

5. TAKING AND DROPPING

Each time you enter a sector, only some of the objects which may be picked up are revealed. Locate the character or object you wish to pick up using the Detailed Map. As you approach it, you can see someone waiting or a packing case. Keep the person/object within your cockpit view, land, and press T to Take. If the person/object can be brought on board, it is described on screen. Press Return/Enter to bring it on board. If more than one object is visible, press Space to select another. Press D to Drop something, select who or what with Space, and press Return/Enter. When you're ready to leave, take off using the increase altitude key.

Fuel goes into the tank if there's room. If the tank is more than half full, the spare fuel appears on board. The tank is refilled, if necessary, when you next land. When you've found the machine gun and ammunition, back-up ammunition can be carried on board. The gun is reloaded, if it is empty, when you land.

6. THE ENEMY

Enemy positions can be seen in red on the detailed map, and may be a patrolling soldier or a stronghold. Enemies and friends look the same from a distance, but patrols shoot at you if you get too close. Strongholds will inflict more damage as they have greater firepower. Watch out for enemy aircraft in the blue sectors on the Radar Map.

7. TAKING ENEMY TERRITORY

Enemy troops are in command of the red sectors on the Radar Map. A red sector becomes yellow (No Man's Land) if you destroy enough strongholds. One of your passengers may be capable of holding this sector single-handed and make it Safe Ground (green) – but the enemy will retake the sector if it is not occupied quickly and defended. Any remaining resistance will have gone when you next return to this sector.

HINTS

There are lots of useful things in the South West corner of the Radar Map, so explore all these sectors before going on to the convent.

Fuel is found on Safe Ground (green sectors on the Radar Map). At the start of the game, the closest supply is in the sectors around the Allied Camp. Later on, you will have to raid enemy territory for supplies – see 7 Taking Enemy Territory.

Enemy Fuel Dumps (purple sectors) are only found behind enemy lines.

One of the characters can repair the helicopter, if he's on board when you land at one of the main Locations. Spies may reveal information about surrounding sectors.

If you go outside the map area, the ground detail disappears and your position is frozen on the

Detailed Map. You should turn round or reverse until you can see your position moving again on the Detailed Map.

Remember that machine guns need strong men to fire them.

CRYPTIC CLUE

To complete your mission, you'll need feedback from your time twin!

MIRRORSOFT



Biggles

TIMEWARP

THE GAME

To complete **TIMEWARP**, you must guide Biggles over enemy territory to locate the Secret Weapon, find the weapon test site, and finally escape from modern-day London back through the timewarp. At this point you are given a secret code which will help in your mission to destroy **THE SOUND WEAPON**. You CAN play **THE SOUND WEAPON** without completing **TIMEWARP**, but it won't be easy to finish it!

Playing TIMEWARP

All three parts of the game are played together, although they must be completed in the correct sequence (below). But at any minute you may find yourself thrown through the timewarp into another game.

The three symbols at the bottom of the screen act as damage indicators for the three game parts. Each time you are in mortal danger, the symbol disintegrates a little.

Biggles in the Air (1917)

Guide Biggles through enemy territory to locate and photograph the weapon. Avoid flak and enemy fire from the ground and air. You can use your bombs on the enemy guns. Hit the weapon dumps to get more bombs.

Biggles on the Battlefield (1917)

Battle past the enemy to reach the test site. You start with a limited number of grenades; extra grenades can be found in the caves (you can carry up to 5). Some enemy positions can only be destroyed with a grenade.

2

Biggles in London (1986)

Get both Biggles and his time twin, Jim, to safety in a mad dash across London's rooftops to get the secret code and escape from the police. Watch out for snipers and avoid the rooftop patrols. You need a good run up to get over the large gaps between buildings. Careful strategy is the key to this game as you're not armed. Keep both men close together – if they get too far apart, you won't be able to jump to the next roof. The guards mainly concentrate on the standing player, so if you crouch down, a guard may walk straight past without seeing you.

THE SOUND WEAPON

THE ADVENTURE

The objective of this game is to find and destroy the enemy sound weapon.

When the game has loaded you are asked for a code word. If you've completed **TIMEWARP**, you'll know it. Use Z or X keys to select each letter, pressing SPACE or FIRE to fix each in turn.

At the beginning of the game you and Jim are in a helicopter, with the latest sonar technology on board, flying over enemy trenches in 1917. Make your way to the first Location (the Allied Camp), indicated by a white square on your Radar Map. When you reach this sector, land at the Allied Camp, then find Marie, who is in this sector. Take her to the next Location (the convent), now shown on the Radar Map. When you get there, you'll be shown the Test Site Location. On reaching the Test Site, you'll be told where the Secret Weapon is – but only if you can

3

quote the secret code uncovered in London. You can still attempt to locate and destroy the Secret Weapon without the code, but it won't be easy.

1. GAMEPLAY

The helicopter can carry up to four people and four objects simultaneously. Biggles, as the pilot, always remains on board. You will meet Biggles' pals Algy, Bertie and Ginger, "double agent" Marie, and Smith. You may also come across a friendly Spy. Objects which may be carried include a Machine gun, ammunition and spare fuel. It's up to you, to decide who and what to carry at each stage of the game.

The game ends when you destroy the Secret Weapon or earlier if you crash, run out of fuel or the damage indicator reaches maximum.

You score points for flying, finding people, picking up objects and destroying the Secret Weapon.

2. FLIGHT CONTROL

The gunsight is in the centre of the screen, and a compass point around it shows your heading. The gunsight is also used as a reference point – when it is aligned with the horizon, the helicopter is hovering on the level. Pushing the nose down moves the helicopter forward, putting the horizon above the sight. Bringing the nose up moves the helicopter backward, putting the horizon below the sights. Turn the helicopter by banking left or right. Your altitude may change if you bank too sharply. To land, keep the helicopter level and reduce altitude gradually.

4

3. COCKPIT INSTRUMENTS

Top panel, left to right: VSI (Vertical Speed Indicator), Fuel Gauge, Damage Indicator, Score, Rev Counter (controlled automatically by the onboard computer), and ASI (Air Speed Indicator).

Below cockpit window: heading, altitude, amount of ammunition remaining and current sector number. Lower screen displays: personnel (left) and objects carried (right) onboard the helicopter. The central map display is described below.

4. MAPS

Two types of map are available – Radar and Detailed.

The Radar Map shows the whole battlefield area and the current status of each sector on the map:

WHITE	Special Location Sector
BLACK	Unknown Territory
RED	Enemy Territory
YELLOW	No Man's Land
GREEN	Safe Ground
BLUE	Enemy Aircraft Patrols
PURPLE	Enemy Fuel Dump

The flashing sector shows your current position and can be expanded into a detailed map by pressing M. On the Detailed Map a moving dot shows your exact position. Red dots are enemy troops, and the other coloured dots are either people or objects such as fuel. Press M again to return to the Radar Map. Location Sectors contain a symbol for that Location. The exact position of the landing site for a Location is shown as a rectangle next to the symbol.

5