By Paul O'Malley



A DOOMED WORLD

The ancient land of Tantris. Legend has it that the Triphyllos of Nem, three mysterious and magical plants, their petals forever open. hold in their lifeblood the entire race memory and psychic heritage of the people of Tantris. Should their lifeblood ever corrupt, doom would follow. All the people would surrender to plague and death.

The legends have lost their meaning, civilisation is heavily industrialised and spews its filth in a blanket of pollution over the land. Even the pure cleansing power of rain has been perverted into acid poison.

And at the very heart of Tantris the Triphyllos of Nem and its lifeblood are threatened by the downpour of death - their blooms have closed, and the beneficent influence on Tantris shut off. Tantris is doomed...

And yet in this soulless modern world there is hope: The Gnostics, a wise and secretive race, forgotten by all but a few, seeing their lands in peril have constructed the Leg. Where man cannot go safely a machine may trespass unharmed: the Leg is an acid resistant heat probe designed to enter the most polluted of areas and absorb the heat of the Zeal smog flames.

Remote-controlled by one of the Gnostics the Leg must explore the heartlands of Tantris twice - once by day then by night. Then, on Midsummer's Eve, the robot must approach the Triphyllos of Nem and send out its probe to relinquish its stored heat to their lifeblood to revitalise the plants and give them strength to open their petals and resume their beneficent influence — thus restoring vitality to the land and common sense to the people of Tantris!

The Gnostics know. A vast amount of Zeal flame heat must be stored to stand any chance of saving all three plants.

But then in a world of acid rain the only hope of salvation lies with the Heatseeker!

CONTROLS Leg mode:

Joystick (port 2)

Joystick down — enter skate mode Joystick up - exit skate mode or start

tucked jump Fire - kick ball probe

Fire plus Joystick up - release bal

Heatseek (free ball probe) mode: Joystick plus Fire - kill bounce

Any function key - Teleport to next level (auxiliary power, Pass score and — level 3 - Nem plants permitting)

Spacebar - Detonate smart bomb (auxiliary power permitting)

Return — Start infra-red mode (auxiliary power permitting) Spacebar — Fire flashgun (auxiliary power

permitting)

General:

Left Shift + Run/Stop — Escape from

game
CTRL Key — Freeze game Fire — Unfreeze game

INSTRUCTIONS:

Your overall aim is to unfurl the petals of the three plants of Nem, once by day and once by night. To do this, your aim is to drain as much heat as possible from the eight Zeal flames on each level. Do this by releasing the ball into the flame, and waiting for it to heat up. Return the ball to the Leg, avoiding heat-sapping creatures and cold acid rain and water drops, before the ball probe energy runs out.

If the ball probe loses too much energy it automatically returns to the Leg draing the Leg of some of its energy.

Get the ball probe back to the Leg and its stored heat will be drained and retained in the Leg for later use (and your energy will recharge). Kick creatures away to gain points and to protect yourself.

To progress to the next level — having drained as many Zeal flames as possible

— a minimum Pass Score of 9999 must be reached.

To progress from the day to the night levels, the petals of all three plants of Nem must have been unfurled (on level 3). Do this by releasing the ball probe to the plants, where its stored heat automatically cause the bloom to unfurl.

FEATURES AND CREATURES

Snails, Tortoises, Caterpillars - trouble Ants, Hoverflies, Spiders - Big trouble! Frogs — These will generally avoid you, but may be hunted for energy and points (especially at night with infra-red)

Rain - All rain may be sheltered from under leaves and plants

Blue rain - Will cool the hot heat probe, but only cause light energy drain

Yellow, acid, rain - Less cold, but far more dangerous to Leg and ball probe Single water drops — very cold. Don't let one touch the heat probe when hot

Chalk - Tread in a pile of chalk to coat the ball probe with protective antacid. This will protect from rain until washed or burned off Smart Bombs — These can be kicked away for instant effect, or picked up and activated later (Space bar)

Venus Ball Traps — Keep clear of these! Don't say you weren't warned...

At night:

Infra-Red — This mode ties up auxiliary power for a while, reduces visibility, but makes you invisible to creatures

Flash Gun — Use this to judge long blind jumps and bounces, or to find your lost

After the game is over, you have the option to practise the level on which Heatseeker was defeated - in day or night mode. Escape to leave practise mode.



By Apex Computer Productions

Out in the nether regions of deepest space (in the far bottom right of the Milky Way) lies a small, insignificant little lanet named **Blot**. Although a pretty place, it's deserted after its inhabitants were forced to flee from an awful fate — being called by such an unhip name as Blotians. As soon as they were able, they built a crude but sufficient colony ship and spluttered off into space in search of a trendier planet. Until such a place was found they renamed themselves Fuzzy Wuzzies in search of real hipness.

Unfortunately, a collision with an asteroid led to a crash landing on Earth. As luck would have it, they landed in some blue wobbly stuff - commonly known as the Pacific Ocean - next to an undiscovered island. After the Fuzzy Wuzzies swam ashore they promptly began building a village and named the island 'The Hippest Place in The Known Universe'.

What the Fuzzies didn't know was the existence of bad tempered **Demons** living on the far side of the island. These demons were enraged by all the noise made by the cheerful Fuzzies, and hated even more the ridiculously silly island name.

The Demons came up with a cunning plan to put an end to the commotion and general good time being had by these intruders — they invited them to the biggest party ever held on the island. Fuzzies cannot resist a good party, and all of them brushed up their fur and attended. But just as they were starting to enjoy themsleves the Demons threw a net over everyone and carted them off to their Torture Chambers.

The only one who wasn't caught was Clyde Radcliff, a tanked up little Fuzzy already throwing up in the bushes. The next morning Clyde woke up with a splitting headache and breath so bad it could scorch a tree at six paces. Nevertheless, our courageous little hero vowed to destroy the Demons and rescue his fellow Fuzzies.

Each stage in the game represents part of the island. Once the end of the stage is reached and completed, Clyde enters a Witches Hut. Inside is a good witch who has a Fuzzy fetish and offers to mix Magic Potions which, when drunk by Clyde, give him special

However, to enable the witch to mix any potions, she needs ingredients. These are in the form of 'Magic Potion Creatures' found during each stage. It's important for Clyde to collect as many MPCs as possible before entering the hut, so that he can obtain better potions from the witch

An enemy will only be killed if it flashes white when hit. Some enemies that appear to be completely separate from each other will in fact be 'linked'. If any of these are hit, the rest of the linked enemies will also

Once two stages have been completed, Clyde is not automatically put onto the next level. He will first find himself in a Torture Chamber. This is the location of one of his friends who must be saved to proceed any further.

CONTROLS

GET READY: Joystick LEFT/RIGHT — music IN-GAME: Run-stop — pause (move joystick to Q (from Pause) - Quit

CLYDE: Pushing UP makes Clyde jump. If FIRE is depressed, Clyde will fire (using the current weapon). If FIRE is held down for a second and then released. Clyde's bad breath will be used and he will breathe a large flame. Pulling DOWN on the joystick and then pressing FIRE will present you with the 'weapons tablet'. Keeping FIRE pressed, pulling LEFT and RIGHT will enable you to view the weapons, and releasing FIRE will select the chosen weapon. Note: only the weapon purchased in the shop will be displayed in the weapons tablet. The weapon's grade is indicated by its colour: Red — grade 1; Green — grade

2; Blue — grade 3.

SHOP: (When the weapon tablet appears) Joystick LEFT/RIGHT — view all the weapons

FIRE - Buy weapon (at its indicated grade). A weapon will only be added if you have enough Magic Potion Creatures for the witch to use as ingredients. and the weapon is not at its maximum grade (grey).

You can also buy information from the witch by selecting the 'I' icon. She can give you up to three clues, helping you complete the next Torture Screen. Selecting the 'E' icon will exit the shop and continue the game



CASSETTE 1 A: SUMMER CAMP **B: SNARE** CASSETTE 2 A: HEATSEEKER **B:CREATURES CASSETTE 3** RETROGRADE

DISK 1 **SUMMER CAMP** DISK 2 A: SNARE DISK 3 **CREATURES** DISK 4 RETROGRADE

LOADING INSTRUCTIONS Cassette

Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press RUN/STOP

When the screen prompts you, press PLAY on the player.

The game will now run automatically. **NOTE:** If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc) you have attached, and repeat the above procedure.

SUMMER CAMP **CREATURES** Please ignore in-game messages about rewinding to Side Two.

SNARE, CREATURES and **RETROGRADE** are multiload games: Follow on-screen instructions to play. **B: HEATSEEKER**

LOADING INSTRUCTIONS Disk

Insert the disk into the disk drive. Type LOAD "*", 8, 1.

repeat the procedure above.

The game will now load. If you have any problems loading, remove any peripherals (such as printer, cartridges etc) you have attached, and



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A DEAD MAN'S **KILLING JOKE...**

In 2049 Andre Thelman, one of the world's three richest men, died. During the last ten years of his life he had a maze built into a temporal cavity in the gardens of his home. This maze, called the SNARE, is formed of 20 independent areas floating in a void, linked by concealed teleports and guarded by robots. The surfaces of these areas are covered with pressure-sensitive tiles of various types, but with different tal effects.

Only Thelman knew the required route through each maze, and hence all the solutions to the SNARE. Rumour has it that before he died he entered the SNARE one last time, taking with him one of his most valued possessions to leave hidden there. Many have wondered what this item might be, some say a diamond, others think it is gold, even deeds to the Thelman empire. No one knows, as everyone who has entered the SNARE has never returned.

Over the next couple of years the challenge increased in popularity, despite the all too obvious danger The SNARE was developed into a giant arena, overhead cameras were installed, and every attempt globally televised (carefully edited so as not to give anything away - after all, once the prize was taken, no more shows would be possible). Each competitor enters the maze in a hover ship armed with a plasma cannon and teleported into Area One, with only minimal information to

Will you be the one to overcome the challenge — or will you be SNARED?

THE GAME

The game consists of 20 levels or areas. These areas are grouped together into sets of four, each loading separately. Your ship hovers over the scrolling floor, but is destroyed if it falls down the gaps. All turns are made instantaneously, snapping the screen 90 degrees about the ship. You can leave a solid trail behind, which has its uses. Your objective on each level is to find the final teleport - two linked, flashing circles. On losing a ship, the area you are currently in will reset itself to the beginning, and if you have any craft left a new one is teleported to the start. If you have no ship

However, you are given the chance to replay that set again, starting in the first area of the set you're on, with the lives you had initially, and

and heading unaltered. There are

also four possible switches which

transform part of the playfield, and

have an on and off state. Therefore,

passing over a switch will activate it.

but the ever lurking robot guardians

can and will de-activate them.

Periodically tiles transform into

energy vents for a short time.

Energy can be collected from these

by hover-driving over them, and if

carried out of an area will create a

bonus. As the energy in a vent

fluctuates it sometimes inverts and

removes any bonus charge from your

Before each new set of levels you

will be informed of any system

failures due to the new environment.

CONTROLS

SPACE BAR — Pause game (Fire button to resume)

Refer to your loading screen for

Shows player (yellow), guardians

(red) and initial position of last

switch activated or shared

Displays the direction you are facing — North, South, East and

West. North is up on the game

N — none, L — extra life (or

20.000 points if all lives present), S

extra 10.000 points score, **J** -

Equipment Function Indicators

operation of the on-board equipment.

Reflect the current state of

jump level (skips the next level, plus

player/quardian position (grey).

Normal (withoutFire)

Q (After Space) - Quit game

Scanne

Compass

screen and scanner.

Bonus Type

20.000 point bonus).

INFORMATION PANELS

With Fire Presser

Start Trail

To deter unwanted visitors Thelman incorporated puzzles into each area of the SNARE. These consist of the various tile types found on the floor, most prominently the times very rapidly!

3 Most new pilots expect the craft to teleports and switches, and of course the robot guardians. Each level sports up to four local teleports. These simply relocate you within that area, leaving your velocity

> the edge then turn. 4 Practice turning around the edge

5 Pick a land mark before turning,

each switch does, if possible,

7 Avoid head-on confrontations with

jumping, but also pull you back to

various tile types being altered. If the another, it can alter, add to or hide the result of the first. Therefore outcomes. Experiment to find the

14 If you are on a turn-prevention tile holding the joystick left or right results in you turning in that direction

15 Finally, it's worth remembering that when you exit a teleport you will

HINTS AND TIPS

1 Follow the arrows on Area One to complete it. Use Area One as a practice area, get familiar with the tiles in safety.

2 Dabbing the joystick forward or backward increases or decreases your speed by one step. Avoid panic waggling, as you can turn several

swing slightly as it turns — and turn too early. Remember: it turns on the spot the instant you move the joystick! To turn along the very edge of an obstacle, wait until the very back of your craft is level with

of a floor pattern, slowly increasing your speed.

picture where it will be after turning, then carry out the turn: this will help prevent future confusion during

6 Use the scanner to note the effect of a switch. Investigate each switch separately and note what

guardians: be prepared to jump over them, as many take several hits to destroy.

8 Use the trail to herd guardians or trap indestructible ones in a corner of the play field. Enclose switches to prevent them being turned off. Clever use of the trail can even kill guardians. The trail can even be umped over, unlike walls.

9 The point of lift for your ship is directly below the gun turret, as long as this is over land you won't fall into a hole. This point is also responsible for tile activation.

10 A one-tile gap between walls cannot be driven on.

11 Remember, bonuses pulse five times before they disappear.

12 Black tiles not only prevent

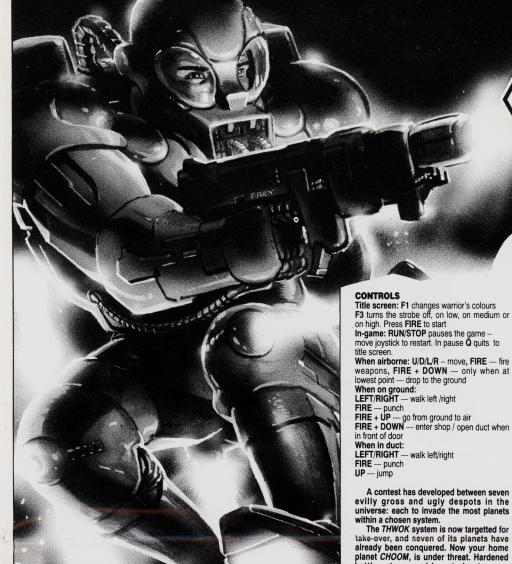
ground in mid jump.

13 Throwing switches results in

result of a second switch overlaps throwing switches in different sequences results in different correct order.

the instant you move off them.

be travelling at the same speed and in the same direction as when you entered.



number of alien forces commanded by the nerve-centres trying to wipe you out above and below ground. Fortunately, dying aliens often deposit diamond crystals easily converted to ARA, the local currency, or PLANET BUSTERS, essential to destroy the conquered worlds, and sometimes SHIELDS to

SHIELD

protect you from limited amounts of hits. ARA and SHIELDS are left in the air,
PLANET PLANET BUSTERS on the
ground.

GAMEPLAY

Score: displayed screen-top-left, is zeroed at the start of each level, but recorded in a list of level scores on the loading screen which are totalled as you progress through the

Ara: three values -5,10 and 20 - are not zeroed at levels' start, but you cannot accumulate more than 9999 Use Ara to purchase weapons. upgrade your fist and prime the charges. When you're carrying a planet buster, a small charge is shown left of

Energy: bar-graph, screen-top, shows lives left and energy for current life. Zero energy means loss of a life. Pick up a Shield, and the energy bar changes colour, resets to full length and shows **Shield** power. It cecreases with every hit sustained until the Shield is lost, and then reverts to its former colour with your energy recharged to full.

DUCTS

All ducts are closed and cannot be entered. To open one you must find an alien on the ground who leaves behind a charge when killed. Pick it up and take it to the shop to prime it: causing a duct to open. Enter and fight your way to the bottom to kill the duct guardian and automatically plant the charge.

THE SHOP

Your status is displayed top of screen showing how many Ara you have to spend. The shop splits into three main parts: Flying Weapons, Powerfist and Planet Buster FLYING WEAPONS

By Apex Productions and

Allows you to buy new weapons, upgrade existing ones or sell them off. Weapons may fire from 16 points around the player, referred to as Clip-On Points. Weapons require energy for operation, taken from **Power Points**, of which there are 9. The larger the weapon the more Power Points needed. Power Points are used up every time a new weapon is added, but not when upgrading a weapon.

BUY WEAPON Buy: has three main windows:

A "Your Weapons
List"; B "Available
Weapons List";
C "Clip-On Point В C D Display";
D "Details" A shows weapons you own, their powers

and whether they go through aliens (shown by a small arrowhead on the right – if shown weapon goes through). At the bottom is the number of **Power Points** free. **B** shows the possible weapon types, with an icon for each. From this window you can

quit the **Buy** section.

C shows the 16 Clip-On Points from which weapons may fire, plus details for current weapon type selected in **B**. Weapons

are displayed as if you were facing right. D shows information for weapon currently

highlighted:
Cost: how much one grade of the weapon

Inc: the step by which the weapon's power increases with each new grade bought.

Max: maximum grade the weapon can have

(its RETROGRADE Points: how many Power Points the weapon

You may also see a small arrowhead to the right of Inc/Max. It indicates the weapon can travel through aliens and still kill them without stopping on contact. Details show in white if you can afford the weapon and black if not.

Three colours are used for text in A and arrowheads in C:

Black - weapon cannot be positioned here Red – weapon could be positioned here but there's another type already in place or veapon is at its Retrograde

Yellow - weapon can go here or can be

upgraded at this point
Pushing Up/Down moves the bar in B and alters the weapon you want. The bar moves to the next available weapon (shown white) and the icon changes to correspond to the type. Quit returns you to the Flying Weapons menu. If you can't afford the typ (details in black) you won't be able to select it. Press Fire to choose.

Another bar appears in A at the first available point, and a ring in C indicates where the weapon will fire from. Up/Down moves to the next free Clip-On Point.

Left/Right returns you to B.

Pressing Fire does one of two things: if the Clip-On Point was empty the weapon wil be put there at its initial grade and the number of Power Points free decrease: if the weapon was already in place its power is increased. In both cases you are returned to B.

Sell: has three windows — left-hand shows weapons already yours, their powers and whether they go through aliens when they hit; middle shows how much Ara one grade of each weapon is worth; right-hand shows Clip-On Points — any in yellow mear a weapon is in place there.

Push Left/Right to return to Flying Weapons menu, Up/Down to choose which weapon to sell off, until the point is displayed as empty and the bar moves to another point. THE POWERFIST SECTION

From here you increase and decrease the power and range of your Powerfist. Prices for doing so appear in the bottom window and the current grade is shown by the pulsing bar. You may only buy grades shown in white THE PLANET BUSTER SECTION

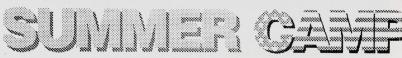
You can only enter this section if you have an unprimed charge (try without and access is denied), and it lets you prime your Planet Buster, enabling duct entry. Once primed, you cannot get the money back nor re-enter the section. You can come and go from here with n unprimed charge without having to prime it.

NERVE CENTRES

Each nerve centre has a time limit for its destruction — you lose a life at zero, and the timer resets. A bar shows energy left at the nerve centre's heart; when it hits zero the centre explodes and the level be completed.

Destroy the nerve centre on first go, within the time limit, and you may get a bonus. Any remaining time and energy left is added to your score, and your bar resets to full length. Regardless, you are always awarded an extra ife before the next level is loaded.

Pressing Fire takes you to the next level and your score is recorded in the list of level scores and reset ready for the new level.





By John Ferrari

battle veteran and bounty hunter, you

make a pleasant change! You vow to destroy the aliens and their seven nerve

Your objective is to kill all the nerve centres and save CHOOM, but they're

located deep in the core of each planet and can only be engaged once the planet is destroyed. You must set charges round

each protective core, destroy the planet

An easy task, were it not for the vast

er for action. A dose of mayhem will

GET INVOLVED IN THE CRAZIEST CARTOON GAME EVER!

SUMMER'S HERE!

Isn't Summer Camp wonderful? Plenty of fresh air, water sports, ball games, and barbeques — the good life. One problem: the camp flag, the **Stars and Stripes**, has gone missing and there are only 24 hours before the Summer Camp's **Opening**

Ceremony! You're Maximus Mouse, the Camp's resident rodent who is bound to get the blame! The next thing cooking on the barbeque could be your goose unless you find a replacement flag pretty quickly.

But where can a replacement be found? And another problem: when you're only a few centimetres in height every journey seems like a million miles! What Max needs is transport, a vehicle.

What he needs is HELP!!!

GAMEPLAY

The game consists of four large levels. On each you have to help Max collect Acme crates which contain the parts to build into a vehicle which will carry him to the next level and finally back to the camp for the Opening Ceremony. As the crates are collected a blueprint of the vehicle will assemble on-screen and when the bluc print is completed so is the level.

THE BONUS SCREEN

At the end of each level is the bonus screen. Here is your opportunity to boost your score by several thousand points. Simply find the correct combination by standing over your chosen switch and

pressing fire. A correct selection is rewarded by a vehicle component being fitted in the right place. A wrong selection results in al! the components being put back in their boxes. A bonus is given for every correct part assembled.

- Every screen it littered with icons to help you in your quest. Some have more than one use. Find out what each one is for and how best to use it on a particular screen
- Don't stop and play with strangers.
- Every screen has more than one entry/exit point, if one route proves difficult try another.
- Don't let your energy drain to zero, eat
- Eating while your energy level is a waste of good food and you should know better
- Falling from a great height hurts.
- Some equipment requires a change of joystick direction mid-jump, practice when a screen is cleared of nasties.
- Any icon can be used as a platform.
- You may need to jump from one