10 GREAT HIT GAMES

SPECTRUM 48K

MEGA HITS

STARRING

3D STARSTRIKE — BLUE THUNDER — WHEELIE —

SON OF BLAGGER — PSYTRON — FALL GUY —

TAPE A

GAME 1
3D STARSTRIKE © 1984 Realtime Software Ltd
The Game

".... suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these, however, an attacker was forced to run the gauntlet of the base's heavy ground and space defences. To penetrate these a new generation of starfighters was created – the STARSTRIKE series ...."

Keyboard controls
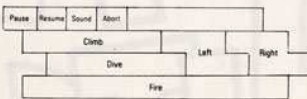
Joysticks
Sinclair, Kempston and Cursor joysticks can be used with this game.

Forward .... Drive
Backward .... Climb
Left .... Bank Left
Right .... Bank Right
Fire .... Laser Cannon

General
1 Pause
2 Resume
3 Sound On/Off (during pause)
4 Abort (during pause)

GAME 2
BLUE THUNDER © 1984 Elite Systems Ltd
Blue Thunder

After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground and Sea-based Missiles, and attack from Armoured Barrage Ballons, you thought you were safe to complete your mission ... But No! ... yet another wave of deadly Jet Fighters appear from nowhere, they have only one objective ... to eliminate you!

Only your Hyper-Phase Lazers and amazing arcade skill can keep you alive to complete a task that looks impossible. As the only survivor of a once mighty invasion force you must penetrate deep beyond enemy lines. From a remote island protected by a complex defensive screen you must rescue your comrades and return them to the fleet. But they are held captive beside an unstable nuclear reactor which you must first destroy. This is a mission for a Jetcopter CODENAME: "BLUE THUNDER".

Game features
SCORE LINE – The on-screen score line displays from left to right. Reserve Jetcopters. Remaining. Current Score and Mission Number. Upon the successful completion of each mission you will be debriefed and after a short rest be assigned another yet more demanding mission.

FUEL GAUGE – The vertical bar on the right of the screen indicates your Jetcopter's current fuel level. Your Jetcopter emits an audible warning when this level becomes critical.

HIGH SCORE – Upon completion of your final mission the current High Score is displayed on screen.

Playing the game
Your Jetcopter is controllable using either the keyboard or a joystick. KEMPSTON Competition Pro joysticks will control your Jetcopter.

Select mission number   = M
Start game   = S or Fire button

Joystick controls

Fire	= Fire button (short press)
Turn through 90°	= Fire button (med. press)
Turn through 180°	= Fire button (long press)
Hold game	= Space key
Resume game	= Space key
Abort game	= Ø

Keyboard control

Up = Q	LEFT = X
Down = A	RIGHT = V
Fire	= C (short press)
Turn through 90°	= C (med. press)
Turn through 180°	= C (long press)
Hold game	= Space key
Resume game	= Space key
Abort game	= Ø

Pixel scrolling – over 6 screens!
Incredible perspective graphics!
5 different missions!
100% machine code!
Jetcopter capacity – 16 persons max.
Bonus points – 200 for each Jetfighter destroyed.
100 x current mission number for each person successfully rescued.

Warning
Your Jetcopter cannot destroy the Armoured Barrage Balloons.

GAME 3
SON OF BLAGGER © 1984 Alligata Software Ltd
Son of Blagger

Join our now famous son, Slippery Sid, as he carries out his antics on a new trail of adventure in the Spectrum Security HQ. Still working undercover in the dark world of espionage Sid has to collect the hidden golden keys from each of the rooms in this massive security complex. Help him work his way through the maze of corridors, stairways, ladders, disappearing floors etc. and plan his route remembering you can only see a small area of the whole complex through your screen "window" at any one time. But don't become too deeply engrossed in thought because there are plenty of nasty nightwatchmen and flying robot security guards lying in wait to put an end to Sid's daring exploits.
3 lives.

Features
Continuous two way scrolling screen action. Limited air supply.

Points

Golden key 500 points
Air bonus for each completed room
Random bonus of extra lives

To move

Left **Z** Right **X** Jump **Space** Kempston Joystick **J**
Return to keyboard **K** Music on/off **1** Pause/off **2**
Abort and rerun **0**

GAME 4
AUTOMANIA © 1984 Mikro Gen
Automania

O.K. Wally try and get it right this time! All you have to do is get these car parts from the store, take them to the assembly area and put 'em together. Simple, INNIT? If you had bought decent shelving units things wouldn't keep falling off would they Wally, and if the gangplanks seem to have a mind of their own 'appen it's 'cause you're a Wally, Wally. If you put things back in their right places you wouldn't have to jump over them to get what you want. With your flat hat, beer belly and oversize boots you really are a Wally, Wally.

You as Wally Week have ten cars to build, each consisting of 6 parts. You will begin in the store area with tyres bouncing around to hit you. You must go to the stock room, identify the parts required, and go up the ladders to each level to collect them (moving over the part will collect it). The gangplanks are none too safe and you must jump the gaps to reach the relevant parts. There are various items strewn on the floors which again you have to jump over. These appear in different places on each screen, so the game is a constant challenge.

You will then return to the assembly area to place the parts in their correct positions on the car, but to deposit the upper parts of the car (e.g. windscreen, roof etc.) you will have to jump when in the correct position.

Upon loading you are faced with a menu screen on which you will see:-

Key 1   Sound On
Key 2   Sound Off
Key 3   Sinclair Joystick
Key 4   Kempston Joystick
Key 5   Demonstration Mode
Key 6   Define your own Keys.
The programme automatically sets
Q - UP   O - LEFT   M - JUMP
A - DOWN   P - RIGHT

and these will stay unless any other option is chosen.

GAME 5
BUGABOO © 1983 Quicksilva Ltd
We love you

Down through the inky spaces between worlds we fell, the ether whistling past. Down, down into the blue, blue world below we fell landing easily on a shelf of rock. Alien vegetation pointed colourfully upwards towards the stars from whence we came.
    SPROING!

An alien world a million light years from home, and what strange life will we find here? We sit and look out over the suns as they set in clouds of boiling vapours, the moons slowly gain dominance in the night sky.
    SPROING! SPROING!

The planet surface is cold now, we are going to retire for the night, tomorrow we will explore
Strange, we all feel as though we are being watched. Silly really, new planets can do that to a person.
    SPROING! SPROING! SPROING!
    Now out jump I, BUGABOO, now gone they have; out BUGABOO!
    From depths darkest, goes Hippity Hop I.
    Up to the sky.
    Almost I fly. Now what think YOU.
    Of BUGABOO?
    Caves and ledges. Caves and ledges: upto hop I, though I no fly.
    I am me,
    BUGABOO and FLEA!! (You see)
    BUGABOO we love you, BUGABOO love people too!
    Save from the monster me, else I be a very sad flea.
    SPROING! SPROING! SPROING! SPROING!

TAPE B

GAME 1
PSYTRON © 1984 Beyond Ltd
The Psytron

The Psytron is in sole charge of the Betula 5 Installation.

Its defence circuits are on the alert for intruders, its pursuit droid tracks down enemy saboteurs which infiltrate the base. It assesses the personnel's oxygen needs, it allocates food and work duties. Every aspect of the installation and the colony which supports it, is constantly monitored. Every need of its operatives ordered and catered for. Every sector visually scanned and the nitrogen-rich skies of Betula 5 eternally probed and warded.

When the attack comes, the Psytron will cope with defensive demands and details which would leave a human brain unhinged, computer circuits scrambled. It must analyse every scrap of data which pours into it, for every aspect of the installation is interconnected. A failure in any department must be reported and its effect on the fabric of the base assessed immediately.

Human lives will be expanded as necessary but if the Psytron ever goes down ...

The objective

You will become the Psytron – less than human, far more than mere computer – and your mission is to survive the attack. Gradually your abilities will be built up level-by-level until you are ready for The Final Conflict.

Arcade style co-ordination and quick-wittedness combine with strategic understanding and tactical cunning in the Psytron.

Each level has its own objectives and pass mark but your ultimate aim is to process information as the Psytron would. To know the base as intimately, which areas must be defended at all costs and which can be sacrificed when the going gets tough. To spot the dangerous alien craft early, to use the Freezetime sparingly and to empty your circuits of everything but the survival of the Installation.

Guide to the screen display

A Gun sights. The target area is in the intersection of the lines. Target area → — | —

B An alien craft, close up having just dropped a bomb **C**.

C A dropped bomb heading earthwards.

D A ship in the distance and almost out of sight and range. This ship is responsible for the explosion at **E** which is flashing and causing damage to the building at **F**.

E The aftermath of a dropped alien bomb.

F The outer buildings of the Oxygen Unit.

G One of Betula 5's two moons.

H Airlock 7 leading to the Recycling Unit.

I A pursuit droid in the top airlock tunnel.

J A saboteur beamed down into the airlock supply tunnel by the alien craft. It is heading for the airlock **H** and will explode there to cause maximum damage.

K The pursuit droid's view of the tunnel with a saboteur shown running towards the droid. The tunnel curves around to the left to indicate the direction the droid is moving in.

L Droid sight, fire when the saboteur moves into it.

M Droid gun charge indicator. Green means it is ready for firing. Red means it is recharging.

N Fuel scanner, showing how much fuel is left.

O Crew scanner, showing the number of crew still being used to keep the station running.

P Time so far elapsed (on the final level). On all other levels the reading shows the time left before the game ends.

Q Damage indicator, shows the amount of damage done in a successful hit on an alien spacecraft. They are not always destroyed by the first hit.

R Description of the building shown on the screen and the airlocks of that section with an indication of the damage down to that level. This is held on the screen for two seconds each time a screen is entered. And this is then replaced by **S**.

S A scrolling display of hits and damage, referring to each section of the base and its airlocks. Both **R** and **S** show damage as a bar-chart and percentage total.

T Screen Report: A green number shows the screen you are on. Red or flashing green indicates a ship that has locked onto a target. The Screen Report title flashes when the supply beam is transmitting.

U Droid Screen Report: The screen your pursuit droid is on is indicated by a green square. Red or flashing green shows a saboteur on that screen.
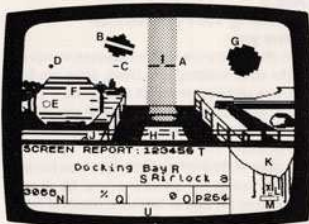
Geography of the Betula 5 installation

The centre of this picture shows the position of the Psytron monitors which look out on the Betula 5 Installation.

The Psytron itself is buried far below the unforgiving Betula 5 surface at this point.

From here it keeps in constant touch with the personnel which make up the colony and the buildings and airlocks which make up the installation.

The Central Corridor which is the main supply route to the buildings, is shown in the ring around the centre of the plan.

The airlocks from which radiate out the tunnels connecting the outer buildings are labelled 1 to 8.

The buildings features are:

A) Medical Unit
Where the medical supplies are kept and the injured treated.

B) Freezetime Generator
Which is the source of much of the Psytron's power.

C) Oxygen Unit
Supplies oxygen needs for the colony.

D) Docking Bay and Teleport centre
Takes in supplies from the Supply Ships.

E) Recycling Unit
Handles and recycles the food and water needs of the base.

F) Pleasure Dome
Where the crew relax and enjoy their spare time.

G) Crew Quarters
Where the crew sleeps and rests.

H) Fuel Dump
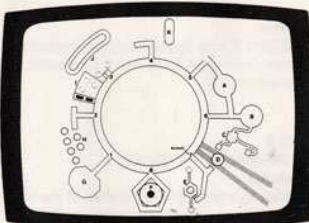Where the installation's fuel is stored.

I) Power Plant
Where the massive amounts of power necessary to charge up the Freezetime Generator are produced.

J) Matter Disruptor
The Psytron's most deadly but most unstable weapon.

K) Food Store
Where the food requirements of the colony are stocked.

Service record

Psytron is a game of six levels. These have been carefully designed to take you into the game one step at a time and not to overload your all-to-human mind. The Psytron controls the entire running needs of the Betula 5 Installation and its colony but only one aspect of The Psytron's awesome power is introduced on each level of the game.

Each level must be mastered before the next is attempted and Psytron will not allow a fluke score to give access to the next level. Instead it looks at your last five scores and calculates an average. If that average is over that level's Passmark, you can move onto the next challenge.

So that a conquered level does not have to be repeated every time you load up Psytron, the game includes a Service Record feature.

When a level has been passed, the whole record can be stored and recalled. The record will consist of your last five scores on that level, from 1 to 5. In this way you can pick up a game at the stage where you left it or reload a previous set of scores, if your current ones are worse.

To examine your record, press S. The display will then show your last five scores on level 1 with the average on the right. Pressing S again will show Levels, 2, then 3, 4 and 5. Pressing A will return you to the main menu.

To save the Service Record, pressing R will ask you to enter your name. You may enter a name up to 23 characters long.

When you have entered the name, connect the cassette recorder and take a spare cassette. Press RECORD and PLAY on the recorder and press G on the keyboard. The Service Record is SAVED in a couple of seconds.

To LOAD in a Service Record, press L. The display will then state: "Start tape, then G". This prompt allows you to quit if you accidently press L. After 30 seconds the program will return to the main menu if you do not press G.

To LOAD a previously saved record, press G before the tape reaches the recording.

On loading a Service Record the program displays the name of the recorder but does not search for a particular name.

Note that if you press G and do not want to load a service record, you may return to the main menu by playing the start of any Spectrum program. The data will be ignored.

Your Service Record is used in compiling your overall score on the final level.

Level 1: Droid
Controls

Keys 1 – 9 plus 0 give the views of the whole installation. Hitting 7 will take you to screen 7. Screen 10 is found by hitting key 0.

Q   Droid forward
A   Droid turn around
M   Droid fire.

The joystick can be used to move the Droid in either direction and fire.

Mission
The alien craft are beaming saboteurs down into the installation's airlock service tunnels. They will aim to race to an airlock and explode where they can cause most damage. Psytron will aim to keep the airlocks free from saboteurs by hunting them down with its Pursuit Droid and destroying them before they can explode in a vital area.

Saboteurs
Also known as Tri-pedroids (because of their three-legged nature), these mechanical creatures are beamed down into the airlock service tunnels. A random airlock co-ordinate is locked into their memory banks just prior to them being dropped by the alien craft. On materialisation in the tunnels, the saboteur will take the shortest route to the target airlock where it will explode.

Airlocks
Each of the base's eight airlocks is connected to a vital part of the installation. They are used by the repair crews as access to each location. The rate of repair of a particular building is dictated by the amount of damage sustained by the airlock or airlocks which service it.

The airlocks themselves must be repaired when damaged. The difficulty of repairing a particular airlock depends on the amount of damage sustained by the airlocks on either side of it.

On this level you will not be able to send in repair crews but a full rundown of which airlocks are connected to which installation sites can be found on the instructions for Level 4.

Pursuit Droid
The Pursuit Droid can be beamed to any part of the central supply corridor which runs around the interior of the base. It will be found somewhere in the corridor of whichever screen you are currently watching.

And its view of the tunnel is shown in a display on the bottom right corner of the screen. As the Pursuit Droid moves, the view of the tunnel curves around in front of it. If it is turned around the tunnel view will curve the other way.

Any Saboteur which is loose in the tunnels can be pursued until it is seen either pounding down the corridor away from the Pursuit Droid or racing towards it. A small sight at the bottom of the droid view shows where its fire will be concentrated.

To destroy the Saboteur, Chase it until it is within the sight and then fire. If you miss the Saboteur the droid gun will take a split second to re-charge, this is shown by a red line below the droid's view and the gun cannot be operated until this turns back to green.

Droid Screen Reports
This line of square lights along the bottom of the screen shows where the Pursuit Droid is situated (Green) and which screens have a saboteur on the loose within their corridor. (Red). Flashing Green indicates a Saboteur on the Pursuit Droid's screen.

By watching the Droid Screen Reports it is easy to spot the saboteurs as soon as they beam into a corridor.

The Screen Report which indicates dangerous alien craft is further explained on the instructions for Level 2. The damage reports will scroll up information on hits and the damage done but a more detailed explanation can be found in the instructions for level 3.

Level 1: Goal
To minimise damage by accurate shooting.
Passmark: 50% average.
Time limit: Five minutes.

Level 2: Skywatch
Controls

The number keys 1 – 0 give the views of the whole installation.

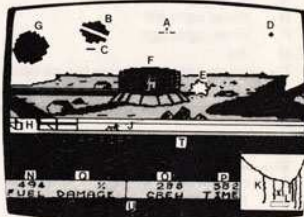**Q**   moves sights up
A   moves sights down
O   moves sights left
P   moves sights right
M   Fire

The joystick can be used to move the sights and to fire.

N   in conjunction with O or P gives fast scan of screens left or right.

Mission
The aliens are moving in to bomb the base. They must be shot down before they can drop their bomb-load. Your mission is to destroy the alien craft before they can cause too much damage.

The alien craft
The craft always start off out of visual range and home in on a target position. Once there the craft enters its attack phase. Two attack runs are made, the first starting as soon as the craft reaches its target co-ordinate. After the first bomb/Saboteur has been dropped, the craft recedes out of visual range before repeating the process. When the second bomb has been dropped the craft can take on a new target co-ordinate.

Screen Report

The Screen Report is the way the Psytron shows which alien craft are looking dangerous. Some craft will soar over the base without ever dropping a bomb. Others lock into targets and the Psytron can detect these and a screen with dangerous craft on it will show as red on the screen report. The screen being visually scanned will show as a green square and if an alien craft is locked onto a target on this screen, it will flash.

Level 2: Goal

To destroy the ships before they bomb and damage your buildings, using the minimum number of shots.

    Passmark: 50%

    Time limit: Five minutes.

Level 3: Defence Circuits

Controls

The number keys 1 – 0 give the 10 views around the installation.

Q	moves sights up
A	moves sights down
O	moves sights left
P	moves sights right
M	fire

The space bar first arms and then fires the base's disruptor.

N in conjunction with O or P gives scan left or right.

In Droid Mode:

Q	moves Droid forward
A	changes Droid direction
M	fire
S	Skywatch mode
D	Droid mode

The joystick can be used to control the movement of the sights and the droid.

Mission

The alien craft are attacking, dropping bombs and saboteurs. Psytron pursues the saboteurs through the base's corridors and patrols the skies. Your mission is to keep the airlocks and skies free of aliens.

Droid mode

There are two distinct areas to this level. You can either fire on the craft in the skies or pursue the saboteurs. To switch between the two, press S for Skywatch and D for Droid.

There is only one droid. Pressing the screen buttons while in droid mode, merely teleports the droid to a random position on that particular screen.

Disruptors

The Disruptor will clear any one screen of all alien craft – even those "unseen" ones in the distance. To use it press the SPACE key and the word "Armed" will come up on the screen. Press it a second time and it will wipe-out all alien craft. Pressing any other button will dis-arm the disruptor.

The Disruptor is somewhat unstable and there is a 10% chance of its exploding when used. This will neutralise all the other stored Disruptors, rendering them inoperable. If the Disruptor Generator is damaged this increases the chance of the Disruptors being unstable.

Damage Indicator

Each time a craft is hit by the Psytron's defensive fire, a random amount of damage is done to the craft. It varies from 0 – 100% in increments of 10%. A winged craft carries this amount of damage around with it, regardless of whether it is on the screen or not. Subsequent hits increase this stored damage again and make it more likely to be destroyed.

The damage indicator shows how much damage a hit craft has sustained.

Level 3: Goal

To minimise damage

    Passmark: 50%

    Time limit: 10 minutes

Level 4: Repair Circuits

Controls

As on level three plus:

F	Freezetime. In Freezetime, the following controls work:
R	takes you back to Realtime
S	takes you to the Status report
D	gives you Damage reports

In Damage Freezetime, the following controls work:

S	scrolls up the next line
A	alters a line
E	exits from the reports sequence.

Mission

The alien craft are bombing the strategically vital areas of the base and dropping saboteurs on their kamikaze missions. Psytron must allocate repair crews to keep the damage down to reasonable levels and keep the aliens at bay.

Freezetime

Freezetime takes you into the realms of instant processing of data. While you take in the details of damage reported around the base and allocate repair crews where necessary, the action is literally frozen.

It is the means by which vast quantities of information can be processed in zero time. This process is very fuel intensive. Two factors are of direct importance to Freezetime:

  i) Damage to power plant, which determines the rate of fuel consumption.

  ii) Damage to the Freeze Generator, which determines your ability to evoke Freezetime.

Status

Status is accessible through Freezetime. It gives a complete rundown on the levels of vital supplies and how many crew are dead or injured. Obviously you should find out your status before ordering supplies or to discover the cause of crew death.

Damage

Damage done to the different buildings in the installation can be repaired by allotting crew to the task.

The crew can be allotted to repair duties during Freezetime Damage reports. When called, Damage reports on each section of the installation, scroll up the screen. The scrolling stops when all have been viewed.

Then the player is invited to scroll through to the areas you wish to repair. When a heavily damaged building appears at the top of the list, press A to alter the number of crew working there. A maximum of 250 crew can be sent to start work on the repairs. Repair to a particular building is slowed down if the airlocks leading to it are damaged.

The locations are serviced by the airlocks as follows:

Pleasure Dome	Airlock 8
Recycling Unit	Airlock 7
Crews Quarters	Airlock 1
Freeze Generator	Airlock 6
Power Plant	Airlocks 2 & 3
Fuel Dump	Airlock 2
Medical Unit	Airlocks 6 & 5
Docking Bay	Airlock 7

Oxygen Unit	Airlock 6
Food Store	Airlock 5
Matter Disruptor	Airlocks 3 & 4

Crews sent to repair an airlock will be less effective if the airlocks on either side of it have been damaged.

The Crew

The installation begins with a crew of 98 in the crew quarters and 190 personnel spread elsewhere. The base needs to keep 200 crew alive to stay operational.

Crew working consume more oxygen than those not active. The Oxygen Unit when fully operational can support a few hundred men without excess oxygen, brought in by the supply ship (see the instructions to level 5).

Damage to the Pleasure Dome reduces the crew's work-rate! Damage to the Medical Unit increases casualties and so does a lack of medicine.

The Locations

Every location on the base has some effect on the working of the overall installation. In the heat of battle, the Psytron must assess all damage and deduce how much it will increase the installation's vulnerability.

Here is a rundown of each location and its importance to the base. The Docking Bay is detailed in the instructions to Level 5.

Recycling Unit – Screen 1

Undamaged the Recycling Unit can sustain *1500* inactive people or around *500* active workers. A working person will consume three times as much food and water as an inactive one.

If the Recycling Unit is 50% damaged, these values are halved, and at 100% damage the unit cannot support any life. To check on the food and water supplies see the Status read-out.

Food and water supplies go down proportionally to the over-stretching of resources, as more crew are brought to the base and more are despatched to work.

Once the stores are exhausted, people start to die.

Pleasure Dome – Screen 2

Damage to the Pleasure Dome reduces the rate at which personnel will effect repairs.

Crews Quarters – Screen 3

The Crews Quarters is capable of providing accommodation for approximately 100 inactive personnel when undamaged. If it is 50% damaged it can only accommodate 50 crew.

Any attempt to sustain more inactive personnel than the Crews Quarters will accommodate will result in the excess personnel being teleported back to home base.

Fuel Dump – Screen 4

The Fuel Dump has a maximum capacity of 1000 units. Damage to the Fuel Dump reduces this capacity proportionally to the amount of damage sustained. A bomb exploding on the fuel dump also results in a loss of fuel. Fuel is vital to maintaining Freezetime. Without fuel you cannot unload supplies or fire into the sky.

Power Plant – Screen 5

Damage to the Power Plant results in an increase in the amount of fuel needed to maintain Freezetime. All other power consumption is negligible compared to this.

Matter Disruptor – Screen 6

The Matter Disruptor Generates the massive charges of energy needed to clear the skies of an entire sector sector. The unstable Disruptors become more likely to explode as the Disruptor becomes more damaged.

Undamaged there is still a 10% chance of a Disruptor exploding. As the damage increases so does the chance of an explosion when the Disruptors are used.

At 100% damage any Disruptor will always explode.

An explosion neutralises all stored Disruptors and renders the Matter Disruptor 100% damaged.

Medical Unit – Screen 7

Damage to the Medical Unit increases the proportion of the injured that die. Medical supplies are crucial to its effectiveness.

Freeze Generator – Screen 8

Damage to the Freeze Generator strikes at the very heart of the Psytron, robbing it of its ability to evoke Freezetime. Any damage reduces the rate at which the high-tension plates recharge. Once the charge drops below a certain level, Freezetime cannot be entered.

Over-use of Freezetime may also result in the power being drained and Freezetime being inaccessible.

Oxygen Unit – Screen 9

Undamaged the Oxygen Unit can sustain *1500* inactive people, but like the Recycling Unit, active people consume three times as much oxygen.

As damage increases so the oxygen level is drained until the supply reaches zero. Rate of death from lack of oxygen is greater than from lack of water and water is more important to the base than food.

Docking Bay – Screen 10

This is covered in the Level 5 instructions.

Level 4: Goal

To minimise damage at all costs.
Passmark: 60%
Time limit: 10 minutes.

Level 5: Supplies

Controls
The same as for Level 4 plus:
In Freezetime it is possible to use **C** to communicate with the supply ship.
When using Communications Freezetime, the following controls work:
S scrolls up the next line
A alters a line
E exits from the Communication sequence.

Mission

The Psytron has got through to the Supply Ship and is communicating the needs of the base to its captain. As Status reports show the supplies of the base being run-down by the ravages of the attack, new weapons, supplies and crew can be ordered. To preserve personnel and keep the installation operative, Psytron must ensure that supplies are kept up to the correct levels.

The Docking Bay – Screen 10

The Docking Bay requires fuel to operate. It will receive supplies from the Supply ship when connected via the vital Supply Beam. If the bay is damaged the supplies take far longer to be beamed down.

The Supply Beam

You will first notice the beam on Level 5. It transports all ordered supplies to the base. If the Docking Bay is undamaged the beam can unload an order in 30 seconds, this time increases as the damage increases and at 100% damage it will take over 4 minutes to unload an order.

If any alien craft breaks the beam at the Final Level, transmission of supplies is terminated.

The Supply Ship

The Supply Ship will stay out of the range of the alien craft and beam supplies down the Supply Beam. This beam is activated at one minute intervals. Strong magnetic fluctation emanating from the teleport beam prevent communication with the ship while the beam is active.

The maximum weight which can be teleported at one time is 1,000 tonnes.

Communications

To communicate with the ship, you must first enter Freezetime. Pressing C will result in the communications line being opened to the ship if it is not currently beaming down supplies.

A list of supplies and their weight per unit is flashed on to the screen. S enables you to scroll to the item you want to order. Pressing A will invite you to dictate how much of a particular item you want. You will not be able to order more than the ship can carry.

Goal

To minimise damage
   Passmark: 65%
   Time limit: 10 minutes

The Final Conflict

Controls
   As on Level 5, plus H for Hold. Pressing H allows you to leave the game and return to it later, it is available on all levels.

Mission

To keep the base running for as long as you can. 200 crew are needed to keep the base operational.

Score

Your score at Psytron becomes important at this final stage.

When you finally succumb to the onslaught on this stage a score based on the time you survived will appear on the screen. With it there is a code number which corresponds to the score and will enable us to confirm it at the end.

If you survive for over 45 minutes you will probably rate a place in the Book of Great Computing Feats.

The score is decided by devoting 60% to the length of time survived on the final level and the other 40% is made up of the average of all scores in the Service Record. You can go back and improve your Service Record, before you tackle the final screen of course.

The Final Conflict Goal

To survive for an hour.
   Passmark: Not applicable.
   Time limit: One hour.

Any ship which moves into the region of the beam will cause the supply ship to terminate transmission and leave the area. In this event only a proportion of the supplies requested will be obtained.

Mastery of the fast scan technique is possible key to success on the final level. Learn the meaning of the sound effects which come when you fire, when a bomb or saboteur is dropped, and when a bomb explodes.

There is one final point about the final level – so far you have had things easy. There are only five ships on the screen at any one time during the early levels, on the final level extra ships are soon added to the initial five.

Many of these will be inclined to drop their bombs or saboteur much faster than you have been used to.

You have been warned!

GAME 2
WHEELIE © 1983 Microsphere Ltd
The Game

You have just taken delivery of the ultimate two-wheeled machine – the 4-cylinder fuel-injected turbocharged Zedexaki 500. Cramming your head into a crash helmet you clamber on, and set off for a trial run.

Your ride is fast, exhilarating and effortless and you lose all track of time. Soon your home is left far behind and you find yourself in a quiet tree-lined country lane. Up ahead you notice a sign pointing off to the left:–

"PRIVATE ROAD – NO SPEED LIMIT TO
BRAVE RIDERS"

At last – your chance to see how fast the bike will really go. You turn in through some old iron gates and open up the throttle.

The bike surges forward. The engine roars drowning out the sound of the gates slamming shut. You race on into a strange world – a world full of danger – a world where giant hedgehogs lie in wait to pounce on harmless motorcyclists – a world where you will need all your skill and courage to survive – the world of the ghostrider!

Wheelie features super fast 100% machine-code action; optional joystick operation (most joysticks supported); a demonstration mode, and some of the best graphics you're ever likely to see on a Spectrum!

GAME 3
FALL GUY © 1984 Elite Systems Ltd
The Game

"READY WHEN YOU ARE MR SEAVERS .... an exclusive location report from the set of the new computer game production of 20th Century Fox Television's THE FALL GUY.

The Train Stunt .....

"Okay, sweeties, now I want absolute quiet on the set. Where's that Seavers stunt guy? Ah, there he is, Colt baby this is a piece of cake. All you've got to do is jump onto this train from the top of the brick tunnel, then run along the carriage roofs as the train goes by. What did I tell you big guy, its easy peasy. Okay this is it. Take One, and ..... Action! That's it Colt, onto the first carriage, the train's moving. Move baby, there's the tunnel coming up and .... oh .... oh! Pick him up boys, we'll go again. Take Two and ..... Action! Okay Colt, you're moving well this time. Jump the carriages, leap the gaps, don't fall between them .... er .... oops. Colt, babe, you know I love you but you must know by now that we've only got 5 takes on each of the scenes. You've got to get it right first time. There's still the runaway trucks and the nasty tank things to deal with, to name but a few. Let's get on with it.

Colt's Brief From The Director

Playing Instructions

Colt, honey, I know you're nervous, but we've got a

limited amount of capital to make this epic, and every second that's wasted costs us cash, as well as precious studio time. So what I want you to do is get me some good FOOTAGE in the shortest time possible. You must remember doing something like this on that 'Bionic Guy' show you worked on, yes? When we've completed all the stunts, our darling producer will give us some lovely lolly so that we can film more of your daring capers, won't that be nice? Don't forget my promise, if you can help us raise the capital to $64,000, then I'll let you go on a nice little holiday, how's the Caribbean sound?

Controls

Works with most standard joystick interfaces.
Run Left – Z or M
Run Right – X or Symbol Shift.
Jump – Ø or 1.
(Height varies with length the time key is pressed)
Music On/Off –
Hold Games – Any key on third row.
Abort Game – Capital Shift and Break.

GAME 4
BLADE ALLEY © 1983 P.S.S.
The Game

Climb into your ion driven interceptor and steel your nerves for the confrontation to come. Swooping low into the defensive trench, you nudge your gunsights onto the alien craft hurtling towards you. Trigger the photon distruptors and let out a sigh of relief as the saucer vanishes in a cloud of vapour, but don't relax, there's much more to come ....

Six different screens of incredible 3D action.

Playing Blade Alley

Follow the prompts given by your SPECTRUM to select the joystick you want, or the keyboard. If you are using the keyboard your controls are:

UP – Any key on the top row of keys
DOWN – Any key on the third row of keys
LEFT – Q to T
RIGHT – Y to P
FIRE – Any key on the bottom row of keys.

There are six screens in this version of BLADE ALLEY and each has various combinations of SAUCERS, ASTEROIDS, TIE FIGHTERS and SPACE HOPPERS. The game gets harder as it goes on, with all the adversaries homing onto your ship with increasing accuracy.

GAME 5
PENETRATOR © 1982 Melbourne House
Scoring

Ground missiles: 10 points. Flying missiles: 50 points. Radar bases: 100 points. Defending paratroopers: 100 points. Neutron bomb store: 1000 points for the first one, 2000 points for the second one, and so on.

Controls

Up and Down movement. The up and down movement of your fighter plane is controlled by the Q and A keys on your Spectrum console.

The minimum height your fighter can fly is obviously determined by the terrain. Your maximum height is determined by the fighter aerodynamics, but may also be limited by the surroundings – for example when you enter the underground defense caverns.

Thrust and Brake. Due to the forward momentum requirements of your fighter, you cannot stop the plane for any length of time.

It is possible to control your thrust and braking by the use of the P and O keys, but note that these can only be imposed for limited periods. Thrust involves holding down the P key.

Firing control. A forward missile launcher is available as a standard on your fighter plane – this launcher enables you to fire missiles directly ahead, and is activated by the use of the P key.

Firing involves repeatedly pressing the P key. The number of forward missiles is limited only by your firing rate. If you hold the P key down continuously, you will get thrust instead of firing.

Bomb chute. You may drop bombs on the enemy landscape, missiles and radar bases. The bomb chute is controlled by any key along the bottom row of the Spectrum console. Note that it is possible to only have two bombs in the air at any one time.

Dangers

* Be specially careful of the danger presented by the enemy radar bases. Although these bases will not fire at you, the information they gather can and will be fatal to your mission unless you destroy them.

As the enemy builds up knowledge of your position and flight path, this is transmitted to the missile command centre, thus enabling the missiles and enemy paratrooperss to track you more accurately.

The danger level is shown on your console, and will continue to build up as you penetrate into the enemy territory. There is only one way to reduce the

danger level – blowing up the neutron bomb store, and thereby damaging the enemy missile command centre.

If you should allow the danger level to reach a critical level, the warning RED ALERT will flash on your console. Once this level is reached, you must assume the enemy has tracked your flight. Evasive action will now be difficult.

Strategies

* Half the technique of the game lies in having proper control over the manoeuvring of your fighter, so learn to do it well.
* Use the thrust and braking power of your fighter to your advantage. If you stay too far to the left or too far to the right you will not be able to use that extra thrust or brake to avoid enemy missiles. Keep your fighter in such a position as to maintain maximum flexibility.
* Note that the bombs are slowed down by the friction of the atmosphere as they drop.
* In Stage Three, where you must manoeuvre through narrow vertical and horizontal passages, stay as far to the right as your thrust will allow.

When you must go up or downn such a passage, press both the back arrow and the appropriate up/down arrow key. As soon as you have cleared the vertical passage, apply thrust to have enough room to negotiate the next passage.
* In Stage Four, the enemy paratroopers will be hiding and waiting in ambush. Try to lure them out of their hiding place and then either shoot them while braking, or thrust quickly while going up to fly over them.
* In difficult situations, use the up/down keys for evasive action, and press the right arrow key and the space bar (simultaneous missile firing and bomb dropping) to destroy the enemy.
* If you wish to abort the mission completely, press ENTER and Ø simultaneously. This teleports you back to Control Centre.

Training simulations

Space Research Centre has tried to approximate the conditions of your mission so that you may gain familiarity with your fighter and the dangers you may face.

Training mission allows you to start at any one of the four Stages, with an unlimited number of "lives" at your disposal.

When you should successfully complete the Stage selected for training, the staff at Space Research Centre will automatically place you in the next

highest Stage for your next attempt.

Successfully completing State Four gives you the opportunity to attempt to destroy the enemy neutron bomb store. Should you succeed in this mission, you will enter the "return mode" – now you must get back to base, evading the defense rings now more eager than ever to destroy you.

To terminate training in any one Stage, press ENTER and Ø to return to Training Centre. Pressing ENTER at the Training Centre returns you to Control Centre.

Customizing Penetrator

There is provision in PENETRATOR for you to change the conditions of your mission. This total control allows you to change the shape of the landscape, the number and positions of the missiles and of the radar bases.

The screen shows the landscape of the various stages. In the middle of the screen a short vertical line is shown from the top and bottom indicating the maximum height and lowest level the landscape may occupy. Between these vertical dashes, there is a small flashing cursor.

The cursor may be moved up and down by the use of the Q/A keys, and the landscape moved left/right by the P and O keys.

Pressing the appropriate number (1 – 5) brings you to the beginning of that stage. Using the shift keys with any of the following commands or with the movement keys causes a repeat function.

Removing missiles or radar bases: To insert or remove missiles and radar bases, it is necessary to position the landscape at the correct position using the arrow keys. Pressing the letter "N" deletes any missiles or radar base.

In Stage Four, the program converts a random number of the missiles into enemy paratroopers. If you do not want any, or at least very few, enemy paratroopers you should limit the number of missiles in Stage Four.

Inserting missiles or radar bases: Position the landscape as desired. Pressing the letter "M" or "R" inserts a missile or radar respectively. It is up to you to ensure that the missile or radar base does not overlap the landscape. If your missile or radar base overlaps the landscape, it will merely blow up during the game.

Changing the landscape: The small flashing cursor is used to indicate where you would like the new landscape level to be.

Pressing the letter "T" places the top of the landscape at that level, while pressing the letter "B" places the bottom of the landscape at that level. The landscape automatically moves one character to the left after your press "T" or "B". Note that it is up to you to ensure that there is enough room for your fighter to fly through the landscape.

There is no reason why you should stick to the type of stages in the original version of PENETRATOR when you customize your own version. You could make Stage One part of the underground defense system, and Stage Two the open landscape. There is even no reason why you should not be able to mix concrete silos with underground caverns in the same stage!

You should give some thought to the effect of flying backwards through the stages you design, because it is necessary to be able to escape after blowing up the neutron bomb store.

Saving the customised landscape: Press "S" to save the customised landscape you have just created.

Returning to Playing the Game: Return by pressing the BREAK key.

Loading the programmes

You will find the procedure for loading a program in the Spectrum basic manual, Chapter 20.

1. Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
2. Make sure that the tape is wound to the beginning.
3. Set the volume control to a suitable level.
4. Set maximum treble, minimum bass on the tone controls.
5. Type "LOAD""
6. Press ENTER.
7. Start the cassette recorder.
8. The program will RUN itself once loaded and will provide instructions.

If the program does not load correctly, try a different volume level.

LOAD is obtained by pressing the "J" key. Quotes are obtained by pressing symbol shift and "P" keys at the same time.

Warning

These programs are sold according to Beau Jolly's terms of trade and conditions of sale. Copies of which are available on request.

Guarantee

This Software Product is Guaranteed.

Do not return it to your dealer

The Guarantee will be honoured if the faulty tape is sent to: Beau-Jolly Ltd, 19a New Broadway, Ealing, London W5 5AW.

If you damaged the tape please include £2.50 to cover replacement costs.

The Guarantee is addition to any statutory rights.

LOCATION INDEX