

SPECTRUM • AMSTRAD • COMMODORE • ATARI ST • AMIGA •

SMASH
TV.

AKKlaim[®]

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SCENARIO

Bored with TV Game Shows?

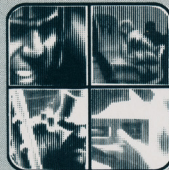
IF SO PREPARE YOURSELF FOR THE
ULTIMATE GAME SHOW CHALLENGE

The prizes are wild, the stakes incredibly high – are you mean enough to take part? If you accept you stand to win enough money and prizes to make you fabulously wealthy, not forgetting the adoration of the totally TV orientated society. If you lose – you die!

Good luck and remember...

SMILE, YOU'RE ON TV

NITRO-TECHNICOLOUR



.....**SCENARIO**

CH 1

LOADING

SPECTRUM 48K/128/+2/+2A/+3 CASSETTE

48K Version

Place the cassette in the recorder ensuring that it is fully rewound. Select '48 Basic' from the menu and press Enter. Type Load"" and press Enter. Start tape.

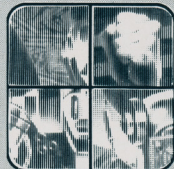
128/+2/+2A/+3

Select LOADER option and press the ENTER key. Follow on-screen instructions.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose LOADER option. This program will then load automatically.

NITRO-TECHNICOLOUR



.....LOADING... CH 2

AMSTRAD CPC 464

Place the rewound cassette in the deck, type RUN" and then press the ENTER/RETURN key.

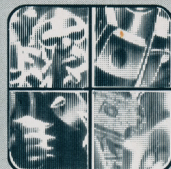
Follow the instructions as they appear on-screen. If there is a disk drive attached then type |TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key. (The | symbol is obtained by holding shift and pressing the @ key)

TAPE NOTE: This game loads in a number of parts – follow the on- screen instructions.

CPC 664 and 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 the ENTER/RETURN key. Then type RUN" and press the ENTER/RETURN key. Follow the on-screen instructions.

NITRO-TECHNICOLOUR



.....LOADING... CH 3

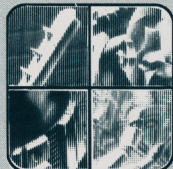
DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press the ENTER/RETURN key to make sure that the machine can access the drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

COMMODORE CASSETTE

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 key simultaneously. Follow the on-screen instructions - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

NITRO-TECHNICOLOUR



.....LOADING..... CH 4

DISK

Select 64 mode (if using Commodore 128). 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.

CONTROLS

This is a one player game controlled by joystick and keyboard which is redefinable.

Spectrum and Amstrad

Preset Keys

Q - UP

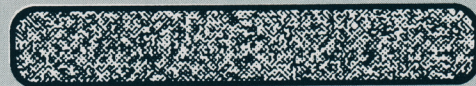
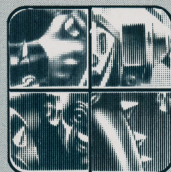
A - DOWN

O - LEFT

P - RIGHT

SPACE - FIRE

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DING...CONTROLS CH 5

Commodore 64

This is a one player game controlled by the following options which are selected from the title screen:-

F1 - Toggle movement control (joystick/keyboard)

F2 - Toggle fire control (joystick/keyboard)

Keyboard (Movement) + Keyboard (Firing)

Option

Q - UP

A - DOWN

O - LEFT

P - RIGHT

SPACE - FIRE CURRENT WEAPON IN DIRECTION THAT PLAYER IS FACING

NITRO-TECHNICOLOUR



.....CONTROLS....

CH 6

Keyboard (Movement) + Joystick 1 (Firing)

Option
Joystick 1



Keyboard

Q - UP

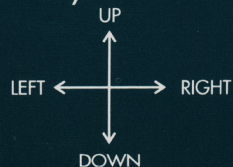
A - DOWN

O - LEFT

P - RIGHT

Joystick 1 (Movement) + Keyboard (Firing)

Option
Joystick 1



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.....CONTROLS....

CH 7

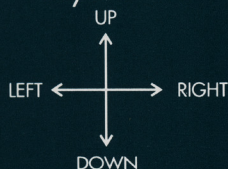
Keyboard

Q - FIRE UP A - FIRE DOWN
O - FIRE LEFT P - FIRE RIGHT
Q+O - UP & LEFT Q+P - UP & RIGHT
A+O - DOWN & LEFT
A+P - DOWN & RIGHT

Joystick 1 (Movement) + Joystick 2 (Firing)

Option

Joystick 1



Joystick 2



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.....**CONTROLS**.....

CH 8

LOADING

ATARI ST

Switch on the power to the computer and disk drive, then insert the disk into the drive. This program will then load automatically. Follow on-screen instructions.

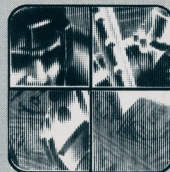
AMIGA 500

Insert the disk in drive A and turn on the computer. The program will then automatically load and run.

AMIGA 1000

Insert the System disk. When the Workbench disk illustration appears insert the game disk. The program will then automatically load and run.

NITRO-TECHNICOLOUR



.....**LOADING**.....

CH 9

CONTROLS

This is a one or two player game controlled by joystick. From the title screen use the joystick in port 0 to select the control method from the following:-

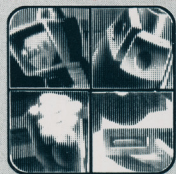
- A: 1 Player – 1 Joystick
- B: 2 Players – 1 Joystick each
- C: 1 Player – 2 Joysticks
- D: 2 Players – 2 Joysticks each

It is recommended that this game is controlled by two joysticks for each player. In order to do this you should purchase a joystick adaptor which plugs into the parallel port on your computer. This will provide two extra joystick ports.

During play the player is able to:-

- Pause – Help key
- Unpause – Return key
- Abort – Esc key whilst in pause mode

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.....CONTROLS...

CH 10

On the following options please note that Atari ST keys where different are shown in brackets.

OPTION A

UP – UP

DOWN – DOWN

LEFT – LEFT

RIGHT – RIGHT

FIRE – FIRE IN DIRECTION FACING

LEFT AMIGA

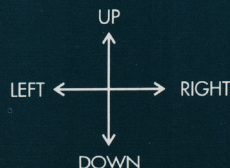
(CAPS LOCK) – LOCK FIRE DIRECTION

LEFT ALT

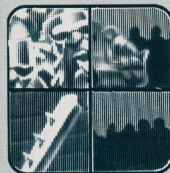
(LEFT SHIFT) – REVERSE FIRE DIRECTION

OPTION B

Player 1 (Joystick in Port 0)



NITRO-TECHNICOLOUR



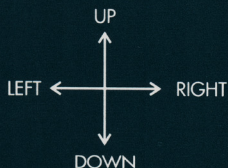
.....CONTROLS....

CH 11

FIRE – FIRE IN DIRECTION FACING

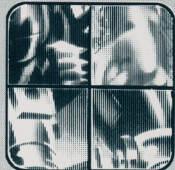
LEFT AMIGA
(CAPS LOCK) – LOCK FIRE DIRECTION
LEFT ALT
(LEFT SHIFT) – REVERSE FIRE DIRECTION

Player 2 (Joystick in Port 1)



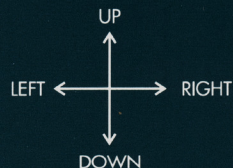
FIRE – FIRE IN DIRECTION FACING
RIGHT AMIGA
(ALT) – LOCK FIRE DIRECTION
RIGHT ALT
(RIGHT SHIFT) – REVERSE FIRE DIRECTION

NITRO-TECHNICOLOUR



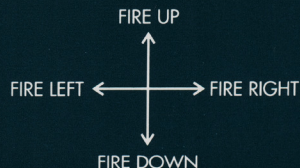
.....CONTROLS..... CH 12

OPTION C
Player 1 (Joystick in Port 0/Movement)

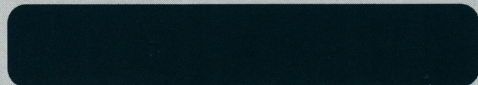


FIRE – FIRE IN DIRECTION FACING

Player 1 (Joystick in Port 1/Firing)

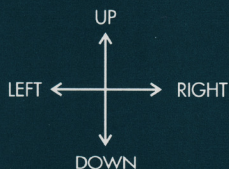


NITRO-TECHNICOLOUR



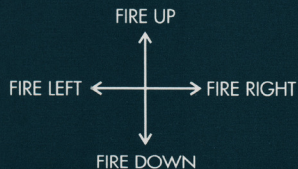
.....CONTROLS..... CH 13

OPTION D (USING THE 4-WAY ADAPTERS)
Player 1 (Joystick in Port 0/Movement)

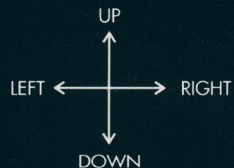


FIRE – FIRE IN DIRECTION FACING

Player 1 (Joystick in Port 1/Firing)

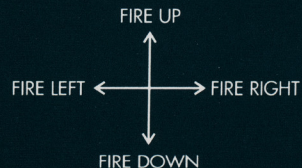


Player 2 (Joystick in Port 2/Movement)

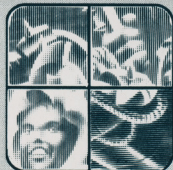


FIRE – FIRE IN DIRECTION FACING

Player 2 (Joystick in Port 3/Firing)

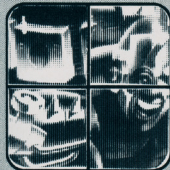


NITRO-TECHNICOLOUR



.....CONTROLS..... CH 14

NITRO-TECHNICOLOUR



.....CONTROLS..... CH 15

STATUS AND SCORING

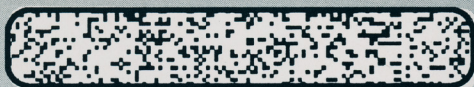
Points are scored for each alien defeated. However all the BIG points are scored when you defeat the giant end-of-level baddie. When he is eliminated PRIZES MAKE POINTS! The status panel displays current score, high score and number of lives remaining.

GAMEPLAY

The cheering from the ecstatic crowd fades away as you leave the safety of the studio and enter the first of the four insanely dangerous and devious, gaming arenas. Instantly you are set upon by hordes of thugs wielding baseball bats. Each with only one intent – beating the living daylights out of you! Deal with these guys if you can, there are lots of them. Use your skill to navigate the arenas and collect power-ups, speed ups, spinning shurikans, mace balls, grenade and rocket launchers,

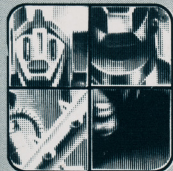
multiples and, of course, smart bombs. All of these items will increase your ability to wreak havoc upon the mindless meatheads. Watch out for mines though! Wall mounted gunners and tanks will constantly make your task just that bit harder than it already is. However, you will find yourself relentlessly driven on by the lure of the countless prizes awaiting you. It doesn't seem so bad to be risking life and limb when you are winning holidays, sleek roadsters, luggage and, of course, mind-bending amounts of cash. As you progress through the game zones you will encounter floating droids, electric pulse generating orbs, poisonous snakes, walking time bombs, mutant lizard men, and countless other mechanical and biological opponents. However, you haven't seen the worst of it yet. Prepare yourself for the end-of-level baddies who will make you regret your decision to enter this

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SCORING.....GAME CH 16

NITRO-TECHNICOLOUR



.....GAMEPLAY... CH 17

gladiatorial-like game at all! For example, at the end of level one, you will encounter a huge mutant skinhead on a tank. He will do his utmost to crush you underfoot (and track) – and he is the easiest opponent of them all!

If you make it through all four of the nightmarish game zones you will confront your final and most lethal challenge.

The game show host himself. Sounds easy? Think again – he's insane, enormous and can only understand one thing...

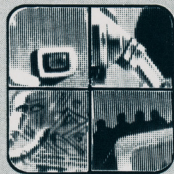
TOTAL CARNAGE

Defeat him if you can – the rewards are well worth it.

Good luck, and remember...

SMILE, YOU'RE ON TV

NITRO-TECHNICOLOUR

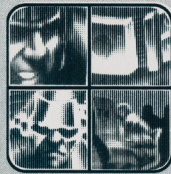


.....**GAMEPLAY....** CH 18

HINTS AND TIPS

1. The triple shot is the best weapon to collect.
2. Big shots auto repeat by holding the fire button down.
3. Make a map and work out the shortest route.
4. Collect extra lives as soon as they appear.

NITRO-TECHNICOLOUR



...**HINTS AND TIPS** CH 19

SMASH TV

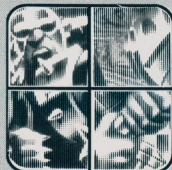
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester, M2 5NS.

Our quality control department will test the product and supply a replacement if we find a fault. If we cannot find a fault the product will be returned to you at no extra charge.

Please note that this does not affect your statutory rights.

NITRO-TECHNICOLOUR



.....SMASH TV.....

CH 20

CREDITS

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Conversion by Probe Software for Ocean Software Ltd.

Programming by:

ST/Amiga - ZZKJ

C64 - Nick Jones

Spectrum/Amstrad - David Perry

Artwork by:

ST/Amiga - Mark Knowles

C64 - Lee Ames

Spectrum/Amstrad - Nick Bruty

Music by:

Amiga/ST/Spectrum/

Amstrad - Sound Images

C64 - Jeroen Tel

NITRO-TECHNICOLOUR



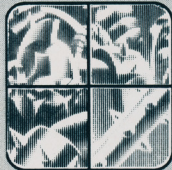
.....CREDITS.....

CH 21



CHILDLINE IS THE FREE NATIONAL HELPLINE FOR CHILDREN AND YOUNG PEOPLE IN TROUBLE OR DANGER. IT PROVIDES A CONFIDENTIAL COUNSELLING SERVICE FOR ANY CHILD OR YOUNG PERSON WITH ANY PROBLEM, 24 HOURS A DAY, EVERY DAY OF THE YEAR. CHILDLINE LISTENS, COMFORTS AND PROTECTS.

NITRO-TECHNICOLOUR



.....CHILDLINE.....

CH 22

SCENARIO

Tu en as assez des jeux télévisés?

SI OUI, PREPARE-TOI A L'ULTIME JEU DU GENRE.

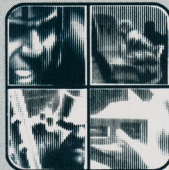
Les prix sont dingues, les enjeux incroyablement élevés. As-tu assez de cran pour y prendre part? Si tu acceptes d'y participer, tu auras la chance de gagner assez d'argent et de prix pour te rendre fabuleusement riche sans oublier l'adoration de la foule complètement folle de télévision.

Si tu perds – tu meurs!

Bonne chance et souviens-toi...

SOURIS, TU PASSES A LA TELE.

NITRO-TECHNICOLOUR



.....SCENARIO.....

CH 23

CHARGEMENT

AMSTRAD CPC 464

Place la cassette rebobinée dans la console, tape RUN" et ensuite presse la touche ENTER/RETURN. Suis les instructions telles qu'elles apparaissent à l'écran. Si un lecteur de disque est connecté, alors tape I TAPE et presse la touche ENTER/RETURN. Ensuite tape RUN" et presse la touche ENTER/RETURN. (Le symbole I est obtenu en maintenant la touche SHIFT et en pressant la touche @)

NOTE POUR CASSETTE: Ce jeu s'amorce en plusieurs parties – suis les instructions-écran.

CPC 664 et 6128

Connecte un lecteur de cassette adéquat en t'assurant que les fiches correctes sont connectées tel que défini dans le manuel d'instructions destiné à l'utilisateur. Place la

cassette rebobinée dans le lecteur et tape I TAPE et ensuite presse la touche ENTER/RETURN. Ensuite tape RUN" et presse la touche ENTER/RETURN. Suis les instructions-écran.

DISQUE

Insère le disque-programme dans le lecteur avec la face vers le haut. Tape >DISC et presse la touche ENTER/RETURN pour t'assurer que ta machine peut accéder au lecteur. Maintenant tape RUN"DISC et presse ENTER/RETURN, le jeu s'amorcera automatiquement.

NITRO-TECHNICOLOUR



.....**CHARGEMENT** CH 24

NITRO-TECHNICOLOUR



....**CHARGEMENT...** CH 25

COMMANDES

Ce jeu est destiné à un seul joueur et peut être contrôlé par joystick et clavier redéfini.

AMSTRAD

Touches pré-programmées

Q – HAUT A – BAS
O – GAUCHE P – DROITE
SPACE – TIR A+P – EN BAS A DROITE

CHARGEMENT

ATARI ST

Allume ton computer et ton lecteur de disque, insère ensuite le disque dans le lecteur. Le programme s'amorçera automatiquement, Suis les instructions-écran.

AMIGA 500

Insère le disque dans le lecteur A et allume le computer. Le programme s'amorçera alors automatiquement et opérera.

AMIGA 1000

Insère le disque-système. Lorsque l'illustration du disque Workbench apparaîtra, insère le disque-jeu. Le programme s'amorçera alors automatiquement et opérera.

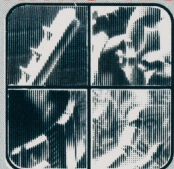
COMMANDES

Ceci est un jeu pour un ou deux joueurs et peut être contrôlé par Joystick. De l'écran-titre, utilise le joystick dans le port 0 pour sélectionner la méthode de contrôle des options suivantes:

- A: 1 joueur – 1 joystick
- B: 2 joueurs – 1 joystick chacun
- C: 1 joueur – 2 joysticks
- D: 2 joueurs – 2 joysticks chacun

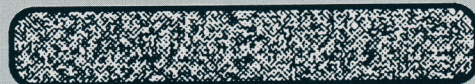
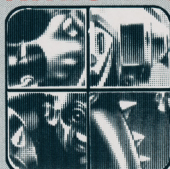
Il est recommandé que ce jeu soit contrôlé par 2 joysticks pour chacun des joueurs. Pour que cela soit possible, tu dois acheter un adaptateur de joystick qui s'adapte au port

NITRO-TECHNICOLOUR



DES...CHARGEMENT CH 26

NITRO-TECHNICOLOUR



NT...COMMANDES CH 27

parallèle de ton computer. Ceci te fournira 2 ports de joysticks supplémentaires.

Durant le jeu, le joueur peut:

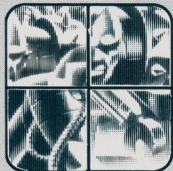
- Pause – Touche Help
- Unpause – Touche Return
- Arrêter – Touche Esc dans le mode pause

Dans les options suivantes, note que lorsque les touches Atari ST sont différentes, elles apparaissent entre parenthèses.

OPTION A

- HAUT – HAUT
- BAS – BAS
- GAUCHE – GAUCHE
- DROITE – DROITE
- FEU – TIR DANS LA DIRECTION FAISANT FACE

NITRO-TECHNICOLOUR



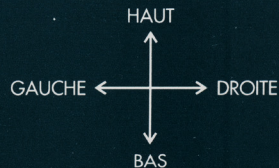
.....**COMMANDES..** CH 28

GAUCHE AMIGA (MAJUSCULES) – BLOQUE LA DIRECTION DE TIR

GAUCHE ALT (SHIFT GAUCHE) – INVERSE LA DIRECTION DU TIR

OPTION B

Joueur 1 (Joystick dans le port 0)



FEU – TIR DANS LA DIRECTION FAISANT FACE

GAUCHE AMIGA (MAJUSCULES) – BLOQUE LA DIRECTION DE TIR

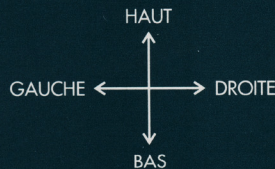
NITRO-TECHNICOLOUR



.....**COMMANDES..** CH 29

GAUCHE ALT
(SHIFT GAUCHE) – INVERSE LA
DIRECTION DE TIR

Joueur 2 (Joystick dans le port 1)



FEU – TIR DANS LA DIREC-
TION FAISANT FACE

DROITE AMIGA
(ALT) – BLOQUE LA DIREC-
TION DE TIR

DROITE
(SHIFT DROITE) – INVERSE LA DIREC-
TION DE TIR

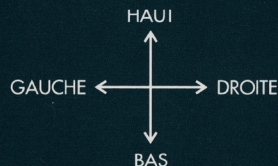
NITRO-TECHNICOLOUR



...COMMANDES..... CH 30

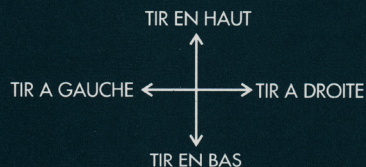
OPTION C

Joueur 1 (Joystick dans le port 0/Mouvement)

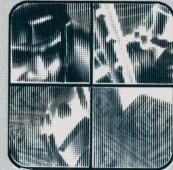


FEU – TIR DANS LA DIRECTION
FAISANT FACE

Joueur 1 (Joystick dans le port 1/Tir)



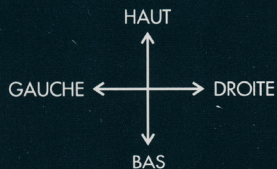
NITRO-TECHNICOLOUR



..COMMANDES..... CH 31

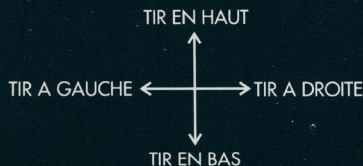
OPTION D (EN UTILISANT LES ADAPTEURS
A 4 VOIES)

Joueur 1 (Joystick dans le port 0/Mouvement)

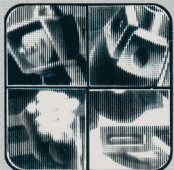


FEU – TIR DANS LA DIRECTION
FAISANT FACE

Joueur 1 (Joystick dans le port 1/Tir)

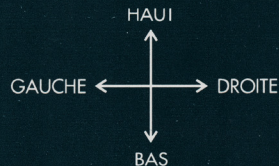


NITRO-TECHNICOLOUR



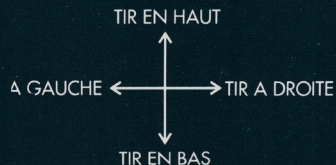
.COMMANDES..... CH 32

Joueur 2 (joystick dans le port 2/Mouvement)

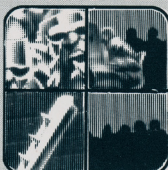


FEU – TIR DANS LA DIRECTION
FAISANT FACE

Joueur 2 (Joystick dans le port 3/Tir)



NITRO-TECHNICOLOUR



.COMMANDES..... CH 33

INDICATEUR D'ETAT ET SCORES

Tu marques des points pour chaque extra-terrestre abattu. Cependant le nombre de points le plus élevé est marqué lorsque tu parviens à battre la créature géante à la fin de chaque niveau. Quand elle est éliminée, **LES PRIX MARQUENT DES POINTS!**

Le panneau d'indicateur de score affiche le score courant, le grand score et le nombre de vies restantes.

DEROULEMENT DU JEU

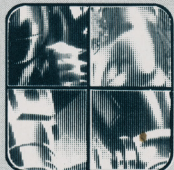
Les applaudissements d'une foule extatique diminuent alors que tu quittes la sécurité des studios et que tu pénètres dans la première des 4 arènes, malsainement dangereuses et traîtresses. Immédiatement tu es attaqué par des hordes de voyous armés de battes de

baseball. Chacun avec une seule idée – te battre comme plâtre! Débrouille-toi si tu peux, car ils sont drôlement nombreux.

Utilise ta ruse pour naviguer d'une arène à l'autre et collecter des power-ups, des speed-ups, des shurikans tournoyants, des mace balls, des grenades et des lanceurs de roquettes, des multiples et, bien-sûr, des bombes intelligentes. Tout cet arsenal t'aidera à créer un chambardement pour ces andouilles sans cervelles. Méfie-toi des mines, cependant! Des batteries de tir montées sur les murs et des tanks contribueront constamment à rendre ta tâche encore plus difficile qu'elle ne l'est déjà. Pourtant, tu te découvriras motivé sans relâche par l'appât du nombre infini de prix qui t'attend.

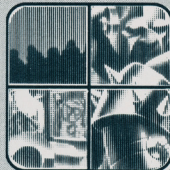
Ca n'a pas l'air si mal après tout de risquer de perdre la vie ou un membre ou deux lorsque tu peux gagner des vacances de rêve, des super

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ET SCORES.....JEU CH 34

NITRO-TECHNICOLOUR



OULEMENT DU JEU CH 35

voitures de sport, des bagages de luxe et, bien-sûr, des monceaux d'argent. Comme tu progresses dans les zones du jeu, tu croieras ses androïdes flottants, des impulsions électriques générant des orbes, des serpents vénimeux, des bombes à retardement ambulantes, des hommes-lézards mutants et un nombre infini d'ennemis mécaniques et biologiques.

Cependant, tu n'as pas encore vu le pire. Prépare-toi à rencontrer les pires créatures de fin de niveau qui te feront regretter ta décision de participer à ce jeu de gladiateurs. Par exemple, à la fin du niveau 1, tu devras affronter un énorme Skinhead mutant monté sur un tank. Il fera tout son possible pour t'écrabouiller sous ses chenilles – et il n'est que ton adversaire le plus facile! Si tu parviens à traverser toutes les quatre zones de ce jeu cauchemardesque, tu devras affronter ton final

et plus meurtrier challenge. Le meneur du jeu lui-même. Cela te semble facile? Réfléchis bien – Il est dingue, énorme et ne comprend qu'une chose...

LE CARNAGE TOTAL.

Bats-le si tu peux – les récompenses en valent la peine.

Bonne chance, et souviens-toi...

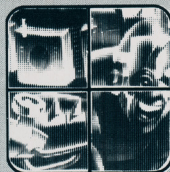
SOURIS, TU PASSES A LA TELE.

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OULEMENT DU JEU CH 36

NITRO-TECHNICOLOUR

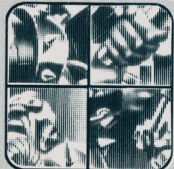


OULEMENT DU JEU CH 37

CONSEILS ET SUGGESTIONS

1. L'arme à trois coups est la meilleure à récupérer.
2. Les gros firs se répètent en maintenant le bouton de tir pressé.
3. Etablis une carte et trace le trajet le plus court.
4. Collecte les vies supplémentaires aussitôt qu'elles apparaissent.

NITRO-TECHNICOLOUR



S ET SUGGESTIONS CH 38

GENERIQUE

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Games Inc.

Acclaim® est une marque déposée de Acclaim
Entertainment, Inc.

Conversion par Probe Software pour Ocean
Software Ltd.

Programmation par:

ST/Amiga - ZZKJ

C64 - Nick Jones

Spectrum/Amstrad - David Perry

Graphique par:

ST/AMIGA - Mark Knowles

C64 - Lee Ames

Spectrum/Amstrad - Nick Bruty

Musique par

Amiga/ST/Spectrum/

Amstrad - Sound Images

C64 - Jeroen Tel

NITRO-TECHNICOLOUR



.....GENERIQUE CH 39

SZENARIO

Bringen Quiz-Sendungen im Fernsehen nichts als Langeweile?

DANN SEI BEREIT FÜR DIE GRÖSSTE QUIZ-HERAUSFORDERUNG!

Die Preise sind so begeisternd, es steht so viel auf dem Spiel - bist du hart genug, um teilzunehmen? Wenn du gewinnst, so bringen dir Geld und Preise unsäglichen Reichtum und die Bewunderung einer total fernsehorientierten Gesellschaft. Wenn du aber verlierst - so stirbst du!

Viel Glück und vergiß' nicht ...

IMMER LÄCHELN, KAMERA LÄUFT!

NITRO-TECHNICOLOUR



.....**SZENARIO** CH 40

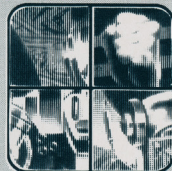
LADUNG COMMODORE KASSETTE

Kassette in den Commodore-Rekorder mit der bedruckten Seite nach oben einlegen. Die Kassette muß zum Anfang zurückgespult und alle Kabel müssen ordnungsgemäß angeschlossen sein. SHIFT-(Umschalt-) Taste und RUN/STOP-Taste gleichzeitig drücken. Die auf dem Bildschirm angezeigten Anweisungen befolgen - **AUF DEM REKORDER PLAY DRÜCKEN**. Dann wird das Programm automatisch geladen. Für das Laden auf dem C128 GO 64 (RETURN/ENTER) eingeben, dann die Anweisungen für C64 befolgen.

DISKETTE

Den 64-Modus wählen (bei Einsatz des Commodore 128). Das Laufwerk einschalten, das Programm mit dem Etikett nach oben ins

NITRO-TECHNICOLOUR



.....**LADUNG...** CH 41

Laufwerk legen. LOAD "*" ,8,1
(RETURN/ENTER) eingeben, dann erscheint
der Eingangsbildschirm und das Programm
wird automatisch geladen.

STEUERUNG

Commodore 64

Dies ist ein Spiel für einen Spieler, das über die
folgenden Optionen gesteuert wird, die auf
dem Titel-Bildschirm gewählt werden können:

- F1 - Bewegungssteuerung ein-
/ausschalten (Joystick/Tastatur)
- F2 - Feuersteuerung ein-/ausschalten
(Joystick/Tastatur)

Option Tastatur (Bewegung) + Tastatur (Feuern)

- Q - NACH OBEN A - NACH UNTEN
- O - NACH LINKS P - NACH RECHTS
- LEERTASTE - AKTUELLE WAFFE IN DIE
RICHTUNG ABFEUERN, IN
DIE DER SPIELER WEIST

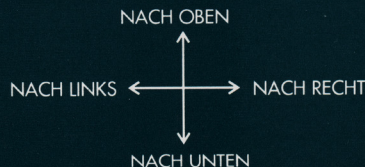
Option Tastatur (Bewegung)
+ Joystick 1 (Feuern)
Joystick 1



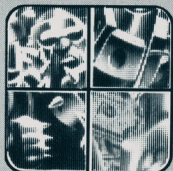
Tastatur

- Q - NACH OBEN A - NACH UNTEN
- O - NACH LINKS P - NACH RECHTS

Option Joystick 1 (Bewegung) + Tastatur (Feuern)
Joystick 1



NITRO-TECHNICOLOUR



UNG...STEUERUNG CH 42

NITRO-TECHNICOLOUR



.....STEUERUNG... CH 43

Tastatur

- Q - NACH OBEN FEUERN
- A - NACH UNTEN FEUERN
- O - NACH LINKS FEUERN
- P - NACH RECHTS FEUERN
- Q + O - NACH OBEN & LINKS
- Q + P - NACH OBEN & RECHTS
- A + O - NACH UNTEN & LINKS
- A + P - NACH UNTEN & RECHTS

Option Joystick 1 (Bewegung) + Joystick 2 (Feuern)
Joystick 1



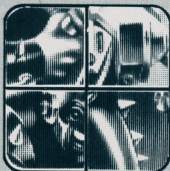
Joystick 2



LADUNG ATARI ST

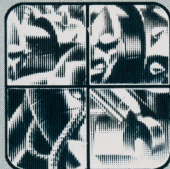
Computer und Laufwerk einschalten, dann Diskette A in das Laufwerk einlegen und bei dem nächsten Prompt dann Diskette B einlegen. Das Programm wird dann automatisch geladen. Bitte die auf den Bildschirm angezeigten Anweisungen befolgen.

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.....**STEUERUNG**.... CH 44

NITRO-TECHNICOLOUR



.....**STEUERUNG**..... CH 45

AMIGA 500

Diskette in Laufwerk A einlegen und Computer einschalten. Das Programm wird dann automatisch geladen.

AMIGA 1000

System-Diskette einlegen. Wenn das Workbench-Diskettenbild erscheint, Spiel-Diskette einlegen. Dann wird das Programm automatisch geladen und ablaufen.

STEUERUNG

Dies ist ein Spiel für einen Spieler oder zwei Spieler, das über den Joystick gesteuert wird. Mit dem Joystick in Port 0 kannst du auf dem Titel-Bildschirm unter folgenden

Steuerungsmöglichkeiten auswählen:

- A: 1 Spieler - 1 Joystick
- B: 2 Spieler - jeder 1 Joystick
- C: 1 Spieler - 2 Joysticks
- D: 2 Spieler - jeder 2 Joysticks

Wir empfehlen, daß das Spiel mit 2 Joysticks für jeden Spieler gespielt wird. Dazu solltest du einen Joystick-Adapter kaufen, der an die Parallel-Schnittstelle deines Computers angeschlossen wird. So erhältst du zwei zusätzliche Joystick-Ports.

Der Spieler kann während des Spiels folgende

Tasten drücken:

Pause - Hilfe-Taste

Pause beenden - Enter-Taste

Aussteigen - ESC-Taste im Pausen-Modus

Bei den folgenden Optionen werden die Atari ST-Tasten - wenn sie unterschiedlich sind - in Klammern angegeben.

OPTION A

NACH OBEN - NACH OBEN

NACH UNTEN - NACH UNTEN

NACH LINKS - NACH LINKS

NACH RECHTS - NACH RECHTS

NITRO-TECHNICOLOUR



ERUNG...LADUNG CH 46

NITRO-TECHNICOLOUR



.....STEUERUNG... CH 47

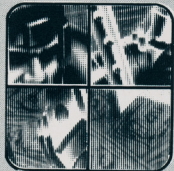
FEuern - IN DIE RICHTUNG FEuern,
IN DIE MAN WEIST
LINKE AMIGA-TASTE (CAPS LOCK) -
FEuERRICHTUNG FESTLEGEN
LINKE ALT-TASTE (LINKE SHIFT TASTE) -
ENTGEGEGESETZTE FEuERRICHTUNG

OPTION B
Spieler 1 (Joystick in Port 0)



FEuern - IN DIE RICHTUNG FEuern,
IN DIE MAN WEIST
LINKE AMIGA-TASTE (CAPS LOCK) -
FEuERRICHTUNG FESTLEGEN
LINKE ALT-TASTE (LINKE SHIFT-TASTE) -
ENTGEGEGESETZTE FEuERRICHTUNG

NITRO-TECHNICOLOUR



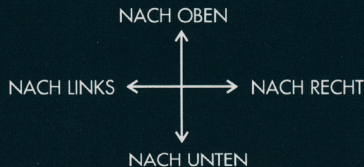
.....**STEUERUNG...** CH 48

Spieler 2 (Joystick in Port 1)

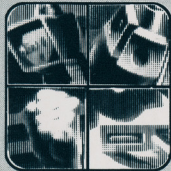


FEuern - IN DIE RICHTUNG FEuern,
IN DIE MAN WEIST
RECHTE AMIGA-TASTE (CAPS LOCK) -
FEuERRICHTUNG FESTLEGEN
RECHTE ALT-TASTE (RECHTE SHIFT-TASTE) -
ENTGEGEGESETZTE FEuERRICHTUNG

OPTION C
Spieler 1 (Joystick in Port 0/Bewegung)

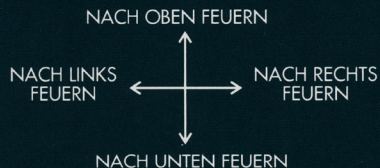


NITRO-TECHNICOLOUR

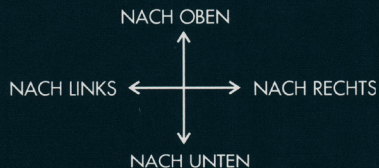


.....**STEUERUNG....** CH 49

FEUERN - IN DIE RICHTUNG FEUERN,
IN DIE MAN WEIST

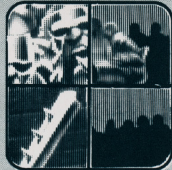


Spieler 1 (Joystick in Port 1/Feuern)
OPTION D (EINSATZ DES 4-WEGE-ADAPTERS)
Spieler 1 (Joystick in Port 0/Bewegung)



FEUERN - IN DIE RICHTUNG FEUERN,
IN DIE MAN WEIST

NITRO-TECHNICOLOUR



.....STEUERUNG..... CH 50

Spieler 1 (Joystick in Port 1/Feuern)

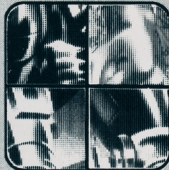


Spieler 2 (Joystick in Port 2/Bewegung)



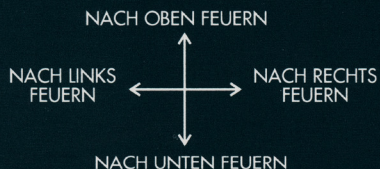
FEUERN - IN DIE RICHTUNG FEUERN,
IN DIE MAN WEIST

NITRO-TECHNICOLOUR



.....STEUERUNG..... CH 51

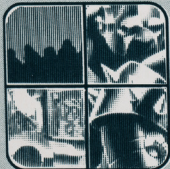
Spieler 2 (Joystick in Port 3/Feuern)



STATUS UND PUNKTE

Für jeden besiegt Alien gibt es Punkte. Die GROSSEN Punkte gibt es jedoch erst, wenn du den riesigen Bösewicht am Ende jeder Schwierigkeitsstufe besiegst. Wenn er erledigt ist, WERDEN DIE PREISE ZU PUNKTEN! Die Statustafel zeigt den aktuellen Punktstand, Höchstpunktstand und Anzahl der verbleibenden Leben.

NITRO-TECHNICOLOUR



EUERUNG...STATUS CH 52

SPIELREGELN

Der Beifall des begeisterten Publikums verklingt, als du die Sicherheit des Studios verläßt und die erste der vier wahnsinnig gefährlichen und trügerischen Spielarenen betrittst. Und sofort greift dich eine Horde von Schlägertypen mit Baseball-Schlägern an. Jeder von ihnen hat nur eines im Sinn - dich nach Strich und Faden zu verprügeln! Sieh' zu, wie du mit den Kerlen fertigwerden kannst - es sind ziemlich viele. Du mußt dein ganzes Können einsetzen, um durch die Arenen zu kommen und Kraft-Booster, Geschwindigkeits-Booster, japanische Shurikans, Streitäxte, Granaten und Raketenwerfer, Mehrfach- und natürlich intelligente Bomben, die sogenannten Smart Bombs, zu sammeln. All diese Dinge helfen dir, den Holzköpfen etwas einzuheizen. Aber Vorsicht vor den Minen! An der Wand montierte Schützen und Panzer machen dir

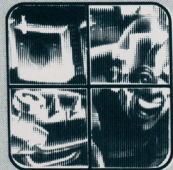
NITRO-TECHNICOLOUR



.....SPIELREGELN... CH 53

das Leben noch zusätzlich schwer. Die unzähligen Preise treiben dich jedoch weiter zu Höchstleistungen an. Was zählt schon die Gefahr für Leben und Gesundheit, wenn man Urlaubsreisen, flotte Autos, Gepäck und natürlich umwerfende Mengen an Geld gewinnen kann. Auf deinem Weg durch die Spielzonen triffst du auf schwebende Droiden, Kreise, die elektrische Impulse generieren, Giftschlangen, laufende Zeitbomben, mutierende Echsen-Männer und zahllose weitere mechanische und biologische Gegner. Doch damit hast du noch nicht das Schlimmste gesehen. Zum Beispiel am Ende der Stufe 1 triffst du auf einen riesigen Skinhead in einem Panzer. Er wird alles Erdenkliche versuchen, dich unter die Räder (oder besser gesagt die Ketten) zu bringen. Und dabei ist er noch der leichteste Gegner von allen! Wenn du es schaffst, dich durch die vier alptraumhaften

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.....SPEILREGELN.... CH 54

Spielzonen zu schlagen, so siehst du dich der letzten und tödlichsten Herausforderung gegenüber. Nämlich dem Quiz-Master selbst. Das klingt garnicht so schlimm? Warte nur ab - er ist verrückt, riesig und versteht nur eines

TOTALE VERNICHTUNG!

Besiege ihn, wenn du kannst - es wird sich lohnen!

Viel Glück, und vergiß' nicht...

IMMER LÄCHELN, KAMERA LÄUFT!

NITRO-TECHNICOLOUR



.....SPEILREGELN..... CH 55

TIPS UND TRICKS

1. Die dreischüssige Waffe ist die beste Waffe, die du erwischen kannst.
2. Wenn du den Feuerknopf gedrückt hältst, geben große Ballermänner Automatikfeuer.
3. Mach' dir eine Karte und finde den kürzesten Weg.
4. Schnapp' dir zusätzliche Leben, sobald sie erscheinen.

NITRO-TECHNICOLOUR



...TIPS UND TRICKS CH 56

DANKSAGUNGEN

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Games Inc.

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Konversion von Probe Software für Ocean
Software Limited

Programmiert von:

ST/Amiga - ZZKJ

C64 - Nick Jones

Spectrum/Amstrad - David Perry

Künstlerische Gestaltung von:

ST/Amiga - Mark Knowles

C64 - Lee Ames

Spectrum/Amstrad - Nick Bruty

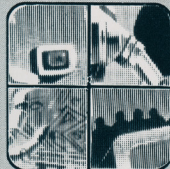
Musik von

Amiga/ST/Spectrum/

Amstrad - Sound Images

C64 - Jeroen Tel

NITRO-TECHNICOLOUR



.DANKSAGUNGEN CH 57

SCENARIO

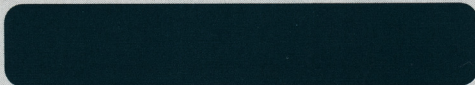
Sei stufo dei soliti videogiochi?

SE LO SEI, PREPARATI AD AFFRONTARE
LA SFIDA DEL QUIZ TELEVISIVO
DEL SECOLO

Ci sono premi incredibili, e rischi a non finire: te la senti di accettare la sfida? Se l'accetti, potrai vincere soldi e premi a palate, senza dimenticare l'adulazione dei videodipendenti. Se perdi - sei morto!
Buona fortuna e ricorda...

SORRIDI, SEI IN TV

NITRO-TECHNICOLOUR



.....**SCENARIO** CH 58

CARICAMENTO

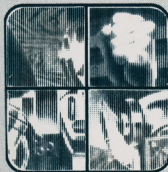
COMMODORE CASSETTA

Inserisci la cassetta nel registratore, con il lato stampato rivolto verso l'alto e facendo attenzione a che sia completamente riavvolta. Controlla che tutti i cavi siano collegati. Premi contemporaneamente il tasto SHIFT e quello RUN/STOP. Segui le istruzioni che compaiono sullo schermo: **PREMI PLAY SUL REGISTRATORE.** Il programma viene caricato automaticamente. Se utilizzi un Commodore 128, digita GO 64 e premi RETURN; segui poi le istruzioni per il C64.

DISCO

Seleziona la modalità 64 (se usi il Commodore 128). Attiva il drive del disco, inserisci il programma con l'etichetta rivolta verso l'alto. Digita LOAD "*"8,1 e premi RETURN. Appare la videata introduttiva, e il programma viene caricato automaticamente.

NITRO-TECHNICOLOUR



.....**CARICAMENTO** CH 59

COMANDI

Questo gioco è stato ideato per un solo utente, che può selezionare le seguenti opzioni nella videata iniziale.

- F1 - Alterna i comandi di movimento dal joystick alla tastiera
- F2 - Alterna i comandi di tiro dal joystick alla tastiera

Opzione tastiera (movimento) + Tastiera (tiro)

Q - SU

A - GIU'

O - SINISTRA

P - DESTRA

SPAZIO - FA FUOCO NELLA DIREZIONE DI FRONTE AL GIOCATORE

Opzione Tastiera (movimento) + Joystick 1 (tiro)
Joystick 1



Tastiera

Q - SU

A - GIU'

O - SINISTRA

P - DESTRA

Opzione Joystick 1 (movimento) + Tastiera (tiro)
Joystick 1



NITRO-TECHNICOLOUR



.....COMANDI... CH 60

NITRO-TECHNICOLOUR



.....COMANDI... CH 61

Tastiera

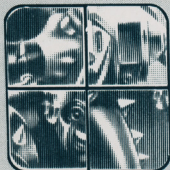
- Q - FA FUOCO VERSO L'ALTO
- A - FA FUOCO VERSO IL BASSO
- O - FA FUOCO A SINISTRA
- P - FA FUOCO A DESTRA
- Q+O - SU E A SINISTRA
- Q+P - SU E A DESTRA
- A+O - GIU' E A SINISTRA
- A+P - GIU' E A DESTRA

Opzione Joystick 1 (movimento) + Joystick 2 (tiro)

Joystick 1



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.....**COMANDI**..... CH 62

Joystick 2

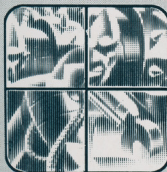


POSIZIONE E PUNTEGGIO

Per ogni alieno sconfitto, acquisti dei punti. Ma per raccogliere un vero BOTTINO di punti, devi sconfiggere il supercattivo che si presenta alla fine del gioco.

Quando lo elimini VINCI UNA MONTAGNA DI PREMI... CIOE' DI PUNTI!

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.....**COMANDI**..... CH 63

REGOLE DEL GIOCO

Le voci incoraggianti del pubblico entusiasta si affievoliscono non appena ti allontani dall'ambiente sicuro dello studio TV, e entri nella prima delle quattro arene di gioco, selvaggiamente pericolose e piene di trabocchetti. Vieni immediatamente attaccato da orde di rozzi energumeni che roteano mazze da baseball, e che hanno un solo obiettivo: farti a pezzi! Cerca di eliminarne quanti più possibili, ce ne sono tanti. Usa tutta la tua abilità per destreggiarti ed avanzare nelle arene, e collezionare oggetti che fanno aumentare potenza e velocità, ma anche lame rotanti, sfere acuminatae, granate e lanciamissili, bombe multiple e supersofisticate. Le armi raccolte ti consentiranno di infliggere severe perdite nell'orda dei nemici senza cervello che ti attaccano. Ma ricordati di tenere gli occhi bene aperti perché ci sono

mine ovunque, e anche guardie e carri armati che rendono il tuo compito ancora un tantino più difficile... di quel che già non sia. Ma gli innumerevoli premi che ti aspettano ti invoglieranno a continuare senza guardarti indietro. Che importa rischiare la vita o perdere un braccio, se in premio ci sono vacanze da sogno, fuoristrada ultimo modello, abbigliamento firmato e, naturalmente, tanti soldi da far girare la testa. Avanzando nei livelli superiori di gioco, si incontrano robottini galleggianti, stere che generano impulsi elettrici, serpenti velenosi, bombe mobili ad orologeria, uomini-lucertola, e innumerevoli altri nemici meccanici e biologici. Ma il peggio deve ancora arrivare: preparati ad affrontare gli arcicattivi dell'ultima fase del gioco, che ti faranno rimpiangere d'aver accettato di scendere in questa arena da gladiatori! Tanto per farti un esempio, alla fine del primo livello, ti troverai davanti uno skinhead mutante

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REGOLE DEL GIOCO CH 64

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GOLE DEL GIOCO... CH 65

gigantesco alla guida di un carro armato, che farà del suo meglio per ridurti in poltiglia... e questo è il più tenero fra i nemici che dovrai affrontare!

Se ce la farai a passare indenne tra le quattro diaboliche zone di guerra, ti troverai ad affrontare la sfida finale che è la più letale.

Si tratta del conduttore del quiz televisivo e... ti farà gli onori di casa! Troppo facile?

Attenzione: è totalmente pazzo, è enorme e capisce solo una cosa:

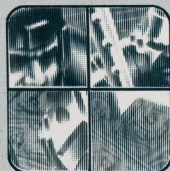
IL MASSACRO TOTALE

Prova un po' a sconfiggerlo, se ci riesci - il gioco vale la candela.

Buona fortuna, e ricorda...

SORRIDI, SEI IN TV

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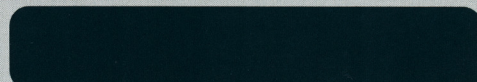
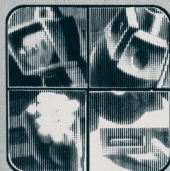


OLE DEL GIOCO..... CH 66

SUGGERIMENTI

1. L'arma migliore è quella che spara tre colpi.
2. Per far fuoco a ripetizione, tieni premuto il pulsante di tiro.
3. Cerca di disegnare una cartina e di individuare il percorso più breve.
4. Raccogli vite supplementari non appena compaiono sullo schermo.

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.....SUGGERIMENTI CH 67

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