



SPECTRUM LOADING INSTRUCTIONS ARCADE HALL OF FAME

- 1) Both cassettes are recorded on each side. Tape one has Raid on side one and Hunchback II on side two. Tape two has Rocco on side one and Blue Max followed by Flak on side two.
- 2) To load the games on tape one, sides one and two, and tape two side one simply ensure that the tape is fully rewound and follow loading list below (4).
- 3) When loading Blue Max for the first time rewind the tape, set your tape counter to 000. Immediately it has loaded make a note of the tape counter reading. This will be used as the starting point when loading Flak. On subsequent loading of Flak you should rewind tape two side two, set your tape counter to 000, fast forward your tape until the tape counter reaches that of the previous number noted. It is always better to be slightly before the noted counter reading for loading purposes.
- 4) Ensure that the connection lead goes from the EAR socket on your cassette recorder to the EAR socket on your computer, and that the MIC lead is disconnected. Now type LOAD"" (LOAD is found on the J key"). Note that there are no spaces between the two sets of ". The " symbol is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- 5) Press the PLAY key on your cassette recorder. The message will appear and the game will load and run automatically. If this does not happen adjust the volume on your cassette recorder and repeat the procedure. When the game has loaded press the STOP key on your recorder and follow the instructions displayed on your screen.

RAID!!!

Please read thoroughly before beginning

RAID is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defense Center.

Using the Menu

The menu screen displays three status boxes: one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard

selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions:

“S” to start;

“I” to go to the instructions pages;

“L” to change skill level (this loops through “easy”, “fair” and “hard”);

“D” to define the game keys – you are asked to press your key selections with the option to reselect should you make an error;

“J” to make a joystick selection (keep pressing to loop through selections);

“K” to choose keyboard;

“G” start demo mode.

If the machine is loaded and left unattended the game will self-demonstrate.

When you press “S” to start the game you are asked to Input your name, which can be up to eight characters. This Input routine has an erase facility using the normal Spectrum “Delete” keys. When you are finished Inputing your name press “Enter” to start the game itself. From now on the program will refer to the player by name.

Playing Instructions

Sequence I – SAC Headquarters

The opening sequence is a world overview from Strategic Air Command Headquarters (SAC). This computer overview alerts U.S. Commanders of any nuclear activity. When a Soviet launch has occurred, the launch point will turn white on the screen. The computer then immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the U.S. Above the Earth is a white figure which is the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the fire button.

Sequence II – Defense Tactics

Once inside the Space Station, fighter pilots will begin to scramble to their aircraft. Each Pilot must take his plane out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

PUSHING LEFT OR RIGHT on the stick will rotate the aircraft to the left or right, thus controlling the direction that you are facing.

PUSHING THE BUTTON will fire the vertical thruster, which will raise the aircraft off the launch deck.

PUSHING FORWARD on the stick will fire the main engine causing the aircraft to accelerate in the direction it is facing.

Once moving in a certain direction, the only way to slow your speed is to rotate (by pushing left or right) until you are flying backwards, and then fire the main engine (push forward on the stick).

Gravity is very slight, and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard your craft will be destroyed.

OPENING THE HANGAR DOORS is accomplished by moving backwards once your aircraft is off the hangar deck. (The door will stay open only for a short period of time!) Once outside the space station, the screen will switch to the overview: Your craft will be identified by a flashing white dot. At this point, you must decide either to attack the launch point (identified by the white launch site)

or to take more planes out of the station. If you decide to attack, guide your craft by the joystick to the target.

Note: Taking More Planes Out

The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One will appear at the point at which your last one was destroyed. If you wish to bring additional aircraft out of the station, press the fire button and follow the same procedure as before.

Strategy Tip

Once the launch silos are destroyed (explained in next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hangar. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

Sequence III – Attack Run

Now that you are in Soviet airspace, you begin your attack run on the Soviet launch sites. In order to reach the launch sites, you must first make a run through enemy territory to reach the missile silos.

To avoid Soviet radar, your craft will have to fly at a very low level, and this allows Soviet ground defense a chance to shoot you down. Various defense weapons will appear as you travel. Each of these are worth points. Beware of Soviet heat seeking missiles, which will come up from behind you. When you see them coming from behind, fly as low as you can to the ground. Once they have flown past you, shoot the missile down for additional points.

ATTACK RUN CONTROLS – the controls for this scene are similar to the controls for a real jet aircraft. Push left to bank left, right to bank right. Push forward to dive and pull back to climb. (Some people find it helpful when playing this scene, to face the right as if they were actually sitting in the aircraft).

After the run through enemy territory is completed, prepare to destroy the launch silos.

Sequence IV – The Missile Silos

Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S.

In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run:

- Move joystick left to move left.
- Move joystick right to move right.
- Push forward to dive.
- Pull back to climb.

Each silo has a small window which you must fire a rocket through in order to destroy it. When you are properly lined up at the target, the sights will light up and you will be informed that you are "ON TARGET".

As you attempt to line up on a target, the silo defense system will fire at you. You can avoid the enemy rockets by moving left or right or by moving up or down. The elevation of the enemy rocket is set at the same elevation as your aircraft at the time of firing.

The Center Silo is the control silo. The nuclear missiles launched are controlled from this point.

When the silo is destroyed the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running out, but when it is hit the attack will stop and you will switch back to the computer overview. The silos located on the side of the Control Silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have 9 aircraft maximum). If you destroy all the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from left and try to shoot you down.

Note:

Pay close attention to the "Time to Impact" heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each silo is worth an extra plane and a considerable amount of points destroying all of the silos will greatly enhance your score.

Sequence V – The Soviet Defense Center

You will not be allowed to attack the Soviet Defense Center in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk, and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the Defense Center. If you are successful, you will set Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the Defense Center. To control movement from side to side move the joystick left and right. Moving the joystick forward and back controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, use the button to fire.

TARGETS – Soldiers are located on the walls on both sides of the Defense Center. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench. Secondary targets include all of the towers on the buildings. These can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is an entrance into the reactor room (the next scene). While the other doors will turn blue when hit this door turns white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you. Again, if you stay in one position too long you're likely to get blasted.

Entering the Reactor

Once all the soldiers are eliminated, the tank destroyed, and the door opened, you will progress to the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the white door is exposed and there are no men or tanks in the scene.

Sequence VI – Inside the Reactor Room

Now you have penetrated inside the Soviet Defense Center and are inside the nuclear reactor chamber, which is the power source of the facility.

Description of the Screen

A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interrupted, the reactor will overheat and become

unstable. The system will gradually reach critical mass and explode. Your objective is to sabotage this operation by neutralizing the maintenance robot.

The robot has defense capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition, he is invulnerable to a frontal attack. The robot does have an Achilles heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated; your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system, push forward on the joystick to move right and pull back to move the target left.

To move your commando push the joystick left or right. When your commando and target are properly lined up, push the button on the joystick to release the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot, that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of the disc as it comes towards you. Each robot will require four hits from behind it to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:

Level 1	2 Robots
Level 2	4 Robots
Level 3	5 Robots

In addition, each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs, and you still have men left, you will have to go back outside to the previous scene (Defense Center) and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to last robot is destroyed, the final robot offers up a big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ETCM (Estimated Time To Critical Mass). At critical mass the reactor will explode taking the Defense Center with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane you will survive. If not, we will notify your family.

Scene VII – The Final Chapter

This scene will let you know if your mission is entirely successful. If you escape, you will be awarded considerable bonus points.

ADDITIONAL FEATURES

Pause Feature

To stop all action and “Freeze” the game, simply press the Halt Key. To continue, press the same key again.

Abort Feature

To cancel the game and return to the Hall of Fame press 'space' and 'caps shift' together.

Automatic Demo

If left unattended for some time the game will go into demo mode. Under demo the computer will briefly display all of the major action screens. You may initiate the demo from the menu by pressing "G".

HUNCHBACK II

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The program runs on the 48K Spectrum and ZX Spectrum +.

Playing

QUASIMODO must reach Esmerelda imprisoned in the castle stronghold. During each of the first six screens he must collect bonus bells, or push bells to the top of the rope (screen 6 only), to reach the giant bell in order to go on to the next, more difficult screen which will bring him nearer to achieving his ultimate goal (on screen 7 by collecting all bonus bells) – to rescue the beautiful Esmerelda. The sinister castle stronghold is fraught with danger and menacing creatures such as fireballs, arrows, bats and birds and more! After rescuing Esmerelda you can continue playing from screen one but on an ever increasing level of difficulty, but keep your chin up, Quasi can do it if you can!

Controls

The game is keyboard or joystick controlled.

The key controls are redefinable as shown on MENU.

Joystick option: KEMPSTON, INTERFACE 2, PROTEC.

Menu

Control options.

Demonstration Mode.

Redefine keys.

Scoring and Status

Points are awarded for collecting bonus bells and completing each screen. On screen shows current score and number of lives remaining.

There is also a separate High Score table.

ROCCO

Instructions to Play

Three-dimensional simulation of a boxing match. Fight against CIMBEL-LIN, TED MATARE, JANSEN SINO and FIGHTER BULL. Finish the four rounds, and you will have won the WORLD CHAMPIONSHIP.

On the screen you will see your card, and your opponent's, showing the name, category and weight. There are also two indicators of strength.

To beat your opponent, you must knock him down three times: this will happen when the strength indicator reaches zero.

Controls

1 - 5	Left attack	6 - 0	Right attack
Q - T	Left defense	I - P	Right defense
SPACE	Stop action		
CAPS SHIFT	Restart action		

BLUE MAX

Joysticks

Blue Max is compatible with the Kempston, AGF, Protek and Interface Two.

Playing Instructions

Objective

You are Max Chatsworth! Known by your mates as "the Blue Max" you wear the very name of the medal given by the Axis powers to shoot down your plane! Now, you must earn that title! To be successful you must make a final assault on three specially marked targets within the city. You have only one aircraft and very little time to accomplish this most difficult of missions.

Takeoff

Press **fire** to begin taxi-ing. When the speed reaches 100 miles per hour, press **forward** on the joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs by pressing the **fire** button (or key). Again your speed must be at least 100 mph to successfully lift off.

Targets

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing bullseye
- Flashing enemy planes
- Flashing cars
- Flashing ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level.

Strafing

Air-to-ground strafing can be accomplished by reducing your altitude to 18-26 feet (the command bar will show a steady magenta colour), and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

Bombing

Bombing is accomplished by pressing the fire button and pulling back on the joystick (or by pressing the "fire and down" keys simultaneously). You will descend during a bombing run, so be sure that your aircraft is high enough.

Landing

When a friendly runway approaches, a tone will be heard and an “R” will appear on the command bar. Press the fire button to lower the landing gear, and the “R” will change to “L”. When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

Control Display

The display shows:

- Fuel remaining
- Bombs remaining
- Altitude and speed
- Score

The large warning letters which appear from time to time indicate:

- W** = Cross-wind
- P** = Enemy plane approaching
- R** = Runway approaching
- L** = Landing gear down

Flashing “R” or “L” = Must land (enemy city approaching).

Damage Display

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar runs red briefly. Damage is shown along the top right of the command bar as follows:

- F** = Fuel leak
- B** = Bomb gear damaged (intermittent bombing)
- M** = Decreased maneuverability
- G** = Machine gun damage (intermittent firing)

When all the above are lit, the next anti-aircraft hit causes a crash.

Command Bar Colours

- Red** = Hit by enemy gun or anti-aircraft
- Blue** = At same altitude as enemy plane – can now be destroyed
- Magenta** = Strafing altitude
- Yellow** = Flying too low – a crash is imminent!
- Green** = Mission complete!! – and land and receive award

Options

Press:

- K** – To redefine play keys and set game to play via the keyboard
- J** – To select the type of joystick in use and set game to play via the joystick
- C** – To select “normal” or “reverse” controls
- G** – To switch gravity on or off
- S** – To start game

(or fire button if joystick selected)

- Normal CTRL** = Push joystick forward to climb, back to descend
- Reverse CTRL** = Pull back to climb, push forward to descend
- Gravity** = Plane will drop when joystick is released

No Gravity = Plane will not drop when joystick is released

Pause

Press the "I" key to pause the game. There is no time penalty for pausing the game.

Hints for Better Play

1. Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.
2. Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.
3. At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.
4. Don't excite the Axis Powers!! They anger easily and may come after you in greater numbers.
5. Stay airborne. Crashing shortens game play.

FLAK

Fly In Low...

The year is 2096 and the universe is threatened by COMPUTER CONTROL, a sinister force attempting to eliminate all existing freedom. Your mission as a pilot-warrior is to attack and destroy this menace. You'll fly in low over awe-inspiring scenery which just might be your end. For guarding the approach to COMPUTER CONTROL'S fortress is an array of intelligent flak batteries. Their deadly fire comes from all directions and can only be countered by your manoeuverability and air-to-ground cannon.

Object

Your mission is to destroy COMPUTER CONTROL, this renegade CPU gone mad. Be careful, the flak batteries protecting him are ruthless as they even try to shoot you in the back and team up to produce multiple cross-fires. Survival requires a steady hand on the flight stick and a quick finger on the fire button.

Good shooting!

Scoring

Your score depends on the flak batteries that you destroy with your air-to-ground cannon. Additional bonus points are awarded for the destruction of COMPUTER CONTROL. Normally you have three lives; however you are awarded an additional life for each 10,000 points that you score.

Joystick Control

Game can be played with joystick by selecting "J" on menu and selecting interface of your choice on the sub-menu. Push the joystick to the right to move the aircraft right or push the joystick to the left to move the aircraft left. Press the joystick button to fire.

Other controls

- P** - Play game
- K** - Select keyboard play
- J** - Select joystick play
- L** - Normal or beginner play level. The game starts in normal play level
- N** - One or two players choose this key to choose between a one or two player game
- H** - Press this key to pause the game. Press again to restart

Keyboard Control

Press the "Q" key to increase the aircraft's speed or press the "A" key to reduce the aircraft's speed. Press the "O" key to move left and the "P" key to move right on aircraft. Press "M" to fire. Pressing "L" or "ENTER" during the game aborts your mission and returns you to the opening screen.



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The Parkway Industrial Centre, Heneage Street,
Birmingham B7 4LY

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