

YOUR SPACESUIT

Because there is no oxygen in this factory you depend upon your oxygen supply for your life support. Unfortunately, though, the flying swarf in the factory is razor-sharp and will puncture your suit if you come into contact with it. The number of leaks you sustain will determine the amount of oxygen you are losing through your space suit. You can however repair your suit by picking up the patches contained in the First Aid packs which are lying around, and top up your oxygen supply with the oxygen tanks you will find. A tip to note is that you can only carry a maximum of 99 patches, thus if you have no leaks and are carrying 99 patches do not pick up another one as you will merely destroy it.

CHARGES

You may carry up to a maximum of 99 laser charges, these can be used to clear a way through most (!) of the swarf and aliens, but be careful as there is only a limited amount of ammunition which has been left at the factory.

OBJECTS AND POCKET

To pick an object up simply walk into it. As you pick up an object a graphic representation of it will appear in the "pocket" sector on the screen.

USING AN OBJECT

In order to use an object press the space bar, then place the cursor (a purple square in the top left hand corner of the pocket section) over the object using the joystick. Press the button to use the object or press the space bar to resume normal control. If you have successfully used an object, you will hear a sound effect from the computer.

At times you may wish to give an object you are carrying to one of the robots or aliens you might meet. To do this you must move over the character you wish to give the object to and then use the object in the normal way.

CONTROL ROOM COMPASS

This will always point in the direction of the control room to give you a bearing wherever you are in the factory.

FIRING

If you kill ALL the swarf in one room then they will not reappear in that room.

MAP

This 5 x 5 map shows the rooms surrounding the one you are in. This will help you to plan your route. You are always shown as the central cyan square. Red squares indicate that Megaswarf is present in that room! A yellow square indicates your final destination—the Control Room. Other types of squares are for you to decipher!

PYJAMARAMA

After loading select key 1 for joystick, or key 2 to redefine the keys.

O - LEFT P - RIGHT SPACEBAR - JUMP

Wally has fallen asleep and is in the middle of a nightmare. Everything in his dream has been enlarged to many times its normal size. So you must help him to find his alarm clock and wind it up to wake him out of his nightmare.

Wally can carry two objects at one time and to pick one up he must simply walk over it, he can exchange objects in this way too. He may need keys to open some doors, but it is worth jumping at the door handle as this may do the trick!

The glass of milk at the top of the screen represents Wally's "Snooze Energy." This is depleted by Wally moving around or hitting or being hit by objects. Items of food lying around will top up the glass but when it runs out you will lose a life. You have 3 lives altogether.

TALES OF THE ARABIAN NIGHTS

To operate this program you will require a JOYSTICK.

CONTROLS - use joystick in Port 2

ON WALKING LEVELS, FIRE TO JUMP. ON OTHER LEVELS, FIRE TO CAST A SPELL. RESTORE ABORTS THE GAME IN PROGRESS. ANY KEY TO PAUSE. ANY KEY TO RESTART.

OPTIONS ON TITLE PAGE: F1 - MUSIC ON/OFF F3 - SPEECH ON/OFF PRESS FIRE TO START GAME

THE GAME

Guide Imrahil the Kalendar Prince through the perils of many Arabian nights. On certain nights, he must gather golden jugs, engraved with letters, in the correct order to spell out 'ARABIAN'. At other times, he rides on rafts and flying carpets through Arabia, casting bolts of lightning at his foes. His quest for the princess Anitra is long and difficult - many dangers lurk in the Arabian night!

FALCON PATROL II

TO START

Press fire button

THE ENEMY

Possess 3 types of helicopter:

Transport (grey): This helicopter drops flak batteries and radar jammers but is unarmed.

Gunship (brown): This helicopter escorts the transporter on it's bombing mission. His function is to shield the transport helicopter but he will still try to bring you down if he can.

Solo (red): This helicopter is extremely manoeuvrable and will do its utmost to lure you into making mistakes enabling it to despatch you to your maker!

Flak Battery These will fire deadly flak as soon as they have been dropped into position by the transport helicopters.

Radar Jammers (blue) These cylindrical devices when dropped by a transport helicopter distort your radar. The only way to de-activate them is to locate and destroy them.

FALCON (Falcon Fighter) Your VTOL jet is armed with 100 missiles, comprising of air-to-air and air-to-ground missiles, known as AAM's, and a very sophisticated radar. Your jet can hover, climb and descend vertically and fly as a normal fighter.

Note: As this is a very realistic interpretation of a VTOL, do not expect to be able to stop dead instantly in your fighter.

You must decelerate before trying to hover and turning cannot be accomplished in an instant.

To release air-to-air missiles fly horizontally and press fire button.

To release air-to-ground missiles pull down on the joystick while pressing fire button.

By mastering these techniques you can destroy high/low flying helicopters as well as flak batteries and radar jammers.

LANDING PAD

Your landing pads allow you to re-fuel and re-arm your aircraft. To do this you must descend VERTICALLY on to one of the pads. Upon landing a re-fuelling warning signal will sound and be visually confirmed (along with the number of missiles being taken on board) on your control panel.

You may break off re-fuelling/arming if you feel that your position has become too vulnerable.

Note: If your landing pad has suffered 75% or more bombing damage you cannot land on it (this encourages careful aim!).

If you run low on fuel during flight an audible warning will sound, ignore this at your peril!

RADAR

Your radar is a very accurate and almost essential aid to a successful mission. It shows the height and direction of the travel of the enemy helicopters and your landing pad. The centre line shows your position and the white markers on the horizon your landing pads.

If your radar display becomes unreadable then the enemy have dropped a radar jammer and you must locate and destroy it to recover your radar.

SCREEN DISPLAY

Left hand side: current score and high-score, Falcon fighters left.

Centre: radar. **Right hand side:** fuel gauge, level you are on (16 max), missiles remaining, no. of helicopters left in enemy wave.

EXTRA LIFE

An extra life is won at the beginning of every fifth wave.

HIGH SCORE

If you have a high score, select your name by moving the white cursor left or right, by using the joystick, over the letter you require and press the fire button. When your name is complete move the cursor to the end of the alphabet and press the fire button.



INSTRUCTIONS

Side One

1. LORDS OF MIDNIGHT
2. BRIAN BLOODAXE
3. STRANGELOOP

Side Two

4. PYJAMARAMA
5. ARABIAN NIGHTS
6. FALCON PATROL II

Press SHIFT and RUN/STOP on the keyboard. Press Play on the cassette player.

STARTING OFF

The Lords of Midnight has a facility which enables you to SAVE the game you are playing at any stage. When loading is complete, a screen will appear depicting the situation of Luxor the Moonprince and your quest will begin on the day of the Solstice itself.

If you press "L" a screen will appear instructing you to LOAD the saved data of the game you wish to continue. Once the data has been loaded back into your Commodore, the last screen of the game you saved will appear and you can continue your quest.

SAVING A GAME IN PROGRESS

To save a game press the "S" key on the keyboard. The SAVE key should be pressed at a time when the computer is waiting for you to press an option key.

ABANDONING A GAME

You can abandon a game by pressing RUN/STOP and RESTORE.

THE ROLE YOU PLAY

You, the player, take the role of Luxor the Moonprince. By virtue of the Moon Ring, you can control other characters that are loyal to you, move them through the landscape of Midnight and look through their eyes. Some of these characters are simply individuals, others are commanders at the head of whole armies; when you move a commander, his army moves with him.

The computer plays the part of Doomdark, the Witchking of Midnight and controls the characters and armies loyal to him. In addition, the computer also governs the actions of the independent characters and forces in the land of Midnight.

A CHOICE OF GAMES

There are two distinct ways of winning victory over Doomdark. The first is by war, by sending armies north to the Plains of Despair and seizing the Citadel of Ushgarak from whence Doomdark commands

his foul hordes. In such a strategy, Luxor himself will play a major part as a commander in the field.

The second way of winning is by quest, by guiding Morkin, Luxor's son, to the Tower of Doom to destroy the Ice Crown, the source of Doomdark's power. Morkin can have no army to help him on his journey, for the Ice Crown sends forth the ice-fear which withers men's minds. By the virtue of his birth, half-human, half-fey, only Morkin can resist the utter coldness of the Ice Crown's power.

If you prefer a pure adventure, just concentrate on the quest of Morkin. The armies of Doomdark will still march south to conquer Midnight but the armies of the Free will defend themselves without your guidance, even though they will not make any counter-moves.

If you prefer a pure war game, ignore the quest of Morkin and concentrate on the assault of Ushgarak.

To play the complete epic, however, you should place equal importance on the war that Luxor directs and the quest the Morkin journeys on. Naturally enough, the complete epic takes the longest to play. Of the other options, you will find the quest the quicker game.

VICTORY FOR DOOMDARK

To win, Doomdark (or the computer, if you prefer) must achieve two objectives. First, he must eliminate Morkin; as long as Morkin is alive, the game will continue. Second, he must subdue the armies of the Free. This can be done in two ways, either by eliminating Luxor the Moonprince who is their commander or by taking the Citadel of Xajorkith in the land of Corelay, the home of all their hopes.

If Luxor is killed, you, the player, lose all control over the other characters in the game except for Morkin, his son. If, by any chance, Morkin manages to find the Moon Ring that Luxor wore, he can put it on and you will regain control over those characters still loyal to the Free. However, once he does this, Morkin will immediately become known to Doomdark and his quest to seize the Ice Crown will become almost impossible.

If Xajorkith is taken by Doomdark but Morkin is still alive, Luxor

can continue the armed struggle against the Witchking. For Doomdark to win, Xajorkith must be Doomdark's and Morkin must be dead, OR both Luxor and Morkin must be dead.

THE ICE-FEAR AND THE MOON RING

The ice-fear is Doomdark's greatest weapon. If strong enough, it may even cause characters once loyal to Luxor and the Free to desert to Doomdark's control. He can use it either as a general effect, spread equally over the lands or concentrate it in particular places.

The only shield against it is the Moon Ring that Luxor wears. The closer a character or army is to Luxor, the less will be the demoralising effect of the ice-fear. The same applies if Morkin is the wearer of the Moon Ring. There is one drawback, the Witchking can sense the warmth of the Moon Ring and so know the wearer's whereabouts.

As Doomdark triumphs the ice-fear grows, but lessens as he is defeated. He will concentrate the force in the areas of most danger too. For example, as Morkin approaches the Ice Crown, more and more of the ice-fear will be directed at him alone but it will not affect him. At the same time the burden of its terror will begin to lift from the armies and commanders of the Free.

CONTROLLING A CHARACTER

As stated in the introduction, the Lords of Midnight is not a standard adventure game and controlling the characters does not require you to guess at the right phrase of command. Instead, you have four basic options, each available at the press of a single key:

1) LOOK — (Backspace arrow)

On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. There are some accompanying lines of text giving details of where he stands as well as the heraldic shield which identifies him. During the LOOK option you can turn the character to look in another direction by pressing one of the compass keys.

These correspond to the eight points of the compass and are numbered 1-8 on the keyboard. 1) North, 2) North-east, 3) East, 4) South-east, 5) South, 6) South-west, 7) West, 8) North-west.

2) MOVE (SPACEBAR)

The character will move forward in the same direction he was last looking. When he reaches his next location, he will continue looking in that direction and the LOOK option will reappear with a new landscape.

3) THINK (RETURN KEY)

When the character is told to THINK, the screen becomes largely text and you are given more details regarding the character, any army he controls and the place he is in, than could be included in the short text of the LOOK screen.

4) CHOOSE (RESTORE KEY)

The CHOOSE screen presents you with a list of special options and the key you must press for each of these options. This will include such choices as searching, hiding, attacking an enemy, repairing defences and so on.

SELECTING A CHARACTER

At the beginning of the game, you have four characters under your control. These can all be selected by using the four Function keys. Luxor the Moonprince is F1; Morkin his son is F3; Corleth the Fey is F5; and Rorthron the Wise is F7.

When any of these is selected, the display will switch immediately to the LOOK option for that character.

To select other characters (which you must recruit to your cause during the course of the game), you must press the INST/DEL key. When you do this a list of other characters you control will appear, together with a list of the keys to select them. Press one of these selection keys and the display will switch immediately to the LOOK option for that character.

Once you have selected a character, your control will remain with that character until you select another. Selection can be undertaken at any stage of the LOOK, MOVE, THINK and CHOOSE options.

SELECTING A CHARACTER

To begin you have four characters under your control, Luxor, Morkin, Corleth and Rorthron. Select them with their own key and you will immediately switch to the LOOK option for that character.

When you press SELECT you will see a list of any other characters you control and their appropriate keys.

HOW THE GAME WORKS

The game proceeds by day and night and you commence at the Tower of the Moon.

During the day you can move the characters you control and any armies that accompany them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is walking or riding and his state of health. One important thing to remember, travel directly north, south-east or west you are moving just one league at a time; When you move north-east, north-west, south-east or south-west you are moving along the diagonal of a square one league by one league, 1.4 leagues.

Night will fall for your character and, unless the THINK screen tells you of any exceptional circumstances, he will not be able to do any more until the following day. You can still move the other characters you control.

After moving all the characters you want to you must press NIGHT. This lets night fall and the forces of Doomdark will move. There will be a pause while he "thinks." IF YOU DO NOT PRESS THE NIGHT KEY THE GAME WILL NOT PROCEED!

ENGAGING IN BATTLE

Small battles between individuals of small war-bands will not take long. Battles between armies, however, will not be decided until the day is over.

Engaging in a battle between armies must be initiated by the CHOOSE option. If this option does not appear it may be that the commander is too afraid!

You may move as many armies into battle as you wish, their times of arrival will be noted by the computer and may be critical. Once moved into battle an army or character will not be able to move again until the following day. The outcome will be known to your commanders at dawn the following day. If the enemy has lost his armies will have been destroyed or will have fled. If the enemy has not lost you have the choice of retreating or continuing the struggle possibly using reinforcements. If the enemy has won a decisive victory when dawn breaks you will find your armies destroyed and your surviving commanders scattered. The enemy forces will have advanced.

THE MAP OF MIDNIGHT

This map of Midnight depicts the major features of the geography of the land.

LOOKING AROUND

You will see many different scenes in Midnight and see many natural or man-made constructions. Some may offer shelter, magic, healing powers, or even escape, you must try for yourself.

BRIAN BLOODAXE**KEYBOARD**

Left - shift Right - Z Jump - C Pick up/drop - V Fire/use - X Start game - Space Restart game - Restore Select tool/weapon - Q,W,E

JOYSTICK

Left - left Right - right Jump - push forward Fire/use - X Start game - pull back Pick up/drop - fire button

Press SPACEBAR to start game.

The aim of the game is to collect the Crown Jewels and sit on the throne. Brian must solve the puzzles on each screen to get a bit further however he can only carry three things at one time.

THE MAP OF MIDNIGHT