6 ▶ CAVE FIGHTER © Bubblebus

Game Object Your aim is to travel through as many of the 31 cave levels as possible. You have a time limit in which to finish each level. You will come across many different monsters which you have to dodge and shoot.

Player Control Your man can move left, right, climb ropes, jump and fire. Using a joystick in prt 2, you cna move the player left and right. To climb up a rope push the stick up, and push it down to climb down.

Firing Your man has the ability to jump five different heights. Pressing the fire button without moving the stick will cause the jump power bar to increase. If the bar reaches the end it stops and power is at its maximum. To make the man jump simple release the fire button when the pump power bar is at the required strength. If you decide you don't want to jump simply moving the stick in any direction and releasing the button will cause the power bar to be reset.

General Completing a level gives you bonus points and you restart on a higher level. As the levels increase so will the difficulty of the caves and different aliens will appear.
To pause the game press F7. To restart press F7 again.
To abort the game at any time press the RESTORE key.

Title Screen Mode In this mode you can change the number of lives you start with (1-99) by pressing F1 to increase and F3 to decrease the number.
To change the starting level (1-3) press F5 to increase and F7 to decrease the number.
To see the score value of each alien press the space bar. Press it again to see the second page and again to return to the title screen.
To start a game press the fire button.

COMMODORE
LOADING INSTRUCTIONS
Insert cassette and ensure tape is fully rewound. Press shift/run stop. Then press play on tape.

If you encounter any problems loading this cassette please ensure that the tape heads on your cassette recorder are clean.

If problems still persist because of the speed of turbo used on the compilation the Azimuth head alignment even if other tapes load okay.

In cases of alignment difficulty please contact your dealer for assistance.

Commodore 6pk

LOCATION INDEX

SETTING

▶ CADCAM WARRIOR

▶ BATTLE THROUGH TIME

▶ HEROES OF KHAN

▶ SCUBA DIVE

▶ A DAY IN THE LIFE

▶ SPECIAL OPERATIONS

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

Guarantee
This Software Product is Guaranteed.

Do not return it to your dealer
The Guarantee will be honoured if the faulty tape is sent to: Beau-Jolly Ltd, 19a New Broadway, Ealing, London W5 5AW.
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The Guarantee is addition to any statutory rights.

COMMODORE 64/128 COMPATIBLE

6 ▶ COMPUTER hits

▶ 1 CADCAM WARRIOR
Taskset

▶ 2 BATTLE THROUGH TIME
Anirog

▶ 3 HEROES OF KHAN
Interceptor Micros

▶ 4 EDDIE KIDDS JUMP CHALLENGE
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▶ 6 ORIGINAL HIT GAMES
All programmes are duplicated on both sides of tape

1 ▶ CADCAM WARRIOR © Taskset

Setting Up If you have currah speech unit fit in accordance with its instructions.

Joystick use port 2
Keyboard, L = left; R = right; Run/Stop = Up = Down;
Space bar = Fire:
Press Fire to play.

The Map It is possible to complete Cadcam Warrior by beating every one of the 8192 screens, though it may take a long time.
Faster progress can be made by taking shortcuts.
Because the layout is machine generated, there is a pattern.
To make it easier to predict where the easier screens, branches and dangers occur, it is necessary to draw a map.

Playing Screens Each screen shows a metallic design with 2 main surfaces.
The upper half shows the top surface, which may contain ridges and steps.
The lower half shows the darker underside of the plate.
You have to battle on both surfaces to clear the opponents.
There are 8 levels each with its own colour.
There are four areas in each level, identified by the holes piercing the plate. Throughout these areas different rules apply.
The object is to clear every plate but the way of achieving it is colour coded into the edge of the plate e.g. in any phase with dark blue edges-shoot to kill.
One rule is consistent-clear each screen.
Just how you clear the screen must be learned and deduced - perhaps killing everything in sight on one screen is correct: but on the next - mine laying or even collecting is required.

The Game The game pits you against the design machine. You control the diminutive droid MAD-2, and the task is to find and repair the memory bank containing human needs.
Your progress is determined by how well you performed in the previous phase.
You cannot fall off the edges of any plate and the only path from one surface to another is by jumping through the holes.
Don't forget guards can follow you.
As soon as the screen has been cleared you will be offered a choice of routes. The machine will not lie, but it may not show all the options. Some routes are disasterous others short cuts. You will be prohibited from entering some areas, without the correct password or tokens. This information is given after each completed level.

Rules Different rules apply in different screens. You will always begin at phase one - the rule here is kill everything quickly and accurately. Take note of the colours used, they contain the code for the rules for each current phase.

Remember the solution lies in screen 8192 and a large phase counter is at the top of the screen to mark your progress.

Your droid has the power to complete the mission but is not invincible.

2 ▶ BATTLE THROUGH TIME © Anirog

The year is 2525 A.D., your orders are very simple and straightforward; you are to travel through time (using the latest in time travel technology) to assist mankind in his various battles. Without his assistance, the wrong side, (assuming there is a right side), may very well win and take over the world, thus altering Earths destiny for ever!!!

There are seven stages to be completed in each of the various stages you are given a certain amount of time to travel the required ten miles to the teleportation point. Upon reaching this point you will be teleported through time to the next stage. Bonus points are awarded for extra time. However, when your time has run out and you have not reached the teleportation point, you will be teleported into the voids!!!

Controlling the all-terrain vehicle plasma tracked is quite simple. Moving joystick to the right speeds the vehicle up, and to the left slows it down. Move joystick forward to make plasma tracked vehicle jump. Pressing fire button fires bullets, forward and upwards.

Scoring

Stage 1	World War I	— By-planes — 200 points
Stage 2	World War II	— Bombers — 200 points
Stage 3	Korea	— Jet Fighters — 200 points
Stage 4	Vietnam	— Helicopters — 200 points
Stage 5	World War III	— Satellites — 200 points
Stage 6	War Mutants	— Mutant Box — 200 points
		Mutant Hand — 200 points
Stage 7	In The Beginning	— Pterodactyl — 200 points
		Ape Man and Natives — 200 points
		Clubs
		Spears — 500 points
		Boomerangs
		Tyrannosaurus Rex – ? points

Additional points are awarded for the following:–

Small Bolders – 50 points
Large Bolders – 100 points + 50
All Bombs – 500 points
Volcanic Debris – 500 points
Ground Soldiers – 500 points

An extra man is awarded each time a set is completed.

There is a continuous play feature which will allow each player, if he wishes, to continue his play from where he left off after his game, (score is reset).

The following are special functions:–
F1 – Fast Speed   F3 – Slow Speed
F5 – Music Off   F7 – Pause feature/Re-start
RUN/STOP – will reset game in playing mode.

3 ▶ HEROES OF KHAN © Interceptor Micros

Playing Instructions
Adventure games allow the player free will, within the constraints of the game format. Exactly what you try to do next is always up to you, and you alone.

Your objective is to rescue the four Heroes of Karn, to find the treasures of the realm and return them to the cottage which you will find yourself near to at the start of the game. You give the computer your next instruction with simple English commands such as:–

take tinderbox,
drop bible, etc.

The commands you know to start with are as follows:–
take – pick an object up
drop – drop an object
light – set fire to an object
north, south, east, west, up, down – you need only use the initial letter of the direction in which you wish to move
look/picture – to view your surroundings
list – a list of your possesions
score – given as a percentage of adventure completed
end – ends. Option to save.

More complex commands are:–
give (object) to (character)
attack (character) with (object)
set (animal) on (character)

say to (character) "(commands)" – has the effect of the desired action being taken by the specified character rather than yourself – assuming they are willing to co-operate!

Examples:–
give meat to bear
attack bear with sword
say to Beren "attack bear with sword"

When you first reach a location, you will be drawn a picture of that place, and be given a text description. When you next reach that place, you will only be given the text. To recall text use 'look', to recall picture and text use 'picture'.

There are many other commands which you will need to complete the game. You must find them out for yourself.

There are clues everywhere within the game – read all descriptions most carefully. Remember the Heroes – each has his own special abilities, and you will need all the help you can get.

4 ▶ EDDIE KIDDS JUMP CHALLENGE © Martech

Playing Instructions The ultimate aim of JUMP CHALLENGE is to jump as far as you can while still maintaining control of the bike on landing.

Before you can try your hand at jumping a motor cycle over cars, you have to prove your worth jumping a bicycle over oil barrels.

In both cases the general procedure is as follows:–
1 Ride away from the ramp (right to left). How far you go is entirely up to you but obviously longer jumps may need a longer run up.
2 Stop the bike and turn to face the ramp.
3 Accelerate towards the ramp.
From here on in – you're on your own. What to do and how to do it is for you to discover, but here are a few more points to help you.
4 How far you jump will depend on three main factors:
   a Speed take off
   b Position of bike and rider through the air
   c Gusting headwinds
5 The score given to a successful motor cycle jump depends on where the back wheel hits the landing ramp.
6 It is possible to practice control of the bike by riding up and down the approach road. For example, to do a wheelie, lean and accelerate, but be careful – this needs practice to control.

1 JOYSTICK (↑) OR KEYBOARD (W)
   Causes Eddie to leave a sitting position and to increasingly assume a standing position. If maintained, Eddie will eventually stand on the seat.
2 JOYSTICK (↓) OR KEYBOARD (X)
   Reverses the above and if maintained causes Eddie to crouch down on the bike.
3 JOYSTICK (→) or (←)
   KEYBOARD (D) OR (A)
   Depending on which way the bike is travelling on the screen will cause Eddie to lean backwards or forwards.
4 JOYSTICK (FIRE), or KEYBOARD (RETURN)
   a MOTOR CYCLE
   Controls the throttle. Hold down to accelerate.
   b BICYCLE
   Controls the rate at which you pedal.
5 SPACE BAR
   Controls the brakes.
6 FUNCTION KEYS (MOTOR CYCLE ONLY(
   These four keys control the gear shift
   F1 – 1st Gear
   F3 – 2nd Gear
   F5 – 3rd Gear
   F7 – 4th Gear.

7 COMMODORE KEY C=

This key needs to be used with care. At low speeds or when stationary it will cause the bike to turn and face the opposite direction. At higher speeds a touch on this key will cause the bike to swerve to one side. This can be used to abort a jump at the last minute – if you feel the speed is not right for example, but more than a touch and the result could be a serious crash!

5 ▶ ROCKET ROGER © Alligata

Playing Instructions Stranded light years from earth when his space ship runs out of fuel, Rocket Roger has to put fear to one side and set out to explore the dark mystery planet he's ever to get home. Luckily deep in the heart of this black world Roger can find the vital power crystals that will recharge his stricken spacecraft. Walk, run, jump and even thrust your way round this single continuously scrolling screen drama as rocket propelled Roger collects his crystal fuel, fighting off hordes of marauding nasties, keeping an eye out for the sizzling security laser beams, sliding doors and invisible force fields. Don't delay too long between crystals, if your jet pack runs out of fuel you'll take a free fall from which you'll never return.

3 lives

Plan Only having collected all 99 crystals can you return to your mother ship.

Points Extra life every 10,000 points.

Features A masterful exploration of a vast unknown and unrevealed playing area with amazing multi scroll action.

To move
Left   Z   Right   X
Thrust Shift   Fire Return   Jump   CRSR