



## 6 ▶ CRAZY COMETS

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**PLAYING INSTRUCTIONS** Press **F1** to change between 1 or 2 players. Control your ship by using either Joystick port 1 or 2. You have 3 ships at the start of the game. A bonus ship will be gained for every 10,000 points.

Matter is out of control. All heavenly bodies are becoming energised, eventually turning into supernovae. Destroy all bodies before they become supernovae to achieve a perfect round.

For every consecutive perfect round bonus points are awarded as follows: 4000, 6000, 8000 etc.

Rescue space capsules before they are lost in deep space for an extra 200 points.

Satellite in Orbit	10 points
Energised Satellite	100 points
Crazy Calisto	200 points
Crazy Krypton	300 points
Supernova	500 points

## USEFUL OBJECTS AND THEIR VALUES

<b>Food</b>	
Egg	5 points
Cocktail	10 points
Fruit	15 points
Cheese	20 points
Cake	25 points
Ice cream	30 points
Tea	35 points
Soup	40 points

### Other objects

Credit card	??
Deodorant	25 points
Test tube	50 points
Oxygen	75 points
Dynamite	100 points
Plans	200 points

## 8 ▶ HERBERTS DUMMY RUN

© Mikrogen 1985

Upon loading, the computer will play the title theme, press space bar to start game.

You may control Herbert using either a joystick or the keyboard. The joystick must be in Port 2.

### Keyboard control

**O** = Left

**P** = Right

**SPACE BAR** = Jump/Fire

### TO CLIMB

Press right + left alternately. The faster you do it the faster you climb.

### PAUSE

To pause the game press Key 1. To continue press any key.

### TO QUIT

& return to menu, press Restore.

### USING THE KEYBOARD

The default keys for moving Dan around are:

**A** Walk left

**S** Walk right

**SPACE** Jump

You can, however, redefine these keys at the start of any game by following the on-screen instructions.

### USING THE JOYSTICK

Normal joystick positions apply for walking left and right. Use the fire button to jump.

### HINTS ON PLAYING THE GAME

To climb stairs, walk and jump at the same time. Change direction on contact with trampolines or springboards to kill bounce, but beware of moving objects and negative buoyancy. The **P** key can be used to pause at any time. Press **Q** to quit (restart game).

Keep an eye on your energy levels - warning beeps indicate imminent starvation.

## 9 ▶ ATTACK OF THE MUTANT CAMELS

© 1983 Program written by Jeff Minter

A hyper blast for COMMODORE 64

### PREPARING TO PLAY

Use a joystick plugged into the 'A' Joystick slot. Pressing the **F** keys changes the options as follows:

**F1**: Selects 1 or 2 player game

**F3**: Selects skill level: 1 - 31

**F5**: Selects collision option.

**NB**: With collisions set to 'YES' flying into a camel results in your immediate de-resolution!

**Skill Levels**: There are 31. Any or all of the following parameters may change:

Speed of camels walking

Accuracy of camels firing

Proportion of normal/nasty bombs

Speed of camels firing

Speed of rockets at Hyperwarp

### PLAYER OPTION

Both share the joystick for alternate turns. Sufficient time is given between turns to pass the joystick between players.

### THE IDEA BEHIND THE GAME

The evil alien nasties have invaded the earth - but not in person! They have abducted some camels from earth and used devious genetic engineering to mutate the normally harmless beasts into 90 foot high, laser spitting, neutronium shielded death camels! Your mission is to pilot your tiny spaceship in combat against these mutants. Your craft is very manoeuvrable and is fitted with a long range scanner, shields, Antimat cannons and trans-spatial warp fields.

### CONTROLLING THE SPACESHIP

Pushing the joystick up or down moves your ship up and down. Pushing the stick in the direction you are facing causes acceleration. Pushing it in the opposite direction causes a reversal of direction. Pressing the red button fires the antimat cannon. Rapid fire is achieved by holding down the button.

### YOUR OPPOSITION

The camels are shielded by neutronium, the hardest substance known to science. You can only destroy the camels by weakening their neutronium shields to such an extent that they become destabilised. You do this with repeated hits with the Antimatter projectiles fired by your Antimat cannons. You will see the neutronium change colour as it weakens, until it eventually flares into iridescence at the instant of destabilisation.

## CAMELS WEAPONRY

Camels spit 2 types of laser bolt. Standard bolts home in on your ship, and you can withstand 4 hits before your shields collapse and you blow up. Nasty bolts home in more accurately and make a very distinctive noise. These bolts penetrate your shields straight away and blast you to atoms.

### LIMITATIONS OF YOUR CANNON

Range is critical. If you are too far away your shots may glance off the shielding. If you get too close, your shots may be deflected round. Note, however, that the closer you get, the faster is your rate of fire.

### TRANS-SECTOR HYPERWARP

When all camels in a sector are destroyed, trans-sector hyperwarp begins. Move up and down to dodge the rockets until your trans-spatial warp field engages.

### SECTOR PENETRATION

If you allow any camel to reach the right hand end of your scanner your sector defences are penetrated. Earth base is so annoyed with such a useless pilot that they push the destruct button and blow you into tiny bits.

### SCORING

One point is awarded for each hit on a camel. A bonus is awarded for destabilising a camel. This starts at 100 points, and doubles each time a camel is destroyed. This bonus is reset to 100 in the following circumstances:

1. Trans-sector warp is achieved, or

2. Your ship is destroyed.

### HINTS ON PLAYING

1. Get up close! You can blast really fast, and weaken the camels quickly.

2. Listen out for nasty bombs! When you hear them, watch out!

3. Learn ship control! Become able to fling your ship around accurately and easily. This is essential as the camels fire more accurately.

4. Stay alive! The bonus is reset when you die! The key to large scores is letting the bonus mount!

You are good if you get scores over 60,000! Awesome scores are over 100,000! Keep on blasting em!!

## 10 ▶ THE ADVENTURES OF BOND... BASILDON BOND

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**The Game** Bond has been assigned to rescue, Russ, who is being held captive by a rival comedy act.

To unlock the secret codes, Bond must piece together jokes which are hidden in the various rooms. He must then return to the Computer Room and log the joke/answer into the system, which must then be matched by the corresponding joke/answer.

You will soon learn that objects are used to perform different functions i.e. to turn the computer on, to search in rooms. The maximum time available to rescue Russ is 5 hours. You lose time when you come into contact with the cameras. Cooper Man may be used to kill stubborn cameras, but remember that your Cooperblasters contain Blunder Woman and she may cause more harm than good.

### CONTROLS

Press the fire button to start

### JOYSTICK CONTROL

Left: Bond runs left

Right: Bond runs right

Left/up: Bond runs upstairs

Right/up: Bond runs downstairs

Left/down: Restore

Right/down: Reset game

Pause: Pick up object/drop object

Pause/fire: Cooper Man/Blunder Woman

Fire button: Cooper Man/Blunder Woman

Fire Button/ Push joystick: Cooper Man/Blunder Woman

Fire Button/ Push joystick up: Return to computer room

COMMODORE 64/128



- 1 Geoff Capes Strongman ▶ Martech
- 2 Elidon ▶ Orpheus
- 3 Bagger Goes To Hollywood ▶ Alligata
- 4 Cauldron ▶ Palace
- 5 3D Lunattack ▶ Hewson
- 6 Crazy Comets ▶ Martech
- 7 Dynamite Dan ▶ Mirrorsoft
- 8 Herberts Dummy Run ▶ Mikrogen
- 9 Attack Of The Mutant Camels ▶ Llamasoft
- 10 Basildon Bond ▶ Probe Software

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▶ 10 ORIGINAL HIT GAMES