Loading Instructions

Switch on machine. Screen will show "Loader" Press

COMMODORE 64/128

Loading Instructions

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Press SHIFT/RUN STOP. Then press PLAY on tape. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction leaflet for easy location of

AMSTRAD 464/664/6128

Loading Instructions

Reset tape counter to zero. Insert tape in cassette recorder making sure it is fully rewound. CPC 464 as per individual game instructions or the standard: Press CTRL and small ENTER Press PLAY on tape, CPC 6128 onnect tape recorder with a REMOTE lead with the Mic and Ear pins connected as well as the remote. Press SHIFT AND @ keys and then type TAPE and press the RETURN key. The computer will show ready. Press the CONTROL and small ENTER key and any other key and press PLAY on the tape recorder. Load the first game by using the above procedures making a note of the tape counter setting on the index in the instruction booklet in order that games can be located easily for future use. Remember to reset the computer by switching off and then back on before loading each game.

If you encounter any problems in loading make sure the heads on your tape-deck are clean and the azimuth head alignment is okay. In cases of difficulty consult your

I A SWAT

the uniform proud.

PLAYING THE GAME

iunctions where the

Go for it

DO NOT LEAVE COMPUTER CASSETTES NEAR ELECTRICAL OR MAGNETIC OBJECTS E.G. TV TELEPHONE POWER PACKS, CALCULATORS ETC. AS THIS CAN CORRUPT THE COMPUTER PROGRAMME.

Special assignments, Get your squad together, A terrorist

group has taken over the West side of L.A. Get in there and clear the streets. Bring out any hostages you find - ALIVE this

time. All civilians are supposed to have cleared the area, but there's always a few who don't make it out. Try and not blow too many away eh? We are talking surgical strike here, guys.

The aim is to save the hostages being held by the gangs. To reach them you must steer your squad through the streets

gang leader is holding the civilians. Try to stay alive, wipe out

the terrorists and not shoot the victims or civilians. Couldn't

be easier. On the way up the street you may just happen to

lobbing at your team leader. Try to anticipate where it will

and the grenades always fall his way! Once he gets taken

land and move him away. Everything keys off the leader.
Gang members will go for him, snipers take pot-shots at him

out, another team member will take over. Keep going forward and don't let the baddies get behind you. They have a

particularly nasty way of neutralising SWAT teams if they get

You are offered a menu giving you the choice of keyboard or

a range of joysticks. Use the cursor keys for movement and

Steer the team leader with the joystick. Press FIRE to shoot

in the direction the joystick is taking you. FIRE will also

restart the game once you've lost the entire team

notice that the gangs have grenades, which they keep

defending yourselves against attack until you reach the

Nice and clean. No complications and no foul-ups. Lets do

Succeed in all four tests, and you will be awarded a new

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responsibility for errors nor liability for damage arising

from its use. These programmes are sold in accordanc with Beau-Jolly's terms of trade and conditions of sale,

copies of which are available on request.

PLAYING THE GAME

BLOCATION INDEX

1. GHOSTBUSTERS

2 FA CLIP

4. KANE

3. AGENT X 2

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9. RICOCHET

12. DAN DARE

15. TAU CETI

16 I - BALL

18. THRUST

20. WAR CARS

17. PARK PATROL

13. FORMULA 1 SIMULATOR

19. HARVEY HEADBANGER

10. 70LYX

6. NINJA MASTER

8. OLLIE AND LISSA

"NINJA MASTER" can be played using the keyboard. You can define your own key controls, or use the predetermined kevs.

(COMMODORE 64)

"NINJA MASTER"can be played using either the keyboard or joystick connected to port 2

"NINJA MASTER" can be played using the following keys: Q = Punch left A = Kick left P = Punch right L = Kick right

TEST 3 O = Strike high K = Strike middle L = Strike low

ENTER = FIRE

The four tests that you have to pass are as follows: In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand

2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the

log with a Karate chop. . This is probably the hardest test to complete. Using your

trusty Ninja sword, defend yourself against the deadly 4. This is the final test that has to be completed. Armed with

a blow pipe, you must shoot down the canisters, thrown from the right of the screen.

The game will end when you fail to attain the given qualifying

NINJA MASTER

CONTROLS (Amstrad/Spectrum)

space to fire

Q quits game.

(Commodore 64)

In the ancient realms and provinces of the "Land of the rising Sun" lived a breed of warriors - feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now your chance to face this challenge.

The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts at the test, you will be eliminated from the games.

RASPUTIN

You, as a crusader of considerable valour and prowess mus quell the source of the spirit of Rasputin, Master of Ultimate Evil. Use the magic power of your sword and sheild and replenish this power before it is drained away by nether beings and your life-force is sapped by the spirits of untold

CONTROLS (Commodore, Amstrad & Spectrum) KEYBOARD CONTROLS JOYSTICK CONTROLS

11. WAY OF THE EXPLODING FIST

Cassette Counter Setting

A SUPERB DESIGNER T-SHIRT PRINTED IN FLUORESCENT COLOURS! AVAILABLE ONLY

14. BRIAN JACK'S SUPERSTAR CHALLENGE THROUGH BEAU-JOLLY 29A Bell Street, Reigate, Surrey RH2 7AD

Please rush to me my CHART BUSTERS designer T-Shirt/s

I enclose a cheque/Postal Order made payable to:

BEAU-JOLLY Ltd. for_

Address

WALK

Postal Code

PLEASE ALLOW 28 DAYS FOR DELIVERY

LEFT

FIRE .II IME USE SHEILD USE SWORD M&P DOWN AND FIRE You can pause the game by using the SPACE key and resume again by using the ENTER/RETURN key. The indicators at the bottom of the screen will help you to establish how much progress you have made and your current life status. The LIFE FORCE indicator is at the top of

the indicator panel and shows your current state of health.
The four eyeball icons represent the SPELL HARMONY
INDICATORS while the level of power remaining in your sword and sheild is shown in the MAGIC POWER

INDICATORS at the bottom right of the screen.

To reach the Jewel Of The Seven Planets, which is the power source of the Spirit of Rasputin, you must neutralise the evil spells that have cast in Rasputin's name. To neutralise these spells, traverse the courtyard of your darkside, enter the world of the Seven Planets, crossing from dimension to mension by means of cast by the Lord Of Chaos to preven the escape of Rasputin's spirit, which is threatening to cross the barriers of Time. The Magic power of your sword and sheild will help you but their power will wane every time you use them. Find the stones with the mark of Rasputin and by stepping on them, you will absorb their power into you sheild and sword. Absorb the power of all the stones in a dimension and the wrath of Rasputin's mind is revealed in a creature from the dark side. Destroy this creature and it will be transformed into a spell stone inscribed with a Rune Of Power. These were cast by the Lords of Light to help you in your quest and may be absorbed into your soul on contact.
The most important spell is the "Eyes Of Heaven" which will protect you from the spirit of Rasputin's evil eyes and allow you access to the boxes that neutralise the eight spells cast in Rasputin's name. But beware; the power of the Lords Of Light will only protect you if the colours of the dimension are in harmony with the spell. Step on to these boxes to reverse the spells cast from the light side. When you have finished

your quest, your Life-Force will cease to ebb away, and the Spirit of Rasputin will have been quelled. You must use all your crusader's prowess to quell the Maste

OLLI & LISSA

Amongst the barren heights and rugged rocks of the Scottish Highlands, there is situated Shilmore Castle. The Castle is under threat of being purchased and shipped stone by stone to America by Eugene Port-Cullis the third (Jnr) a mega

Alarmed by this, Olli and Lissa rush to help their friend Sir Humphrey, the Castle ghost, who was somewhat upset the prospect of forced emigration to the New World. Sir Humphrey decides that today, Human Beings are only scared by invisible ghosts. You must collect eight ingredients for a potion to make the ghost of Shilmore Castle invisible and save the day

PLAYING THE GAME

You can use either keyboard or joystick to guide Olli on his quest through Shilmore Castle. When the game starts, Sir Humphrey will tell you which item needs to be dropped into his cooking pot. You have to avoid other, not so friendly, ghosts on your way around the castle, and there will also be a time limit for each task.

(AMSTRAD)

A = Jump Shift + Z = Sound on O = I eft

Shift + X = Sound off Shift + M = Pause (or to redefine them) Shift + C = Continue after Pause Enter = Start game (or use a Joystick)

RICOCHET

Use your BAT to hit the BALL against the mid space BRICKS, blow them all up and go on to the next BREAK-UP ZONE, avoiding the NORTIES along the way.

PLAYING THE GAME

Ricochet can be played using a joystick connected to your Amstrad. Keys are redefinable. Collide with falling sparklers to gain extra weapons, Speed up, Collectives and many more. Look out for Mr Ed and the GRAVY, which brings amazing and exciting prizes to those who dare to go for it

ZOLYX

Zolyx is a game that will immediately grab your attention and have you glued to your monitor for months to come. With multiple levels and countless numbers of perpetually moving balls, your playing aptitude will be severely tested.

PLAYING THE GAME

(AMSTRAD)

Z = left X = Right := Up /= Down Zolyx can be played with a Joystick connected to your When you arrive at a site of a disturbance, direct your first ghostbuster toward the centre of the building, press fire to lay a trap, then guide him to the left of the screen and turn him towards the trap. Then guide the second ghostbuster to the right of the screen and turn him towards the trap and press fire to initialize the negative ioniser stream. Move them inwards to trap the Slimer between the streams, but do not epeat do not cross the streams. When the Slimer is directly over the trap press fire to capture him.

Type H to move to the city map Zuul temple is at the centre, GHO at the bottom, buildings with Slimers flash red. Guide your vehicle to a Slimer, freezing any roamers you meet by touching them, or suck

them up into the ghost vacuum by pressing fire, if a roame

gets to Zuul the city's PK rating jumps by 100. To position yourself at a building above the street press fire, below the

streets pull down and press fire.

FA CUP FINAL

decided by:

away following.

PLAYING THE GAME

Every Slimer increases your credit rating. Every escaped mer adds 300 to the city's PK level When a marshmallow alert flashes you must press B to drop

bait before he stomps any buildings. To win you must sneak two ghostbusters into the temple of Zuul before the Gatekeeper and the Keymaster join forces there.

Become Manager to 10 teams of your choice in this exciting simulation of the F.A. CUP Competition. Begin in the first

Authentic Cup Draws present cup ties in which real life form

decides the winners; however you could just turn the tables and provide a result by making some tough managerial

Clubs in the competition have a home and away rating

Their past five away F.A.Cup results and their estimated

These factors are also used for the Non-League clubs

Start by typing the number of players (from 1-8); the

computer also plays. Each player must type in two initials to identify him or her. Each player may then choose to add a team by typing in the name (DEL key corrects mistakes). Now

select the 10 teams you wish to Manage. There are 124 teams, to see more teams press X. To select a team type it the number it is listed under (if 12 or under press ENTER).

"Holding your moves": Most of the moves in the Way of the

execute them so that you are able to change your mind and

start another move. This also means that if you do want to continue with a move you must ensure that you hold the

Practicing your moves: The easiest way to practice your

moves is to go into 2-player mode and test all your skills. Your opponent will not make any move against you, so you

This should be enough to get you started playing The Way of the Exploding Fist. The following instructions give you more

COMMODORE VERSION - ONE-PLAYER AND TWO-

The Way of the Exploding Fist can be played in either one

player mode or two-player mode. The white player's moves

are controlled by the joystick in the rear port, while the red

In playing in one-player mode, you will always control the

Various options can be selected before each game

player's moves are controlled by the joystick in the front port

DEL: Switch between music and sound effects, or music only.

F3 : Switch between 1 player and 2 player options F7 : Switch between joystick and keyboard options To start a game press F1. To stop a current games press F5.

If F1 is not pressed, the computer will automatically go into a

characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer

demonstration mode, with the computer controlling both

is in demonstration mode will have the same effect as

i.e. you can start playing the game in the mode selected.

AMSTRAD VERSION - ONE-PLAYER AND TWO-PLAYER

The Way of the Exploding Fist can be played in either one

player mode or two player mode. The white player's moves are controlled by the joystick while the blue player's moves

Various options can be selected before each game

CAPS LOCK: Switch between 1 and 2 player options

TAB: Switch between joystick and keyboard options

To start a game press SHIFT, to stop a current game

into a demonstration mode, with the computer control

press @
If SHIFT is not pressed, the computer will automatically go

h characters. This is indicated by the word DEMO in the

computer is in demonstration mode will have the same effect

SPECTRUM VERSION - ONE-PLAYER AND TWO-PLAYER

n playing one-player mode, you will always control the white

are controlled by the keyboard

character

joystick in the correct position long enough for the move to be

ng Fist can be withdrawn shortly after beginning to

You may choose to "Pass" at any stage, this means the

Their best performance in the competition

Their performance in the last ten years.

Their past five home F A Cup results

position other than moving backwards.

should be able to get all moves perfected.

detail on this subtitles of the exciting game.

PLAYER MODES:

white character

decisions and by a shrewd choice of tactics. You never know

your team may just be the next GIANT KILLERS. All League

press the number and RETURN. The cars are:
The compact costs \$2,000, carries 5 items top speed 75

The hearse \$4,800, 9 items, 90 m.p.h.

The station wagon, \$6,000, 11 items, 110 m.p.h The performance \$15,000, 7 items, 160 m.p.h

MONITORING EQUIPMENT

GHOSTBUSTERS

CONTROLS (Amstrad)

H toggles pause

Joystick in Port 2.

Joystick or the cursor keys, COPY to fire

Press SPACE for a status report

Press F1 for an introduction

RUN/STOP toggles pause.

To return to Controller menu press SYMBOL SHIFT and

To start your Franchise you need equipment, there are four

screens in the equipment store. The computer will print a message, when it stops enter your name, surname first. It

If you do press Y and RETURN, you will then be asked for the account number. If not press N and RETURN and you will

The first screen is a choice of vehicles. To view a car press space followed by the number and RETURN, to buy a car just

ress F5 to go directly to the equipment store

RUN/STOP and RESTORE aborts game

will then ask you if you have an account.

be given an initial account of \$10,000

Press SPACE for a status report.

EXCLUSIVE

INC.

Please state which

size you require

SMALL

MEDIUM

LARGE

DESIGNER

You must use the fork lift to collect the items you want, move this around with the joystick, use the fire button to pick up and nut down items The amount of credit you have remaining is displayed in the

top right hand of the screen, and the cost of each item is given in the column on the right On this screen you can buy
PK Energy Detector - warns of an approaching ghost by

turning a building pink when you pass it.
Image Intensifier - makes Slimers easier to see.
Marshmallow Sensor - warns of the approach of the Marshmallow man by turning a building White.

To move onto the next screen press 2 then RETURN.

CAPTURE EQUIPMENT

Ghost vacuum - sucks up itinerant roamers. Ghost trap - used to catch slimers, each holds one ghost Ghost Bait - attracts the roamers that make the mars man, without this you cannot stop him, you get five dollops. To move to the next screen press 3 and RETURN.

CONFINEMENT EQUIPMENT

The Portable Laser Confinement System - fits in the car holds

Zolyx can be played with either keys or most Joysticks. The keys are redefinable, but when you load the game, they a O = Left P = Right S = Up X = Down SPACE = Fire BREAK = Pause

The object of Zolyx is to fill in 75% of the screen by creating sections of blocks, while at the same time avoiding the balls. Contact with any of the balls, which are in constant motion will result in the loss of a life.

On the first level there is one ball on the screen and one in the background. For each level successfully completed, one ball is added to the screen.

A bonus is awarded for every 1% above 75% of the screen

filled in. Up to a maximum of 99% of the screen can be

THE WAY OF THE EXPLODING FIST

Programme does not stop. Stop tape as soon as game is loaded (only on C64).

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and You can control your character with either joystick or

keyboard - 18 different maneuvers including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill or compete with a friend

THE WAY OF THE EXPLODING FIST has it all - addictive competitive action and dazzling graphic animation. You are about to face the challenge of a lifetime! The Way of the Exploding Fist is a karate simulation game.

and is controlled entirely from the keyboard or joystick.

Although it may take a while to become completely familiar with the various moves, you should be able to start playing almost immediately without learning any of the

HOW TO PLAY WITHOUT READING ALL THE

Plug your joystick into rear port and press the fire button. This will start the game. (SPECTRUM ONLY press the space key and the game will start.) Moving your character: Left and right control the left/right movement of your character.

Using the kicks: All kicks are controlled by pressing the fire

button and pushing the joystick in the appropriate direction.

Crouching: Pressing the joystick up will allow your character to leap up, while pressing it down makes the player crouch. Blocks: The joystick also allows you to block your opponent's move. This is obtained by backing off your character while your opponent is performing some

aggressive move.
You may occasionally find that when you are naturally top left of the screen. Pressing the fire button while the backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are as pressing SHIFT - i.e. you can start playing the game in the n danger of getting hit by your opponent.

To release the block, move the joystick to neutral or to any

will speed up the play and the goals will be updated when you release the spacebar. The game will stop at full-time (there is no extra time) for you to study the results. Press Q to

In the first three rounds play is uninterrupted, but by Round Four you must rethink your tactics at half-time. You can choose new tactics but they will not be printed on the screen, so the other players will not find out. In Round Five you must answer a question to test your managerial experience, and you will have to decide if you need to make substitutes at 3/4 time. These tests of your managerial expertise increase in the remaining three rounds.
The game continues Round by Round until it is time for the

computer will choose your remaining teams for you. The box

in the top will remind you whose turn it is. Next you can

choose A (defensive), B (balanced) or C (attacking)

choose to begin in Round 3, some of your teams will have been defeated in the first two rounds.

progress, pressing X will show more matches. There is a clock in the upper left of the screen. Pressing the Spaceba

The next selection is the Draw. The Red screen displays all

After the Final is played the result will be displayed until any key is pressed. You may completely restart during play by

pressing RUN/STOP and RESTORE together After the final is played the result will be displayed until: The small ENTER key is pressed

round or alternatively go straight into the third round to face the might of the First and Second division clubs and battle to the CUP FINAL. To Restart during play press CNTRL. SHIFT and ESC together

After the final is played the result will be displayed until

The BREAK key is pressed To restart during play: Type LOAD " " and press ENTER.

AGENT X 2

(3 PARTS)

THE GAME

The mad professor has returned, seeking revenge after you foiled his plan to capture the President. This time he is out to ruin the world economy. He has set up an underground base on the moon. From this hide out, he is

planning to unleash his terrible 7it-Ray This hideous device causes everybody to break out in terrible terminal acne. The mad prof's plans that, with spending so much money on spot remover cream - which, due to the terrible effects of the Zit-Ray will not work anyway - the economy will be in ruins, as no-one will have any money left

The way of the Exploding fist can be played in either one

player mode or two player mode in playing in one-player

choose joystick mode or choose to redefine control keys
The computer will start in demonstration mode with the

computer controlling both characters. This is indicated by the

word DEMO in the top left of the screen. Pressing any key other than the ones mentioned will start the game in one

Pressing keys G and H simultaneously will abort the game.)

Playing one-player mode: The object is to move up through

Dan levels by defeating successive opponents, each one slightly better than the previous ones.

You start at novice level, your task being to reach 10th Dan

In each bout, the aim is to score a full two points over your

opponent. The first player to obtain two full points wins the

bout. In the event that neither player obtains two points within the time period specified, the judge will determine

mode you will always control the black character.

Various options can be selected before each game

1 choose one player mode

choose two player mode

player keyboard mode

run a railway through the Indians most sacred burial ground shall McGraw, the first white man to enter the Indian's camp and live, is now in the position of being able to negotiate a long awaited peace treaty.
To prove he is worthy of such of high honour, McGraw mus

first shoot down the Indian's traditional food - the migrating duck with a bow and arrow. For every few birds he earns a valuable peace token and it is his mission to see they get to the President of the United States. To stop him, the N.A.S.T. Railway Co. have hire a ruthless gang of renegrades, who are waiting for him in the town of KANE.

can catch the train to Washington. The gang have been ordered to make sure that he either misses the train or that no peace tokens get to Washington.

Use your speed and accuracy to deal with them. To reload still and their shots will become more accurate. When you reach the depot, if the train has left, you MUST get to the front of the train in order to stop it so that you can get your tokens to the President.

Joystick only in Port 2 only

LEFT

.II IME FORWARD SOMERSAULT

WALK BACKWARDS/BLOCK BACK SOMERSAULT

CROUCH/LOW PUNCH

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON

ROUNDHOUSE/ABOUT-FACE MID KICK

which player performed better and award the victory accordingly.
The match finishes when one of your opponent scores two

Playing two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts.

After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

THE SCORING SYSTEM Points are scored not on which action has been taken but on

full points in any one bout.

how well each move was executed. If your aggressive move fails to make contact, obviously no points will be awarded. If your move is perfectly executed, you will obtain one full point. In some instances your move will strike your opponent, but the hit will not be perfect. In these instances, you will only obtain a half-point Your current point total is represented on the screen by the

yin/yang symbols. The white player's points are shown on he left, while the red player's points are shown on the right (A half-symbol represents a half point.) As well as the points for each strike, you will get a score

value for each move successfully executed. The score will depend on the move chosen, so that a difficult move, such a oundhouse kick, will score more than an easy move, such as a jab kick. The score value added will be twice as much if the move was executed perfectly (i.e. a "full-point" execution) than if it was less than perfect (i.e. a "half-point" execution).

SUMMARY OF JOYSTICK POSITIONS

The following joystick positions will result in the appropriate moves. Each move is explained in more detail further on

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON NOT

surprise the scientist in a single stupendous showdown for

Only, you the super sleuth, Agent X can foil the potty

professor's perfect plan. You must away to the Moon, fight your way past wacky

Waglots, enter the sinister secret sub-surface stronghold and

that round's matches, your initials are displayed after your team. The game goes straight into Tactic Selection. You can Destroy the dastardly device and free the faces from festering The state of Play screen shows the Round's matches i

CONTROLS Joystick only

Plug the Joystick into Port Two

KANE

The Wagari Indian's have, for many years been at war with the white man. The N.A.S.T. Railway Co. now has plans to

You now take on the role of Marshall McGraw. Hero of the West. If you can shoot enough ducks and make it to town in time, you will find the gang hiding in various sniper positions.

CONTROLS

(SPECTRUM ONLY) Joystick: Kempston interface 2 Cursor

WALK FORWARD JAB

FLYING KICK

HIGH BACK KICK HIGH KICK

BACKWARDS SWEEP FORWARD SWEEP

SHORT JAR KICK

USING THE KEYBOARD: The keyboard option has been included for Commodore and

Amstrad owners wishing to play this game without the The following keys are used in keyboard mode COMMODORE

Player 2 @ Left Shift Key

Right Shift Key The operation of these keys is identical to the joystick . To switch between joystick and keyboard mode press the F7 key whilst in demonstration mode. owing keys are used in keyboard mode: AMSTRAD

ENTER Fire button: CTRL In two player mode, one player at least must use the

keyboard. If one player uses the joystick, the other player (blue) can use the keyboard as indicated above. If both players want to use the keyboard, the white player will use the keys as shown below

The following keys are used in keyboard mode: SPECTRUM

Fire button: ESCAPE

Marshall McGraw needs to go through KANE to get to the depot which belongs to the N.I.C.E. Railway Co., where he

SPACE KEY

The operation of these keys is identical to the joystick controls. To choose between joystick and keyboard mode press the zero while in demonstration

DETAILS ON THE VARIOUS KICKS:

As mentioned above, all kicks are controlled by pressing the fire button, and pushing the joystick in the appropriate direction

right. You will find that the descriptions refer to "left" and "right". When your character faces the other way, all controls are mirrored - in other words, if you need to press right to get the midkick when facing right, then when you are facing left, you need to press the joystick to the left to obtain the midkick The same applies to the punches and somersaults described in the following sections.

Eight kicks are available to you - one each for the eight positions of the joystick:

Flying kick: This is obtained by pressing the fire button and pressing the joystick up. This is an extremely powerful kick, and can be successful against a standing opponent, who is not blocking against the move. Other ways to block this kick are to crouch, or if you are fast enough to respond with a counter flying kick

High kick: Press fire button and press joystick in the diagonal upper right direction.

Mid kick: Press fire button and press joystick right.

Short jab kick: This is obtained by pressing the fire button and pressing the joystick in the diagonal lower right direction. The main benefit of this kick is that it is very fast to execute and can be used in closer combat. reep (f'ward): Press fire button and joystick down. This

low sweep places your character in a crouching position, then sweeps forward. This can be effective against many Sweep (b'ward): Press fire button and press joystick in a lower left diagonal direction. This move is identical to the forward sweep, but the effect is to sweep behind you. This can therefore be used if your opponent is behind you. Roundhouse: Press fire button and joystick left. This move is the traditional roundhouse kick of karate, but also has the advantage that it allows you to turn about face. This kick has two distinct operations: in the first instance (by keeping the fire button pressed throughout the kick) you execute the full roundhouse kick. The second mode of operation is a fast about-face. This is achieved by starting the roundhouse kick as described above, but releasing the fire button before the

kick is completed. You will find the full roundhouse kick is a time-consuming manoeuvre, it can be especially effective in many situations Note also that as the roundhouse kick moves you out of the direct line of your opponent's attack, some of your opponent aggressive moves may not be effective against you while you are performing this action. High back kick: Press fire button and press joystick in an

upper left diagonal position. This move is the reverse of the

Eight (8) heat seeking missiles + targeting systems

Infra-red night sights
A hoffman 360 degree scanner and 4-way selectable viewscreen to avoid blind spots

A JCN command computer (quaranteed fully-debugged for

On loading the program you will be presented with a view of

the skimmer's instrument panel. The screen is divided into

with the skimmer's powerful inbuilt computer. Finally on the

right of the screen are five information windows. At the top is

showing the view selected, the city you are in and the ship's

flight state. Below that is the scanner, and below that three more smaller windows. The first gives the pilot's name and

the scanners complement of missiles/AMM's and flares. The

upper one locked onto the city and the lower onto the nearest

The skimmer operates in two modes, flight mode and ground

mode. In flight mode control of the program is via single keys

sequence. To stop the demo press BREAK.
The commands available are given below along with a short

Lists commands as below

Normally ground mode is only active when

mer out onto the planets surface and

you are docked. Launch will send the

The computer will display a map of the

Gives a damage and progress report (also

Use at the start of the game to give the

and rearming facilities (if any)

available in flight)
Allows access to a building repair, refuelling

or a joystick. In ground mode you are in direct communication with the crafts computer via the computer

window. On loading the program will go into a demo

second shows speed, shield energy, fuel remaining, laser temperature and height and the third displays 2 ADF's:- the

reen, below that is a long blue area. This is your contact

three areas. The large window on the left is your view

a compass and real-time clock along with a message

The skimmer is equipped with...

Eight Anti missile missiles (AMM's) Eight starlight flares

Planetary compass and computer

Defensive shields

normal use)

forward high kick and enables you to attack opponents that may have slipped past you.
You can of course also turn around to attack opponents that are behind you (see notes on roundhouse kick above)

As well as kicks, the Way of the Exploding Fist requires devotees to be adept at close fighting, using punches. Three nunches are available from joystick control. Note that the fire n should not be pressed to execute punches.

High Punch: This is obtained by pressing the joystick in the upper right diagonal direction. (Do not press the fire button.)
This is effective against an opponent that is reasonably close

Jab punch: This is obtained by pressing the joystick in the lower right diagonal direction. (Do not press the fire button.) This is the fastest action you can take, and is extremely effective in very close fighting. At times your opponent may use this move, and because it is such a fast jab, you may not even be aware of what hit you!

Low punch: This is obtained by going into the crouch position first, then pressing the joystick to the right. Because of the variety of moves that can be accomplished from the ning position, the low punch can often be a surprise

SOMERSAULTS

Somersaults are a very fast way to move out of the reach of your opponent. These are two somersaults - one forward and one backward. Note that if you get too close to the edge of the screen in either direction, your somersaults may not be Forward somersault: This is obtained by pressing the

joystick in the upper left diagonal direction. (Do not press the

Backward Somersault: This is obtained by pressing the joystick in the lower left diagonal direction. (Do not press the

ADVANCED PLAYERS' TIPS

PAD

LOAD

KEYS

SCORE

SIGHTS OFF

Increase thrust

Decrease thrust

Fire missiles

Change view

Status report

Infra red on/off

Decrease height

The planets day

Docking on the planet.

Navigation on CETI III

Jump (if near jump pad)

GENERAL INFORMATION

Pause (Fire restarts) COMMODORE

Pause BREAK (Fire restarts) SPECTRUM
Pause ESCAPE (Fire restarts) AMSTRAD
A MESSAGE FROM GAL-CORP CENTRAL TAU-CETI III

u Ceti III has a very short day, approximately equal to one

Earth hour. The cetans call this period a 'SPIN' and group 16

spins to a "DAY". As the planet has no moon you will need to

Many of the buildings on the planet's surface are equipped with DFP's latest model energy screened airlock, recognizable by the characteristic flickering patter, and your

craft will allow you to dock with these buildings if you wait for the airlock to open to full aperture and fly in SLOWLY!

Once inside a building the computer will return you to ground

The planet has the now standard system of JUMP PADS to allow easy transport from one city to the next. Unfortunately

mode giving you full access to any facilities availal

use the Infra-red equipment to see anything after sunset

on the surface of the planet.

redefine any or all of these for your own

Amstrad Spectrum Commodore

preference/Kempston or cursor joysticks etc.)

Blocks: Note that blocks are not the perfect answer to aggressive moves from your opponent. There are two blocks the computer can choose from, a high block and a low block, depending on the action that is being taken by your

folding the joystick in block move means that you will be holding the block, and it is possible for your opponent to start a different aggressive move that is not countered by your Note also that the two low sweeps cannot be blocked. If you

are within striking range of the sweeps, the only appropriate actions are a jump (joystick up) or one of the somersaults

Crouch: The crouch is a move that can be "held" by keeping the joystick held down. This allows you to execute either a low punch, or the two sweep actions. If one of the two sweeps is selected from a crouching position, the time take

Saves game to tape

Abandons a game

To start the game type LAUNCH (and press ENTER)

Your skimmer will leave the safety of the lander and venture

Exploration of the planet is carried out in FLIGHT MODE.

When first loaded the following keys are used (but you may

oads a game from tape

commands in flight mode

An on-screen note pad. Allows you to make

Allows you to totally redefine the single key

notes of progress etc.
Selects a fresh page in the note pad

Gives a rating of your progress so far Freezes the game (fire restarts)

for this action is greatly reduced, and the move is therefore

DAN DARE

Dan was appearing on This Is Your Life, all his friends were there to speak glowingly of his achievements, but as he moved forward to speak, the screen went blank and then he saw slowly the evil green face of the Mekon appear. An asteroid was heading for the earth, either the powers that be gave in, and announced him as commander of the Universe, or the Earth was destroyed.

On landing, they decide to split up into two groups. Professo Peabody and Digby went one way, Dan and Stripey, Digby's pet alien, the other. After only a couple of minutes Dan heard a scream, he turned just in time to see a group of Treens carrying off Digby and the Professor. There was no time to lose, they only had an hour, and now he had to rescue his friends as well as stopping the Mekon's foul plan.

CONTROLS (COMMODORE 64)

Joystick in Port 2 only.
Without the fire button pressed the joystick moves Dan in the normal way. With the joystick pressed the functions selected depend on the type of caption on the screen.

Throw grenade upwards Back/Up Backward Throw grenade horizontally
Back/Down Throw grenade downwards
Grenades are used to stun Treens and destroy the Mekon's dome. They can only be used above ground or in the Mekon's Red Caption - A Treen is nearby

Move guard up Punch, up or down depending on the position of Dan's guard.

Move guard down

(SPECTRUM) Press 1 to select controls from the following options

B N M SYMBOL SHIFT or SPACE to fire

2. Cursor keys 5,6,7,8 and 0 to fire or cursor joystick. 3. Kempston Joystick Press fire to start game The controls are:-Un/Jump

the pads are of the old non-programmable 'Super Traveller'

type and each pad is mapped to a single destination. Luckily your ships computer has a complete map of the jump

Gal-corp recommends caution on exit from a jump as reports

indicate that small 'sand hoppers', a native life-form, tend to

It is known that many of the cities will be defended by late-

armed hunter-killers and reports indicate that land-based

of proximity mines. An identification chart for known robot

SUPPLY CENTRE (CIVILIAN) SUPPLY CENTRE

defenses is given at the end of this report.

FORTRESS CONTROL TOWER

HUNTER MK III JUMP PAD COMPLEX

we millions on next years budget!!

FINALLY A PERSONAL MESSAGE FROM OUR

Please try to avoid wanton destruction of unarmed buildings.

Gal-corp central do want to COLONISE this world after

you've finished with it and each undamaged dwelling will

HUNTER MK I HUNTER MK II

model robot hunters marks I, II and III, sophisticated and well

guardian crawlers and heavily armoured fortresses may be ound in larger cities. Radar scans also detect the presence

MAIN CENTRAL REACTOR REACTOR SUBSTATION

cluster around the feeder pipes of jump pads and lives have

oad (they are found at the NORTH, SOUTH

network, to jump from one city to the next simply find the

correct jump-pad (they are found at the NORTH, EAST and WEST ends of the city) and press J.

been lost in the past due to collision

Defence estimates.

Space

_ Right Left Down/Duck

CAPS SHIFT and SPACE pauses game

Down/Duck P pause game.

Un/Jump

You take the role of Dan. First you must find your way into the asteroid, there are three entrances, and you will need to find all three in order to rescue your friends and destroy the Mekon. Inside the asteroid there is a maze of ladders and gantries, somewhere in here your friends are held in cells, also down here there is a laser gun. Before you fire this, you need to find and position the reflectors, so that it destroys all three of the computers. This opens up the door of the Mekon's room, he will throw bolts of energy at you, you must dodge these and destroy him

To accelerate 7

To change up S

Right 6

Decelerate

SPACE - Change gear.

(DUAL LOAD)

INTRODUCTION

. Canoeing

illy straighten again.

PLAYING THE GAME

(COMMODORE 64)

of your Commodore.

SCORING

THRUST

THE GAME

the use of Joystick/fire button.

3. Squat thrusts

2 - Right

To change down A

or for steering
2. Kempston Joystick

CONTROLS (Commodore 64)

6. Steering Wheel - Use a sellotage tin or similar object.

about 4 1/2" in diameter and 1" deep, hold it at the top and position it at the centre of the top row of keys so that it

with moderate pressure to steer. To begin with, a rocking motion on the wheel may help you get the feel of the car.

Joystick in Port 1. Fire button to start. Fire button to change

BRIAN JACKS SUPERSTAR CHALLENGE

The object of the game is to challenge and try to beat Brian

These events have been chosen by Brian, to test not only the competitor's strength and stamina, but also their skill and co-

ordination. The instructions have been kept to a minimum.

IMPORTANT: Unless stated otherwise, the power in each

event is increased by either moving the joystick from side to

2. Arm dips
Use the fire button or space key to change the direction of

shoulder does not reach the judge's fist or your arms do not

Moving the joystick left or tapping the (Z) key will move you in

one direction only and similarly moving the joystick right or

Jacks in a series of eight physically demanding events.

Most of the strategy involved is for you to discover

side or by tapping the (Z) and (f) keys alternately.

Correct lane drift by holding stroke longer on one side

You have to do as many arm dips as you can do in 60

seconds. An arm dip will not be counted if either your

tapping the () key will move you in opposite direction

You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either you

knees do not come up to your elbows or your feet do not

Park Patrol can be played using a Joystick or the following

Park Patrol can be played with a Joystick connected to Port 1

Press F5 to display the menu, any changes can be made by

On land, press FIRE to hop over objects. Move over litter to

The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from

ant food. A flashing "Help" indicates a swimmer in distres

Bonus points for remaining energy and supply calories.

The resistance is about to launch a major offensive against

the Intergalactic Empire. In preparation for this, they have captured several battle - grade starships, but they lack the

essential power sources for these formidable craft. Klystron

these pods from the Empire's storage planets. Each planet is

guns can be temporarily disabled, the more shots fired at the

BUT BEWARE !! If you fire too many shots at the reactor, it

will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieve

the pod stored at that planet, then you will have failed the

Further into the Empire's system, you will encounter planets

mission. If you have retrieved the planet safely, you will

with REVERSE GRAVITY and something even more

reactor, the longer the guns will take to recharge.

defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the

You have been commissioned by the resistance to stea

5000 points and 1000 calories per rescued swimmer

00 points for each piece of rubbish collected.

5000 points for successfully dancing on a log

A bonus ranger every 20000 points.

200 points for sailing over a turtle

pick up, while swimmers can be saved by sailing into them Walk into ants or kick them from behind to retrieve stolen

QW = Left/Right PI = Up/Down Space Bar = Jump

AMSTRAD (Joystick or Keyboard)

nestles against the ridge at the back. Roll it to the left or right

3. Fuller Joystick

 Cursor Joystick 5. ZX Interface 2, Joystick 1

To brake CAPS SHIFT

with the grenades. When the Mekon is destroyed, the self destruct sequence will initiate, you then must get back to the surface and escape, but do not forget your faithful companions. The game ends only if Dan's energy is sapped, or he runs out of time, or he successfully escapes with his

FORMULA 1 SIMULATOR

THE AIM OF THE GAME

Based on formula one levels of acceleration, braking and road holding, this program has been developed for the ultimate in realism. Get your braking points and line through corners right, hold the car on the tyre squealing limit, overtaking the other cars if you can and experience all the speed and excitement of motor racing. This version gives you a choice of ten tracks, all modelled on

the worlds most famous and challenging circuits, with options of automatic or manual gearchange and wet or dry The tracks are Silverstone Brands Hatch, Monoco

ockenheim, Osterreichring, Kylami, Zolder, Paul Ricard, Monza, Zandvoort.

CONTROLS (Amstrad) Joystick on Accelerate

Left Right

Decelerate

Fire button - change gear. Press and move Joystick forwards or backwards to change up or down. Joystick controlled menu options for selection of tracks

CONTROLS (Spectrum)

1. Keys:

shown as a series of icons to the right of the screen. These are TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY (Front and Rear Bubble Gun), ELECTRO SHIELD, LASER SPRAY Left and Right Lasers' MOLECULE BOMB (Nullifies Electrical Obstacles), SUPE BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE

When you start the game a POWER DISC will instant appear on the screen. Pick this up for TURBO BOOST, Now progress upwards through the first zone. If you let your pubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels some FAULTY DISCS will start to appear. These discs make movement even harder. Finally, on the twenty-seventh

POWER DISC, you will get the ultimate weapon - PICK IT UP FOR RAINBOW RIPPLE LASER.

Use the following keys to play the game: $Z = Left \quad X = right \quad O = up \quad K = Down \quad P = Fire$ These keys may only be used if you have collected the relevant piece of weaponry:Space = Smart Missile M = Molecule Bomb

(COMMODORE 64) As above except for use a Joystick in port 2.

Use the following keys to play the game Q = Left W = Right P = Up L = Down SPACE = Fire or press 2 on the menu to redefine them

I - BALL

CHAIRWOMAN...

GOOD LUCK

Message ends.

The totally evil Terry Ball has cantured your Spherical pale Lover Ball, Eddy Ball, Glow Ball, and No Ball. Armed with only a bubble oun, you must enter Terry Ball's domain and struggle through the sixteen defence zones. You will find a pal to rescue at the end of every fourth defence zone. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones with such nasties as doughnuts, microwave ovens and roulette wheels which are less when they first appear but become highly dangerous when they stop flashing. However, do not de for as you negotiate these deadly zones. POWER DISCS will

be created. If your ball picks one up, he will receive either a

piece of weaponry or a bonus of some kind. Weaponry is

PLAYING THE GAME (SPECTRUM)

Alternatively, use Kempston, Cursor or Interface II Joysticks.

These keys may only be used if you have collected the relevant piece of weaponry: ENTER = Smart Missile Alternatively, use a joystick,

PARK PATROL

THE GAME There is trouble down at Papatoetoe Park, the old keeper

Percy Nuttling has had a nervous breakdown and the place has gone to the dogs! You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As park Ranger you will be equipped with a raft, snake repeller and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line. Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river logs and food stealing Lastly, rangers may savour the fruit of a mysterious plant,

located near the supply hut, and experience its strange

Keep your calories up and move on out!

COMMODORE 64) You can control your ship with the keyboard, using the

PLAYING THE GAME

A = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE
S = ROTATE SHIP CLOCKWISE SHIFT = THRUST

swimming ability. Move the joystick or press the (Z) or () key to set the wind. Press and hold down the fire button or space key to start raising the angle of elevation and release to fire the bolt. 6. 100 metres. 7. Football

Every so often you have to breathe. To achieve this simply

press the fire button or space key at the right moment. Failure to breathe correctly, when your head is under water

for example, will have an unfortunate effect on your

In this event you have to dribble a ball around four cones and then try to score a goal. You have three goes at this, but you have two minutes in which to do it. To increase speed push the joystick forward or press the (Q)

decrease speed push the joystick backwards or press the

(A) key. To rotate in an anticlockwise or clockwise direction, move the

joystick left or right or press the (Z) or () key. When in front of the goal, aim using the joystick or (Z) or () keys.

Change gear using the fire button or space key. (COMMODORE 64) Joystick only.

cross the line

The Commodore 64 versions of swimming, canoeing, running and cycling incorporate "POWERSYNC". This means that the rate at which you move the joystick from side to side to build up power must be synchronised to the screen action. As in real life, speed of movement in these events must be built up gradually. Wildly thrashing about at the beginning will achieve very little. In the one player option you will just go through a qualifying

round, to see if you are of a suitable standard, before you are accepted as a challenger. (You have to remember that Brian is a very busy man and can only find time to fight off serious

In the two player option you will be playing against a friend, but once again, If you obtain a suitable score you will get the chance to compete against Brian. Should both of you be of the required standard the one with the higher score will go through as the challenger.

To select which option you require, push the joystick forward or backward and the cursor will move between the two options. Once you have decided on the game you want to play press the fire button. Canoeing Gradually increase the stroke rate by moving the joystick

from side to side. To correct drifting into lane markers hold he stroke slightly longer on one side. 2. The boat shoot.

Move the sight crossing using the joystick. To fire the crossbow bolt, press the fire button. 3. The 100m sprint You will need to be fast to qualify. Powersync at the start only.

. Squat thrusts You have 60 seconds in which to complete as many squat thrusts as you can. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not move back on the line.

SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL

F1 = SOUND OFF F3 = SOUND ON F5 = PAUSE GAME F7

Z = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE
X = ROTATE SHIP CLOCKWISE SHIFT = THRUST

DELETE = CONTINUE

300 POINTS

SPACE BAR - ACTIVATE TRACTOR BEAMS/EXTERNAL

ou can control your ship with the keyboard, using the

A = ROTATE SHIP ANTICLOCKWISE S = ROTATE

M = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS

To collect a Klystron Pod, hover just above the pod, activate

the tractor beam, and thrust away from the pod. When the

automatic tow-bar has fixed to the pod, you can deactivate

To collect fuel, hover above a fuel cell, and activate the

DESTROYING A LIMPET GUN 750 POINTS

BONUS FOR MISSION COMPLETION VARIES

BONUS FOR DESTROYING PLANET MISSION BONUS

A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships
(b) you run out of fuel.

Harvey Headbanger and his great rival Hamish Highball are

both very aggressive characters. They scrap continually just

headache and move in an unpredictable manner

NO BONUS !!

DESTROYING A FUEL CELL PICKING UP A FUEL CELL

HARVEY HEADBANGER

1 = FREEZE GAME 2 = UNFREEZE GAME 3 =

AFTER PAUSE RUN/STOP = ABORT GAME

CONTINUE

(AMSTRAD)

(SPECTRUM)

SHIP CLOCKWISE

ABORT GAME

tractor beam.

2000 POINTS

as they can.

MISSION FAILURE

All keys are redefinable

COPY = PAUSE GAME

AFTER PAUSE ESC = ABORT GAME

5 Swimming

ncrease your stroke rate by moving the joystick from side to side (powersync) 6. Arm dips

Moving the joystick to one side moves you in that one

You have to do as many arm dips as you can in 60 seconds o complete one dip, press the fire button to start moving downg Move the joystick from side to side to arrest this fell and then to push yourself back to the start position. A dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.

The object of this game is to dribble a ball around three cones and then try to score a goal. You have three goes at his but only have 2 minutes to do it. You move using the same method as running but you can

also cross the field by moving the joystick up or down. When you have reached the goal, aim using the joystick and ther press the fire button. In a two player game the goalie is controlled by the other player

To change up a gear, push the joystick up and press the fire button. Do the opposite to change down. Powersync operates EACH gear.

INSTRUCTIONS (SPECTRUM) Joystick or keyboard IMPORTANT: Unless otherwise stated, the power in each

event is increased by either moving the joystick from side to side or tapping the CAP SHIFT and SPACE keys. 1. Canoeing Correct lane drift by holding stroke longer on one side.

Use the fire button or any middle key to change direction of

movement. You have to do as many dips as you can in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten.

Moving the joystick left or tapping the "Caps Shift" will move you in one direction only and similarly moving the joystick right or tapping the "Space" will move you in opposite direction. You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not cross the line. Every so often you have to breathe. To achieve this simply

press the fire button or any middle row key at the right moment. Failure to breath correctly, when your head is under water for example, will have unfortunate effect on your wimming ability.

Move the joystick or press "Caps Shift" or "Space" to set the wind. Press the fire button or middle row key to start raising the angle of elevation and repeat this operation to fire th crossbow bolt. 6. 100 metres

In this event you have to dribble a ball around 3 cones and

PLAYING THE GAME

(COMMODORE 64)

(Joystick Port 1)

Keys for up

Keys for left

On/Off

Keys for down

Keys for right

3 = Toggle 1/2 players

7 = Unfreeze Game

(SPECTRUM)
HARVEY HEADBANGER is a game for either 1 or 2 players

HARVEY HEADBANGER is a game for either 1 or 2 players

(Joystick Port 2) 123456 7890+-# QWERTY UIOP@*/

ADGZC JL; M>

and can be played with either joysticks or the keyboard. Here are the controls you will need to use.

Other controls that you will find useful are listed below

5 = Change Difficulty SHIFT F5 = Freeze Game

Player 2

using fully redefinable keys or Joystick control.
Full instructions can be found when the game has loaded,

and you are advised to study them carefully.

To increase speed push the joystick forward or press the (P)

rease speed push the joystick backward or press the (O) key To rotate in an anti-clockwise direction, move the joystick left or right or press the CAPS SHIFT and SPACE

then try to score a goal. You have three goes at this but only

When in front of the goal, aim using the joystick or CAPS SHIFT or SPACE keys 8. Cycling

Change gear using the fire button or any middle row key

TAU CETI

drive. Using hydrogen scoops mankind could collect fuel from the thin spread of hydrogen between the stars. This made it possible for the exploration and colonization of nearby systems. In 2050 the first wave of colonists left Earth for four nearby G type stars. Alpha Centauri, Tau Ceti, Van Maanen's Star and Seven months later the first wave of colonists arrived at Tau Ceti and began to build a civilization on the third planet, an inhospitable desert world with very little life. For over 90 years the colony grew and prospered. The

The story begins in 2047 with the invention of the Interstellar

Then, in 2150 disaster struck this and one other of mankinds four growing colonies. A vicious plague, Encke's syndrome swept across the planet. Once contracted the disease was invariable fatal and as it swept from city to city the few remaining colonists finally admitted defeat and fled, leaving the planet to the robot maintenance systems. Two years passed and on Earth a cure for the disease was

Cetans built over 30 cities across the planet and a strong

trade based on mining, robot technology and hydroponics

found and links between the two remaining colonies, Alpha Centauri and Beta Hydri, were resumed. About this time all radio contact was lost with the automatic systems remaining on Tau Ceti III as a massive meteor smashed into the plane.
As the remaining starbases recovered from the loss it was decided to recolonise Tau Ceti and Van Maanen's star. In 2164 the first expedition left for Tau Ceti. A single ramscoop entered the system and safely landed on the planets surface Minutes later, a mayday message was received, followed by total silence. Experts decided that the robots, so skillfully designed by the first colonists, had run amok after the meteo impact. After seven years, and the successful recolonization of Van Maanen's Star, a second expedition was organised.
The only way to stop the defence systems without destroying the remaining buildings was to send in an armed ground-skimmer to shut down the massive Fusion reactor in the planet's capital city, Centralis. A single skilled pilot might be able to succeed where fifty would surely fail, and like a fool

CONTROLLING THE SKIMMER

The gal-corp armed skimmer is a powerful and dangerous craft and challenging for even the most experienced pilots.

THE CONTROLS

Kevboard Left = XVN Right = ZCBM Up = Q to O Down = A to

Fire = 1 to 5 Pause/Entry Mode = P Kempston interface is automatically selected and overrides the keyboard controls. Joysticks for interface II or 128K + 2,

use port 1. (COMMODORE 64)

Game is played by Joystick control: In track Editor Mode 1/F3 = Increment track piece F5 = Leave Selection Menu

(Use normal game controls to place piece) (AMSTRAD)

Keyboard

Left = Z Right = X Up =] Down = / Fire = Enter Pause = P In Track Editor Mode Up/Down arrow and copy = Track Style Control I = Increment rack piece (use normal game controls to place niece).

THE CONSTRUCTION SET Included in the CAR WARS is a built in track designer that

screen. By moving your joystick up or down select the design roadway option and press FIRE. The selection screen will now show a list of tracks 1 to 5. Use your joystick to select a track and press FIRE again. The top left hand screen will how a 1/64 scale blank map and the top right hand scree one 1/64th square with a grid cursor indicating the placemen for a piece of track. Press FIRE to access the design mode. From here on use 1 and 0 to move through the track pieces on the selection screen at the bottom left of the screen, then move the grid cursor using the joystick controls and press FIRE to place the piece under the cursor. Repeat this process for each new piece of track you lay. When you have finished your track design, press P, this will access the central selection screen again, select design end and press FIRE. You are now back to the main menu which will allow

as this will confuse the programs placement of the flags. If you design a bad track layout the programme will automatically abort it and put you back into the design mode.

save option on the main menu, press RECORD and PLAY on your tape recorder, then press FIRE. The loading procedure is the same but only requires you to press PLAY on your ecorder, Press BREAK to abort the SAVE/LOAD

simulation of slot car racing. All the thrills and spills of a Grand Prix championship combined with the aggressive competition of stock car rally. The frustration of building hours of unadulterated fun!

have more flags than your opponent you will be given a 100 point bonus for every extra flag you possess. To assist each player you start out with two boulders which can be used to r opponent's path for a short time. Press FIRE to

The bonus flag - 100 points.

Detailed instructions on how to play the game are given within the program, and you are advised to study thes

SHIFT + f1 = Change Colours
ers SHIFT f3 = Music

allows you to create up to five new tracks. To enter the design mode press FIRE. This accesses the selection WAR CARS

THE GAME WAR CARS (Construction set) offers a truly computerised

PLAYING THE GAME

The chase flag - Allows you to crash into your opponent without losing a life or awards points for your closeness of

release a boulder, only one boulder may be released at once The rock flag - Replenishes your rock supply (maximum of

for the fun of it and using their only weapons; a large belly and a strong head, they try to bounce each other as far away

tracks that don't work has been taken away to leave you with Within the gigantic roadway system of the CAR WORKS ARENA both you and your computerised opponent seek the special flags located around the track in order to collect as many points losing as few lives as possible. Each flag is worth a minimum of 100 points, if after collecting six flags you

When you bump into your rival you will both be temporarily BLACKED OUT and during this time you will suffer a severe The car flag - Awards an extra life (maximum of five).

DO'S AND DON'TS Always make sure there are no loose ends to your track design. Never make up tracks with less than ten corners in it

SAVING AND LOADING To save the tracks and the current high score table select the

planet showing information about the cities. Use Left, Right, Up, Down and Fire keys to move the cursor over the map and fire to RODS This will allow you to assemble cooling rods found throughout your mission.
When docked with the Main Central Reactor on Centralis will give you access to the

activate flight mode

Shows a view inside the building. Also any LOOK objects of use there. Waits 5 Earth minutes (about 1/12 of a

WAIT STATUS

NAME

REACTOR

HELP

MAP

LAUNCH

However, you can numb the pain by drinking highly shing cocktails which appear occasionally and you should slurp these up as noisily as you can. proximity to your opponent.