIN VEHICLE)
Amphibious vehicle.
Front mounted cannons.

CONDOR (MOTORCYCLE/HELICOPTER)
Nose cannon fires antimatter ray.
Belly cannons fire lasers.
Converts into helicopter with same weaponry.

GATOR (OFF ROAD VEHICLE/HYDROPLANE)
Cannon on roll bar fires energy balls.
Converts into jet boat.
When afloat, fires a powerful water cannon.
Drops depth charges to destroy underwater targets.

MASK II CONTROLS

SPECTRUM 48/128K:
Compatible with Kempston/Cursor/Interface II/+2 joysticks.
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1**, **2**, **3** to select MASK Agent/Vehicle
SPACE – To restart
PAUSE – **CAPS SHIFT**

CBM 64/128:
Joystick in Port 2.
LEFT – **Z**
RIGHT – **X**
UP – ;
DOWN – /
FIRE – **RETURN**
Keys **1**, **2**, **3** to select MASK Agent/Vehicle
SPACE BAR – To abort mission

MSX:
Joystick in either port or:–
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1**, **2**, **3** to select MASK Agent/Vehicle
SPACE – To restart game
HALT (PAUSE) – **H**

AMSTRAD:
Use a joystick or:–
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1**, **2**, **3** to select MASK Agent/Vehicle
SPACE – To restart game
HALT (PAUSE) – **H**

TAPE USERS

At the end of a mission you will be asked if you wish to replay the mission or load BOULDER HILL (start again). If you select BOULDER HILL, please rewind the tape and press **PLAY**.

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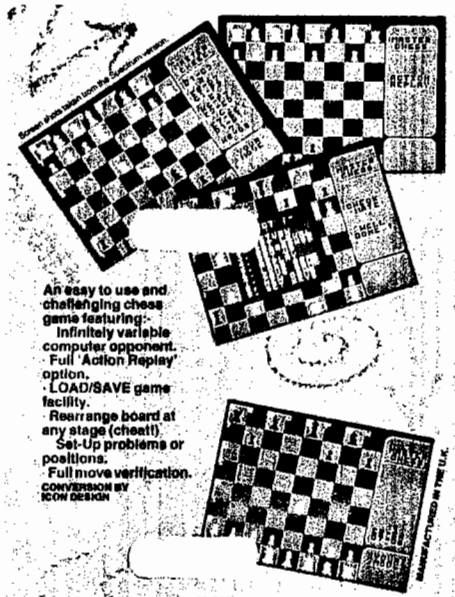

An easy to use and challenging chess game featuring:-
- Infinitely variable computer opponent.
- Full 'Action Replay' option.
- LOAD/SAVE game facility.
- Rearrange board at any stage (cheat!)
- Set-Up problems or positions.
- Full move verification.

CONVERSION BY ICON DESIGN

5 012967 800369

MASTERCHESS

RECORDED ON BASF TAPE

MANUFACTURED IN THE U.K.

MASTER CHESS

MASTERTRONIC

Masterchess has been designed to be a no-frills chess playing program of advanced ability which is easy to use. Special emphasis has been placed on providing facilities useful to those wishing to improve their game as well as just pass a pleasant hour or three.

To this end it is possible to review an entire game, step-by-step, or re-arrange the pieces to make a point, or even build-up a position starting with a blank board. Handy for solving chess problems, or practising your gambits.

Early in the development of Masterchess, the 3-D, or perspective, view of the chessboard was investigated and discarded. It is difficult to use and unnecessarily occupies a large amount of memory. The savings have been used in strengthening the computer opponent.

CONTROLS

Joystick or Keys

Keys are redefinable

Q – Up
A – Down
O – Left
P – Right

Move the cursor (arrow) to the chess piece you wish to move, press space to pick it up, position the piece using the arrows and press space again to put it in its new position.

USING THE PROGRAM

Upon loading, the game will ask you which colour you wish to play. Type in (B)lack or (W)hite. You then set the opponent's level of play, by deciding how long you wish to allow it to think over each move. Type in a number of seconds and RETURN. Although just about any whole number will be accepted, we would suggest that you start with a level around 30 seconds and take it from there. At 60 seconds Masterchess will beat most average players most of the time. If you fancy your chances move up to 180 seconds and then beyond 600 for a good thrashing! Should you get fed up waiting – or just wish to

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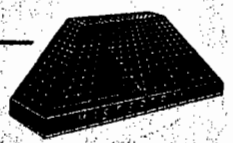
Made in Great Britain
Design: Words & Pictures Ltd., London



pressure the computer a little, hit RETURN whilst it's thinking. This forces it to play its best move so far, at the moment you push the button.

Also while the machine is considering, you can view which pieces have been taken by hitting the space bar. Hit it again to resume normality. (This does not affect the machine's thinking.) The same display can be obtained during your turn by holding down the space-bar.

Pressing RETURN during your turn brings up the option menu:-

1. RETURN (from menu)
2. SET LEVEL
3. RE-ARRANGE
4. SET-UP
5. REPLAY
6. LOAD GAME
7. SAVE GAME
8. NEW GAME

Press the number key corrsponding to the option you wish to call up. Taking each in turn:-

1. Returns you to the game.
2. Enter the number of seconds, then RETURN.
3. Allows you to put pieces onto any square, or take them off, WITHOUT RESTRICTION. Careful! Works from the current game position. You will be asked which square you wish to move onto. Move the cursor onto the square you require, and press fire to select it. Press return to get out of the option.
4. Works as above, but starts with a blank board. Once complete press RETURN to begin play and RETURN again to get back to the menu.
5. Plays through the game from the start, or from the last use of (4) or (3), to the current position. Hit any key to carry on one move or hold down the space-bar for continuous action.
6. Loads in previously saved position. Follow on-screen instructions.
7. Saves current position onto a (blank!!) tape. Again, follow instructions.
8. Restarts from scratch, with the colour choice and level setting prompts.

LOADING INSTRUCTIONS

AMSTRAD 464: Press CNTRL and small ENTER.
AMSTRAD 664/6128: Type 1 TAPE and press RETURN.
Press CNTRL and small ENTER.

OTHER GREAT MASTERTRONIC AMSTRAD GAMES FROM ONLY £1.99 INCLUDE:–

FINDERS KEEPERS ● FORMULA ONE SIMULATOR ● ONE MAN & HIS DROID ● CAVES OF DOOM ●

INTO OBLIVION ● KANE ● RADZONE ● MOLECULE MAN ● STORM ● SPEED KING ● THE APPRENTICE ● BACK TO REALITY ● SUPER PIPELINE 2 ● XCEL ● HOLLYWOOD OR BUST ● KENTILLA ● FLY SPY ● KOBYASHI NARU ● CURSE OF SHERWOOD ● HYPERBOWL ● RASTERSCAN ● CHRONOS ● SPELLBOUND ● LAST V8 ● KNIGHT-TYME ● GOLDEN TALISMAN ● CONQUEST ● 5 A SIDE ● HOLE IN ONE ● ZUB ● 1801 ● SPORT OF KINGS ● THE FEAR – STORM II ● AMAUROTE ● TERMINUS ● STRIKE ● FLASH GORDON ● BALLCRAZY ● VIDEO POKER ● NINJA ● FEUD ● COLONY ● INVASION ● JACKLE & WIDE ● GALLETRON

Don't miss your favourite music on cassette with recording stars like Ben E. King and Bob Marley. They're a must from only £1.99.

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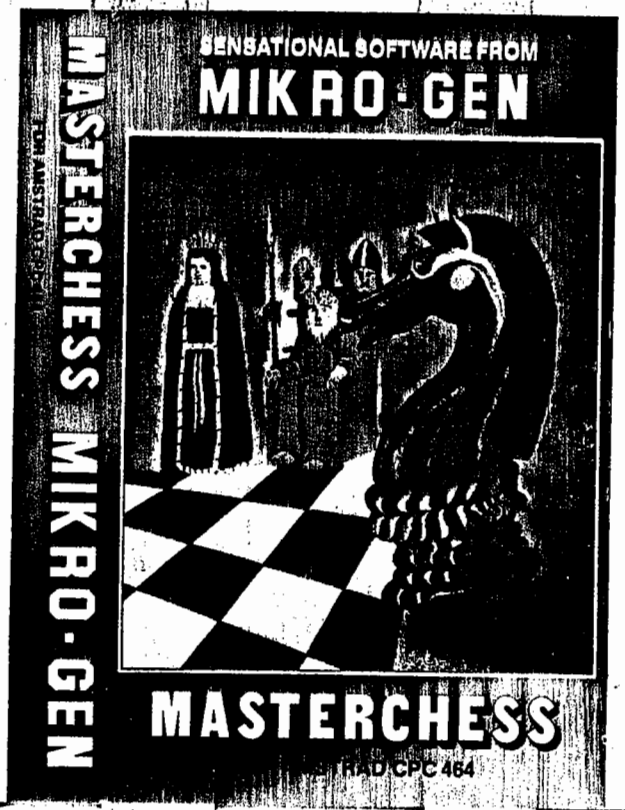
and look out for your favourite films now, on Mastervision video! Over 40 great titles from only £6.99.



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44 The Broadway, Bracknell, Berks.
0344 427317

MASTERCHESS

LOADING INSTRUCTIONS

Reset the computer by holding down the CTRL, SHIFT and ESC keys together in that order. Place the cassette into the Datacorder. Rewind the tape to the beginning, then press STOP/EJECT once. Press the CTRL and small ENTER keys simultaneously, then press PLAY followed by any key. The program will take about 5 minutes to load. Playing instructions will then appear on the screen.

Masterchess is an advanced chess program written entirely in Z80 machine code. A graphic display of the chessboard and pieces is presented on the screen, together with an indication of the current level of play and a history of the thirteen most recent pairs of moves for reference. While calculating a move, the program indicates the total number of legal moves it has found and how many it has already evaluated. This gives the player an indication of how long the program will take to finish its evaluation. At any time during the evaluation, the player can instruct the computer to stop and play its current best move.

The colours of the display can be easily altered to suit the player.

Ten levels of play are available, the lowest offering almost immediate response and the highest searching up to eight moves ahead.

All legal moves are recognised, including castling and en-passant; illegal moves such as castling through check will be rejected.

An opening book of some six thousand moves is contained in the program, providing both width and depth; the book extends twenty nine ply on certain openings.

A fully automatic chess clock is displayed above the chess board, indicating the time taken by the player and computer.

The program offers numerous features and facilities. These are readily understood and remembered as all options are listed on the screen when they are valid. Only single keys are needed to select any option (the first letter of the option word), and the program will accept only those entries which are valid at that time. Any further input required will be prompted by the program.

THE MAIN MENU

PLAY - to start a new game. You will first be asked to choose white or black and then the level of play. The board will be set up with your selected colour playing from the bottom of the board. See the Play menu description for details of the subsequent options.

RESUME - allows you to continue your game at the current position after having returned to the main menu for any reason. You will be asked which colour you wish to play and which colour is to have the next move.

COLOUR - this option allows you to alter the colours of the board and pieces if you do not like the standard settings. Answer each of the four colour questions with a number from 0 to 26.

SAVE - to save a game on tape. You will be asked to press RECORD and PLAY and then to press any key. Please ensure that a cassette is in place and correctly positioned before you do so and don't forget to press STOP when it has finished.

LOAD - reloads a previously saved game. You will be prompted to press play, then any key. When the tape has finished loading, the board and move history will automatically be set up exactly as it was when the game was saved. You can now use the Resume option to continue your game.

MODIFY - this option allows you to alter the board, either to correct a wrong move or to set up a chess problem. See the Modify menu description for details of how to carry this out.

THE PLAY MENU

The following keys are applicable when the program is waiting for you to move.

A-H,1-8 - Your moves should be entered by specifying the column and row you wish to move from and the column and row you wish to move to. You will see that the columns (or files) are clearly marked with the letters A - H and that the rows (or ranks) are labelled with numbers 1 - 8. As an example, to move the white King's pawn forward 2 spaces to start a game, enter E2E4. The program will inform you if you are making an illegal move and you should then enter a different move.

DEL - If at any time before entering the last character you realise that a mistake has been made, pressing the DEL key will allow you to re-enter the move.

LEVEL - pressing L allows you to alter the level of play; you will be prompted for the new level.

RECOMMEND - The program will recommend the move it would have made had it been in your position and at the current level of play.

XIT - exit to the main menu to save a game, set up the board, restart etc. The current game can be re-entered with the Resume command.

In addition, the key M for Move is recognised by the computer while it is evaluating its own move. Pressing this key will force the computer to stop its evaluation and play the best move it has found so far.

THE MODIFY MENU

When you enter the modify mode, you will see one of the squares in the centre of the chessboard flash briefly. This is the 'active' square.

Use the cursor keys to move the active square position to wherever you like on the chessboard.

The new active square will flash briefly.

DEL - Delete the piece at the current active square. Has no effect if there is no piece on that square.

CLR - Clear the entire chessboard of pieces. This is primarily of use when setting up a chess problem, as it saves having to individually delete each piece from its original position.

LEVEL - exactly as the same option in the Play menu; allows you to alter the level of play before you resume play.

K,Q,R,B,N,P - Allows you to place a King, Queen, Rook, Bishop, Knight or Pawn respectively at the current active square. You will be prompted for the colour of the piece and asked if it has moved yet. Please answer this last question carefully as it is used to determine the legality of certain moves and the desirability of some others.

XIT - exit to play game, using the current position. Before you play, you will be asked for your colour and which colour is to move next.

NOTES

The time taken by the computer to calculate its move increases with the level it is playing at. Approximate times for each level are:-

Level 0	- 5 secs	Level 1	- 10 secs
Level 2	- 30 secs	Level 3	- 1 min
Level 4	- 3 mins	Level 5	- 5 mins
Level 6	- 15 mins	Level 7	- 2 hours
Level 8	- 15 hours	Level 9	- 2 days

These times will vary considerably depending on the complexity of the position, being generally longer during mid game play and shorter in the end game.

If you accidentally choose a level which takes too long, the 'M' key can be used to force the computer to move. However, if you use this facility, the computer will not have made the best use of its computing time. You should therefore try to avoid using it on a regular basis by selecting a level appropriate to the time you wish to spend.

The computer holds a large library of opening moves. As long as play remains within the book the computer's moves will be produced very rapidly.

The higher levels are intended mainly for problem solving. The best levels to use for this purpose are:-

Mate in 2 - Level 4
Mate in 3 - Level 7
Mate in 4 - Level 9

EXECUTION

Pour commencer, appuyez sur le bouton Tir. Avancez jusqu'à votre Tapis Magique en plaçant la manette et regardez le tapis se er.

Volez dans le tunnel en direction de l'antre génie. Si vous vous écrasez ou tombez du ois, vous devrez repartir au début de ce nnel.

Arrivé à l'antre du génie, entraînez-vous à us déplacer et à frapper sur les gongs. Vous uvez sauter rapidement d'un gong à l'autre appuyant sur le bouton de Tir et en plaçant la manette dans la direction désirée. ur passer d'un gong à l'autre, déplacez la anette vers la gauche ou la droite. Pour ipper sur le gong, poussez la manette en ant.

Lorsque vous serez prêt à appeler un génie, ippez trois fois sur n'importe quel gong. Le nie se matérialisera et soufflera des tonalités couleur dans l'air. Lorsqu'il aura terminé, la emière note se déplacera vers le haut de cran et commencera à tomber. A ce oment-là, frappez les gongs correspondants ns la séquence donnée par le génie. NE APPEZ PAS SUR LE GONG AVANT QUE LA EMIERE NOTE NE SOIT PARVENUE EN HAUT E L'EC N. Mais ensuite, agissez vite. Si vous artez avant le départ' ou si vous n'accordez s les tonalités à temps, vous vous trouverez expulsé de l'antre et replacé à ntrée du tunnel qu'il vous faudra traverser à uveau.

Si vous arrivez à accorder toutes les nalités d'un antre, vous passerez aux tunnel antre suivants, jusqu'à ce que les Lampes ient assemblées.

Herrscher der Lampen
(Master of the Lamps)
Für 1 Spieler

Dies war einmal ein friedliches Land. Aber jetzt wo der König nicht mehr da ist, ist eine Bande mutwilliger Bösewichte ausgebrochen, die sich wild herumtreibt.
Hilf dem jungen Prinzen dabei, seine geistigen und körperlichen Werte unter Beweis zu stellen – treibe die Bösewichte in ihre Lampen zurück, damit er seinen rechtmässigen Platz auf dem Thron einnehmen kann.

ANWEISUNGEN ZUM AUFLADEN

Schalte deinen Computer ein oder bringe n in die Grundstellung zurück, indem du auf ie Tasten CTRL , SHIFT und ESC in er angegebenen Reihenfolge drückst und sie sthältst.

Spule die Kassette ganz zurück.

Halte die CTRL – Taste nach unten edrückt fest und drücke auf die kleine blaue ENTER – Taste auf der Zahlen-Tastatur. uf dem Bildschirm sollte jetzt "Press PLAY then any key" erscheinen.

Drücke auf die PLAY – Taste Deines onbandgerätes, anschliessend auf die Taste ENTER .

Kurz darauf sollte der Programmtitel rscheinen, anschliessend sollte das ollständige Titelbild angezeigt werden; dann dt sich das Spiel auf. Nach ungefähr 4 linuten sollte der Bildschirm frei werden – das piel beginnt. Wenn das nicht der Fall ist, musst u den ganzen Vorgang von 1. an iederholen.

STEUERUNG

Das Spiel kann entweder durch Einsatz des Steuerknüppels, den man in dem üblichen Anschluss auf der rückwärtigen Verkleidungsplatte anschliesst oder die Betätigung der Positionsanzeigetasten auf der Tastatur gespielt werden. In diesem Fall dient die Taste COPY als Feuerknopf.

WAHL DES SPIELES

Auf dem Auswahlbild werden die Spiele SEVEN TRIALS, THRONE QUEST und MAGIC CARPET gezeigt – unter denen du wählen kannst. Die Wahl erfolgt durch Vor- oder Rückwärtsbewegen des Steuerknüppels. Wir empfehlen, dass Anfänger mit den SEVEN TRIALS beginnen: Nachdem du deine Wahl getroffen hast, drückst du auf den Feuerknopf (oder die COPY – Taste), um mit dem Spiel zu beginnen.

SEVEN TRIALS (Sieben Versuche): Es ist leichter, durch die Tunnels zu steuern und in den Höhlen der Bösewichte helfen dir sowohl Farben als auch Töne. Du hast gewonnen, wenn du eine der in sieben Teile zerlegten Lampen zusammengefügt hast.

THRONE QUEST (Trachten nach dem Thron): Du hast gewonnen, wenn du drei der in sieben Teile zerlegten Lampen zusammengefügt hast. Farben und Töne wechseln sich ab.

- In den sieben Höhlen des ersten Bösewichtes: Man kann Farben sehen und Töne hören, die Farben verschwinden jedoch schnell.
- In den sieben Höhlen des zweiten Bösewichtes: Man kann keine Töne hören und die Farben verschwinden genau so schnell wie oben.
- In den sieben Höhlen des dritten Bösewichtes: Man kann keine Farben sehen, es gibt nur Töne. Spiele nach dem Gehör.

Wenn schliesslich drei Lampen zusammengefügt sind, fliegst du durch einen letzten Tunnel zum Palast zurück. Schlage den Gong drei Mal an und man wird dich auf deinen rechtmässigen Thron setzen. Man spielt ein Krönungslied! Wie es heisst? "Herrscher der Lampen" – selbstverständlich.

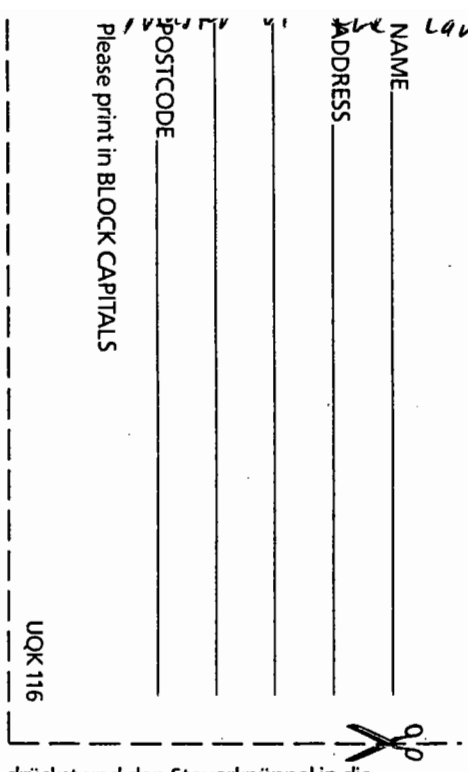
MAGIC CARPET (Zauberteppich): Nur um das Fliegen zu üben. Wähle irgendeines der 21 Tunnels aus, die du beim THRONE QUEST benützt hast (sie tragen die Nummern 1 bis 41 – verwende nur ungerade Zahlen). Wenn du den Anzeiger auf dem Auswahlbild bis zur Flughöhe nach unten bewegst, dann bewege den Steuerknüppel so lange weiter nach unten bis die Nummer des gewünschten Tunnels erscheint. Wenn man einmal geflogen ist, dann kann man es mit demselben Tunnel nochmals tun. ANMERKUNG: Der Feuerknopf kann auf dieser Höhe zum nochmaligen Spielen oder zum Wählen eines neuen Tunnels verwendet werden. Drücke auf die ESC – Taste, damit das Auswahlbild wieder erscheint.

MACHE DICH AUF DEN WEG

Um das Spiel zu beginnen, drückst du auf den Feuerknopf. Gehe zu deinem Zauberteppich, indem du den Steuerknüppel bewegst, dann schaue zu, wie der Teppich nach oben geht.

Fliege auf dem Weg zur Höhle des Bösewichtes durch den Tunnel. Wenn du einen Zusammenstoss hast und vom Teppich fällst, musst du bei diesem Tunnel nochmals anfangen.

Wenn du in der Höhle des Bösewichtes angekommen bist, musst du dich darin üben, die Gongs zu bewegen und anzuschlagen. Du kannst schnell von einem Gong zum anderen hüpfen, indem du auf den Feuerknopf



drückst und den Steuerknüppel in die gewünschte Richtung bewegst. Um von einem Gong zum anderen zu marschieren, bewegst du den Steuerknüppel nach links oder rechts. Um einen Gong anzuschlagen, stösst du den Steuerknüppel nach vorne.

Wenn du einen Bösewicht vorladen willst, schlage irgendeinen Gong drei Mal an. Er wird erscheinen und farbige Töne in die Luft blasen. Wenn er damit fertig ist, bewegt sich die erste Note nach ganz oben auf den Bildschirm und beginnt dann herunterzufallen. Wenn das eintritt, schlage die entsprechenden Gongs in derselben Reihenfolge wie der Bösewicht an. SCHLAGE DEN GONG NICHT AN, BEVOR DIE ERSTE NOTE DEN OBEREN RAND DES BILDSCHIRMES ERREICHT HAT. Wenn dies aber eintritt, dann musst du dich schnell bewegen. Wenn du "aufgibst" oder wenn du die Töne nicht rechtzeitig koordinierst, wirst du aus der Höhle heraus zum Anfang des Tunnels befördert und du musst nochmals durch den Tunnel fliegen.

Wenn du alle Töne in einer Höhle koordinierst, gehst du weiter zum nächsten Tunnel und zur nächsten Höhle bis die Lampen zusammengebaut sind.

master of the lamps.

AMSTRAD

ACTIVISION
HOME COMPUTER SOFTWARE™

Memo from the Office of the President

Circulation: All Directors, Bryce (head of research)

Classification: TOP SECRET – Important Commercial Information

Time/Date: 23.15-2011.12.13

Subject: Research programme 9512 – known as "Max Headroom"

The personality module that generates the Max Headroom video presenter has, at last – and with little assistance from the board, been returned to Network 23 from Big Time Television.

It is intended that Max Headroom will feature on our new "Videvert" show which will include short music and video extracts mixed with the new super fast blipverts. The ZikZak Corporation have already signed a contract for these shows and transmission is planned within ten days.

It is therefore essential that the location of the personality module is kept completely secure. It is currently located in the computer lab (Floor 210) as this is the most secure location in the building. We must not be complacent however and you should therefore standby for a number of communications from our Security Operatives about the new protection measures which I have ordered and which should be installed within the next few weeks.

In the short term I have installed a number of Patrol Robots on the executive floor levels (200-209). These will be active during the hours when the building is on full remote control (Midnight to 6am). Their existence should be kept a secret at this stage – there is no certainty that they will be a permanent feature of our corporate security policy yet – and the fact that they are armed is a most sensitive issue indeed.

For those of you concerned about the information leaks of the last few months and the influence of Edison Carter – Bryce has been charged with that problem and informs me that measures have already been instituted to ensure that Mr Carter becomes a problem of the past not the future.

Callback: Pres/211/1

Memo from the Security Force HQ (Commander Fletcher).

Circulation: Security Class 1 personnel

Classification: Keep Secure

Time/Date: 06.38-2011.12.16

Subject: Centralised door locking

Outside contractors have just completed work on the new door locking systems for all executive floors except the Computer Lab (Floor 210).

With immediate effect – all office doors on these floors can only be opened by the NET23 computer system. Upon leaving the lift – registered users can operate the computer by selecting the floor computer. You then enter your personal code and this will ensure that you can enter all those offices for which you are a registered user. This operation is essential only once per day – the computer stores a log of all users and their access codes.

Personal codes can only be supplied by personnel directors. UNDER NO CIRCUMSTANCES will Security HQ reveal these codes and we have been considerably overworked with requests for re-entry recently. In the future once an employee has left the building no re-entry will be permitted until the next working day. THIS IS BY ORDER OF THE BOARD!

Security matters:

Please remember to keep all your files secure and desks tidy. Industrial spies love cluttered desks!

Callback: Sec/000/2

Memo from the Office of the President

Circulation: All Directors, Bryce (head of research)

Classification: EYES ONLY – Vital Security Information

Time/Date: 06.45-2011.12.19

Subject: New Executive access codes for higher security

You will have read by now about the changes that have been made to executive level security. These modifications are completed by a new code based access to my office and the computer lab.

I am the only holder of the full presidential office code, as you would expect but our lawyers advise that in case of illness or accident the code should be invested in a number of other directors. This is far too insecure and therefore I suggest the following compromise:

The full 8 digit (hexadecimal) code will be split into four two digit components.

One of these components will be given to each of four senior directors. They are to be stored in the director's office concerned and must not be revealed to anyone.

The computer lab access code will be kept only in my office.

This means that anyone who requires, even legitimate, access to my office will need the assistance of no less than four directors. Bryce estimates that the chances o guessing the code are several billion to one.

The new security measures are now complete a the chances of any unauthorised access to any c are negligible.

As a final deterrent the guard robots are retained but it should be noted that un circumstance is their existence to be admitte company's employees including Security have proved to be fairly reliable but the Frie discrimination program is not yet complet therefore likely to shoot anyone on sight.

Bryce has taken on two personal ass with the Carter problem. Breugel and M floor access and will be patrolling th times. Contact with them can be ext to life!

Standby for the new Max Headro the ratings will reach an all time r

Callback: Pres/211/1

Game Design by R
Programmed by B
© 1986 Quicksil

Memo from the Operations Department

Circulation: The President, All Directors, Heads of Departments, Floor Chiefs

Classification: SECRET – Important Building Control Information

Time/Date: 11.27-2011.12.15

Subject: Lift Security – New Control Systems

Recent concerns about the building security status have led to changes in the method of interfloor lift ...on the executive levels (Floors 200-211). In future ...d South lifts will only operate in the following

...move to any floor level, if ...all code for that

Memo from Security Force Headquarters (Commander Smith)

Circulation: As for memo 06.38-2011.12.16

Classification: TOP SECRET – Highly restricted circulation

Time/Date: 15.58-2011.12.17

Subject: Securicams

Commander Fletcher yesterday informed you of the new centralised door locking system linked to the floor computer. If the installation is completed in time new ...cams will be attached to the floor computer by ...day.

...e systems is at the moment rather ...ed to use them are advised ...ping their personal ...RING SECURITY ...able to

...n Carter

...564

...ct: Maxhunter

...r Edison,

...e tap that we have placed on the NET23 computer ...as proved to be most valuable. We have intercepted a ...ull week's memos several of which are enclosed.

The final tuning of the Maxhunter program, which is to assist you in recovering the Max Module from the Network buildings, is now complete and some of the modifications which you suggested are operational.

Details follow:

(1) Maxhunter will spend most time giving you control information but this can be overridden by selecting the icon control panels using your camera trigger button. Options available are indicated by the following pictures:

Lift	Calls lift
Floor	Gives access to floor computer (codes below)
Info	Will display the location of any other humans in the building
Scan	Allows you to check for guards using the securicams
Exit	Allows you to leave any room
Rest	Use as required – but note that time will have passed when you recover your energy

...already discovered from NET23 – ...d but are correct at the

...nter

...e have placed on the NET23 computer ...e most valuable. We have intercepted a ...emos several of which are enclosed. ...ning of the Maxhunter program, which is to ...in recovering the Max Module from the ...buildings, is now complete and some of the ...ations which you suggested are operational. ...follow:

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Info	Will display the location of any other humans in the building
Scan	Allows you to check for guards using the securicams
Exit	Allows you to leave any room
Rest	Use as required – but note that time will have passed when you recover your energy

(ii) Lift call codes already discovered from NET23 – these may be changed but are correct at the moment.

Floor	Code
200	E
201-209	Final Digit
Computer	lab
210	L
Presidential	
211	P

Please remember that you only have six hours to recover the Max Personality Module from the Computer lab and that we must meet in the basement before 6 am.

In order to get at the lab you need the President's code and to get that you need to enter on P floor. The enclosed memos explain how to accomplish this. Don't forget the rumours of something nasty in the lab ... if at any time you lose control of the floor completely, Bryce has taken it back. You'll have to rebreak the code (reverse it) to be able to use the building facilities again.

I will be monitoring your progress but please go carefully. I'm looking forward to seeing Max up and running on our computer here.

Yours

Theora

In ... Robots on ... will be active during ... remote control (Midnight ... should be kept a secret at this ... certainty that they will be a permanent ... corporate security policy yet – and the fact ... are armed is a most sensitive issue indeed ... information ... For those of you concerned about the influence of Edison leaks of the last few months and the influence of Edison Carter – Bryce has been charged with that problem and informs me that measures have already been instituted to ensure that Mr Carter becomes a problem of the post not the future.

Callback: Pres/211/1

Memo from the Operations Department

Circulation: The President, All Directors, Heads of Departments, Floor Chiefs

Classification: SECRET – Important Building Control Information

Time/Date: 11.27-2011.12.15

Subject: Lift Security – New Control Systems

Recent concerns about the building security status have led to changes in the method of interfloor lift control on the executive levels (Floors 200-211). In future the North and South lifts will only operate in the following manner:

Each lift can be assigned to move to any floor level, if you have been informed of the liftcall code for that level.

These codes are entered into a special seven segment digital display. This operates by our normal joyicon system. Move the pointer to the track that lights the segments required and press the action button (colloquially known as 'Fire'). There is a time limit and due to their capacitive nature the segments lose display over time. This makes the code difficult to enter but that is the point of secure systems.

••see note below.

Once the lift has allowed you onto a level you cannot return to that lift but must pass to the lift on the opposite side of the floor. This means that in the highly unlikely situation where possible intruders get onto a floor their entry will be recorded on our security devices.

The codes and this operating procedure are fully secure as long as the call codes are kept secret.

Lift call codes are not being included in this bulletin as they are available to all those passed for high security access on the NET23 computer system secure level.

••Special Note for all employees passed for lift control duties.

There will be special demonstrations of the new seven segment control display for those who require them at 09.11 hours. Please use the callback below to book your place at these sessions. Failure to do so is likely to make your job more difficult!

Callback: Oper/156/7

day ... access co... Personal codes ... directors. UNDER NO CI... reveal these codes and we ... overworked with requests for re-entry ... future/once an employee has left the buil... entry will be permitted until the next working day. ... BY ORDER OF THE BOARD!

Security matters:

Please remember to keep all your files secure and desks tidy. Industrial spies love cluttered desks!

Callback: Secu/000/2

Memo from Security Force Headquarters (Commander Smith)

Circulation: As for memo 06.38-2011.12.16

Classification: TOP SECRET – Highly restricted circulation

Time/Date: 15.58-2011.12.17

Subject: Securicams

Commander Fletcher yesterday informed you of the new centralised door locking system linked to the floor computer. If the installation is completed in time new Securicams will be attached to the floor computer by the end of today.

Operation of these systems is at the moment rather unclear and those who need to use them are advised to try control directives after typing their personal codes into the floor computer. DO NOT RING SECURITY FOR ADVICE – we are far too overworked to be able to give personal tuition in these matters!

IMPORTANT ADDENDUM

Bryce (Research) has advised us of a "bug" in the new floor computer door locking system. It appears that the randomised daily code that flashes when accessing the floor computer can be used to give access to all doors on the floor. All one has to do is remember the flashing sequence, reverse it and then re-activate the lower lights in the reversed sequence. This, apparently, gives one access to all offices on the floor concerned. Bryce believes that the problem can be rectified and he is currently working to do so. In the interim all controllers are asked to keep a close eye on employees and especially any who appear to have access to more offices than their security allows. They may have found the "bug".

Security matters,

Please remember to keep all your files secure and desks tidy. Industrial spies love cluttered desks!

Security HQ is only available by phone from 10.00 to 10.15 each day due to pressure of work. At all other times use the computer callback below.

Callback: Secu/000/5

... access ... than four direct... guessing the code ... The new security measure... the chances of any unauthorised ... are negligible.

As a final deterrent the guard robots are ... retained but it should be noted that under no circumstance is their existence to be admitted to the company's employees including Security HQ. They have proved to be fairly reliable but the Friend/Enemy discrimination program is not yet completed. They are therefore likely to shoot anyone on sight.

Bryce has taken on two personal assistants to d... with the Carter problem. Breugel and Mahler have floor access and will be patrolling the building times. Contact with them can be extremely prei... to life!

Standby for the new MaxHeadroom Videver... the ratings will reach an all time record!

Callback: Pres/211/1

Game Design by Ron Harris
Programmed by Binary Desig...
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MEGABUCKS

© IVAN HORN

THE GAME
Maxibillion III, the eccentric professor has passed away and his American nephew Rock Carrington is set to gain his billion dollar inheritance.
The old Professor was, however, extremely mean and shrewd, so much so that even after his death he made it as difficult as possible for his fortune to be handed down.
Rock Carrington needs your help to overcome the obstacles left by Maxibillion, and gain access to the Professor's video tape; the key to the inheritance. Good luck!

LOADING
AMSTRAD 464 OWNERS
1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.
1. Hold down SHIFT and press the ε key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME
MEGABUCKS can be played using either a joystick or the keyboard. The aim of the game is to explore the mansion of the late Maxibillion III, and its grounds to gain your inheritance. To do this you must use the objects you find to overcome various obstacles left by Maxibillion.
The controls when the game has loaded are as follows:
Up=K Left=Z Right=X Down=M Fire=ENTER
Pressing FIRE will access an Icon window, from which you may carry out various actions.

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If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

meltdown

Programming / Graphics by Ross Goodley

Music by WE M.U.S.I.C. Ltd.

The Game

The nuclear power source for STAR WARS H.Q. on the moon has become unstable. This has seriously affected the main computer system. Only you can reach the control room and avert disaster. H.Q. is a three storey office complex connected by computer controlled lift. Each level has 64 different offices some of which have computer terminals. To access the second level it is necessary to locate the 6 different types of control terminals and outsmart the computer at a game or puzzle. If you are succesful a code will be revealed on screen. When all 6 codes are in place proceed to the lift terminal where access to the second level is obtained. Before entering the second level a Midi Game "The President's Brain is Missing" will be presented. Collect the various parts of the brain scattered around the screens for final access. Level 2 follows a similar pattern to level 1 with different graphic designs and a new Midi Game SHORT CUT. Level 3 has yet another new range of office designs and after collecting the 6 codewords you may think you are nearly there. – Save the game and take a deep breath before entering the final mind blowing stage.

This is a simple matter of learning a new computer language S.C.U.B.A. – simple code understandable by anyone by hacking into the mainframe. When you feel competent, write a program and run it. If you are successful you guide your character to various control rods and fuel rods and the reactor will be stabilised. If you fail it could be fatal, and it is a long way back to the beginning.

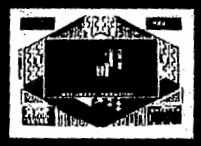
All successful participants are awarded a completion certificate – if printer is connected.

To Load

R U N " M E L T D O W N " RETURN

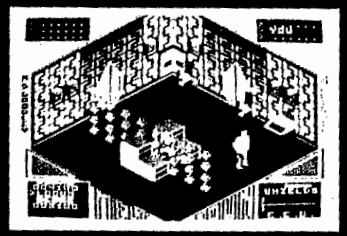
A REAL 'MEGAGAME', YOU'LL NEED THE SKILL OF AN ARCADE FANATIC, THE MIND OF A CHESS PLAYER AND THE CUNNING OF A FOX TO COMPLETE THIS DEEP, COMPLEX AND ENTERTAINING GAME AND "YOU AIN'T SEEN NOTHIN YET"!

The President's Brain's Missing



Logged on to Terminal

Just 3 of over 190 High Res. 3D Screens



Main Building Room

5 012625 014077

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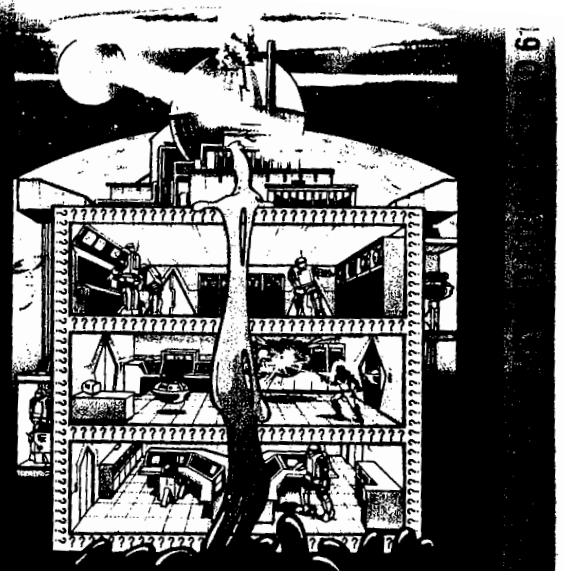
1 Orange St.Sheffield S1 4DW

ALLIGATA

MELTDOWN



STEREO SOUNDTRACK

ALLIGATA BITES BACK

Meltdown

CONTROLS

R to redefine movement direction keys or use joystick.

To somersault press fire and direction together.

Fire – fires laser gun.

GAME STRUCTURE

To progresss to second level it is necessary to locate 6 different types of computer terminals (numbered 1 to 6) and complete the game or task presented. If correct a code will be obtained and displayed on screen. If an attempt fails the first code obtained is deleted and must be achieved again.

To log-on to a computer terminal move the the front of the terminal and press fire and the direction required to face the terminal together. A log on message will be displayed in the bottom left screen.

All mini games are controlled by movement keys or joystick and the user should experiment to find the best way to complete them.

Once all 6 passwords are obtained locate the computer terminal which controls the lift shaft (don't forget the game can be saved at this point), log on and select – "Operate Lift". Move to the lift shaft and you will then be transported to "The President's Brain is Missing" game. Once Level 2 is completed in a similar way to level 1 it is followed by another Midi game before access to the control area on level 3 is obtained. After completion of level 3 the real fun starts, move to the S.C.U.B.A. section.

S.C.U.B.A. stands for Simple Code Understandable By Anyone, you have to crack the computer system by writing a program in Scuba language to guide your Remote Manipulation Vehicle (RMV) around the control rods and fuel rods in order to prevent the reactor MELTDOWN. You will need to find out how to do it as we do not propose to give detailed instructions other than >HELP.

And don't forget "You ain't seen nothin yet"

TO SAVE A GAME POSITION

Use the reverse side of your MELTDOWN disk. The game position can be saved within level 1, 2 or 3 but not during Midi games or S.C.U.B.A. Locate & move to a lift terminal. Log on and save as requested.

POUR CHARGER

RUN"MELTDOWN"RETURN

Commandes

R Pour redéfinir les mouvements des touches de direction, ou utiliser le joystick

Pour les sauts périlleaux,
appuyez sur FIRE et la commande de direction simultanément

Fait tirer l'arme laser

POUR SAUVEGARDER VOTRE POSITION DE JEU

Utilisez l'autre face de votre disque MELTDOWN. Vous pouvez sauvegarder votre position de jeu dans les niveaux 1, 2 ou 3, mais non durant les jeux "Midi" ni en mode S.C.U.B.A.

Trouvez ou dirigez-vous vers un terminal d'ascenseur, faites-vous prendre en charge et sauvegardez selon les besoins.

LADEN

RUN"MELTDOWN"RETURN

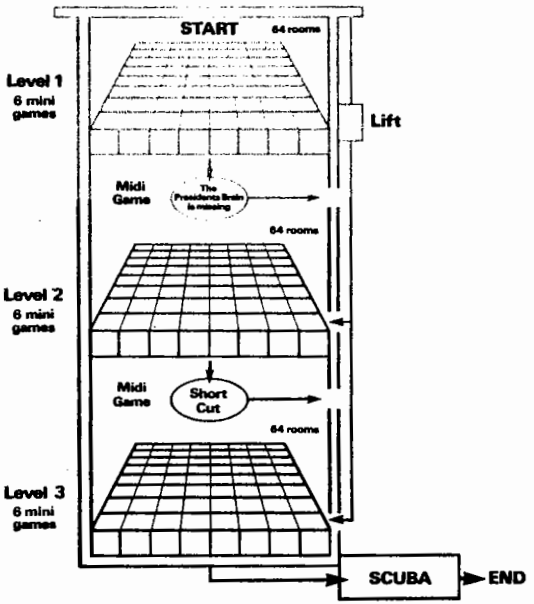
BEDIENUNGSELEMENTE

R zur erneuten Definition der Richtungstasten oder Joystick benutzen. Zum Ausführen von Saltos. "Fire" und Richtung gleichzeitig drücken.
Bei "Fire" wird die Laserkanone abgefeuert.

SICHERN EINER SPIELPOSITION

Die Rückseite der MELTDOWN Diskette benutzen. Die Spielposition kann auf Stufe 1, 2 und 3 gesichert werden, nicht jedoch bei Midi Spielen oder S.C.U.B.A.
Lift-Terminal finden oder sich zu diesem begeben. Einschalten und nach Bedarf sichern.

GAMEPLAN



Meltdown

MERMAID

INSTRUCTIONS

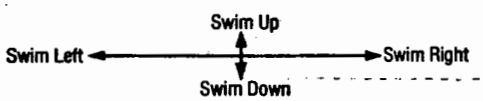
Programmed by Richard Kay
Graphics by Wayne Blake
Music by Fred Gray
Produced by Richard Chapells

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:-
Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.
COMMODORE 64 DISC:-
Type LOAD "*", 8, 1 and then press 'RETURN'.
SPECTRUM 48K CASSETTE:-
Type LOAD " " and then press 'ENTER'.
AMSTRAD/SCHNEIDER CASSETTE:-
CASSETTE BASED COMPUTER (ie CPC-464) – Press 'CTRL' and the small 'ENTER' keys simultaneously.
DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER (ie CPC-6128)
– Type 'TAPE' and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.
AMSTRAD/SCHNEIDER DISC:-
CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464)
– Type DISC and press 'RETURN' then type RUN"DISC and press 'RETURN'.
DISC BASED COMPUTER (ie CPC-6128)
– Type RUN"DISC and press 'RETURN'.
All programs will RUN automatically after LOADING is complete.
In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

CONTROLS

Use a joystick



Fire: Collect or Drop Objects. Orink Bottles of Stout.

GAMEPLAY

Swim Myrtle down to rescue Gormless Gordon. You will need to avoid sea creatures that attack you if you touch them. You will need to drink stout to keep up your energy. There are also some useful objects which will need to be collected and used.
At the top of the screen going from left to right there are:

1) Score and High Score. Beneath these the object you are currently carrying is listed.
2) Gordons air bottles. The meter is slowly ticking down. You have to rescue Gordon before the needle reaches the red zone.
3) Myrtles heart which pulses faster the closer she is to Gordon.
4) A bottle of stout which shows how much energy Myrtle has.

SEA DREAMS

"I want a man," cries Myrtle, "a husband, a fellah; someone to eat oysters with while the sun sinks down over the heaving sea." Myrtle watches from the Candy Stall on the pier and consumes another two sticks of rock (simultaneously), she burps and the echoes shake the counter as a wet flip flapping sound flops up to her stall.

The flip flapping is Gormless Gordon, a diver of little repute and even littler brain (you could count his active brain cells on your fingers and toes). Gordons vacant stare washes across the toothless grin of the ancient Myrtle (112 years old to be exact).

"Good God," shouts Gordon in shocked surprise, for Myrtles comely features (as comely as any 112 year old who spent half her life soaking in salt water and the other half pulling ugly faces in a side show for a living) have struck him to the core and now he is going to be sick. "Oooaaahh, help urgle urgle," gargles Gordon as he tumbles over the end of the pier and into the briney deep.

Myrtles heart swells on seeing Gordon and beats with a ferocity unequalled since the home coming of the troops in 1918 when she wooed the gallant lads with a belly dance she had learned from a squid.

"My love, my dear, my darling," she coos with a voice like a fog horn, you must be mine to have, to hold, to hold and to have until the end of our days. Wait, wait don't be coy I'm coming," and with awhoop she leaps over the Candy counter throwing off her clothes with gay abandon as she charges after Gordon like a romantic hippo after a mate; her golden locks streaming out behind her as she plummets towards the sea, which seems to cringe away from the imminent impact.

On entering the water Myrtles legs metamorphose into a handy fish tale which she uses to propel herself into the rippling depths in search of her hearts desire (the rest of her body is pretty keen on Gordon too). Meanwhile Gordon has remembered that he has to breath bottled air when he is under water and is now secreting himself in a tangle of metal within a wreck.
"Mmmmmnnnnmmmnnn," he sings to himself to calm his nerves (the mouth piece inhibiting his pronounciation a little). Calmer now he looks around and finds he cannot move for he has corkscrewed himself clockwise into an anticlockwise tangle and is well and truly trapped.
Fortunately Gormless Gordon forgets that he cannot breath under water and settles down for a snooze, waiting for Myrtle to go away, oblivious of the danger he is in. His air supply starts to slip down, bubble by bubble by bubble. Gordons in serious trouble.

Myrtle heads for the rescue powered by bottles of stout fortuitously scattered about the sea bed during an ocean liner wreck (women, children and stout first over the side). With the stout coursing round her blood stream she swims to the bottom and as she nears her man that undefinable magic that is love causes her heart to beat faster.
"I'm coming my dear, do not fear, do not be afraid, I'm not in the tragical history trade. We'll have a happy ending quite soon, if I can get you before I swoon." She swigs at another bottle of the brown nectar while dodging a rock lobster...

In the unlikely event of a faulty product, please return it to the original place of purchase.

ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?

If you have written any software in Assembler/Machine Code which is of a high commercial standard then please contact Dave for an informal discussion on Southampton (0703) 229694.

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ELECTRIC DREAMS SOFTWARE
31, CARLTON CRESCENT
SOUTHAMPTON SO1 2EW

Cover written by Mark Eyles.

Copyright Mark Eyles May 1986.

METAL ARMY
LOADING INSTRUCTIONS

464: hold down CTRL and tap the small enter key.
664/6128: Type | (shifted @) TAPE (ENTER) then RUN" (ENTER).

THE STORY

There are many criminal and terrorist groups known to be operating in our solar system: The Multifaceted Ringworts of Scrim, Jabba McGutt with his alien syndicate 'DENIZEN' and of course Crax Bloodfinger and his evil followers. However, all of these despicable characters fade into obscurity when compared to General Ironside and his Metal Army.
Question: What do you do when a haord of Ironsides heavy metal henchmen storm Slough nuclear power station, threatening to blow it up?
Answer: You send in Joe Blade. However, when you find out that Joe is busy evicting an evil dictator from an unspecified latin american country, you have to do the next best thing.
The mayor of Slough was forced to take the only course of action1eft open to him, call in Harry Chainsaw, freelance bounty-hunter, ex marine and part-time window cleaner from Oslo.
Transcript of head-engineers last transmitted message:
'THIS IS AN EMERGENCY... THERE IS AN EMERGENCY GOING ON... DON'T PANIC!...THE TIME BOMB IS SET... ARRRGGGHH...'

MISSION BRIEFING

The Metal Army have infiltrated the power station, planting a small explosive device just above the main reactor housing. Your mission is to find and deactivate that bomb.
Metal Army automated combat units will kill you on contact, luckily the mayors office have issued you with a large, short-range thermoplasma servo-blaster, which will restrain and eventually destroy the enemy mechanoids. Your blasters energy level may be recharged from a flashing power point. To access certain parts of the massive complex you will need to collect the green security passes. To use a lift stand on it and push up.
WARNING: To compensate for damage caused by the Metal Army, the reactors automated ventilation system will systematically discharge coolant gasses, built up electric charge and fuel rods, these will also prove fatal if touched.

PLAYERS - Mercury House, Calleva Park, Aldermaston, Berks. RG7 4QW.

METAL ARMY CREDITS

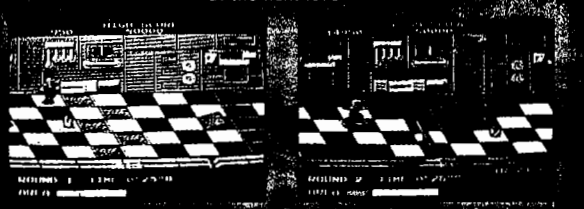
ORIGINAL CODE: MARK HADEN
ORIGINAL GRAPHICS: DAVID WRIGHT
TEXTUALS: SIMON DANIELS

PRODUCED FOR PLAYERS SOFTWARE BY RICHARD PAUL JONES
©PLAYERS 1988

METROCROSS

Are you the one in a million who can think in microseconds not minutes?

... If you are, Metrocross is the challenge that's been designed to inspire you, if you're not then you'd better fast improve your skill and co-ordination. A chequered floor riddled with potholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible. But not everything is against you. Springboards are primed to catapult you forward and a speeding skateboard waits ready to hurtle you along that desperate rush to the finish line.
If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.



Screenshots are from original Arcade game.

5 013442 538043

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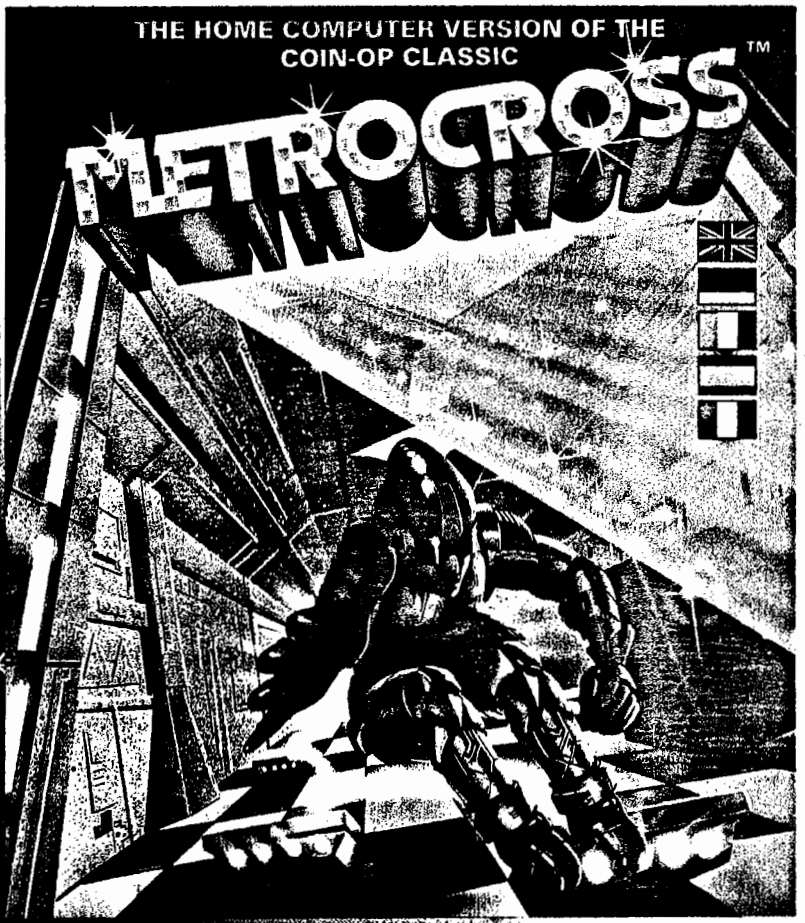
AMSTRAD

METROCROSS

namco

THE HOME COMPUTER VERSION OF THE COIN-OP CLASSIC

METROCROSS™



AMSTRAD

namco

METRO CROSS — AMSTRAD

LOADING: — DISK/CASSETTE

DISK: Type **RUN "METRO** and press **ENTER**.

CASS: Press **CTRL** and **SMALL ENTER** then press **PLAY** on cassette recorder.

KEYBOARD CONTROLS:

Keys are redefinable by user.

JOYSTICK OPTION:

RATS:

If they bite your shoulders yau slow down so you need to shake them off.

HURDLES:

Jump all of those in your path.

COKE CANS:

You need to jump over them.

BLUE CANS:

Kick them and you score points 100, 500, 1000, 2000, 5000. Jump on them, and the timer stops for twa seconds.

GREEN CANS:

Speed cans which double your speed.

SPRING BOARDS:

Increose your speed, strategically placed to enable faster completion of a level. Metro Cross comprises 24 levels which increase in difficulty.

SCORING:

You gain 50 points for every 3 squares completed.
2,000 points for swopping skateboards.
1,000 points for skating through the bridge.

If you run on the green tiles your speed decreases to ¼.

The timer at the bottom indicates time left available.

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METRO CROSS — AMSTRAD

DISK/CASSETTE

ISTRUZIONI DI CARICAMENTO

DISCO: Battere **RUN"METRO** ete premere **ENTER**.

CASSETTA: Premere **CTRL** e **SMALL ENTER** quindi premere **PLAY** sul registratore.

TASTIERA: Giocabile anche da tastiera con possibilità di definire i tasti per giacare.

JOYSTICK

TOPI

Se ti mordono le spalle rallenti l'andatura, quindi cerca di scrollarteli di dosso.

OSTACOLI

Cerca di saltare tutti quelli sul tuo cammino.

LATTINE DI COCA-COLA

Devi saltarci sopra.

LATTINE BLU

Se dai loro un calcia realizzi i seguenti punteggi: 100, 500, 1000, 2000, 5000. Saltaci sopra el il timer si ferma per due secondi.

LATTINE VERDI

Lattine da "velocità". Possono raddoppiare la tua velocità.

SKATE CON MOLLE

Aumentano la tua velocità. Situate strategicamente per permettere un completamento più rapido di ciascun livello. Metra Cross comprende 24 livelli di difficoltà crescente.

PUNTEGGIO

Guadagni 50 punti completando 3 quadrati.
2000 punti per ogni cambio di skateboard.
1000 punit se pattini lungo il ponte.

Se corri sulle piastrelle verdi la tua velocità diminuisce di ¼.

Il timer in basso sullo schermo indica il tempo a disposizione.

Titti i diritti riservati.

KONAMI COIN-OP HITS

AMSTRAD

Mikie

Help Mikie get the message to his girlfriend, join him in high jinx at school and outwit the teacher, maniac janitor and chef, loads of fun and excitement in this computer arcade game.

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type / TAPE then press ENTER key. Then type RUN" and press ENTER key.
(The / symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type / Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on the screen.
When the game has loaded press any key you will then be given the choice of either joystick or keyboard. To select press "J" until your option is highlighted, press "S" to start game.

THE GAME

Move Mikie through the school by collecting all of the hearts in each section (classroom, locker room, canteen, gymnasium and finally in the school yard).
Each heart collected represents a letter in Mikie's message to his girlfriend at the top of he can move onto the next area. There are two types of heart to collect.

(1) Single hearts – to be found on the floor and under stools, to collect these you must walk over them (you can bump your classmates off their seats to obtain the hearts with the "hip-zap").
(2) Triple hearts placed inside lockers and on the tops of tables, to collect these face the heart and press "shout" three times.
N.B. Flashing hearts give bonus points.
When the message is completed and the bell rings Mikie can move on through the door marked "out", now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "in", to continue. You have five lives to begin but be careful as you are constantly being hassled by those in charge, teachers, chef and maniac janitor who get very annoyed when they can't catch you!

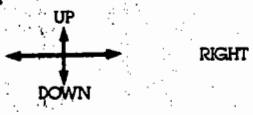
CONTROLS

The game is controlled by either joystick or keyboard. The direction controlled reproduce left, right, up and down and fire.

KEYBOARD (CURSOR KEYS)

LEFT = ←
RIGHT = →
UP = →
DOWN = →
ENTER = SHOUT
"P" = PAUSE
"P" AGAIN TO RELEASE FROM PAUSE.

JOYSTICK



FIRE PLUS DIRECTION – HIP-ZAP ENTER SHOUT.
i.e. for hip-zapping a schoolmate stand either to the left or right facing the stool and press the direction and fire together. Kissing is automatic.

STATUS and SCORING

On screen scoring shows current score, lives, and message status. A high score is displayed at the end of each game except for when the game is first loaded.

HEARTS = 400 POINTS
KISSING = 100 POINTS
DOOR TRAP = 100 POINTS
1000 BONUS POINTS FOR EACH ROOM COMPLETED.

PLAYING HINTS

You can stun your pursuer by taking chickens or basketballs and throwing them (in the appropriate screen) at your assailant.
You may become "stunned" by kissing the dancing girls or from the traps which lay behind some of the doors in the hallway, watchout for the teacher if he gets really mad he might throw his false teeth at you. On the fifth screen in the school yard you finally catch up with your girlfriend and deliver the message OK.
You can pause for breath in the classroom by sitting on a vacant stool but not for too long.

GOOD LUCK!

NOTE: Mikie will not run correctly with a Kempston interface connected to a 128 or 128+2 Spectrum.

Yie Ar KUNG-FU

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.
Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 10 different attack moves.
The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.
The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU – A huge kung-fu fighter who can attack by flying through the air

STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHA – Master of the NUNCHAKU – beware his reach.

POLE – Attacks with the ancient rod or BO.

CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.

SWORD – Sword carrying opponent, a firesome and deadly foe.

TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.

BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER key.
In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

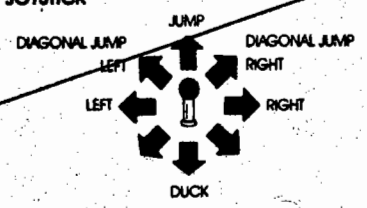
NOTE: Each of the two versions for the game, The Temple and The Mountain, are loaded separately.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.

ESCAPE – Pause
ESC then SHIFT – Restart
ESC then DEL – Return to Menu
ESC then SPACE – Music ON/OFF

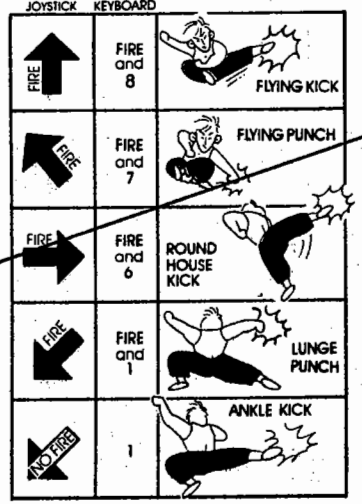
JOYSTICK



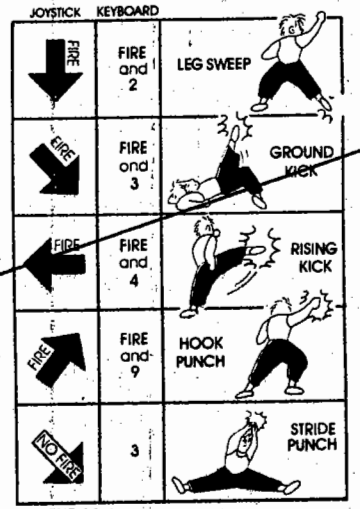
KEYBOARD
Keyboard controls in default are as follows (but can be redefined):

LEFT – 4
RIGHT – 6
JUMP UP – 8
DUCK – 2
JUMP RIGHT – 9
JUMP LEFT – 7
FIRE – Ø

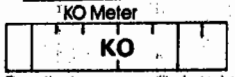
ATTACK MOVES



ATTACK MOVES



KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each have 5 lives to begin your task...GOOD

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000
FLYING PUNCH	2000
ROUND HOUSE KICK	1500
LUNGE PUNCH	500
LEG SWEEP	500
GROUND KICK	1000
RISING KICK	500
HOOK PUNCH	1500
ANKLE KICK	1500
STRIDE PUNCH	1500

HINTS and TIPS

* Seek and attack each opponent's weak point.

* Remember Oolong can jump over his foes and put them offguard.

* Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

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HYPER SPORTS

can re-qualify and accumulate extr... important to note that if you choose ... the first three events the qualifying times will become

breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.

SIDE TWO ... follow screen instructions o... ction of events on side one).

WEIGHT LIFTING

you? We'd love to
ill out the reverse side,
it, in a stamped envelope
dress below. Feel free to
letter describing your
interests as well. In
se, we'll keep you
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ons from the Activision
s.

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don. NW1 5HE.

AMSTRAD 464/664/6128™† LOADING INSTRUCTIONS

Owners of the 664/6128 machines should first type the following: |TAPE, then 'ENTER'

Insert the 'MINDSHADOW' cassette in your cassette recorder.
Make sure the cassette is fully rewound.
To load the tutorial hold down 'CTRL' and press the small ENTER key on the numeric keypad.
Then follow the instructions on the screen.
The tutorial section will now load automatically.

If you do not want the tutorial to load, and want to play the main game then type the following:
RUN "MIND1" followed by 'ENTER'.
If you want to play the second part of Mindshadow, type the following: RUN "MIND2" followed by 'ENTER'. Note that you will only be allowed to play 'MIND2' if you have previously completed 'MIND1' and saved that position onto cassette. You cannot complete 'MIND2' without have saved game ready.

NOTE: On the reverse side of the tape, 'MIND2' is the first file followed by 'MIND1'. This is done so that if you have completed the first part of the game it will be easier for

GETTING STARTED

If you load the TUTORIAL section, you will be taught the basics of how to play a graphic adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. To assist you in these circumstances, you may type HELP. The computer will respond to your need for help. But it may or may not offer advice!

MINDSHADOW FEATURES

SAVE GAME: Please follow the instructions that appear on the game screen. You will need a blank tape ready to save your game onto. (It is not possible to save onto the Mindshadow casstte.) The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start saving your game. After the game has been saved, the screen will prompt you to replace the Mindshadow cassette. Remember to note down what is saved on a tape, otherwise you will lose track of your saved games.

LOAD GAME: Please follow any instructions that appear on the game screen. You will need your game save tape. The screen will instruct you to insert the game save cassette. continue. When you press 'any key', the program will start to load your game. After the game has been loaded, the screen will prompt you to replace the Mindshadow cassette.

NOTE: There are two parts to the Mindshadow game. Game positions saved while playing 'MIND1' will not be accepted by 'MIND2', and vice versa. The screen will give an error message. The only exception to this is when you have completed 'MIND1', as described earlier. A game save must be made at this point, in order to let you start playing 'MIND2'.

QUICKSAVE: This is another feature of Mindshadow, it enables you to save a game, without using a tape. So if you are about to make a move you are not sure about, you should QUICKSAVE first. Each time you use QUICKSAVE the position last stored is lost. Lastly remember that if you have decided to stop playing for now, you should save the game onto cassette, as when you turn off your computer ALL information is lost!

QUICKLOAD: If you have QUICKSAVED a game then QUICKLOAD will restore the game, as you left off when you QUICKSAVED.

TEXT COMMANDS.

THINK COMMAND: When a clue of any kind presents itself or if you want to know more about the nature of a character or object type 'THINK ____', filling in the name of what you'd like to think about. If you haven't "thought" about enough clues during the game, you may get to the end of the adventure and not know your true identity.

KEY COMMANDS: A partial but important listing. Use these as a quick reference. Several can be abbreviated as noted.

(N)ORTH	PUSH
(S)OUTH	TAKE
(E)AST	OPEN
(W)EST	GET
(F)ORWARD	TALK
(B)ACKWARD	DROP
(U)P	INSERT
(D)OWN	READ
(L)EFT	CLOSE
(R)IGHT	TURN
(I)NVENTORY	GO
EXAMINE	

Mindshadow

DEUTSCH

CPC CASSETTE LADEN
CTRL niederdrücken und die kleine ENTER Taste drücken. PLAY Taste auf Ihrem Recorder drücken.
DISKETTE
RUN"ELEVATOR eingeben. RETURN drücken.

Anschlag auf eine Einsatzzentrale des FBI !
Ein feindlicher Geheimdienst hat diese strategisch wichtige Zentrale besetzt, um so die Freilassung mehrerer festgehaltener Spione zu erreichen. In einem Ultimatum wird mit der Sprengung der als Hotel getarnten Zentrale gedroht, falls den Forderungen nicht nachgekommen wird.
Dem Hauptquartier des FBI ist es aber gelungen, für kurze Zeit Kontakt mit einem ihrer in der Einsatzzentrale stationierten Computerspezialisten aufzunehmen. Dieser konnte zunächst unerkannt den elektronischen Timer der Bombe im 62. Stockwerk des Hotels ausfindig machen. Er ermittelt auch den Stopcode des Timers, wird jedoch beim Eintippen plötzlich entdeckt. Die Gegner verschleppen ihn in den Keller des Hotels. Auf dem Weg dorthin versteckt er kleine Zeichen, die zusammengesetzt den Stopcode ergeben. Das Hauptquartier setzt nun den Superagenten Trevor ein, der die Codeteile suchen und damit den Timer stoppen soll. Es ist jetzt Ihre verantwortungsvolle Aufgabe, Trevors Rolle zu übernehmen und in einen dramatischen Kampf gegen die Zeit und die Übermacht des Gegners in den 62. Stock des Hotels vorzudringen, um das Hotel vor der Vernichtung zu bewahren.

SPIELANLEITUNG
Sie müssen Agent Trevor helfen, bis in das 62. Stockwerk zu gelangen. Das Hauptquartier hat aus sicherer Quelle in Erfahrung gebracht, daß sich dort die Steuerungselektronik der Zeitbombe befindet. Nur hier kann der Countdown gestoppt und somit die Bombe entschärft werden!
Folgende Angaben über das Hotel sind dem Hauptquartier bekannt:
- Man kann sich jeweils innerhalb von acht Stockwerken mittels der Fahrstühle frei bewegen, in die darüberliegenden Stockwerke gelangt man nur über eine Nottür.
Den Schlüssel zu dieser Nottür besitzt nur der Portier, der sich allerdings aus Angst vor den Gegnern in einem der Hotelzimmer versteckt hält. Um den Portier zu suchen, benötigt man also zunächst einen Schlüssel für die Hotelzimmer! ABER: In einigen Zimmern lauern Gefahren.....
- Um den Countdown zu stoppen, muß man im Besitz eines 16-teiligen Codes sein. Die einzelnen Teile dieses Codes sind im ganzen Hotel versteckt, in jeweils acht Stockwerken liegen immer zwei Teile. Jedes Code Teil besteht aus einer Richtungsangabe. Die so erhaltenen 16 Richtungen werden zur Entschärfung der Zeitbombe benötigt, mussen also unbedingt in ihrer Reihenfolge gemerkt werden!
- Agent Trevor kann jede Hoteleinrichtung untersuchen und benutzen, einige können nützlich sein, andere weniger, aber hinter jeder Einrichtung könnte ein Teil des Codes liegen...!

HINWEISE ZUR ERLEICHTERUNG DER MISSION
- Die Gegner kennen die Verstecke des Codes, nur muß man die zum Reden bringen!
- Bei einem Glas Bier oder Whisky wird der Barkeeper redselig, aber auch bei Agent Trevor wirkt Alkohol!
- systematische Benutzung der Fahrstühle kann viel Zeit sparen.

DAS ANZEIGENFELD (Unterer Bildschirmteil):
Das Anzeigenfeld besteht aus sechs Teilen:
1. Punktestand
2. Anzahl der Leben
3. Schlüsselanzeige bedeutet: Kein Schlüssel in Trevors Besitz.
   K1 bedeutet: Trevor besitzt den Universal. Schlüssel für alle Zimmertüren!
   ED bedeutet: Trevor besitzt den Schlüssel für die Nottüren!
4. Stockwerk: Nummer des mittleren Stockwerkes.
5. Kommunikationsfeld: Hier werden alle Untersuchungsergebnisse angezeigt!
6. Countdown: Die Mission muß beendet werden, bevor der Countdown bei 000 angelangt ist.

DIE STEUERUNG
Agent Trevor läßt sich über Joystick oder Tastatur steuern. Die Tasten sind wie folgt belegt:
OBEN - (Cursor oben) oder Q
UNTEN - (Cursor unten) oder A
LINKS - (Cursor links) oder O
RECHTS - (Cursor rechts) oder P
FEUER - LEERTASTE

RICHTUNG - AKTION
OBEN - SPRUNG
OBEN und links/rechts (diagonal) - KAMPFSPRUNG in jeweilige Richtung.
UNTEN - DUCKEN
UNTEN und links/rechts (diagonal) - UNTERSUCHUNG der vor Trevor liegenden Hoteleinrichtung.
LINKS - LAUF nach links
RECHTS - LAUF nach rechts
FEUER - SCHUSS (stehend)
Feuer und Joystick unten - SCHUSS (gedruckt)

HINWEISE
Befindet sich Agent Trevor im Fahrstuhl, so werden die Richtungen OBEN/UNTEN zur STEUERUNG DES FAHRSTUHLS benutzt.
Um die Türen zu öffnen, bewegen Sie den Agenten an den rechten Türpfosten und schauen Sie nach links. Dann muß der Joystick diagonal nach unten

gedrückt werden und, sofern Sie den Schlüssel besitzen, die Tür öffnet sich.

Die Buchstabenwahl in der Namenseingabe erfolgt über Joystick oder Cursor-Tasten.

ACHTUNG

MISSION ELEVATOR ist geschrieben von Rolf Lakämper für micro partner. Wenn Sie ein gutes Programm geschrieben haben oder Mitglied im micro partner. Team werden wollen, so wenden Sie sich doch an:

micro partner
Westenkamp 26
D.4830 Gütersloh
Tel. 05241/46311

ENGLISH

CASSETTE

464: Hold down CTRL key and tap the small ENTER key.
664/6128: Type I (shifted@) TAPE ENTER then type RUN"ENTER.

DISK

Type RUN"ELEVATOR.

One of the Central Intelligence Units of the FBI has been attacked! Agents of a hostile Secret Service hold this important Unit under siege, to blackmail the US. government to release a number of spies presently imprisoned. If the demands of the agents are not met by a given deadline, the hotel which is the cover for the Central Intelligence Units offices will be blown up.
However, FBI Headquarters managed to get in touch with a computer-specialist working at the Central Intelligence Units very briefly. The specialist was able to locate the electronic timer of the bomb on the 62nd floor of the hotel. He even manages to find the stop code of the timer before he is finally discovered by his enemies. His opponents deposit him in the basement of the hotel. On the way the FBI man is able to hide various little signs which, if put together, give you the stopcode.
Headquarters decide to put their superagent Trevor on the job. You are Trevor and it is your task against all odds to find the code and make your way to the 62nd floor to defuse the bomb and save the hotel.

INSTRUCTIONS

Trevor must somehow reach the 62nd floor, but headquarters could only brief him with the following:
- The hotel is split up in units of 8 floors each. Within each unit, you can move up or down by using any of the lifts. The emergency exit leads to the next eight floors.

- You need a key to open the emergency exit which is at present in the porter's back trouser pocket which together with its owner has gone into hiding in one of the hotel rooms. But to find the porter you need the master key to open the room doors. But beware, danger lurks behind every door.....

- To stop the countdown, you need the code consisting of 16 parts. You will find 2 parts of the code per 8 floors. Each part of the code will specify a direction. All 16 directions are needed to defuse the bomb. Take care to remember the order in which you found the directions.

- The hotel furniture should be carefully examined and, if possible, used. Behind every piece of furniture a piece of the code may be hidden.

HINTS

- Your opponents know the hiding places of the codes and will tell you about them, provided you can get them to talk!
- Alcohol will get the barkeeper talking, but remember, that you are equally likely to get drunk in the process.
- Use the lifts systematically to save time.

INFORMATION ON SCREEN

You are supplied with 6 different types of information:

1. Your score
2. No. of lives
3. "Key" indicators__means : You do not have any keys
   K1 means : You are in possession of the masterkey
   ED means : You are in the possession of the key for the emergency exits.
4. Floor No. of floor you are on
5. Information screen
6. Timer Your mission has to be completed before the timer has counted down to zero.

CONTROLS

Joystick or keyboard controlled.
Use the following keys to:
Go up - Cursor up or Q
Go down - Cursor down or A
Go left - Cursor left or O
Go right - Cursor right or P
Fire - Spacebar

Agent Trevor can do the following movements:

Direction	Action
Up	Jump
Up left or right	Attack left or right
Down	Duck
Down left/right	Examine object(s) in front of Trevor
Left	Run to the left
Right	Run to the right
Fire	Shoot (whilst standing up)
Fire down	Shoot (whilst ducking)

TIPS

If you are inside one of this lifts, use "UP/DOWN" to move the lift in the right direction.
To open a door, move to the right doorpost and look to the left. Then move the joystick diagonally down. If you have the key, the door will now open.
At the start of the game, use joystick or cursorkeys to enter your name.

Screen pictures shown may be different machine versions of game.
FIREBIRD
Grab those weapons and Zap the Bad Star Empire before they Zap you!
Saisissez ces armes et detruisez l'Empire des Etoiles Malefiques avant qu'il ne vous detruise!
Ergreifen Sie diese Waffen und vernichten Sie das Reich des Hosen Sterns, bevor Sie vernichtet werden!
Coge esas armas y Destruye el Imperio de Malas Estrellas, antes de que estas le Destruyan a ti!
Afferate queste armi e distruggete l'Impero della Cattiva prima che essi vi distruggano!
Grip de wapens en vernietig het Rijk de Kwade Ester voor je zelf vernietigd wordt!
Grib fat i Jeres voaben og odelag det Fjendtlige Stjerneimperium for det odelagger Jer!
5 012439 001980
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MISSION
SILVER 199 RANGE
MISSION
GENOCIDE
FIREBIRD
FIREBIRD

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MISSION GENOCIDE

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THE GAME
Your planet CRYS-CIT has been ruthlessly attacked by the BAD STAR Empire in an unprovoked assault to subjugate your people. A plan of defence and ultimate counter-attack must be devised by the Crys-citizens, and forces gathered for retaliatory measures. You are the co-ordinator of a small, crack unit with a deadly mission: You must destroy as much of the BAD STAR Empire as possible, so that they are sufficiently weakened to prevent them from launching another, possibly killer blow to your planet. Your briefing is complete, the mission ready. The code name: **ZTB, ZAP THE BAD STARS!!!!**

LOADING
AMSTRAD 464 OWNERS
1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.
1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME
KEYBOARD CONTROLS:
K to select keyboard J to select joystick
Q=Up S=Down 4=Left (on the keypad) 5=Right (on the keypad)
6=Fire (on the keypad) P=Pause C=Change Colours
Space=Auto Fire On/Off

MISSION GENOCIDE can also be played using a joystick connected to the port of your computer.
Hitting 'FIRE' will launch a missile and hold FIRE for continuous fire. You must release and press FIRE to launch missiles. Selecting Auto-Fire leaves you free to concentrate on launching missiles.
The aim of the game is destruction. You score by killing the Bad Star ships, destroying their installations and looting their storage silos.
Remember to kill the Bad Star ships with your laser and bomb the ground with missiles.
The first resistance you will encounter will be an outpost of the BAD STAR Empire. Not only will you have to shoot away the defending ships, but you will need to bomb the silos that are situated at ground level. These contain useful weapons such as lasers and shields that can be picked up and used against the defenders by simply flying over them. To hold the weaponry to your craft, you will need to pick up dumps of Astro-Gloo also found in the silos. You must avoid the silos that contain the black holes of anti-matter as these will render your Astro-Gloo useless and cause your weapons to fall off.

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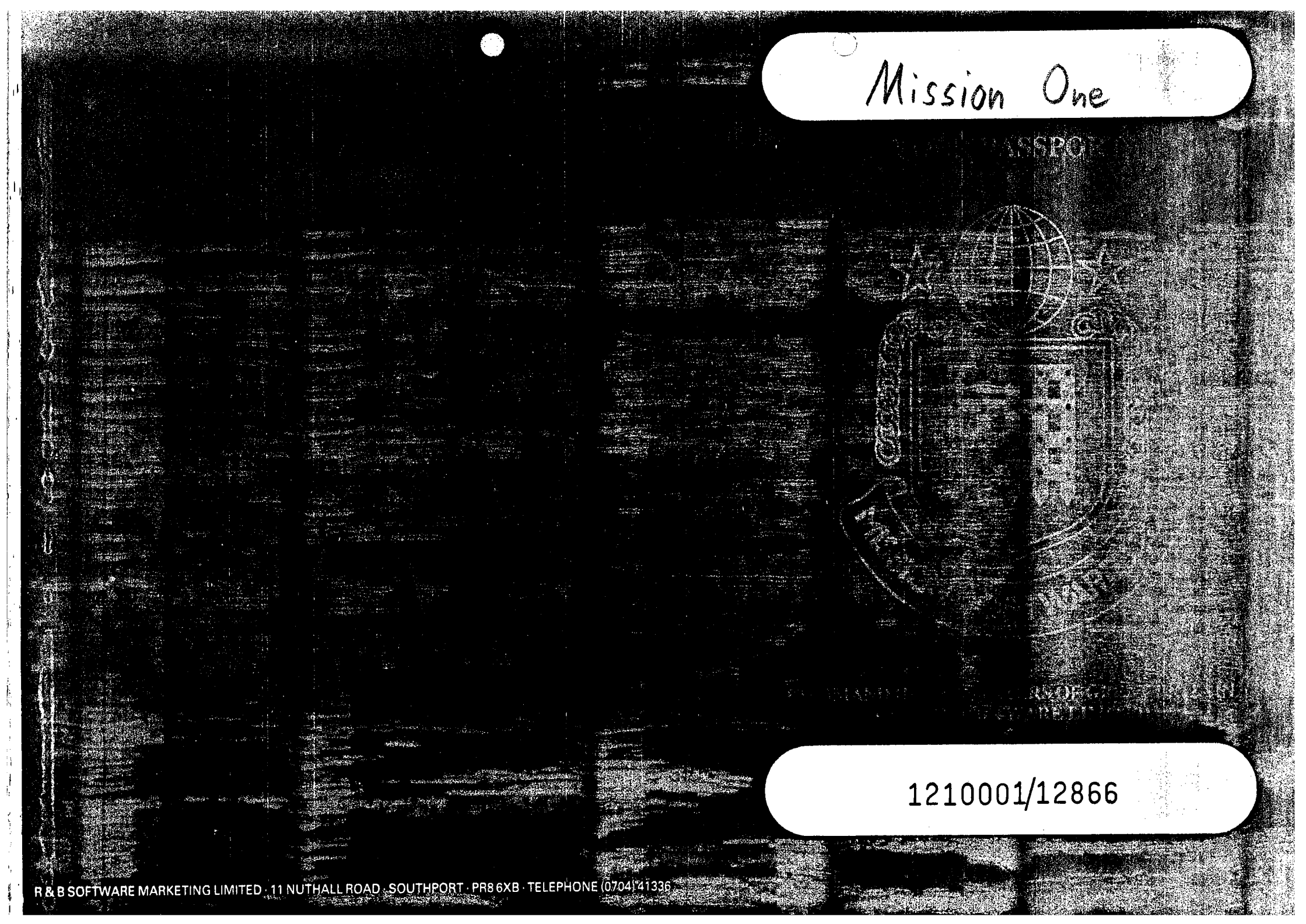
If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

Mission One



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R & B SOFTWARE MARKETING LIMITED · 11 NUTHALL ROAD · SOUTHPORT · PR8 6XB · TELEPHONE (0704) 41336

MISSION·1

FROM: MISSION H.Q.
TO: SECRET AGENT
CONTENT: PROJECT VOLCANO

BRIEFING

You have been selected for this Mission because of your specialist skills in computer operations. The Aim of your Mission is to gain entry to the hidden Command complex, once there you must locate the main computer room and delete the command program by entering the Distruct Code. Intelligence informs us that this code is hidden within the complex.

If you succeed in your Mission a reward of 5000 score credits will be given. We will also be willing to reward you for discovering anything that is of value to us with score credits up to a maximum of 20,000. Allied powers have also asked if we can discover the name or names of possible double agents.

High level intelligence contacts have supplied the following information which may be of some use to you: –

1) Outline brief from Allied Command H.Q.
2) Information from one of our agents who managed to gain access to the centre.
3) Copy of basic blueprint to centre.
4) Names of centre's main personnel.
5) Swiss bank account numbers for several of centre's main personnel.

You will be taken to, and collected at, the drop off point by Mission's own personnel and a cover will be arranged for your absence.

You are now on your own ..... GOOD LUCK.

COMMANDER M

AGENT COMMUNICATION LOG

DAY	TIME	MESSAGE
Fri	7.30 am	Entry and exit can be made from ventilation shaft. Low security.
Fri	11.12 am	Entry gained.
Sat	3.01 pm	Found Master Computer.
Sat	3.17 pm	Found clue to destruct code.
Sat	5.27 pm	MISSION ABORT. I have been discovered. I am discarding equipment.
Sat	7.31 pm	PICK-UP URGENT. PICK-UP URGENT.
Sun	1.07 am	CRYPTIC MESSAGE RECEIVED. Message shown on Communications Centre Report.

Communication Centre Report

Pick-up copter did not find agent.
We did however receive the following cryptic message on Sunday at 1.07 am.

NGK	**LTT**	**NGXK**	**LTSY**	**QFR**	**GF**
you	–	–	–	–	on
NGXK	**WQEA**	**VOSS**	**WT**	**ZIT**	**EORT**
–	–	–	–	–	code

We believe this is a clue to the destruct code but we are only able to crack three words of it. It is possible that the next mercenary will have the answer to the code at his fingertips.

MISSION·1

CENTRES MAIN PERSONNEL

Ludmila Afanasyevna

Tahta Kupir

Doyoma Kostoglotov

Oleg Kencove

Oleg Pasik

George Edward Young

Fred Oleg Benn

Pavel Nikolayevich

SWISS BANK ACCOUNT NUMBERS

Tahta Kupir	00537658
Asya Kostoglotov	73968663
Fred Oleg Benn	48877964

INFORMATION ONLY.

OUTLINE BRIEF FROM ALLIED COMMAND H.Q.

Classification ..... **RED.**
From ..... Commander Smith-Green.
To ..... Special Operations Group.
Authorization ..... P.M.
Content ..... Project Volcano.

Background

A top secret missile command centre has been discovered hidden beneath an extinct volcano on the Yugoslavian and Rumanian border. The command centre we now know is the heart of a missile network which covers the whole of the Soviet Block. The centre is fully selfcontained and automated.

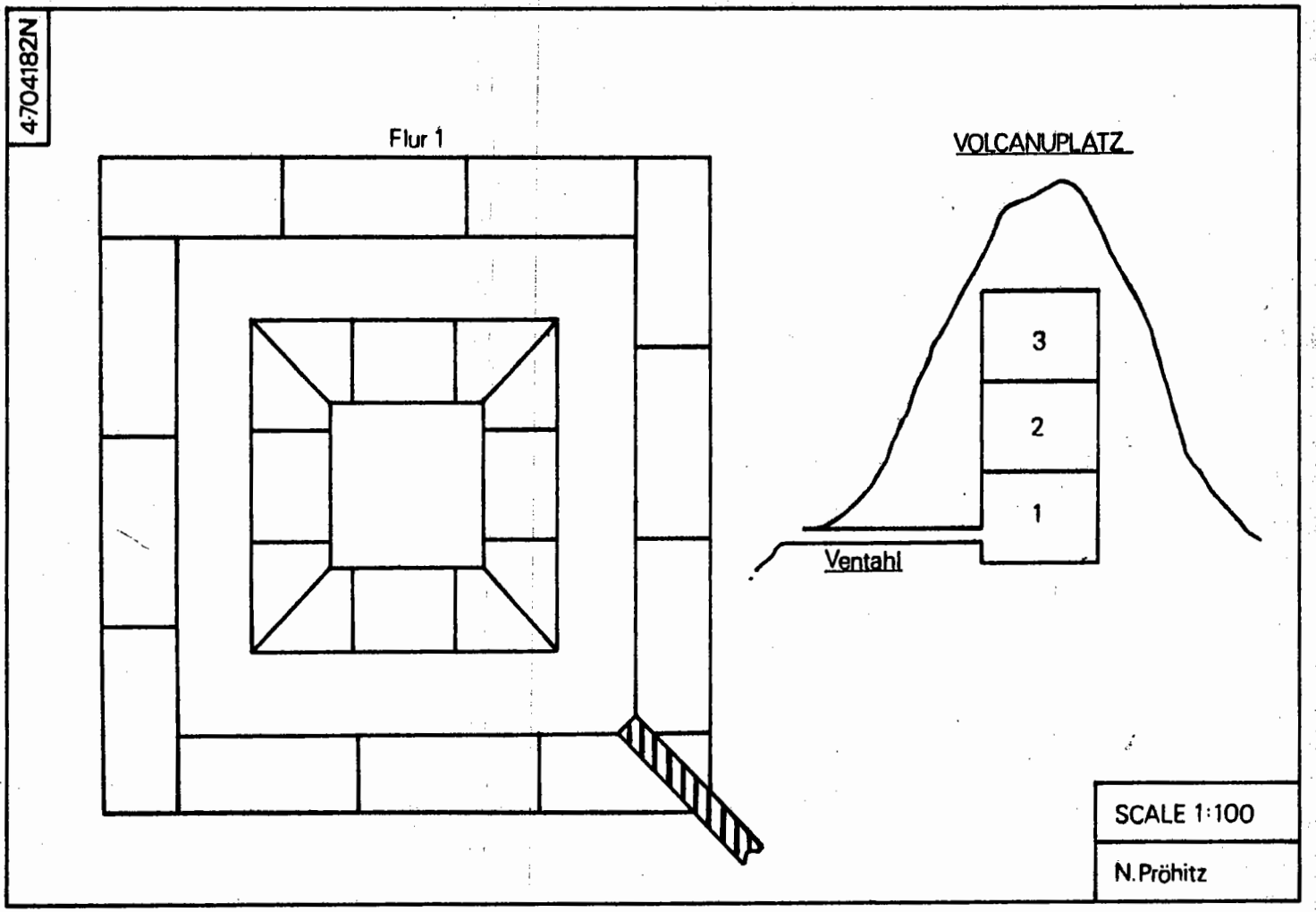
Recommendations

After top level discussions it has been decided that the centre must be put out of operation for four weeks, but the total destruction of the centre would have too many repercussions for stable relationships. It is felt by the P.M. that a delay of four weeks would allow Allied Forces sufficient time to equalize the power balance and allow our own command centre to start functional operations.

Action

It is felt desirable that a Secret Agent be used to destroy the master program and no link be established with Allied Command.

CONTACT MISSION H.Q.


4704182N
Flur 1
VOLCANUPLATZ
3
2
1
Ventahl
SCALE 1:100
N.Pröhitz

PLAYING THE GAME - AMSTRAD CPC 464

1. Place cassette in datacorder and rewind to start.
2. Press CTRL and small enter keys at same time.
3. Run" and press play, then any key will appear on screen.
4. Press play on datacorder and any key on main keyboard and the game will now load.

Once loaded the program will prompt you 'RESTORE A PREVIOUS GAME Y/N', answer N if this is the first playing or if you wish to start from the beginning.

You can command the computer by typing in simple English commands, usually verb and noun. Some of the most commonly used commands can be abbreviated, e.g. F is the same as FORWARD, T FIS can be substituted for TAKE FISHINGROD. These commands can be listed during the course of the game by typing HELP. Various objects will be encountered as the game progresses, the name that they are recognised by will be shown in capitals, e.g. to TAKE a green HAT you would type T HAT.

At any time during the Mission you may withdraw by typing QUIT. Any rewards due to you at this stage are now shown. You will then be given the option of playing again - answering 'Y' restarts the Mission from the beginning - answering 'N' gives you the option to save your present position. If you wish to do so, answer 'Y' AFTER having made ready a spare cassette. Now press the play and record buttons on your cassette player and press any key on your computer. It will take approximately 10 seconds to save.

In order to restore a position answer 'Y' to 'RESTORE A PREVIOUS GAME Y/N', after first having made ready your saved cassette. Now press the play button on your cassette recorder. The previous position you were at is automatically loaded and you can continue your Mission.

TIPS ON PLAY

Keep track of where you are and where you have been.

If the program does not understand, try and rephrase your command

The solution to individual problems is usually quite simple in nature, so if you find yourself typing long sentences you are probably on the wrong track.

If you get stuck, put it away and play again tomorrow, often the solution can strike you suddenly. Remember there could be something more interesting in the next room. If you search hard enough.

Not everything you find will be useful, some things may be a positive disadvantage if carried.

Descriptions given by the program may hold a clue so study them carefully.

You are in enemy territory, the good agent will think before he acts when his life may be at stake.

MONTY ON THE RUN
(Monty s'évade.)

Pour Jouer

Plan du jeu

Monty, qui s'est échappé de prison, se trouve maintenant tellement en forme qu'il peut même faire le saut périlleux. Pour retrouver la liberté totale, il doit passer tout d'abord par de nombreuses cachettes et "planques". Pour l'aider à réussir son évasion, on lui a remis un kit de 21 objets, dont cinq seulement vont lui être utiles. En outre, il doit récolter des pieces d'or en chemin, ainsi que d'autres objets qui pourront soit l'aider, soit l'encombrer (vous ne saurez quels sont les objets corrects qu'en les essayant).

Le "Kit-Liberté"

1. Compas	2. Jet Pack	3. Déguisement
4. Corde	5. Groupe électrogène	6. Pistolet laser
7. Montre	8. Echelle	9. Grenade
10. Revolver	11. Disquette	12. Passeport
13. Masque à gaz	14. Télescope	15. Char
16. Barillet de rhum	17. Hache	18. Sac marin
19. Carte	20. Marteau	21. Lampe de poche

Quelques conseils pour choisir les objets

Pour ce qui est du choix de votre Kit-Liberté, ne vous en faites pas trop. Pendant le jeu, vous allez arriver à un point où vous ne pouvez plus continuer, mais où il vous semble que vous devriez poursuivre. A ce moment-là, relevez soigneusement l'endroit où vous en êtes et sélectionnez l'objet du Kit-Liberté qui va vous aider à reprendre la route!

Spectrum 48K 49 Ecrans- Tableaux

Sélection du Kit-Liberté

Utilisez les cammandes de gauche et de droite pour déplacer la flèche et appuyez sur JUMP/FIRE pour sélectionner un objet. Les numéros des objets vont correspondre à ceux de la liste du Kit-Liberté qui figure sur l'encart de la cassette.

Selection des options initiales

Utilisez "vers le haut" et "vers le bas" pour placer les étoiles en regard de l'option choisie, puis appuyez sur JUMP/FIRE pour la sélection.

Pour les déplacements

Clavier:

Q vers la gauche **W** vers la droite **Y-P** vers le haut

Enter-H vers le bas **B-SPACE** Jump/Fire (Sautez/Tirez)

Joystick:

compatible avec le Kempston et l'interface II, qui seront sélectionnés automatiquement si présents.

Pour charger:

Load " " Appuyez sur **Enter**

Appuyez sur **Break** pour relancer le jeu.

Commodore 64/128 & AMSTRAD 49 Ecrans- Tableaux

Sélection du Kit-Liberté

Sur le premier écran, utilisez les touches de marche à gauche et à droit pour placer l'objet qu'il vous faut au milieu (l'objet va clignoter) et appuyez sur la touche DOWN pour sélectionner. Après avoir choisi cinq objets, appuyez sur FIRE pour commencer. Les numéros des objets correspondent à ceux qui figurent sur l'encart de la cassette.

Pour les déplacements

Clavier:

Z gauche **X** droite **];** vers le haut

?/ vers le bas **SPACE** saut

Joystick – Porte II

Sur l'écran initial, appuyez sur **R** pour redéfinir les touches.

Pour charger (Bande)

Appuyez sur **SHIFT** & **RUN/STOP**

Pour relancer le jeu, appuyez sur **RESTORE**

Pour charger (Disque)

Tapez: **L O A D " * " , 8 , 1** Appuyez sur **RETURN**

Une production Micro Projects Ltd. pour Gremlin Graphics Software Limited
Alpha House, 10 Carver Street, Sheffield S1 4FS
ANGLETERRE

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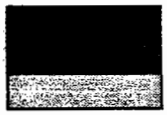

MONTY ON THE RUN
(Monty auf der flucht)

Spielanleitung

Spielverlauf

Monty, der aus dem Gefängnis entwichene und jetzt superstarke, Salto machende Flüchtling, muß sich durch verschiedene Versteckplätze und geheime Orte hindurch in die Freiheit retten. Um diese Reise erfolgreich zu überstehen, besitzt er eine Rettungsausrüstung mit 21 verschiedenen Gegenständen, wovon ihm aber nur fünf behilflich sind. Daneben darf er auf der Reise Goldmünzen sammeln; verschiedene andere Gegenstände, die ihm auf der Reise begegnen, können ihm helfen, können ihn aber auch behindern (ob Hilfe oder Hinderung wird sich erst nach Versuch herausstellen)!

Rettungsausrüstung:

1. Kompaß	2. Düsenantrieb	3. Verkleidung
4. Seil	5. Generator	6. Lasergewehr
7. Uhr	8. Leiter	9. Handgranate
10. Gewehr	11. Floppy Disk	12. Reisepaß
13. Gasmaske	14. Teleskop	15. Panzer
16. Rumfäßchen	17. Axt	18. Kleidersack
19. Karte	20. Hammer	21. Taschenlampe

Allgemeine Hinweise für die Wahl der Gegenstände

Machen Sie sich nicht allzu große Sorgen die richtige Zusammensteliung der Rettungsausrüstung. Sie werden einen Spielpunkt erreichen, wo Sie nicht weitergehen können, obwohl es so aussieht, als ob Sie weiter sollten. In einem solchen Fall merken Sie sich Ihren genauen Standpunkt, kehren wieder zum Spielanfang zurück und wählen den erforderlichen Gegenstand.

Spectrum 48K 49 Bildfolgen

Wahl der Rettungsausrüstung

Die Links – und Rechtssteuerungsbefehle zum Bewegen des Pfeils verwenden und die Sprung – oder Feuertaste drücken, um den Gegenstand auszuwählen. Die Numerierung der Gegenstände entspricht der Nummernbezeichnung auf der Einlegekarte.

Wahl der Anfangsmöglichkeiten

Die Befehlstasten für 'auf' und 'ab' betätigen, um die Sterne an die Seite der erwünschten Wahlmöglichkeit zu versetzen. Dann die Sprung –/Feuertaste drücken, um die Wahl aufzuzeichnen.

Bewegung

Tastatur:

Q Links **W** Rechts **Y – P** Auf
Enter – H Ab **B –SPACE** Sprung/Feuer

Steuerknüppel:

Der steuerknüppel muß mit Kempston und Interface II verträglich sein.
Wenn eingebaut, werden diese automatisch angewählt.

Laden

Load " " und dann **Enter** drücken
Break drücken, um an den Spielanfang zurückzukehren.

Commodore 64/128 & AMSTRAD 49 Bildfolgen

Wahl der Rettungsausrüstung

Wenn Sie das Eröffnungsbild vor sich haben, verwenden Sie die Links – und Rechtssteuerungsbefehle, um den erwünschten Gegenstand in die Mitte zu versetzen (der Gegenstand blinkt). Dann die Befehlstaste für 'ab' drücken, um die Wahl aufzuzeichnen. Nach erfolgter Wahl von fünf Gegenständen drücken Sie den Feuerknopf, um das Spiel anlaufen zu lassen. Die Numerierung der Gegenstände entspricht der Nummernbezeichnung auf der Einlegekarte.

Bewegung

Tastatur:

Z Links **X** Rechts **];** Auf

?/ Ab **SPACE** Sprung

Steuerknüppel – Steckplatz II

Vom Titelbild aus **R** drücken, um die Tasten new zu definieren.

Laden (Kassette)

Shift & **Run/Stop** drücken.
Restore drücken, um zum Spielanfang zurückzukehren.

Laden (Platte)

L O A D " * " , 8 , 1 tippen. **RETURN** drücken.

Von Micro Projects Ltd. hergestellt im Auftrag von Gremlin Graphics Software Limited,
Alpha House, 10 Carver Street, Sheffield S1 4FS

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MONTY ON THE RUN
(La huida de Monty.)

Instrucciones para jugar

Plan de juego

Monty, habiéndose escapado de la prisión y ahora en un estado físico excepcional que le permite dar saltos mortales, precisa abrirse camino hacia la libertad a través de muchos escondites y lugares secretos. Para poder completar su viaje felizmente ha recibido un "kit" de libertad que contiene 21 objetos, pero sólo cinco de ellos le permitirán llegar a la meta. Además, hay monedas de oro que puede recoger en el camino, junto con otros objetos que le servirán de ayuda o de estorbo (usted sólo lo averiguará probándolos).

Kit. de libertad

1. Brújula	2. Motor de chorro	3. Disfraz
4. Cuerda	5. Generador	6. Pistola de Láser
7. Reloj	8. Escalerilla	9. Granada de mano
10. Pistola	11. Disco flexible	12. Pasaporte
13. Careta antigás	14. Telescopio	15. Tanque
16. Barriete de ron	17. Hacha	18. Bolsa del kit.
19. Mapa	20. Martillo	21. Linterna

Sugerencias para seleccionar objetos

No se preocupe demasiado a la hora de seleccionar objetos del kit de libertad. Llegará el momento en el juego en que no podrá continuar, aunque le parezca que debe hacerlo. En ese momento, tome buena nota de donde se encuentra, vuelva a comenzar el juego y seleccione del kit de libertad el objeto que le ayudará a continuar en su camino.

Spectrum 48K 49 Pantallas

Selección de objetos del kit

Utilice las teclas "Izquierda" y "Derecha" para mover la flecha y pulse Jump/Fire (Salto/Fuego) para seleccionar un objeto. Los números de los objetos corresponden con la lista del kit de libertad en la tarjeta.

Selección de las opciones iniciales

Utilice las teclas "Arriba" y "Abajo" para posicionar las estrellas al lado de la opción deseada y pulse Jump/Fire (Salto/Fuego)para seleccionarla.

Instrucciones para mover

Teclado:

Q Izquierda **W** Derecha **Y-P** Arriba

Enter-H Abajo **B-Espaciador** Salto/Fuego

Palanca de mando:

Compatible con Kempston e Interface II. Se seleccionan automáticamente si están instaladas.

Instrucciones para cargar

Load " " Pulse **Enter**

Pulse **Break** para volver a comenzar el juego.

Commodore 64/128 & AMSTRAD 49 Pantallas

Selección de objetos del kit

En la pantalla inicial, utilice las teclas "Izquierda" y "Derecha" para colocar el objeto requerido en el centro (parpadeará el objeto) y pulse la tecla "Abajo" para seleccionarlo. Cuando haya seleccionado cinco objetos, pulse Fire(Fuego) para comenzar. Los números de los objetos corresponden con los números en la tarjeta.

Instrucciones para mover

Teclado:

Z Izquierda **X** Derecha **];** Arriba
?/ Abajo **Espaciador** Salto

Palanca de mando - Acceso II

Pulse **R** en la pantalla inicial para Redefinir las teclas.

Instrucciones para cargar (Cinta)

Pulse **Shift** y **Run/Stop**

Pulse **Restore** para volver a comenzar el juego.

Instrucciones para cargar (Disco)

Escriba **L O A D " * " , 8 , 1** Pulse **RETURN**

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Alpha House, 10 Carver Street, Sheffield S1 4FS.
INGLATERRA.

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MOON BUGGY

Patrol craft latest in a series of A.T.M. (ALL TERRAIN MOON BUGGY) out on a routine patrol is heavily attacked by fighters operating from a star-cruiser. You must skillfully manoeuvre your A.T.M.B. over the lunar rocks, across the craters and destroy the alien attackers.

This all machine code program provides thrilling experience of driving across a constantly changing landscape combined with fast and furious arcade action. Enormous fun for the whole family!

Moon Buggy has five stages requiring increasing skill and presenting increasing challenge.

Controls

Use joystick or keyboard.

Keyboard controls:

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

Press Space Bar to restore the game.

Loading - Press CTRL key and small ENTER key.

Press PLAY and then any key.

Program by M. Fox

Instructions See Reverse

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WARNING

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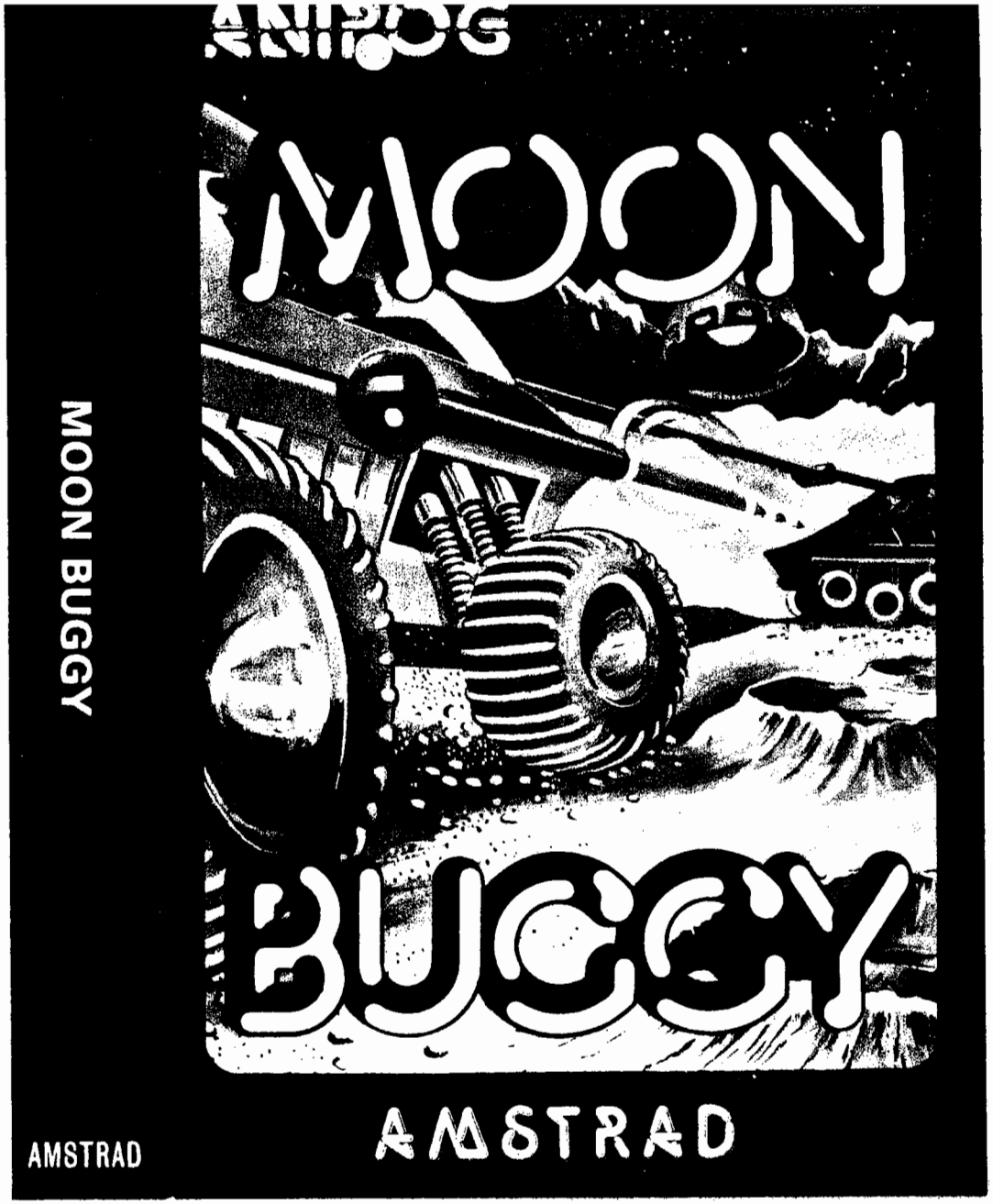

Moon Buggy

MOON BUGGY

Instructions

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

There are two types of attack used by the alien forces:

1. Low Level Aerial Attack

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

2. Surface Attack

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

Playing

Craft Control - Joystick - Move Joystick Right - Accelerate Move Joystick Left - Decelerate Fire Button - Launch Laser Bolts and Torpedos or use keyboard.

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

Scoring

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

№ 000430

Moon Buggy

MOTOS: Defend the solar base against the massed hordes of Space Bees who are determined to force their way into your territory. Using all your arcade skills manoeuvre your ship across the base and any nasties you come across – bump them off, before they give you the same treatment!
JOYSTICK OR KEYBOARD
5 012967 810191
RECORDED ON BASF TAPE
'OFFICIAL NAMCO ARCADE LICENSE'
MASTERTRONIC ADDED DIMENSION
SCORES AND FEATURES
CONTROLS
Joystick or Keyboard
Joystick,Options
Kempston, Interface 2
LOADING INSTRUCTIONS
464: press CNTRL and small ENTER
664/128: Type !TAPE and press RETURN
Press CNTRL and small ENTER
Made in Great Britain

MOVIE

Programmcode, graphische Darstellung und künstlerische Gestaltung sind urheberrechtlich geschützt und dürfen ohne die schriftliche Genehmigung von Imagine Software Limited nicht kopiert, gespeichert, verliehen oder in irgendeiner Form verbreitet werden. Weltweit alle Rechte vorbehalten.

Dieses Program ist für den Schneider gedacht und läßt sich über Joystick oder Tastatur steuern.

DAS SPIEL

Werden Sie zum 1A Meisterdetektiv in diesem faszinierenden Gangsterthriller. Wenn Sie die versteckte Bandaufnahme finden und mit der Botschaft zurückkehren wollen, müssen Sie geschickt und schnell reagieren können . . . Weiber, Schnaps und Kugelhagel – dieses "Movie" hat allee.

LADEN

Schneider CPC 464 – Rückgespulte Kassette in den Rekorder einlegen, RUN" tippen und Taste ENTER drücken. Anweisungen auf dem Bildschirm der Reihe nach ausführen. Falls Diskette angeschlossen, |TAPE tippen und Taste ENTER drücken. Dann RUN" tippen und Taste ENTER drücken. Im Zweifelsfall Kapitel zwei der Bedienungsanleitung zu Rate ziehen.

Schneider CPC 664 und CPC 6128 – Geeigneten Kassettenrekorder mit den richtigen Zuleitungen und wie in der Bedienungsanleitung angegeben anschließen. Rückgespulte Kassette in den Rekorder einlegen, |TAPE tippen und Taste ENTER drücken. Dann RUN" tippen und Taste ENTER drücken. Anweisungen auf dem Bildschirm der Reihe nach ausführen.

Schauplats ist New York in den 30er Jahren. Privatdetektiv Jack Marlow steht vor einer gefährlichen Aufgabe . . . Ins Hauptquartier des Gangsters Bugs Malloy eindringen, ein wertvolles Tonband auffinden, ins eigene Büro zurückkehren und die Aufnahme abspielen.

Sie sind Jack Marlow.

Die Privaträume des Gangsterbosses können Sie ohne Hilfe unmöglich finden, und je näher Sie kommen, desto mehr von seinen Helfershelfern verbauen Ihnen den Weg.

Auf diesem feindlichen Boden brauchen Sie eine freundliche Seele, die Sie zu Ihrem Ziel hinführt. Das ist Tanya. Wenn Sie die finden, haben Ihre Schwierigkeiten vielleicht ein Ende. Aber passen Sie auf, daß Sie nicht ihrer bösen Schwester Vanya in die Arme laufen, denn die arbeitet für Bugs . . . und führt Sie im Kreis herum bis man Sie kaltmacht!

[Die beiden Schwestern sehen völlig gleich aus. Beurteilen Sie selbst, welche Sie gefunden haben]. Wenn Sie sich bis zum Hauptquartier durchschlagen wollen, brauchen Sie eine schnelle Reaktion und viel Gerissenheit. Dabei werden Ihnen verschiedene Gegenstände, wie Pistolen, Bomben, Flaschen usw. im Weg liegen. Wenn die Aufgabe gelingen soll, müssen Sie diese Artikel sorgfältig einsetzen.

Man kann mit den anderen Spielfiguren sprechen und sie ausfragen, um wertvolle Informationen herauszubekommen. Dazu tippt man die Fragen über Tastatur in interaktive "Sprechblasen" ein. Wenn Sie die bewachten Türen erreichen, kommen Sie nur mit einem Kennwort weiter. Hier erweist sich das richtige Mädchen (Tanya) als unentbehrlich, denn sie kennt den Code. Ohne sie werden Sie nie das Büro des Gangsters erreichen und seinen Safe finden, in dem das wertvolle Tonband verwahrt wird.

VIEL GLÜCK!

STEUERUNG

Wahlweise mit Tastatur oder Joystick. Tastatursteuerung ist nicht umdefinierbar. Nach dem Laden des Programms Optionen durch Drücken von Taste O in die Anzeige holen und bei Bedarf mit Taste ENTER anwählen. Wenn Sie die angezeigte Option nicht anwählen wollen, drücken Sie C, gehen zur nächsten über und so weiter, bis Ihre Optionswahl abgeschlossen ist. **Option IQ** – Mit dieser Option können Sie angeben, ob Ihre Figur automatisch um unbewegliche Gegenstände herumgehen soll (IQ ein) oder ob Sie alle Bewegungen Ihrer Figur selbst steuern wollen (IQ aus).

OPTION DIRECTIONAL/ROTATIONAL (Richtung/Drehung) – Damit können Sie die Art Ihrer Steuerung wählen, d.h. einerseits LINKS, RECHTS, HOCH und RUNTER zur Verschiebung Ihrer Figur auf dem Bildschirm DIRECTIONAL und andererseits HOCH und RUNTER zur Vorwärts- oder Rückwärtsbewegung und LINKS und RECHTS zur Drehung Ihrer Figur in eine bestimmte Richtung (ROTATIONAL).

Spielbeginn: RETURN drücken.

TASTENZUORDNUNG

LINKS	–	UMSCHALTTASTE
RECHTS	–	Z
HOCH	–	P
RUNTER	–	L
FEUER	–	LEERTASTE oder ENTER

Mit diesen Tasten ginge es auch:

LINKS	–	←
RECHTS	–	→
HOCH	–	↑
RUNTER	–	↓
FEUER	–	KOPIEREN

JOYSTICK

HOCH/VORWÄRTS ↑

LINKS ← → RECHTS

↓ RUNTER-RÜCKWÄRTS

SPIELSTAND UND PUNKTWERTUNG

Auf dem Bildschirm wird der Spielstand als Anzahl der durchquerten Räume prozentual zur Gesamtsumme angezeigt. Außerdem erscheint eine von den bewältigten Aufgaben abhängige Gesamtpunktzahl.

Unten auf dem Bildschirm sehen Sie das Icon-Menü, mit dem Sie auf einen anderen Modus umschalten und die Funktion anwählen können, die Sie ausführen möchten. Außerdem sind über dem Icon-Menü die Gegenstände abgebildet, die Sie bei sich haben - Ihr AUSRÜSTUNG.

Um zum Icon-Menü zu gehen, FEUER drücken, den rechteckiges Kästchen über die gewünschte Funktion bringen und nochmal FEUER drücken.

Zur Spielunterbrechung über Icon H gehen und FEUER drücken. Zur Wiederaufnahme erneut FEUER drücken.

Spielabbruch: Cursor über Icon A und zweimal FEUER drücken. Um einen der Gegenstände zu benutzen, die Sie bei sich haben, wählen Sie AUSRÜSTUNG mit dem rechteckiges kastchen an. Dann können sie den Ausrüstungs-Pfeil auf den Gegenstand bringen, den Sie einsetzen wollen.

HINWEISE UND TIPS

Zeichnen Sie sich einen Spielplan. Das ist sehr nützlich, wenn Sie Ihre Schritte zurückverfolgen müssen oder dem falschen Mädchen in die Arme laufen.

Wenn das Mädchen einen Wunsch äußert (z.B. "Hol mir einen Whisky") mussen Sie gehorchen, sonst hilft sie Ihnen nicht weiter (Also Flasche suchen, aufnehmen und in dem Raum fallenlassen, in dem das Mädchen ist). Passen Sie auf, daß dem Mädchen nichts passiert. Sie mussen sie beschutzen, koste es was es wolle, denn sie ist der Schlüssel zur Erfullung Ihrer Aufgabe.

Sie müssen sich etwas dazu ausdenken, wie Sie die Fallen im Spiel überwinden. Eine auf einem Schrank versteckte Tasche können Sie zum Beispiel mit einem Ihrer Ausrüstungsgegenstände herunterholen. Wenn sonst nichts hilft, versuchen Sie es mit Bestechung. Denn in diesem "Movie" ist fast alles erlaubt.

MOVIE (AU CINE)

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Ce programme fonctionne sur les micros Amstrad et peut etre commande par manche a balai ou clavier.

LE JEU

Devenir le Detective Numero 1 dans ce jeu passionnant de gangsters New Yorkais! Pour trouver l'enregistrement sur bande dans sa cachette et revenir avec le message il faut etre astucieux et réagir rapidement . . . des momes, l'alcool et les balles de revolver figurent tous dans MOVIE.

CHARGEMENT

Amstrad CPC 464 – Mettez la cassette rebobinée dans le magnétophone. Tapez RUN" et puis appuyez sur la touche ENTER. Suivez les instructions au fur et a mesure qu'elles apparaissent sur l'écran. Si un lecteur de disques est raccorde, tapez |TAPE et appuyez sur ENTER. Alors, tapez RUN" et appuyez sur ENTER. En cas de difficulté, se référer au Chapitre 2 du manuel de mode d'emploi.

Amstrad CPC 664 et CPC 6128 – Raccordez un magnetophone convenable, s'assurant que des cables corrects sont raccordes selon les consignes du manuel de mode d'emploi. Mettez la cassette rebobinee dans le magnetophone et tapez |TAPE et puis appuyez sur la touche ENTER. Alors, tapez RUN" et appuyez sur ENTER. Suivez les instructions au fur et a mesure qu'elles apparaissent sur l'ecran.

La mise en scéne est New York pendant les annees 1930. Le detective prive Jack Marlow a devant lui une mission dangereuse . . . S'insinuer dans le Q.G. du gangster Bugs Malloy, recuperer un message important, enregistré sur bande magnétique, retourner a son propre bureau et ecouter la bande. C'est vous, Jack Marlow!

La tanière des gangsters est difficile a trouver sans aide et plus vous vous approchez d'elle, plus y aura d'acolytes qui vous barreront le chemin. Dans ce milieu hostile, vous aurez besoin d'amis, quelqu'un qui vous amènera a votre but, et cette amie, c'est Tanya, et lorsque vous l'aurez trouvee vos problèmes commenceront a disparaitre, mais garde a ce que vous ne vous heurtiez pas à sa sœur, la malinе Vanya, qui travaille pour Bugs Malloy . . . Elle vous fera tourner en rond jusqu'a ce que vous soyez liquidé [Les deux soeurs sont d'apparence identique et c'est a vous de juger laquelle vous avez trouvé]. Pour vous faufiler dans le Q.G., il vous faut des réactions très rapides et etre bien malin; divers obstacles vous empêcheront de progresser, canons, bombes, bouteilles etc.

Pour réussir, vous devez vous servir de ces objets, mais avec beaucoup de precautions.

Il vous est possible de 'parler' aux autres caracteres qui figurent dans le jeu et de les interroger pour obtenir des renseignements precieux. Cela se fait en faisant apparaitre dans un "ballon" le message que vous aurez tapé sur le clavier. Lorsque vous arrivez devant des portes barrees par des gardes, vous aurez besoin, pour continuer, d'un mot de passe, et c'est là que la fille bienveillante (Tanya) pourra de grands services, puisqu'elle les connait, sans elle, vous n'arriverez jamais a pénétrer bureau du grand chef et a trouver son coffre-fort, dans lequel repose le message enregistré.

ET BIEN, BONNE CHANCE!

COMMANDES

Vous pouvez vous servir de manche a balai ou de clavier. Les commandes du clavier ne peuv re-definies. Une fois le programme charge, appuyez sur la touche O pour afficher les options l'option affichee, appuyez sur la touche ENTER. Pour decliner l'option affichee et regarder la appuyez sur la touche C, et ainsi de suite, jusqu'a ce que vous ayez acheve votre choix des opt

Option IQ – Cette option vous offre la possibilite de choisir si votre caractere devra contour automatiquement les obstacles immuables (IQ enclenche) ou de commander vous-meme les m de votre caractere (IQ declenche).

Option DIRECTION/ORIENTATION - Cette option vous donne le possibilite de choisir le commandes, c'est-a dire, que lorsque GAUCHE, DROITE, EN HAUT et EN BAS se referent au de votre caractere a l'interieur des limites de l'ecran, DIRECTION, EN HAUT et EN BAS depla caractere en avant ou en arriere et GAUCHE et DROITE le feront faire face a une direction q voulue ORIENTATION.

Pour amorcer le jeu, appuyez sur la touche RETURN.

TOUCHES DU CLAVIER

GAUCHE	–	MAJUSCULES
DROITE	–	Z
EN HAUT	–	P
EN BAS	–	L
FEU	–	ESPACE

Les touches suivantes peuvent egalement servir.

GAUCHE	–	←
DROITE	–	→
EN HAUT	–	↑
EN BAS	–	↓
FEU	–	COPIE

MANCHE A BALAI

EN HAUT/EN AVANT ↑

GAUCHE ← → DROITE

EN BAS/EN ARRIERE ↓

ETAT DU JEU ET MARQUAGE DES POINTS

L'ecran affichera le nombre de pieces que vous avez traverse en termes de pourcentage du total score global qui dependra des taches accomplies. En bas de l'ecran apparait le menu Icon, qui v de passer de mode en mode et de choisir l'action que vous souhaitez poursuivre. Egalement a au-dessus du menu Icon, sont les objets que vous portez, soit votre INVENTAIRE.

INVENTAIRE LAISSEZ RAMASSEZ TIREZ MARCHEZ PARLEZ DONNEZ COUP JETEZ HALTE
TOMBER DE POING

Pour exploiter le menu Icon, appuyez sur le bouton FEU déplacez le curseur case rectangula souhaité et appuyez à nouveau sur le bouton FEU.

Pour arreter momentanement le jeu, deplacez le curseur sur le H Icon, et appuyez sur FEU redemarrer, appuyez sur FEU.

Pour abandonner, deplacez le curseur sur A Icon et appuyez deux fois sur FEU.

Pour utiliser un objet que vous portez, choisissez INVENTAIRE, moyennant le curseur Icon et dirigez le fleche vers l'objet dont vous voulez vous servir.

ASTUCES ET SUGGESTIONS

Etablissez une carte du jeu, cela vous sera utile si vous avez a faire marche arriere ou si vous re mauvaise fille! Si la fille vous pose une demande, (par exemple, "donnes-moi un whisky") vous sinon elle ne continuera pas a vous aider. (Trouvez la bouteille et laissez la tomber dans la p trouve la fille)

Ne lui laissez pas arriver du mal; a tous moments, vous devez la soigner, coute que coute, c clé qui vous ouvrira toutes les portes de votre mission.

Vous devez trouver moyen de surmonter tous les pieges du jeu. Par exemple, vous pouvez vo d'un sac fourré sur une armoire en le faisant descendre par l'un des objets que vous portez. Comme tout dernier recours, essayez toujours les pots de vin, apres tout dit, dans MOVIE presc interieur

CREDITS

Parametres de conception du jeu: Duke et Mario.
Production: D. C. Ward.
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URHEBER

Spielgestaltung: Duke & Mario
Produktion: D. C. Ward.
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MOVIE