THE GOLD COLLECTION

COMMODORE 64

LOADING INSTRUCTIONS

CASSETTE

1. Both cassettes are recorded on both sides. Tape one has Talladega on side one and Ghost Chaser followed by Dropzone on side two. Tape two has Spy Hunter on one side and Beach-Head followed by Tapper on side two.
2. To load tape one, side one and tape two, side one simply ensure that the tape is fully rewound and then follow the loading instructions below.
3. When loading the first games on side one of the tapes for the first time rewind the tape and set the counter to 000. Immediately it is loaded make a note of the counter reading. This will be used as the starting point when loading the second games on the other sides. You should rewind side two, set your page counter to 000, fast forward to the previously noted number. It is always better to be slightly before the noted counter reading for loading purposes.
4. Press SHIFT & RUN/STOP on your computer simultaneously and then press the PLAY key on your tape recorder. When the game has loaded press the STOP key on your tape recorder and follow the instructions on the screen.

DISKETTE

1. Insert the program Diskette with the label side 1 facing up and close the drive latch. Type on the computer: LOAD"*",8,1 and press the RETURN key. The program will load and run automatically.

TALLADEGA

OVERVIEW

Take to the super speedway as you race against KING RICHARD PETTY and 18 top pro drivers. Test your skill in qualifying for a pole position and then let 'er rip in the real life 3-D main event where you lock horns with some of the "good ole boys". Use strategy to pass the other cars, draft leading cars to pick up time and save fuel, and be prepared for yellow caution flags. Make the right decisions, keep the pedal to the metal, have a little "racing luck" and you might beat Richard to the checkered flag. Remember, your opponents aren't just any drivers, they're "smart" drivers, each with his own strategy designed to beat you. After some experience you should learn to anticipate what many of the other drivers have planned, but watch out for Richard Petty... after 200 Grand National wins, he's not going to be easy and the KING doesn't like to lose!

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT No. 2 (it will not function in CONTROL PORT NO. 1).

PLAYING RICHARD PETTY'S TALLADEGA FOR THE FIRST TIME:

First you must choose on which type of track you would like to race. In the centre of the screen will appear:

Tri-oval 30 laps
Random 30 laps
Random Repeat

The Tri-Oval track choice is the easiest track level. The Random track level is a track that the computer randomly creates that will have combinations of short and long runs. The Random repeat is used to race on the last random track you have just played.

To choose the track level, follow the instructions on the screen.

Qualifying

Now you are ready to qualify for your starting position: 1st (Pole position) through 20th (last).

Car Controls are as follows: Pressing and holding the fire button down increases your speed. The speed will increase until you reach top speed (250 mph). If you run into any obstacles, you car will slow down.

Pushing Joystick 2 Left or Right moves your car left and right.

Pulling back on the Joystick (Away from screen) will slow your car until it stops.
Note: Braking has precedence over accelerating.

The Turbo-Boost

The Boost allows you to momentarily increase your car's speed dramatically. This is very important if you need to pass other cars quickly.

The Boost can only be activated when your car is at top-speed (250 mph). When you bring your car up to 250 mph, press and hold the fire button down, at the same time push the joystick forward and hold it forward, the car will immediately speed up and the sound of the Boost being activated will be heard. If at any time you let go of the fire button or move the stick in any direction, the Boost will disengage. If you run out of fuel, drive on the shoulder of the road, bump into a car or do anything else that may cause your car to slow down, the Boost will disengage. Using the Boost has certain disadvantages: Using the Boost causes large amounts of fuel to be consumed. Using the Boost is dangerous because it causes the car to go faster than the speed at which it can be controlled around turns. Therefore, using the Boost on a turn will make your car slide out dangerously, perhaps into another car or flag.

Because of the previously mentioned disadvantages, the Boost should only be used on straight sections of track and only if the amount of fuel lost makes up for the positions gained. This is usually on the last one or two laps of the race when you won't have to make any more pit stops.
Note: Using the Turbo-Boost during qualifying will NOT improve your qualifying time.

The computer will now notify you that it is time to qualify by displaying "Prepare to Qualify" and telling you when to go. When you are ready, press down and hold the fire button until you reach top speed. When you see the Start/Finish flags on the right side of the screen and your qualifying lap will begin.

Cutting the turns

To be able to go around the whole track at top speed, you must cut the turns. Before a turn comes up, position your car near the right shoulder of the track (taking care that you don't hit the red and white shoulder for this will slow you down) and just BEFORE you actually get into the turn, move your car to the LEFT and hold the joystick to the left. Your car should be going at least over 200 mph. When the car reaches the Left red and white shoulder, it will not slow down, instead your car will then begin to slide back to the right side of the track. Once you are out of the turn, you can resume normal control of your car.
Note: If at any time while you are cutting a turn, you move the joystick in any direction but Left, the car will automatically disengage the cutting turn routine and you will have normal control again. This is important for control of your car while going through traffic. ALSO, you must be moving to the left BEFORE the turn pulls your car to the right or you won't be able to cut the turn.

Also note that travelling on the longest line on a turn or spending most of the time on the right-most part of the track will give you a higher lap-time than if you stayed more to the inside part of the track (left side). This is also true if you want to have a good qualifying time.

There will be a few cars on the qualifying run so watch out!

Qualifying continued

After you have finished the qualifying lap, the computer will either tell you that you qualified or that you did not. If you have qualified, then in the top left corner of the screen will be your Lap Time and your Place on the starting grid. In the top centre of the screen will be displayed your Place and your Qualifying Bonus Points (the better Place, the better Bonus Points). If you do not qualify, then you are not allowed to compete in the race and the results of the race you were not in are displayed. You will then be given a chance to qualify for the next race.

The Race

If you did qualify, you can now begin the race. Your car will be set up on the starting grid in your qualified position and the screen will tell you when to begin.

The First Lap

The first lap (from the starting place to the Start/Finish flags) is very important. You can gain many positions or lose many positions. Since not all of the racers have the same car, some may have difficulty starting or some just might miss the starting indicators. Whatever the case, make sure you start on time and drive carefully since some cars may have stalled on the track ahead of you. Also watch behind your car for any cars that may try to sneak by you.

The Race continued

Despite the level at which you are racing, many variables should be considered. All races can have accidents at any time. Your car can have problems at any time, although most problems are caused by rough driving. Depending on whether or not you draft the cars ahead of you or if you drive on the shoulders of the road determines how fast you will consume gasoline. Also, tyre wear is greatly increased by driving on the shoulders. A sudden stop or a complete stop on the track is almost always asking for trouble. If you have to stop, do it in the pits. Always keep one eye on the indicators on the top of the screen, and make a pit stop if something is amiss.

Racing Strategies

Unlike most racing games, each driver on the track has his own racing strategies and styles. Some cars will be harder to pass than others. Many cars will attempt to block you from passing them and many times you will have to either trick them at the right point on a turn or slow down.

Remember it is better to remain in your position until the right opportunity comes, otherwise you could lose five or more positions by making a mistake.

The Pit Stop

The best time to make a pit stop is during a yellow flag. You will not lose your position and you will have ample time to fix whatever needs repair. However, some races will have few accidents and so you must take only as much time as necessary to get the job done.

The Racing Screen

This is the screen with your car on the track and the other cars you are racing against.

Your Position Information

In the top left part of the screen is everything you need to know about your current position on the track. Your last lap's Lap Time, the current lap that you are running and your current Place on the track.

Track Condition

The track condition is indicated by a small flag inside the position information area. The flat descriptions are as follows:

Green – Everything is ok.
Yellow – Caution, there is an accident.
White – one more lap for you to go for the race.
Checkered – Need this be explained?

Car Performance

This is the small square of information in the centre of the screen. Your tyres' condition (0.99). Number of gallons left in your tank, and Current speed of your car is displayed here.

Next Car for You to Overcome

At the top right corner of the screen there is a number followed by a dash. This number is the position of the car one place ahead of you in the race. Next are two lines, giving the name of this driver, his car name or number. If you are in first place "PLAYER'S CAR" will be visible here.

Your Score

Your Score displayed under the next car you have to overcome is calculated by how fast you are going, what bonus you received upon qualifying, how many laps you have led the race and what position you finished the race.

Pit Stops Explained

The pit area is a section of extra pavement on the left side of the track just after turn 3 and before the start-finish line. To make a pit stop, you must move your car all the way to the left until your car is in the pit area and slow your car until it stops completely. It is advisable to slow down a bit before entering the pits or you might miss them.

Once you have stopped completely, the screen will change to an over-view of your car in the pit area. At the bottom of the screen is a list of things that you can do, plus any vital information about the other cars on the track and your position.

By moving the cursor over various functions and by pressing the button, you will have chosen that which is to be done.

These functions include:

Add Fuel
Change Tyres
Check and Fix Engine
Leave Pits

Choose what you would like to have done by moving the flashing cursor on the function you would like to have performed and press the fire button. To move the cursor, push the joystick in any direction once, the cursor will then move down one position on the list of jobs. By manipulating the cursor, choose what you would like to have done. As soon as a job appears next to the job being worked on. When a 'D' appears next to the job, then that means that the job is done. Depending on what you have chosen to be performed determines how long your pit stop requires. Some jobs take longer than others.

When you have done all that is needed, move the cursor under LEAVE PITS and press the button. You will then go back into the race.

Also note that you can leave the pits at any time by moving the cursor to LEAVE PITS and pressing the button. If the jobs you have asked to be done are not yet finished you will cause everything to be dropped and you will be able to leave the pit area immediately. This is desirable in case you have very little time.

The YELLOW FLAG Condition

When the yellow flag comes out, you must race all the way to the START/FINISH flags whether or not you decide to go into the pits. This is to establish your restarting position once the green comes back out.

Once the screen in the top centre displays your restarting position, then you can travel around the track until you reach the pit area again. If you want to make a pit stop, do it now. If you don't want to, then continue until you see the START/FINISH flags again. You will be repositioned on your restarting grid position and you will resume the race.

If you enter the pits, you can take as much time as needed, or until a warning message is issued at the bottom of the Pit Stop screen, in which case you have to leave the pits rapidly.

Note that since yellow flag conditions result in the repacking of cars in new grid positions, you can in effect have been almost 1 lap behind a car and be repositioned right next to it. This is of course only possible if you were on the same lap as the other car. This can also work against you if you had a hard time passing another car and then it is repositioned right next to you.

Drafting

Drafting is following the other car in front of you closely so as to take advantage of the reduction of air resistance against your car thus reducing your gas consumption. To take advantage of drafting, just move your car behind another car travelling at relatively the same speed that you are. When you are truly drafting, your car's colour will turn a lighter shade of blue and the sound of the air rushing will be heard. Drafting is very important if you end up with just a few gallons of gasoline left near the end of a race.

Tyre Wear

Your tyres' tread number is always set to 99 when you first start out. Whenever you drive on the shoulders of the road, the tyre tread number will decrease. If the tread number gets below a safe level, it will start flashing. Should the tread number reach 0, you will be out of the race and many times you will crash. The tyre tread number can be increased to 99 by making a pit stop and replacing the tyres.

Fuel Consumption

Fuel consumption is based on how fast you are going, whether or not you are drafting, if you are driving on the shoulder of the road or if you are currently using the Turbo-Boost. You start out with 22 gallons and you can increase the amount during pit stops. Remember that you can choose to get only a few gallons of gas in the pits if time is of the essence. The fuel number will flash if you are running low on fuel.

Car Collisions and Leaning On Cars

A car collision can be caused by running into a car that has stopped on the track, by stopping on the track and being run into from behind, or by sliding out of a turn so quickly that you seriously hurt another car. You can also run into the flags on the right shoulder of the road which will cause you to crash. The other cars will usually try to get out of your way and of each other, but sometimes a car may be boxed in by other cars and will usually crash into you. Cars will slow down to a point, but they will never dangerously stop completely.

During the course of the race, it is possible to bump lightly into other cars to influence them to move over or to lean on them during a turn. Note that to lean on a car, you must be on the left side of it and have your joystick pushed to the left while your car tends to slide to the right on a turn. Too much leaning and you could crash. Leaning on another car is important because it allows you to retain your position while going top speed.

Blocking other cars is possible by going in front of them and slowing down slightly. This is essential to keep your position. The car being blocked will either slow down if you have boxed it in or it will pass by you. Just remember not to slow down too much.

Engine Trouble

For some unknown reason, your car's engine may have trouble. This trouble is recognised by the car's inability to remain at a certain speed when you let go of the fire button. When this happens, it is advisable to make a pit stop and select the Check and Fix Engine job. If you don't you run the risk of having the engine suddenly break down and then you usually cannot go faster than a certain speed which could result in an accident. Note that this can be completely prevented by running the Check and Fix engine job whenever you can. Checking the engine is much quicker than if it has already broken down and the pit crew has to fix it.

GAME OVER

The Game is over if you crash, run out of gas, blow a tyre or complete the race. In any case, the computer will return to the starting screen which is the Track level choice.

GHOST CHASER

In GHOST CHASER you will meet Harry the Ghost Chaser and a host of strange adversaries as you explore the 16 different rooms of mysterious Fairport Manor. Points are scored each time you blast the various Phantom Ghosts which materialise at random. The only way to capture these spirits is to find your way into the treasure room. Scattered throughout the manor are eight keys. As you find and collect these keys, additional doors open allowing you to go deeper and deeper into the manor. Watch out for the many tricky obstacles and above all, avoid contact with anything that moves! They'll shivers up and down your spine!

CONTROLS AND GAME PLAY

Control keys: Use the f5 key to switch from one or two player mode. To begin the game, press the f7 key. Once the game begins, you can pause the action by pressing the "Commodore" key. Pressing the key again will continue play.

Joystick: Insert joystick into slot = 1. The joystick controls the movement of Harry the Ghost Chaser in the following manner. Move the joystick left or right to move Harry left or right. The longer that the joystick is held in one direction, the faster Harry moves. To jump up, point the joystick up. To jump left or right, point the joystick towards the upper left or upper right. To climb up, down, left or right, point joystick in desired direction. Some screens allow Harry to jump up to a hanging rail. Harry can move left and right while hanging. Push joystick up to tuck up Harry's legs when hanging. Push joystick down to drop down again. Harry can also duck in order to avoid ghosts and other creatures; move the joystick downwards to duck Harry's head.

Shooting: At start of game, Harry has three ectoplasm globs which can be thrown at a Phantom Ghost. Press the joystick fire button and point the joystick in the Phantom's direction. If Harry hits the Phantom, it will be stunned and disappear. Only five ectoplasm globs can be held at a time, you can replenish your ectoplasm supply by picking up the globs found throughout Fairport Manor.

DROPZONE

MISSION BRIEFING

It is the year 2085, when a handful of people have survived the devastating robot wars. In a final bid for human survival the peoples of the earth unite to develop the ultimate transportation, a Tacheon propelled star cruiser, capable of overcoming relativistic limitations to fresh new star systems.

The Tacheon drive relies on developing very rare Ionian crystals with quarks. But all the earth's resources were used up developing a prototype and so a consignment of men is despatched to the lonely moon of IO, Jupiter's 2nd inner most moon. It is here that the crystals are found in abundance scattered all over the surface. They are continually thrown up from the depths of the planet by the elemental forces of the three active volcanoes, first discovered way back in the 1980's.

Not long after building a moonbase in the flat bed of a large crater the first wave of aliens arrive from Jupiter to rid their moon of the human invaders.

It is your mission to protect the men and their crystals from the marauding aliens. You have been equipped with the latest pulse laser back pack system capable of carrying an extra man and becoming invisible and indestructible for short periods of time. You must safely escort each surviving man and his crystals back to the Dropzone where the landing pad of the moonbase is located. You must succeed, the future of mankind depends on you alone.

THE CONTROLS

AND NOTES ON JOYSTICK TYPE

Dropzone is played with one joystick and to a lesser extent the keyboard. To master DROPZONE you must learn the feel of your back pack because you will have both INERTIA and GRAVITY affecting your movement just as in everyday life. Your reactions to the screen, sound and the joystick position are vital to your prolonged survival.

The best type of joysticks to use are ones with a firm tactile feel such as the original Atari joysticks. Some of the large springy types are less manageable since they move too far and give little feel as to when the lever switches have made contact. If you use auto-fire joysticks you will not be able to fire precisely when needed and won't pick up any bonus points. So whatever you do, destroy all the men you are battling to protect!

Firing

One laser pulse is released for each up or down motion of the fire button. Its direction is usually the one which you are facing but it is possible to fire backwards by quickly holding the joystick left or right at the instant of firing. This makes it possible to blast aliens in hot pursuit of you when trying to out run them.

Horizontal Thrust

To thrust you hold the joystick to the left or right. The longer you thrust the faster you become. To reverse or stop you thrust in the opposite direction.

Vertical Thrust

To change your height above IO's surface you push the joystick forwards for up or backwards for down. Because of gravity you must continually adjust this to maintain your altitude. If you don't thrust you will eventually fall to the surface.

Strata Bomb Release

One Strata bomb is detonated for each press of the SPACE bar. It destroys all aliens except Androids. Also if a spore is released occasionally a few trailers will remain.

Cloak Activation

Your indestructible cloaking device is turned on and off by pressing any key (other than the SPACE key or the F1 key).

Pausing the Game

Pressing the F1 key will pause the game. To continue, press any key or move the joystick.

Starting the Game

When the title page or the Hall of Fame is being displayed the game is begun by pressing the joystick fire button.

GAME OBJECT

Your mission is to protect the men on planet IO's surface from being destroyed by the invading aliens and to return them one by one to the Dropzone which the moonbase landing pad is located.

THE SCREEN DISPLAY

The main part of the screen shows the exact realtime side view of the zone over which you are cruising. Below you lies the battered surface of IO with its deep crevasses, lava filled trenches, active volcanoes, the Ionian sea and ancient meteorite craters. In the far distance lie the twinkling stars of other planetary systems that await men's vision. The lower part of the screen shows your instrumentation and status displays. These are man counts, current attack direction indicator, cloaking time remaining, spare lives, strata bombs, score and most importantly a high speed planet scanning viewer.

INSTRUMENTS

MAN COUNTS – These show how many men are currently on the planet's surface and how many have actually been safely returned to the moonbase.

ATTACK INDICATOR – This is an arrow that is displayed the instant an android attack begins on one of the men still on the surface or the moonbase itself. It shows the direction and shortest route to the last attack detected.

CLOAK STATUS – Shows the amount of time left before the cloak generator runs out of power. A warning signal is sounded 3 seconds beforehand.

SPARE LIVES – This shows up to 3 of the remaining lives.

STRATA BOMBS – This shows up to 3 of the remaining strata bombs.

SCORE – Your accumulated points total.

SCANNER – This is the most important information area. It shows what is happening elsewhere on the planet's surface and covers six times the area shown on the main screen. Each member of the Dropzone cast has a distinct colour, shape and size. The landing pad is shown as a bright white cross in the surface detail.

THE CAST OF CHARACTERS

MEN

At the start of each attack wave the 'Men Out' count will show how many men are on the surface. They slowly move towards the moonbase in the Dropzone, each carrying Ionian crystals. Whenever the alien Planters lower an Android to destroy a man, he lets out a whistle for help that echoes around the atmosphere. You can rescue men by picking them up one at a time and dropping them off on to the elevated landing pad at the moonbase for bonus points.

PLANTERS and ANDROIDS

Planters are the most common alien. They are machines piloted by Andraids that drift across the surface rising up over volcanoes and the moonbase. They are always on the look out for the men. When you attack, the Android lowers itself to the surface to chase the man, leaving the Planter machine to become a Nemesite.

NEMESITE

Once an Android machine has landed, the Planter machine becomes a Nemesite, a deadly homing missile set to crash into you at all costs. They evade your pulse laser fire until they are close enough for collision.

ANTI MATTER

If all the men on IO are destroyed, the Planters and Androids fuse into gyrating Anti-Matter nodules which bounce towards you. IO suffers an earthquake and becomes unstable and the three volcanoes erupt lethal white hot magma lumps.

SPORE

Spores are fairly harmless until triggered off. When this occurs they release four individual Trailers.

TRAILERS

Trailers are released from Spores and can be very awkward to handle. Some will wiggle around in space, others will aim straight for you and follow you everywhere you go. They are hard to destroy and need a direct hit on the heads of their bodies.

BLUNDER STORMS

These storms are a silent but deadly environmental hazard of IO. They slowly float in the upper atmosphere over the planet's surface sometimes retaining molecular acid, or they will occasionally rumble and release an intense bolt or proton lightning energy.

NMEYES (pronounced N-m-ie's)

If you have survived an attack wave for too long the aliens send in an Nmeye as their ultimate weapon. Nmeye's watch your every move and occasionally blink. Their motion is erratic, they can move faster than you at full speed, they continually launch bombs and at successive Nmeye's become harder to destroy.

VOLCANOES

Generally the three active volcanoes are harmless. They shoot small magma lumps out onto the surface. However, if all men are lost the planet's surface becomes unstable and the volcanoes erupt deadly white hot lumps.

BOMBS

Planters, Nemesites, Anti-matter and Nmeyes can shoot small bright bombs at you. If you continue moving with the same velocity these will destroy you.

P.T.O.

OTHER FEATURES

You start with a consignment of eight men, 15 seconds of cloaking power, 3 lives and 3 strata bombs. You get 1 bonus life and strata bomb for every 10,000 point mark that you reach, and 7 seconds extra cloak power for each wave. After one million points has been achieved no more bonus lives or strata bombs will be awarded. (But if you are that good you shouldn't need them!). A wave is finished by destroying all planters, spores, trailers, blunder storms and landing all the men from that wave. You receive a points bonus at the end of every attack wave for the number of rescued men multiplied by the wave number, up to a maximum of 500 points per wave. You also get this for landing each man during the wave.

Every 5th wave a fresh consignment of men arrives. Prior to this round you will have to battle through a TRAILER INVASION wave.

The game has attack waves numbering 1 to 99. After 99 waves 95 to 99 are repeated. Each wave is entirely random in action and warp-on exit.

If you save and land all eight men then no android attacks will occur for the rest of that wave. BUT if you have saved less than eight men then every now and then one android will actually invade the moonbase by descending onto the landing pad and invading the surface.

HALL OF FAME

If at the end of the mission life you have gained a sufficiently high score you will be asked to enter your initials into the Dropzone Hall of Fame. This will be accompanied by a special dynamic colour sequence to signify that you are one of the top eight heroes to attempt a Dropzone mission. To select your initials push the joystick to the left or right, to enter the letter press the fire button. You are allowed 60 seconds in which to do this.

MISSION RATING

Depending upon your performance you will be awarded one of 10 ranks. A beginner might reach the 10,000 mark and not receive a rank. An average score might get you Moon Cadet status. But for the mission to be considered a total success you must achieve the rank of MEGASTAR. This is universally regarded as the ultimate galactic distinction possible and will be awarded to supreme warriors who fight off the aliens to score 1,000,000 points or more.

STRATEGY

The method we adopt is best found by experiencing the way of life of IO and by mastering the co-ordination and reflexes required to control your back pack with a firm joystick.

For example, you might find that waiting to destroy Androids as they fall to the surface is the best way to build up a score. Or you might rescue all the men as quickly as you can. But remember, the Nmeye will be sent in to sort you out if you take too long. Also the strategy you adopt will partly depend on how far the men are from the moonbase when the wave starts at the start of each wave. The strategy for each of every round except for the very first which is always fairly easy.

The newcomer to Dropzone will probably thrust too much, reducing reaction time to oncoming aliens. It is best to thrust only occasionally and to clear up each area of activity as you find it.

Listen out for the whistles of help that echo around the planet. On hearing them, use the direction indicator and scanner to locate the trouble. If you have to race halfway across IO to protect a man then keep a watchful eye on the scanners as this will forewarn you of any oncoming attacks. Use your cloak if the attack zone is full of aliens firing bombs at you.

The moment a Nemesise enters the main viewing area it lets off a warning sound. They then zero in on you. To destroy them will take some practice at cutting them, then reversing and firing at exactly the point when they are level with you.

Use of the cloak will help you in many situations such as picking up a man just before he is about to be destroyed by the Android, or landing men whilst being blitzed by a Nmeye.

Trailers have a personality of their own. Once laden, the Trailer Invasion waves can be quickly completed. The cloak is useful here as well.

Always keep an eye on Blunder Storms. Before they strike they rumble different colours for about a second giving you the chance to get out of the way. When moving fast, check that any oncoming strikes are not raining so that you can use your cloak or pass over them.

If all the men go and an earthquake occurs and Anti-Matter appears everywhere. Because the volcanoes are now dangerous it is best to stay in one region between two volcanoes and use your cloak if you have to pass over one. If you lose a life from colliding with a lump of magma, you will re-materialise over the same space. So you must get out of the way quickly or else you will lose another life.

If you use too many strata bombs in quick succession the aliens will send in a Nmeye to retaliate.

SCORING

Men	100–500	for rescuing during wave
Men	100–500	for each man surviving the wave
Men	0	if destroyed
Android	50	if shot while descending with Planter
Android	50	if shot whilst chasing a man
Android	500	if shot when falling from a destroyed Planter
Planters	250	Spores	750
Nemesies	150	Trailers	250
Anti-Matter	150	Nmeyes	100
Blunder Storms	250	Loss of Life	10

SPY HUNTER

USING YOUR CONTROLS

1. Plug the cable for joystick #1 into joyport #1.THIS IS THE ACTIVE JOYSTICK which controls the movement of your Spy Car.

   Plug the cable for joystick #2 into joyport #2.THIS JOYSTICK PROVIDES AN ADDED FIRE BUTTON ONLY.

   When playing Spy Hunter, hold the joysticks vertically, with joystick #1 (the active joystick) on the left. You use only joystick #1 to manoeuvre your Spy Car. Both Fire Buttons are used for activating your Spy Weapons.

2. To pause game, press F7 key
   Other key functions: F1–Restart F3–Reset Option RESTORE–Reset to title page.
   IMPORTANT: Depress the key you choose and HOLD IT DOWN.

SET UP AND GAME CONTROL

1. Insert the game diskette while power is OFF.

2. Turn the power ON.

3. FOR THE DISKETTE type LOAD SPYHUNTER – When it is ready type RUN FOR THE CASSETTE, press SHIFT and RUN STOP simultaneously, then the game will load automatically.

4. Then, for the diskette, select either J (joystick) or K (keyboard) and E (expert) for the more challenging game, or N (novice) for the easier game, by using the keyboard. The NOVICE game runs on a counter that gives you 999 cars until the game is over, or to the end of the course. You have an unlimited number of Spy Lives (cars) during this time. After the period is completed, you earn one extra Spy Car at 20,000 points and one every 10,000 thereafter. The EXPERT game also starts with an initial 999 counter, but at a higher difficulty level. The enemy is more aggressive and you are given one extra Spy Car after the counter runs down. You earn extra Spy Car at 20,000 points, then one every 20,000 thereafter.

5. You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting your Spy Hunter car roll out the back and onto the road.

6. Use your button joystick control to manoeuvre your Spy Car through the dangers of the road and waters of the Spy Hunter in the following way:

   UP – Increase speed

   LEFT – Turn left   RIGHT – Turn right

   DOWN – Decrease speed
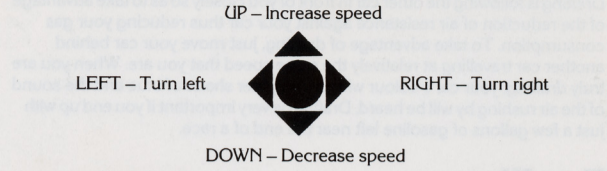
7. If you wish to play Spy Hunter using keyboard controls rather than the joystick, here are the keys to use:

   UP – I   Left – J   Fire forward – A
   Down – K   Right – L   Fire backward – Z

8. Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the bottom joystick affects the movement of your Spy Car. However, both Fire Buttons are used to activate weapons. The bottom Fire Button activates rear firing weapons. (See Weapons Section)

HOW TO PLAY

Screen and Gameplay

Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The Van stops and your Spy Car rolls out the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase the enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car, a Weapons Van appears from the bottom of the screen and pulls onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens. On the Icy Road, the surface is slippery and your car is harder to control.

Weapons

Each time you enter a new terrain the Weapons Van appears on the side of the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

Here's how to activate your various weapons.

Joystick – Bottom Fire Button activates Machine Gun and Missiles
            Top Fire Button activates Smoke Screen and Oil Slick

Keyboard – "A" activates Machine Gun and Missiles
            "Z" activates Smoke Screen and Oil Slicks.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road if possible.

Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own weaponry. They are:

The Road Lord (bulletproof)	The Enforcer
Must be rammed off the road by Spy Car	Fires a shotgun
Switch Blade	The Copter (Mad Bomber)
Extended buzz-saw hubcaps to slash cars	Drops bombs onto Spy Car
Barrel Dumper	Doctor Torpedo
Dumps barrels in water ahead of Spy Boat	Fires torpedoes at Spy Boat

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.

SCORING

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the scoring adds up:

Travelling on the water	15 points for ¼ of screen
Travelling on the road	25 points for ¼ of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1500 points.

BEACH-HEAD

SEQUENCE 1 – AERIAL RECONNAISSANCE

The opening sequence is an aerial reconnaissance overview of enemy held territory. At this point your first command strategy decision must be made.

Choices – You can choose between two strategies

1. Take your ship fleet through the hidden passage.
   The advantages to this strategy:
   (a) Catch the enemy off guard and unprepared. His airpower and naval forces will not be as strong.
   (b) Your overall point total will be increased if you are successful in navigating the passage.

2. Take the enemy head-on and go straight into battle.
   The advantage to this strategy is:
   (a) Your fleet will not have to navigate the perilous hidden passage. The passage is extremely difficult to navigate because it is mined and torpedoes are launched at random throughout the channel.
   Note: If you selected the skill level for two players, the strategy for player one will be the same for player two.

To manoeuvre your fleet, move the joystick in the direction you wish to travel. Once moving, your fleet will continue in that direction.

If you choose a frontal attack proceed directly through the main channel and engage the enemy.

If you choose to navigate the hidden passage manoeuvre your fleet close to shore along the outer edge of the peninsula. When you have found the passage, the general quarters alarm will sound.

SEQUENCE 2 – THE HIDDEN PASSAGE

In this sequence you will have to cross through a mined channel and avoid being struck by torpedoes fired by the automated defence system. To manoeuvre your ship, push left to turn left, right to turn right, forward to speed up and back to stop. Head for the opening directly across from the starting point.

Once you leave the passage you will be in position to surprise the enemy and catch them in their harbour. Move swiftly to engage the enemy.

SEQUENCE 3 – GENERAL QUARTERS
Fighters at Twelve O'Clock!

Enemy fighter squadrons are now attacking your fleet! If you have surprised the enemy, many of his aircraft are below deck and will be unable to respond to the attack. If you use strategy two, the number of aircraft attacking your ships is considerably greater.

Use your joystick to aim your anti-aircraft guns and shoot down enemy planes. Pull back to raise or push forward to lower your guns. Press the button to fire. Your ammunition will not run out, but it does take a certain amount of time to replenish. Do not waste shells or you will not be able to fire rapidly at a critical time.

Enemy surveillance aircraft occasionally fly by to report the battle progress back to the island. If you destroy these planes it will add 2000 points to your score.

If you survive the onslaught of enemy aircraft, the naval battle begins.

SEQUENCE 4 – BATTLE STATIONS

Once enemy aircraft have been neutralised, the enemy battleships and cruisers will begin shelling your fleet. The joystick is now used to aim your heavy guns to sink the enemy ships. Again, as in the previous scene, if you have surprised the enemy and caught them out of position, it will take them longer to zero in on your fleet.

TO CONTROL YOUR GUNS

Each enemy ship is at a different distance from your fleet. When you fire your guns, a readout will appear on your control panel telling you the distance in metres that your shell was long or short. Each 0.5 degrees equals 100 metres. For example, if your readout tells you that your shell is 1000 metres long, then you should decrease your gun elevation by 5° to hit the target.

The control is the same as the anti-aircraft guns. However, the vertical movement will accelerate the longer you hold the position of the joystick.

Bonus Points

The enemy aircraft carrier will attempt to escape. If you sink the carrier, it will add 10,000 points to your score.

After the naval battle, you must manoeuvre your remaining ships into the enemy harbour. Since there is only room for four ships in the harbour, you will be awarded 2,000 points for each extra ship.

SEQUENCE 5 – BEACH-HEAD!

Each ship that you navigate into the harbour carries two tanks. After your tanks have landed and your beach-head is established, you must fight your way through the island defence systems to get to the fortress of Kuhn-Lin. Once your tanks start forward there is no turning back! Tanks have side to side mobility but will continue forward at a constant speed. There are numerous obstacles in your way including mines, anti-tank guns, enemy tanks, bunkers etc. At this point the enemy is prepared and is throwing all his defence against your tanks to stop them. Each enemy defence system is worth a certain number of points, and their value is displayed when they are destroyed. Each time a tank succeeds in reaching Kuhn-Lin, the difficulty increases for the next tank. You will lose several tanks to finally destroy the fortress.

SEQUENCE 6 – THE FINAL BATTLE

Once a tank has reached Kuhn-Lin, you must land 10 shells in the fortress to destroy it. There are ten targets to hit, but only one is vulnerable at a time. The vulnerable target will turn white. As each white target is hit another will appear until all ten have been destroyed in sequence.

The fortress is defended by a huge cannon. Once this cannon has sighted you, it will get your range and fire. This cannon never misses. The final battle will require a task force of tanks to win. If you are successful in destroying the Fortress, the enemy surrenders and victory is yours!

SCORING

Even if you destroy the fortress, Beach-Head allows you to compete for high scores. Game scoring is as follows:—

Ships navigated safely through passage	3,000/ea.
Airplanes	400/ea.
Reconnaissance Plane	2,000/ea.
Carrier	10,000/ea.
Other Ships	2,000/ea.
Enemy Tank	1,000/ea.
Machine Gun	400/ea.
Bunkers	800/ea.
Towers	600/ea.
Targets	2,000/ea.
Kuhn-Lin Destroyed	20,000
Extra Ships (over 4)	2,000/ea.

WINNING STRATEGY TIPS

1. Learn to navigate the secret passage. It is difficult to get your ships through initially, but if you take the time to learn to get your ships through, your score will be higher in the overall game.

2. When the enemy fighters are approaching aim for the body of the airplane and do not use rapid fire until you zero in on the plane.

3. In the artillery sequence, make small changes in elevation by gently tapping the joystick.

4. When your tanks start down the beach, the enemy defence installations will usually lie in the only clear path to the fortress. You must anticipate where they will be to get a clear shot at them. When enemy tanks attack you they will try to stay in front of you. In order for your shell to hit them, you must stay in their line of fire until your shell is about to hit their tank before moving out of the way.

5. Attacking the Fortress – If there are only a few targets left on Kuhn-Lin and you have a number of tanks left, you can increase your point total by using all your tanks before destroying the fortress. Be careful, because each time a tank succeeds in reaching the fortress, the following tanks have a much more difficult time.

ADDITIONAL FEATURES

Adjusting the Sound – Beach-Head is designed to have the highest quality sound possible. Because some Commodore 64's have different low pass filters, it may be necessary to adjust the game's filter settings to provide the optimum quality on your machine. You can change the settings by typing an "F" during the level selection screen. The test sound is the anti-aircraft gun firing. Adjust this level as you desire. As you exit the routine you will have the opportunity to save the settings to disk to make them permanent.

Adjusting the Border Colour – To change the border colour to suit your own taste, type a "B" during the level selection screen.

Top 10 Display – During the level selection, if you touch the "T" key, you can view the top ten scores and save them.

Pause Feature
To stop all action and "Freeze" the game, simply press the Commodore key. Resume the game the same way again.

Abort Feature
If you find yourself out-classed and wish to cancel the game, you may return to the "Select Level" screen by pressing the "CTRL" key.

Automatic Demo
If left unattended for approximately one minute, the computer will take over and play the game by itself. You may take control at any time by simply moving the joystick.

Joystick
The joystick must be plugged into the rear joystick port.

TAPPER

USING YOUR CONTROLS
Set up and Game Control

1. Insert the game cassette while the power is OFF.

2. Turn the power ON. Press the SHIFT key and RUN STOP key simultaneously. The screen message shall appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions. Select for 1 or 2 player game and joystick or keyboard control.

3. You have the option of choosing the difficulty level at which you wish to play. If you choose level B (Beginner) the gameplay starts with five lives. At level A (Arcade) the gameplay starts with 3 lives.
   Game level C (Expert) started with 3 lives and four fast-moving customers per bar.
   To pause game, press shift lock. This will not pause Bonus Round but will pause game screens after pause.

4. Plug the joystick into joystick port 2.
   In a two-player game, both the players take turns on the same joystick. If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn.

5. Use your joystick control to move your Bartender accordingly:
   Up – Bartender moves up to next bar.
   Left – Bartender moves left along bar.
   Right – Bartender moves right along bar.
   Down – Bartender moves down to next bar.

   If you move your Bartender all the way to the bottom bar and continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.

6. Push the "Fire Button" for the Bartender to fill the mugs.
   You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

7. If you wish to play using keyboard rather than joystick control, use the following keys:
   A – Up   L – Left
   Z – Down   ; – Right
   The spacebar is used as the Fire Button.

HOW TO PLAY
Screen and Gameplay

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar screens.

The score for player 1 is displayed at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to nine hearts (one for each bar) in the upper right corner of the gamescreen. Each time a player loses a life, one of the hearts is eliminated. Ten lives is the maximum you can accumulate. Nine Hearts plus one player on screen.

If you are playing a two-player game, the score for the player 2 appears at the upper left corner of the screen and that player's number of lives is displayed at the upper right of screen.

The score for player one is stored at the bottom of game screen and swaps back and forth for players.

BONUS ROUND

In the Bonus Round "Watch Closely" appears on the bottom left of screen. The Bartender waits at the side of the bar as the Soda Bandit appears.

He'll shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you will get a shot of soda sprayed in your face.

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back at the Bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customers will occasionally leave on the bar. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, a mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.

2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.

3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender. If he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy/girl out of Door	50 points
Get Sportsperson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Pick up Tip	1,500 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

Earn Extra Bartenders

Beginner –	earn extra Bartender lives every 10,000 points
Arcade –	earn one extra life after your first 20,000 points and another life for each additional 60,000 points.
Expert –	earn extra lives in an Expert game the same as in the Arcade level except that you must either earn 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.