

INDIANA JONES and the Last Crusade

Indiana Jones™ and the Last Crusade is an exciting multi-level game in which you control Indy in his search for various artifacts. There is an important artifact on each level. The objective of the game is to fight your way through each level and collect the artifact. Once the artifact is collected, then you need to fight your way to the end of the level.

Each level presents a different challenge and tasks. On level 1 you need to collect the Cross of Coronado but remember to collect the torches or it will get dark and difficult to see your way around the caves. Once you have the Cross you need to escape over the top of the train.

Level 2 takes you deep within the catacombs. When the catacombs were built, secret archways were constructed to hinder false searchers. Presented with 6 arches, the true searcher finds the correct arch and continues on his search. The false searcher unable to choose the right arch is doomed to wander the catacombs in vain, unable to find the Crusader's Shield that lies there. When beginning this level you will see the arches, and above each arch is a coded hieroglyphic. These change daily and the date is shown above the arches. To find the correct arch, look up the date on the grid shown on the back page of the Byzantine Crusader and enter through the arch that matches the code you find. Once you have found the shield, you need to scale the castle wall, but beware of the lightning.

Level 3 and the game moves onto the airship. Search for the Grail Diary that Indy's father has lost here. Be careful to pick up the passes as you move. They are made of flimsy paper and fall apart after a short time. If Indy does not have a pass the alarm will be raised, making your task more difficult. And finally to Level 4. Dr. Jones Snr. has been shot and his only hope is that Indy can get to the Holy Grail in time. With dad's heart gradually turning to stone, you must guide Indy quickly, but safely past the traps set by the Crusade knights. Time is your enemy and only the brave will make it in time.

GAMEPLAY CONTROLS

C64

Joystick operation in Port 2 only.

Spectrum

Joystick operation, either Kempston, Sinclair 1 or Sinclair 2.

Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.

H will Pause and Unpause the game.

Shift T will abort the current game.

Amstrad

Joystick operation as normal.

Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.

DEL will Pause and Unpause the game.

Shift/ESC will abort the current game.

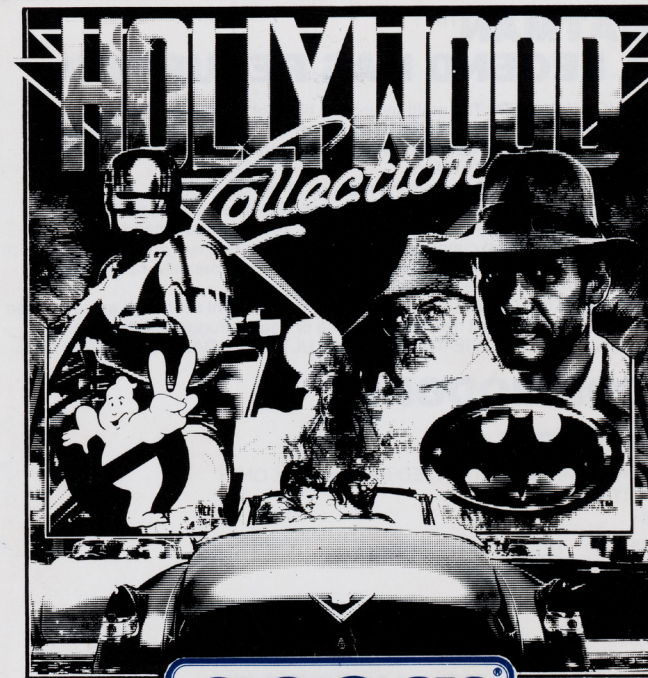
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	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
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SPECTRUM / AMSTRAD CPC / COMMODORE

COMMODORE

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP keys simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "" 8,1 (RETURN) the introductory screen will appear and the program will then load automatically. The game is multiload. When you die or finish the game please rewind tape to the beginning of Side B. Follow on Screen Instructions.

SPECTRUM

LOADING

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or Spectrum+ Type LOAD "" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

AMSTRAD

LOADING

CPC 464
Place the rewound cassette in the cassette deck, type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key. (The | symbol is obtained by holding shift and pressing the @ key).

CPC664 + 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | TAPE then press RETURN key. Then type RUN" and press RETURN key and follow the instructions as they appear on screen.

DISK - CPC 464

Insert the program disk into the drive with the A side facing upward. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER. The game will now load automatically.

DISK - CPC664 6128

Insert the program disk into the drive with the A side facing upward. Type | DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press RETURN. The game will now load automatically.



Patrolman Murphy was the 32nd cop to be gunned down in Detroit since Security Concepts Inc. took control of the police department. It was the opportunity OCP had been waiting for... They took what was left of Murphy and turned him into a deadly killing machine with a reinforced titanium body, an erased memory and a programmed mind. However they could not completely wipe out the memory of his horrific ordeal and he sets out to track down the gang responsible. In this game you are RoboCop! You are the future of law enforcement.

AMSTRAD CONTROLS

JOYSTICK PORT 1 OR KEYBOARD
Q UP
A DOWN
K LEFT
L RIGHT
SPACE FIRE/PUNCH
S PAUSE

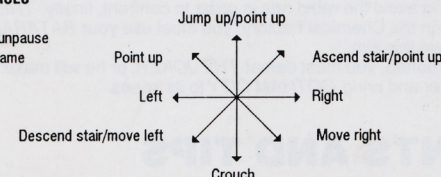
SPECTRUM CONTROLS

Default keys are:
Q UP
A DOWN
K LEFT
L RIGHT
SPACE FIRE/PUNCH
S PAUSE

FIRE will normally fire a bullet. However if there is a villain next to him, RoboCop will punch him thereby conserving ammunition.

COMMODORE CONTROLS

Space bar Pause/unpause
Run/Stop Abort game



GAMEPLAY

Armed with a standard police pistol you seek out the criminals responsible for Murphy's death. You can then collect capsules giving you more ammunition, better fire power or three way bullets. You can also pick up baby food to give you extra energy.

L1 First patrol in Detroit. Encounter criminals who try to stop you.

- L2 A woman is being attacked - you must intervene. Attempt to shoot the attacker and avoid hitting the poor helpless hostage.
- L3 Second patrol with more offensive criminals.
- L4 Try to match up photofit parts along with the photograph already supplied to you. If a successful match is made, you will discover the name of the man responsible for Murphy's killing.
- L5 You receive information which enables you to locate the rest of the gang. You stumble across a drug factory full of heavily armed thugs who will stop at nothing to prevent you arresting them.
- L6 After clearing up the drug factory you go on to arrest Dick Jones, the mastermind behind the gang, at OCP headquarters. However directive 4 of RoboCop's program prevents you from acting against a senior officer of OCP. You are disarmed and left to fight the robot ED209 with your bare steel fists.
- L7 Use lifts to escape from OCP.
- L8 Try to outwit the desperate criminals as you become a fugitive from them.
- L9 If you make it this far you confront OCP's board of directors with the evidence of Dick Jones' crimes. In a desperate effort to escape he takes the president hostage. The president sacks him on the spot, directive 4 is overridden and you may shoot him. But be careful not to hit the president himself!

STATUS AND SCORING

Score, time remaining and energy displayed at top of screen.

20 points for hitting a bad guy.

50 points for killing a bad guy.

250 points for collecting capsule.

Special bonus for completing a level.

HINTS AND TIPS

- Conserve ammunition
 - Criminals will always attack you at the same points Remember these positions to gain the initiative
 - On hostage screens, try to anticipate the movement of villains for an easier shot
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COMMODORE CREDITS

Programming by John Meegan

Graphics by Stephen Thomson & Dawn Drake

Music by Jonathan Dunn

Produced by D C Ward

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SPECTRUM & AMSTRAD

Programming by Mike Lamb

Graphics by Dawn Drake

Music by Jonathan Dunn

Produced by Jon Woods

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BATMAN™ A LEGEND HAS RETURNED.

BRUCE WAYNE™, The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when night falls and evil stalks the streets, he sheds his daytime persona and becomes the masked vigilante of **GOTHAM CITY™ - BATMAN!** Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire; in particular, the conquest of **JACK NAPIER™**, the psychotic second-in-command. Napier was the most cunning and sadistic force in Gotham anyway, but when an accident befell him, twisting him both physically and mentally, he became the ultimate criminal - **THE JOKER™**. You control the **CAPED CRUSADER™** in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggles that ensue. **THE ULTIMATE MOVIE INSPIRES THE ULTIMATE GAME...PLAY BATMAN.**

COMMODORE

CONTROLS

THE GAME IS CONTROLLED BY JOYSTICK ONLY
KEYBOARD

F1 = MUSIC ON
F3 = SOUND EFFECTS ONLY
F5 = PAUSE ON
F7 = PAUSE OFF
RUN/STOP* = ABORT GAME

SPECTRUM / AMSTRAD

NOTE:

128k: One load
48k: Three loads. - On the 48k Spectrum this game loads in 3 parts. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.

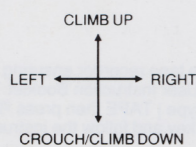
The game is controlled by either joystick or keyboard.
The keyboard is redefinable.

PRE-SET KEYS

Q = UP
A = DOWN
K = LEFT
L = RIGHT
SPACE = FIRE
S = PAUSE

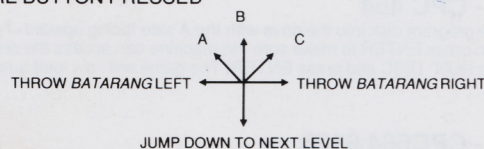
JOYSTICK - ALL FORMATS

SECTION 1 AND 5



FIRE - THROW **BATARANG™**

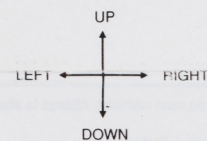
WITH FIRE BUTTON PRESSED



A = FIRE ROPE UP - LEFT
B = FIRE ROPE UP
C = FIRE ROPE UP - RIGHT

SECTION 2 - **BATMOBILE™**

Joystick moves **BATMOBILE** in corresponding directions.



FIRE - Fire 'batrope' up. If the **BATMOBILE** is going past a lamp post then the rope will wrap around it and the **BATMOBILE** will swing round the corner.
FIRE AND UP - If the **BATMOBILE** is near a corner then it will swing round the corner without using the 'batrope'.

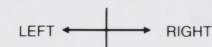
NOTE: Using the 'batrope' to turn a corner is the quickest.
The **BATMOBILE** will only turn a corner if it is near one.

SPECTRUM AND AMSTRAD USERS PLEASE NOTE

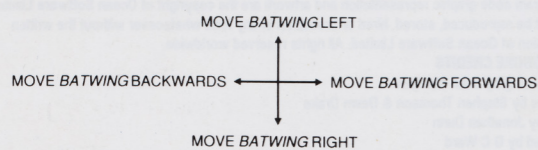
IF THE **BATMOBILE** GOES PAST A CORNER YOU MAY TURN ROUND BY PRESSING FIRE AND LEFT.

SECTION 3 - **BATCAVE™** CHEMICAL ANALYSIS

Move the joystick left or right to select a cosmetic and press fire to enter it into the combination.



SECTION 4 - **BATWING™**



STATUS AND SCORING

The panel shows present score, lives, time and **BATMAN'S** energy. **BATMAN'S** face represents full energy. **THE JOKER'S** face represents no energy. When **THE JOKER'S** face is fully visible then **BATMAN** will lose a life. If time runs out on any level **BATMAN** will lose a life.

A bonus will be awarded for completing each level.
The score is achieved on each level as follows:-

LEVELS 1 AND 5

SHOOTING **THE JOKER'S** HENCHMEN

SHOOTING **JACK NAPIER** (LEVEL 1)

SHOOTING **THE JOKER** (LEVEL 5)

LEVEL 2

Points are scored by progressing further along the road. A bonus is awarded on reaching the **BATCAVE** based on the amount of time remaining.

LEVEL 3

The score is based on the amount of time taken to find the correct combination.

LEVEL 4

Points are awarded for every balloon you cut free.

ENERGY IS REDUCED AS FOLLOWS:-

LEVELS 1 AND 5

Running into policemen or **THE JOKER'S** henchmen.
Standing under acid drops or in the way of bursts of gas from pipes.
Falling down too far.
Swinging on the rope into a wall.
Being hit by bullets and grenades.
Walking on spiked floors.

LEVEL 2

Hitting other cars

LEVEL 4

Hitting balloons instead of cutting ropes.
Allowing balloons to burst before you cut the ropes.

GAMEPLAY

Section 1 - Axis Chemical Plant

As **BRUCE WAYNE**, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by **JACK NAPIER** and his henchmen. Acting swiftly, you don your black costume and make your way to the scene. Once inside the factory, you must move towards the exit (and Napier) on the far right of the map. You will meet assorted criminals along the way, some of whom will attack you physically, some will shoot at you and some will throw grenades. Avoid, also, leaking chemical droplets and gas bursts at various points on your route.

You can sustain a limited amount of hits as your body armour affords a certain degree of protection, but your energy can get depleted quite rapidly if you do not try to defend yourself.

Use the **BATARANG** to throw at your attackers, and your 'batrope' to access levels above, by shooting a grapnel device from your belt and reeling yourself up.

On the final screen of this level, you will confront Napier himself. If you defeat him, he will fall into a vat of toxic chemical waste which will disfigure his appearance and mind. You have created the Joker!

Section 2 - The Streets of **GOTHAM CITY** (1)

Having rescued Vicky Vale from the clutches of **THE JOKER** in the Flugelheim Museum, you must make good your escape in the **BATMOBILE**. Racing at high speeds through the streets of **GOTHAM CITY**, you must avoid both **THE JOKER'S** vehicles and the police who have set up road blocks, as they are still unsure which side of the law you are on.

Your **BATMOBILE** is equipped with a sophisticated radar which will indicate the direction you must follow in order to escape safely. If you do not maintain a high speed, **THE JOKER** will catch you up and inflict damage upon the **BATMOBILE**, as will any collisions with other cars.

The **BATMOBILE** is also equipped with a rope and grapnel. If, whilst travelling at high speeds, you wish to make a fast turn, shoot the grapnel out at a lamppost on the street corner; if timed correctly, this will enable you to make the turn without speed loss.

Section 3 - The **BATCAVE**

The **JOKER** has invented a compound, "Smilex" which, on contact, will kill its victims, leaving a deathly rictus grin on their faces. The **JOKER** has 'spiked' certain everyday consumables with elements from this compound which, when mixed together, forms Smilex.

Using the powerful computer in your **BATCAVE**, you must, in the time given, ascertain which three objects contain those elements. As you select any three, the display will indicate how many of those you have chosen correctly. You must, by process of elimination select the exact trio of elements before the time runs out.

Section 4 - The Streets of **GOTHAM CITY** (2)

THE JOKER'S deadliest scheme is now taking place at midnight on the Streets of **GOTHAM CITY**. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens. However, all is not as it seems, for the carnival-type parade contains a sinister secret.

Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of **GOTHAM CITY**. These balloons are about to be leaked..... You are piloting the **BATWING** and must cut through the mooring ropes of the balloons with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crows, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.

Eventually, as **THE JOKER** learns of your interference, he will send some of his helicopters in to thwart you. Avoid these at all costs.

Section 5 - The Cathedral

Pursuing **THE JOKER** to Gotham Cathedral, you must negotiate the crumbling floors and avoid the rabid rats in order to confront, finally, **THE JOKER** on the roof. As in the Chemical Factory, you must use your **BATARANG** and 'Batrope' to achieve this aim.

On the rooftop, you must defeat **THE JOKER**, or he will make his escape by helicopter and bring **GOTHAM CITY** to its knees.

HINTS AND TIPS

LEVELS 1 AND 5

Master control of the 'batrope'.
Work out a quick route to the end.
Shoot on sight.

LEVEL 2

Don't bump into other cars.
Be as quick as possible.
When the arrow indicates a turn is ahead try and move to the side of the road.

LEVEL 3

Use your brain.
Be quick (you've only got one minute).

LEVEL 4

Cut ropes cleanly.
Don't hit the balloons.

BATMAN™

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CREDITS

COMMODORE

Programmer - Zach Townsend
Graphics by Andrew Sleigh

SPECTRUM AND AMSTRAD

Programming by Mike Lamb
Graphics by Dawn Drake
Music and sound effects by Matthew Cannon

SPECTRUM, AMSTRAD and COMMODORE

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GHOSTBUSTERS™ II

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FIVE YEARS LATER....

Ghostbusters doesn't exist anymore! The last real job they had involved bubbling up a 100 foot Marshmallow man and blowing the top three floors off an up-town high rise for which they were sued. The citizens of New York believing as time passed that they had been victims of a colossal hoax.

The Ghostbuster team now earn their living hiring themselves at parties, running occult bookshops and appearing on seedy occult TV programmes.

It's winter time and the New Year is just around the corner. Dana Barrett has returned to live in the city with her baby son Oscar. The city seems even more paranoid than she remembers it. She is returning from the store laden with groceries when the buggy Oscar is travelling in begins to jolt forward. The brakes unlock themselves. She reaches towards the handlebars, but the buggy rolls forward just out of her reach and stops. Surprised by the movement she reaches for the handlebar again, but this time the buggy rolls even further away. Alarmed now, Dana hurries after it, but the buggy keeps rolling down the street at ever increasing speed.

Dana chases the buggy down the street, shouting to passing pedestrians for help, but everytime someone reaches out to stop it, the buggy swerves and continues unchecked.

It comes to a dead stop in the middle of the street, a bus narrowly missing it by inches. Cars and trucks swerve and hit the brakes as Dana runs to the intersection and snatches up the baby. She hugs him close, deeply relieved, then looks at the buggy with the dawning awareness that the supernatural has re-entered her life.

When there's something strange in your neighbourhood, who you gonna call?

"GHOSTBUSTERS!"

The Ghostbusters II games involve three main sequences from the film. Watching the film will aid you in unravelling some of the puzzles.

VAN HORNE

You must guide the Ghostbuster to the bottom of the airshaft in order to collect a sample of slime.

Swing left and right to collect items from the sides of the shaft, making the Ghostbusters feet touch the items to pick them up.

When a ghost touches the Ghostbuster he will lose courage; this is shown on the indicator on the bottom right of the screen.

Courage can be restored by collecting bottles of elixir from the sides of the shaft.

When the face in the courage indicator looks terrified and the bar next to it is at its lowest point then the ghostbuster will fall from the cable.

There are three weapons available to the Ghostbuster and these can be selected by pressing the spacebar to cycle through them:

Proton beam
PKR bomb
PKR shield

Extra PKR bombs and shields can be collected from the side walls of the airshaft and these will be needed.

The PKR bombs can be fired by holding the fire button and moving up or down, when you want the bomb to explode release the fire button.

The winch cable can come under attack from sawing monsters that appear from the side walls. Sawing monsters will saw away at the cable until it snaps (a close up of the cable can be seen on the right of the screen) unless they are destroyed by the Ghostbuster with a PKR bomb.

In order to collect a sample of the slime the three parts of the retractable scoop must be collected from the sides of the airshaft.

C-64

USE Joystick only to control the Ghostbuster.

Spacebar toggles the weapon in use

Press 'P' to pause the game.

Spectrum

Keyboard controls:

Z - LEFT

X - RIGHT
J - UP
N - DOWN
K - FIRE

KEMPSTON or SINCLAIR joystick to control the Ghostbuster.

Spacebar toggles the weapon in use.

Press 'P' to pause the game.

Amstrad

All games can be played on joystick or keys as Spectrum.

BROADWAY

You must help the Ghostbusters reach the Museum of Art before the birth of the New Year.

The Ghostbusters are in the crown of the Statue of Liberty as it makes its way down Broadway. You control the fireball and must protect the Statue and the population of the city from the evil ghosts that are intent on your destruction.

The Statue of Liberty is powered by slime and this is represented by a glass bottle on the bottom left of the screen. Every time the Statue is hit by a ghost then the slime will decrease.

You only have a limited number of shots for each fireball and these are shown in the bottom panel. When you run out of shots the fireball dies and a new one is generated by the Statue's torch. This in turn reduces the amount of slime in the Statue because of the energy needed to create a new one.

When the fireball shoots a ghost it turns into a droplet of slime; the droplets always fall to the pavement below where they stay until a new wave of ghosts appear.

The Statue's slime can be replenished by sending the population backwards and forwards along the road ahead to pick it up - the spacebar is used for this and toggles left and right. As soon as a man touches a droplet of slime it is automatically transferred to the Statues supply.

The longest bar chart in the score panel indicates the distance travelled by the Statue.

C-64

Use joystick only to control the fireball.

Press Space bar to make men walk left/right.

Press 'P' to pause the game.

Spectrum

Keyboard controls:

Z - LEFT
X - RIGHT
J - UP
N - DOWN
K - FIRE

KEMPSTON or SINCLAIR joystick to control the fireball.

Press the spacebar to make men walk left/right.

Press 'P' to pause the game.

Amstrad

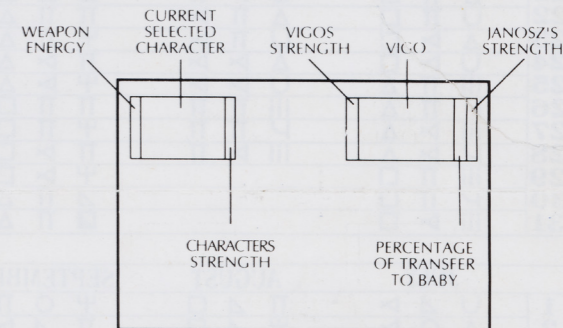
All games can be played on joystick or keys. Keys as Spectrum.

THE MUSEUM

Controlling each of the Ghostbusters you must rescue Oscar the baby and destroy Vigo the Carpathian.

When absailing in from the roof, push up to close the Ghostbusters hands and push down to open them.

To change weapons, position the pointer over a weapon and press fire. Move the weapon to it's new position and drop it by pressing fire again.



C-64

Use joystick only to control each Ghostbuster.

Press the spacebar to select each Ghostbuster.

Press return to access the weapon select screen.

Spectrum

Keyboard controls:

Z - LEFT
X - RIGHT
J - UP
N - DOWN
K - FIRE

KEMPSTON or SINCLAIR joystick to control each Ghostbuster.

Press the spacebar to select each Ghostbuster.

Press return to access the weapon select screen.

Amstrad

All games can be played on joystick or keys. Keys as Spectrum.

CREDITS

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			Nick Goldsworthy