

THE GOLD COLLECTION III

COMMODORE 64/128

LOADING INSTRUCTIONS

CASSETTE:

Ensure the cassette is fully rewound. Press **SHIFT** and **RUN/STOP** keys together, press **PLAY** on the cassette player and the game will load automatically and stop when loaded. To proceed into the second game switch the computer off and then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player. You must however ensure that the counter is zeroised before loading the first game.

DISK:

Type **LOAD " * , 8, 1** and press **RETURN** and game will load automatically. A menu will appear for which you can selection option required.

Each game on this compilation loads separately so it is worthwhile to make a note when using the cassette recorder to make a note of the number each game commences at. For ease we have included a grid for you.

EXPRESS RAIDER	000	ACE OF ACES	
SUPER CYCLE	B	MASTER OF THE UNIVERSE (ARCADE)	110
LEVIATHAN	98	SUPER HUEY II	B

EXPRESS RAIDER

A sensational coin-op conversion from DATA-EAST. The ultimate in fast-action shoot 'em-ups. Your task is to engage in a battle against time to rob the fastest express in the West.

First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along the top of the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

LOADING:

After loading, the menu which is displayed on the screen will ask you in which mode you want to play.

(A) PRACTICE MODE:

32 lives. You can practice on the first two trains though your scores will not appear on the score table.

(B) NORMAL MODE:

5 lives, 8 trains. Your scores will be listed on the score table. If you lose your lives, a screen message will prompt: "Press button to continue".

If you press **FIRE** within 10 seconds, you will go to the carriage of the train where you died, where you can continue on the same train. By waiting 10 seconds a screen message will indicate "Press button to restart".

Press **FIRE** and you will restart the game. Tapping **RESTORE** key at any point during the game will restart the game again.

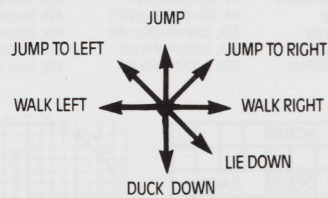
(C) ADVANCED MODE:

5 lives, 8 trains. Your scores will be listed on the score table. In all cases when your lives run out, you have to restart the game.

SELECTING SKILL LEVELS (4 LEVELS)

Connect the Joystick to either port and select by moving the Joystick up and down and pressing **FIRE**. Having completed the time selections, press **FIRE** to start or reselect by moving Joystick up.

GAME CONTROL:



FIRE:

When standing up or lying down – punch.
When crouching – kick (and punch, if the stick is pushed to the left).
When jumping – kick.

When riding – the rider can move in 8 directions so as to be able to aim. You will be left by the carriage if the Joystick is in the central position.

Fire + Down – duck down in the saddle, in this case you can not be shot from the train but you will be left behind by the carriage.

SCORING:

Your score will rise by:
1) Hitting: (a) people (b) flying objects and (c) hanging signs.
2) For carriage completed.
3) For shooting people, hand grenades and ducks.

You will lose strength if you are hit by enemies, flying objects or hanging signs.

You will lose a life if your strength goes down to zero, you run out of time or you are shot. A bonus life is added for every 50,000 points scored (normal and advanced mode).

© 1987. Data East USA Inc.

SUPER CYCLE

INTRODUCTION

Open road racing – wheel to wheel – pistons screaming and rubber burning. That's the challenge of SUPER CYCLE. Before you begin, choose your machine and your leathers. Choose carefully, there's an ordeal ahead.

You and your machine will be pushed to the max by the course, the other competitors, and the relentless clock.

You must complete each of the race courses within a time limit, in order to continue. Crash and you lose valuable seconds. Each of the more than seven courses poses unique challenges – water on the road, ice, road barricades and other dangerous obstacles. When you see a road sign that means slippery when wet, you better listen. There's day and night courses, city and country, hills and mountains, desert courses and streaking through the sunlight next to Cape Canaveral.

Accelerate up through the gears, jockey for position and bump the other riders. Go for top speed, but try not to go out of control.

Good luck. Your reflexes better be as sharp as the turns up ahead.

OBJECTIVE

You must complete each race course within the specified time, in order to go on to the next course. Watch out for the other riders – you can bump them and they can bump you. Steer through the pack, and avoid road obstacles – crashing eats up valuable time. Complete all the courses at one of the difficulty levels and you get a checkered flag next to your name on the racing scoreboard.

GETTING STARTED

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder and follow screen prompts. **IMPORTANT please ignore prompt to rewind and insert Side 2 as this does not apply to this version. The game will load automatically all from one side of the cassette.**

THE CONTROLS

Push forward on the joystick to accelerate, and pull back to slow down. Push left or right with the joystick to steer.

There are three gears. To gear up, push the joystick forward and press the fire button. With the joystick centred, simply press the fire button to gear down. The three lights in the centre of the dash indicate what gear you're in. The top light is the highest gear. The bottom light is the lowest gear. The light is coloured yellow for the gear you're in.

RACING

Each course has a set time limit. The bottom of your dash show your elapsed time, and your total points. The more distance you cover, the more points you accumulate.

Watch out for road conditions and unusual obstacles. You never know what you're going to find out there. Lamp posts, oil slicks, even road pylons that narrow the course to a single lane. Watch for special bonus flags – hit those for extra points and time.

Time it just right, cut and accelerate with split second precision, and you could end up on top. On top of the racing scoreboard!

© 1986 EPYX Inc.

LEVIATHAN

Leviathan takes you thirty three seconds into the future, where pop videos inspire crazy fantasies in the minds of ordinary people. Your objective (we were going to call it a mission, but that's a bit pretentious don't you think?) is to seek out and destroy enemy ships in three excitingly different planet zones:

MOONSCAPE (LEVIATHAN Master Program)
CITY SCAPE (Landscape 1)
GREEKSCAPE (Landscape 2)

Each zone must be crossed. LEVIATHAN destroying all the enemy ships in each zone within the allotted time. If successful, select the next skill level, or cross to the next zone, if you dare.

You have limited fuel (audible warnings will keep you on your toes), unlimited missiles, 5 lives plus a bonus life every 5000 points, and must have the will to succeed! Extra fuel can be collected by landing on the arrows near the fuel pods in the CITYSCAPE, and in all three 'SCAPES' you can shoot the spinning FUEL CUBES (FCUBES) in the space sectors.

Watch the diagonal arrows flashing green to guide you in the right direction to find those elusive aliens, and keep your 3 smart bombs in reserve: you can use them to eliminate all your enemies!

(Smart bombs that also blow themselves to smithereens are not really that smart, but they do play their small part in the short history of space shoot-em ups).

The timer will monitor your gameplay: if it runs out, you will just have to start again. Sorry!

JOYSTICK CONTROLS:

Use Joystick Port 2.

During the title screen/demo mode, push button to go to the OPTION SCREEN.

Use the joystick/button to select game options on the OPTION SCREEN. In the CITYSCAPE, after landing to re-fuel, push the button to take off again.

KEYBOARD CONTROLS:

F1 KEY will reset your game to the OPTION SCREEN.

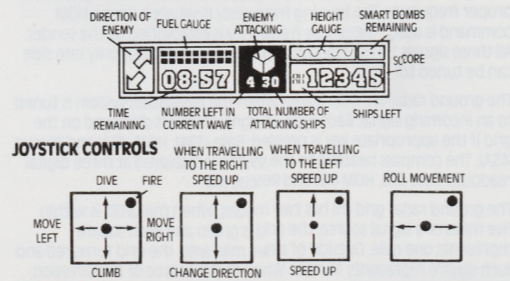
F3 KEY will reset your game to the title page and title music, which is a pretty smart tune (one of David's best!)

F5 KEY will jump to the Hi-Score Screen.

F7 KEY will pause, then re-start your game.

SPACE BAR will explode 3 smart bombs in each game, so use them wisely.

For those of you who are just too impatient, wanting to know the exact shape, colour and appearance of all your enemies, before you've been confronted by them, watch the CENTRAL MONITOR at the start of each new game: lo and behold ten different aliens for all to see!



ACE OF ACES

Cassette version is multi-load, follow screen prompts for instructions.

CONTROL FUNCTIONS

● You may see your current status and pause the game by pressing space bar or **F7**.

● Restart the game by pressing **F1** or the **RESTORE** key.

● Toggle the sound on and off with the **F3** key.

● Use **F5** key to abort the mission and set compass market to return to home base.

SELECTING A MISSION:

Once the load is completed your Group Captain will offer you the choice of PRACTICE or MISSION(S). Make your selection by moving the joystick up or down. Push the fire button to confirm your choice.

PRACTICE:

If you select PRACTICE the program will immediately load the game. When the load is completed you will be airborne over the English Channel. You must engage and destroy enemy aircraft. When you're out of ammunition or fuel, or badly damaged return to home base. Use the practice mode to familiarize yourself with the aircraft and its controls. To successfully complete PRACTICE, return to home base intact.

MISSIONS:

As a perspective Ace of Aces, you may select any number of missions. Choose a mission with the pointer (joystick up/down, fire-button to select). After highlighting the adjacent box, move pointer to 'Begin Game' and hit firebutton.

You will then be presented with "Accept" or "Reject". If you choose to "Accept" you will then be presented with the INTELLIGENCE REPORT.

INTELLIGENCE REPORT

CID (Central Intelligence Division) has prepared your Intelligence Report. Top secret information from secret agents, resistance organizations and aerial reconnaissance will locate the exact positions of enemy targets. Intelligence will also provide you with information on weather conditions, recommended weapons and target sequence.

Following the Intelligence Report, a Mission Map will display the location of major cities and targets. After you leave the Mission Map you will be presented with the Bombardier's View of an empty bomb bay, ready for weapons loading.

LOADING YOUR PLANE WITH AMMUNITION AND FUEL:

Now you are ready to arm your Mosquito based on your choice of targets and the Intelligence Report, ie: if you choose to engage only enemy bombers and their fighter support, you'll want your Mosquito to be light and manoeuvrable. Therefore, concentrate on a maximum load made up of rockets and cannon.

WEAPONS SELECTION:

If your target(s) are U-Boats and Trains you'll want to beef up your bomb load with a minimum of cannon and/or rockets. If you want to take a crack at Ace of Aces status by choosing all four missions, then you'll want to carefully select your choice of weapons status by choosing all four based on your bombing and dog fight capabilities and the Intelligence Report.

Move the yellow box around to select areas by pressing up or down on the joystick. If you wish to add or subtract bombs, rockets or cannons, move the yellow box to adjacent "plus or minus" signs.

Once you have reached maximum load, the program stops you from adding further weapons.

Use the + and - signs to add fuel tanks for long-range missions, ie: U-Boat.

Once you're armed, hit "Done" and takeoff sequence begins.

Now you're airborne on a real mission. First check with your navigator to make sure you're on course...

While in the air, change views by giving the fire button two quick taps. Then push the joystick in one of the directions as outlined below. You may also type the appropriate number key.

Double Click and:

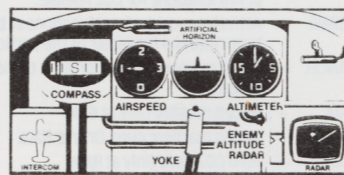
Up: Pilot View or press # 1 **Down:** Navigator View or press # 4

Left: Port View or press # 2 **Centre:** Bomb Bay or press # 5

Right: Starboard View or press # 3

AIRCRAFT CONTROLS:

PILOT'S VIEW (FRONT)



COMPASS

Your initial compass heading is South. Change course by pushing joystick left or right. The compass reading will reflect your new direction. The dark line on the compass indicates the correct heading for the next target. After all targets have been eliminated, the final heading will be to your home base.

RADAR

There are two radar indicators:

i) The radar 'sweep screen' on the extreme right indicates the enemy aircraft's relative distance from you.

ii) The vertical dial indicates the enemy aircraft's relative altitude to you.

INTERCOM

Your "intercom" icon indicates trouble spots in the aircraft. When the intercom blinks, hit firebutton twice and move joystick toward trouble spot as described above. Practice cycling through the positions. Learn how to move smoothly to the different positions in your aircraft. Alternatively press corresponding numeric key to select desired position.

Centre icon blinking, indicates a call from the bombardier that enemy ground target is now in sight.

AIRSPEED

This dial indicates your airspeed. In the above diagram it is set at 100 mph. Adjust from the engineer's view with boosters and throttle or careful use of flaps.

ALTITUDE

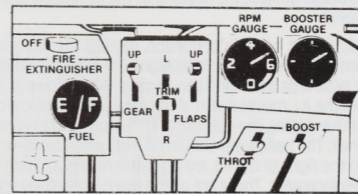
This dial indicates your altitude. The above diagram show it set at 2,000 feet. Adjust by pushing up or down on the joystick from the pilot's position.

ARTIFICIAL HORIZON

This dial represents your angle relative to the fixed horizon. When the plan is angled, you will turn. When the plan icon is black, you are descending. When icon is in white, you are climbing.

ENGINEERS VIEW

(Port/Starboard-sides) The engineer/navigator controls the engines and propellers of the Mosquito.



THROTTLE (RPM)

To change throttle settings, place the joystick diamond above the RPM dial. Hold firebutton and push joystick up or down to select setting.

BOOSTER (PITCH)

Place joystick diamond above the booster dial and adjust similar to throttle. The throttles and boosters function together. The throttles are like the accelerator on a car. The boosters (which control the angle or pitch of the propellers blades) are like the gear of a car. Set both high for top speed. They must be in balance for efficient use of power and fuel and to avoid over-revving.

An engine is over-revving if the RPM needle is in the red zone. Reduce throttle immediately. If it won't reduce, then the engine is on fire. To prevent fire from spreading, use the fire extinguisher.

If the Booster does not match the throttle then the engine will either run away (over rev) or get bogged down (too high a gear).

FIRE EXTINGUISHER

Place the joystick diamond over the fire extinguisher. Hold firebutton down and move the joystick to the right. Use extinguishers with care. Once an engine is doused, it's permanently out. After you have lost an engine you must adjust trim to maintain an even course.

TRIM

Trim controls the rudder and therefore the direction of the aircraft. Place joystick diamond over trim lever and move the joystick up and down with firebutton pressed to adjust trim and setting and maintain desired compass heading.

LANDING GEAR

Landing gear will always be in up position unless you want to reduce speed suddenly. This is a useful tactic in trying to evade enemy fighters. Once selected, with joystick down and firebutton depressed drop the gear and the Mosquito will slow down.

FUEL

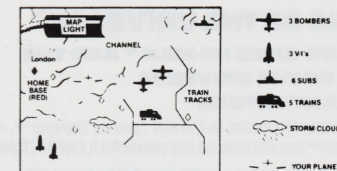
This indicates amount of petrol remaining. Check status frequently, especially on long range missions. When a tank is empty, move to bomb bay view. Using the joystick move diamond cursor over the fuel tank registering empty and with the firebutton down, throw drop lever. Reducing the load by dropping empty tanks saves remaining fuel.

FLAPS

To move flaps up and down, place joystick diamond over flap lever, depress fire button and move joystick up and down. Use the flaps to lose speed quickly. Caution: this may cause damage to aircraft.

NAVIGATOR'S VIEW

The map will reflect the information provided in the Intelligence Report. This includes target locations, enemy strengths, strategies and their destinations.



STRATEGY

Check map frequently. Watch icon movement. Get familiar with their respective speeds. Your challenge is to intercept the Train, Bombers and V-1 Rockets before they reach their destinations and to destroy the U-Boat pen before the enemy subs set out to attack Allied convoys in the North Atlantic.

Note: The fastest route is always a straight line from takeoff to target. The black marker line on the Pilot's compass indicates the correct heading and therefore the fastest route. Keep that marker centered on your compass and follow your progress on the navigator's map.

BOMBARDIER'S VIEW

The bombardier's view will tell you how many of each weapon you have remaining.

Fuel drop switches

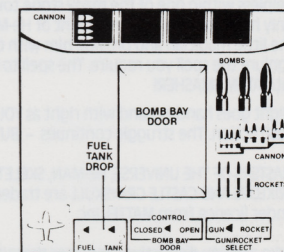
Drop when indicating empty to improve fuel economy.

Guns/cannon switch

Select weapons choice depending on target.

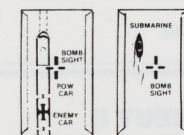
Bomb Bay Door Switch

Open to see enemy target.



TACTICS

Bombing U-Boats/Trains.



Check Navigator's map to determine when you are in general area of enemy target.

Decrease altitude to 1,000 feet or less and set air speed to 100 mph. Open bomb bay doors when you are over target, you should see enemy target – if not, circle back and try again. Joystick up/down move the bomb sight correspondingly in order to line up target. Joystick left/right moves the target into view under your cursor. When target is in sights, press firebutton to drop the bomb.

TRAIN

The POW. train is enroute to Berlin. You must stop it and free the POW's on board. Aim at cars labelled with iron cross. Avoid Red Cross POW. cars. Points are deducted if POW. cars are bombed.

Note: You get only one crack at POW. train so be precise about altitude and air speed.

U-BOAT

The U-boats are preparing an attack on North Atlantic shipping. Stop them before they launch. Once you have opened your bomb bay door, the U-boats will be alerted to your presence and begin diving. Consequently each of the U-boats will be successively smaller and more difficult to hit.

Note: Once underwater, they will not re-surface for the duration of your mission so be certain of your correct airspeed and altitude.

DOG FIGHT/BOMBERS TACTICS

Cross hair turns red when in range of enemy target.

Push joystick up/down/left/right to centre target in sight, (ie: fly your plane till nose points at enemy).

To switch from cannon to rocket go to bomb bay screen and push switch right or left, you get double points for destroying enemy air targets with rockets.

Enemy fighters attack randomly without warning. Once an enemy fighter turns up on radar, your plane icon will freeze on the map. You MUST down the enemy fighter before he gets you. And make it quick, you're burning up fuel.

Enemy fighters will attack in greater numbers after you have struck at their Train and U-boat targets.

V-1 BUZZ BOMBERS

Stop the V-1s before their launch on London. V-1s are slower than fighters but if they're too close to your aircraft when exploded, the shrapnel may damage your Mosquito.

BOMBERS

Stop the bombers before they reach London.

TIPS

Don't double click when firing, you may accidentally change screens. With a full load of bombs you may need extra speed in order to climb. Your airplane will speed up as you drop bombs and fuel tanks. The extra weight and drag is removed. Keep this in mind when bombing U-boats and Trains.

STATUS SCREENS

You may see your current status and pause the game by pressing the **SPACE BAR**.

SCORING:

Bomber	= 100	Rocket Kills	= Double Cannon Kill
V-1	= 150	Safe Return	= 2000
U-Boat	= 250	Extra Bombs	= 50
Train Cars	= +200	rockets	= 30
POW. Cars	= -200	fuel	= 10
Engine	= 500	cannon	= 10

