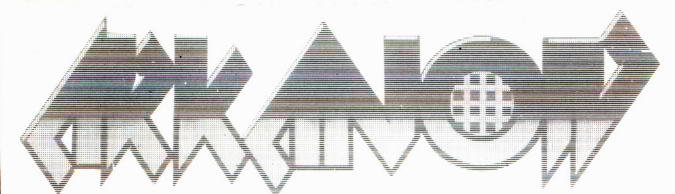


IMAGINE'S ARCADE GAMES

COMMODORE 64/128



ARKANOID
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THE GAME
The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void. You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.

CONTROLS
The game is controlled by Keyboard, Joystick, Neos Mouse or Paddle as follows.

KEYBOARD
Player one and Player two.
Left is left shift key
Right is right shift key
Fire is the spacebar

JOYSTICK
Player One in Port One
Player Two in Port Two or Port One when selected.
LEFT ← **RIGHT** →
FIRE — Right Neos Mouse button.
Neos Mouse — as Joystick Ports.
Paddle is Port one for both players (must be using the CBM 64 dual Paddle).

HOW TO PLAY
You control the Vaus craft which can be moved left or right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the energy bolt or the Vaus craft.
You are aided in your attempts with energy Capsules which are hidden beneath certain bricks and released upon their destruction. Each capsule has a different power and is denoted by a letter painted on its side. These are as follows:
S — Slows down the speed of the energy bolt, making it easier to position yourself.
C — Enables you to catch the bolt, move to the desired position and then fire.
E — Expands the Vaus craft, giving you more chance to deflect the bolt.
D — Disrupts the bolt into three separate components thereby giving you three times the effect.
L — Arms your Vaus with a laser allowing it to shoot bricks and aliens.
B — Breaks the section of the wall enabling your Vaus craft an alternative escape route to slip through to the next level.
P — Awards you an extra life.

STATUS AND SCORING
On screen scoring displays current score, hi-score, number of lives remaining and level attained.
Points are awarded between 50 and 120 for knocking out a brick, depending on the colour. Collecting a capsule is 1000 and hitting an alien scores 100 points. Extra lives are awarded for collecting the "P" capsules.

HINTS and TIPS
★ If using the keyboard, pressing both shifts at the same time stops the Vaus, giving you a better reaction time.
★ The disruption capsule is of great use if your bolt is caught behind, or enclosed within, a wall.
★ The laser is most useful to break down the bricks which require a number of hits
★ Using the very edge of your vau to deflect the bolt will give you a much sharper angle — most useful for manoeuvring it into restrictive places.
GOOD LUCK

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CREDITS
Coding by David Collier.
Graphics by Mark Jones.
Music by Martin Galway.
Produced by D. C. Ward.
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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 simultaneously. Follow the screen instructions—PRESS the SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen.

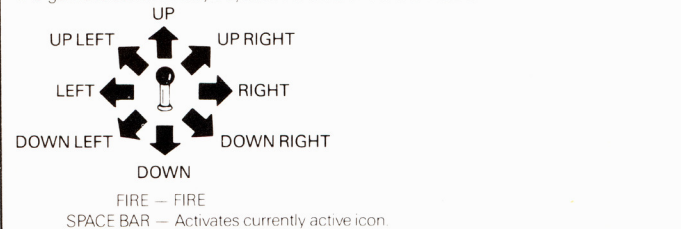
Ensure that all peripherals are removed.
N. B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

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. Follow the instructions as they appear on screen.

SLAP FIGHT

You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.

CONTROLS
The game is controlled by Joystick in Port 2 and the SPACE BAR.



GAME PLAY
Manoeuvre your Slapfighter over the vertically scrolling landscape of the planet Orac. As you progress further into the game the landscape becomes more and more hostile and more enemy life forms group together to attack you in lethal waves. When you destroy certain aliens they sometimes yield a star, pick up the star (by flying over it) and this will then highlight the icon at the bottom of the screen. To select the icon highlighted, press the space bar and this will award you the indicated capability. If however you choose not to select this then when you pick up a further star the next icon in the line will be highlighted and so on. If you go through the icons without selecting any of the facilities offered then after the last one has been highlighted it will reset back to the first icon.

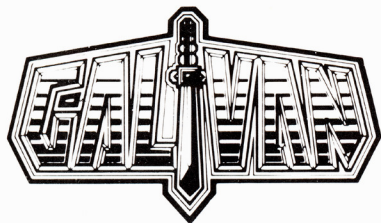
- The facilities offered are in the following order—
1. SPEED (times 5).
 2. SHOT (this reverts you to your original fire power status).
 3. SIDE (this gives you fire power emanating from the sides of your craft).
 4. WING (times 3, this enhances the size of your ship and it's firing rate).
 5. BOMB (this enables you to designate explosions in front of your ship).
 6. LAZER (this projects an invisible beam in front of your craft).
 7. MISS (homing missiles, this gives you multi-directional rate of fire of missiles which home in on all targets).
 8. SHIELD (this gives you temporary invulnerability from all shots fired at you for a limited time (the time is affected by the number of hits that are inflicted).

STATUS AND SCORING
Your scores and lives are displayed at the top of the screen and the text icons at the bottom of the screen are highlighted in yellow indicating which facility is currently available. Points are scored for every alien or object destroyed and you are awarded between 100 and 1000 points depending on the difficulty of that particular life form. Extra lives are awarded at 50,000 and every 70,000 points thereafter.

HINTS AND TIPS
★ Learn which aliens yield stars so that you know which are the more valuable ones to hit.
★ Keep moving at all times as some alien bullets home-in on you — To keep still means certain death.
★ Use your shield wisely — some sections of the game can be difficult to complete without this capability.
★ Expanding your ship with the wings may improve your firing capabilities but also increases your own target area.
★ Increase your speed as early as possible to give added manoeuvrability.

SLAP FIGHT
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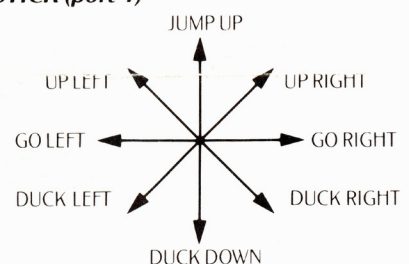
CREDITS
Programmed by John Meegan. Graphics by Steven Wahid.
Music by Martin Galway.
Produced by D.C. Ward.
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GALVAN

GALVAN
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Galvan the sole surviving member of the Cosmo Police, your imperative assignment is to eliminate all adversaries in the underground Techno Caverns of the planet Cynep. They are inhabited by many Androids, Robots and Alien Lifeforms; your task would seem impossible were it not for the Power Pyramids scattered through the complex labyrinth.

CONTROLS
JOYSTICK (part 1)



FIRE—Fire weapon or punch.

STATUS AND SCORING

The current score and number of lives are displayed in the upper part of the screen. At the bottom left is the power indicator (this decreases each time you are hit).
Score for each adversary disposed of 100-300 points depending on difficulty. This score is doubled by using the ARC BLASTER and Quadrupled by using the WHITE BOLT NEUTRALISER. The giant demon at the end of each level awards 1000 points for each part destroyed.

PLAYING

One by one the crack squad members of the Cosmo Police sought out evil in the planet Cynep and tried to put an end to it. Now, as the last surviving member of this force you must accomplish what dozens before have failed to do — neutralize all the defences of the Cynep and penetrate the dangerous labyrinths to end the vile reign of Cynep in this galaxy.

As no-one before you had survived, very little information is known about the defences except that each level of the Techno Caverns is guarded by a monstrous, multi-headed demon; each head spits lethal lazer bolts and has to be killed separately. There are numerous robots and aliens, all with the one aim — to destroy any intruders who threaten their domain.

Elimination of these creatures is your sole objective, made all the more difficult by your lack of weapons. There is a faint glimmer of hope however, as it is believed that your fallen comrades, managed to drop various power pyramids throughout the Techno Caverns which, when found, give you extra power and a more powerful weapon. Seek out this power to transform from mortal to Supreme enforcer, loss of power returns you to mortal.

At the end of each level a Giant Demon appears and must be destroyed part by part — only then will it be possible to proceed to the next more difficult stage. The Power Pyramids found around the caverns give you extra power and a more powerful weapon (The Arc Blaster and White Bolt Neutraliser only work for a short time).
1. FIST, 2. GUN, 3. ARC BLASTER, 4. WHITE BOLT NEUTRALISER.
You're on your own now! GOOD LUCK

HINTS AND TIPS

- ★ Power Pyramids are found in the same place and will be dropped by a blue space-suited adversary if he is killed by punching or shot with the gun.
- ★ The rising conveyor belt can be used by jumping so that you can reach it.
- ★ Contact with a triangular robot or a smoke bomblet causes temporary paralysis.
- ★ It is far easier to jump onto steps than to walk onto them.

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CREDITS
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MAG MAX

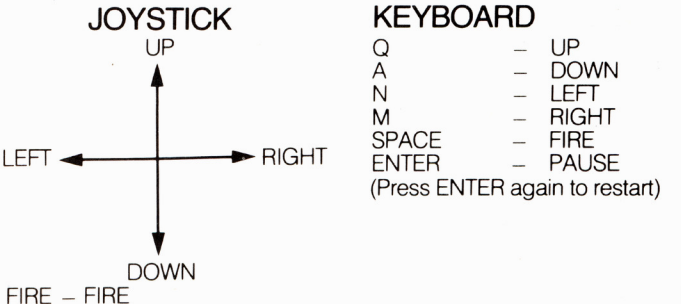
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Mag the Max, a secret robot project is all that remains of the galaxy's civilisation: Component parts are scattered around the planet — assemble our hero and engage the mechanised invaders.

THE GAME

In the last days before the great collapse, the remnants of humanity realised that their demise was inevitable. Mechanoid hordes from a distant and undiscovered galaxy had laid waste to civilisation in a series of brutal attacks, leaving only death and destruction in their wake. But as reports of the first assault rang through the known worlds, Sci-corps were putting the finishing touches to a prototype robo-centurian; Mag Max. The last defender of mankind was barely completed before Sci-corps too were reduced to dust in a withering hail of laser death. The invaders however are unaware of this project that could prove to be their downfall, for deep in the planet's bowels a circuit has closed and Mag Max lives! Seeking out his various components, scattered across the continents he gains strength and fire power to complete his final programme: Death to the Invaders! Begin by guiding Max along the planets surface and through the underground caverns. Take control of him and search the planet for the component parts; As the assembly takes place his power and defences will increase. You will also discover special craters which will transport Max to the underground levels where more dangers lurk. Armaments consist of a Super-Laser with which you must eliminate all aliens and their structures, however certain of them can only be vanquished with the special lance that is part of your weapons system. At the end of each stage you confront the leader of the invading forces which must be completely overcome to proceed to the next level.

CONTROLS

Max is controlled by either keyboard or joystick and most interfaces are compatible.



STATUS AND SCORING

On-screen scoring shows current score, hi-score and number of lives remaining. Points are awarded for aliens eliminated and defences destroyed from 50 to 200; the Monster at the end of each level scores 10,000. Bonus lives are awarded every 20,000 points.

HINTS AND TIPS

1. Note the patterns that the groups of aliens move in — time your shots for maximum points.
2. Be very wary of the Bunkers.
3. The Dragon must be killed part by part with multiple hits.
4. If the action gets too "hot" on the upper level drop down for a while.
5. Try to keep to the centre of the screen as much as possible, it gives you time to manoeuvre

GOOD LUCK!

MAG MAX

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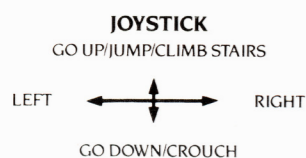
CREDITS
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DINAMIC

GAME OVER

CONTROLS

The game is controlled by joystick in Port 1.

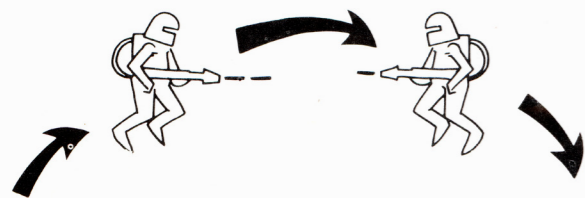


Quick press on fire button shoots laser.

By holding the fire button down then releasing it you will fire a grenade or other weapon.

SHIFT LOCK — PAUSES THE GAME

The main character (ARKOS) can move to the right and left, bend down, climb up and down stairs and jump. In the middle of a jump he can turn around, although the direction of the jump remains unaltered.



Your control of ARKOS is the same in both parts but the action is different!

GAME OVER PLOT

Far away in a different Galaxy, at a different time, control was exercised by an all-powerful woman — the Ruler, GREMLA. Her dictatorship was due in part to the devoted loyalty of her faithful lieutenant ARKOS — together they proved invincible.

But Gremla was flawed — as her power grew, so did her greed and cruelty — at last ARKOS turned — resolved to stop this megalomaniac, to use all his skill and cunning to destroy her empire, subdue her dynasty . . . GAME OVER.

FIRST WORLD —

THE PLANET HYPISIS

This is a linear world of 20 screens, the aim is to battle your way to the end where a ship will transport you to the next planet.

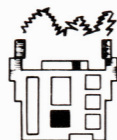
In this world ARKOS is armed with grenades (his shots are unlimited) and during his journey will discover red and white barrels — by shooting them three times, special powers can be obtained.



GRENADES: Increases by three the number of grenades.



POW UP: Increases shooting power of the character and enlarges radius of action of the grenades.



FIELD OF FORCE: It creates a field of force around the character, making him immune to shooting or collision.



MINE: Kills character if he touches it.



ENERGY HEART: If the character manages to grasp it before it disappears off the top of the screen, it will recharge his energy to the maximum potential.

ENEMIES

The following enemies will be encountered — study their weaknesses and strengths well!



GUARDIAN ROBOT: Only found within the prison. Once near him, it shoots and turns around, going back to where it came from. It is destroyed with one shot but subtracts three units of energy when in collision. If Arkos is shot, one unit of energy is lost.



GREEN MONSTER: Can be found in the metal platform stage and in the stone bridge too. If you collide with one of them you lose three units of energy.



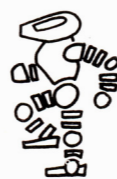
SHIPS: They appear at any height of the screen. When colliding with them you lose three units of energy.



LASER SHOOTERS: They shoot at you with a very small margin of error. They are destroyed when shot 4 or 5 times in the head.



GIANT ORKO: When reaching screen number 11 you will be trapped and unable to leave on the right or on the left, the giant Orko appears; every time it touches you one unit of energy is lost. To destroy it 40 shots are needed; grenades are also helpful (each grenade equals 4 shots) Once the Orko is destroyed you can proceed. From then on, every time a life is lost, you start again on screen 11 instead of on screen number 1.



GIANT ROBOT: On reaching screen number 19 all exits are closed to the right and left. After a while three giant robots appear, they advance walking toward you shooting. You must eliminate them to continue. Each robot requires 20 shots to be destroyed or its equivalent in grenades.

SECOND WORLD —

THE PLANET SKUNN

A more difficult task, this world is differently arrayed both vertically and horizontally.

GAMEPLAY

In this world, instead of grenades you have a giant laser which destroys all that crosses its path. You can use this laser 25 times only.

In order to obtain energy in this world, you must reach the screen where you find the Pow icon. When touching it the power of ARKOS will be at a maximum. When grasping the SHOOT icon, the potential of giant laser is increased by 5 shots.



THIS WORLD HAS 2 STAGES:

FOREST: There are lakes in which you will drown if you fall in.
PALACE: Elevators are used to go up and down between the different floors. Once you are on the elevator and it is moving, you must refrain from walking or jumping until you reach another floor. Scattered about on the palace floor there are mines which explode when touched

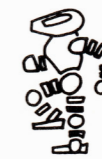
ENEMIES



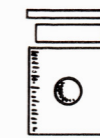
KAIKAS: Found in the forest stage, it is destroyed with one shot, but subtracts 2 units of energy if collided with.



LEISERS-FREISERS: Found in certain areas of the palace. It shoots balls of fire and must be shot twice in order to kill.



ROBOT: Found in certain areas of the palace, to destroy it must be shot three times.



LASER SHOOTER: 4 or 5 impacts are enough to destroy it.



GIANT GUARDIAN: Appears at the end of the game. After shooting it 30 times its wings disappear. 15 shots more make the body disappear. 30 shots are necessary to make the head disappear.

STATUS AND SCORING

The screen display indicates the number of lives, points scored, weapon currently carried and power level.

Each time you sustain a hit your power level decreases and when it reaches zero a life is lost. Points are awarded for eliminating the alien forms on the different planets (the score varies depending on their strength)

HINTS AND TIPS

- ★ Look out for the moving platforms to get over the cliffs — a fall will mean a life.
- ★ The barrels contain objects that may aid or harm you — shoot several times to reveal contents, it just might save your neck.
- ★ On the Planet Prison, shoot the statue on the upper floor repeatedly to gain a force field.
- ★ Ensure you gain the blue force to enable you to jump into the lake!
- ★ The Guardian in the final phase must be destroyed piece by piece — constant fire is necessary but be careful to avoid any contact with it.

GAME OVER

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CREDITS

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Produced by D.C. Ward.
Spectrum and Amstrad coding and graphics by Dinamic Software.
Commodore coding by Paul Clansey, graphics by Jane Lowe.



TERRA CRESTA

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Pilot your spacecraft over the planet and eliminate all alien lifeforms and structures on its surface.

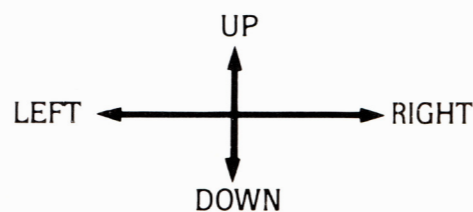
PLAYING

You are captain of the Terra Cresta. Fly your space fighter up the planet as the surface scrolls down towards you. Eliminate the alien forms, rockets, missiles and structures which stand in your way and attempt to destroy you. Keep a watchful eye out for the numbered silos which must be shot

to pick up further pieces of the ship and enable you to enter "Formation-Mode". As you move successively up the planet extra silos will be discovered with more parts giving increased fire power and in "Formation-Mode" the differing strengths and abilities needed to combat the variety of weapons ranged against you. At the end of each pass of the planet a robot will appear at random, who in the third phase will emerge as all-powerful, conquerable only by your ultimate form — the Terra Cresta

CONTROLS

The game is controlled by joystick in Port 2



FIRE — FIRE
SPACEBAR — TRANSFORM

STATUS and SCORING

On screen scoring shows current score in the middle of the upper screen; number of lives remaining at the top right and the number of transformations at the top left of the screen.

Points are scored for every alien or object eliminated depending upon the difficulty and extra ships are awarded at 50,000 points and every 70,000 points thereafter.

Three opportunities to transform from ship to convoy are obtained each time another part of the ship is picked up.

HINTS and TIPS

- ★ Fire at the numbered silos when flashing to collect parts of the ship.
- ★ Keep moving at all times, the alien missiles have homing devices — to keep still means certain death.
- ★ Stay away from the edges of the screen, your protagonists may emerge from any part.
- ★ Use your "Formation-Mode" wisely — certain aliens can only be eliminated in this form, but you may only carry three opportunities at any one time — don't waste them.
- ★ Pre-historic monsters give an extra bonus, so shoot them bones — but be careful!

TERRA CRESTA

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Graphics by Steven Wahid
Music by Martin Galway
Game Design by Nitchibutsu
Produced by D. C. Ward
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