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PREMIER

COLLECTION

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+2

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10 SPECTRUM +2 HITS

DRAGONS

THE BATTLE

COLLECTION

12

1000

10 SPECIALLY DESIGNED CARDS

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N.B. BATMAN - FREDDY HARDEST - GAME OVER

For the above games, there is no Sinclair joystick option offered within the menu. However, to use this joystick select the keyboard/define option and move your joystick in the direction as prompted on screen.

LOADING SPECTRUM +2

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Press ENTER to select tape loader option on menu screen.
3. Press PLAY on your recorder and the game will load automatically.
4. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

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

If for any reason you have difficulty in running the program and 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 an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

FREDDY HARDEST

Freddy Hardest, after one of his "Little Parties" sets off on a blast through the Milky Way and, still under the effects of drink decided to play space invaders with a meteorite storm.

Obviously this amusement couldn't have a happy ending and our hero collides with a meteorite, crash landing on the moon of the planet TERNAT, site of the alien base of KALDAR.

Brused but laughing Freddy scrambles out of the wrecked craft but after sobering up it slowly dawns on him that his predicament is pretty serious—he needs to survive long enough to source some alternative transport and hi-jack it to make good his escape.

CONTROLS

Our loveable playboy has some exceptional talents resulting from a combination of rigorous training and a mis-spent youth. During his odyssey Freddy will show his knowledge of martial arts and acrobatic skills as well as the ability to shoot straight and move fast! Control is by Joystick or Keyboard which is fully redefinable.

JOYSTICK

JUMP



DOWN/STOOP

DOWN AND FIRE — SHOOT LAZER

UP AND FIRE — FLYING KICK

JOYSTICK

JUMP



DOWN/DUCK

UP AND FIRE — FLYING KICK

DOWN AND FIRE — LAZER

RIGHT AND FIRE — FIST (BLOW)

LEFT AND FIRE — PARRY (DEFENSE)

PART ONE

KEYBOARD

Q — JUMP
P — RIGHT
O — LEFT
A — DOWN
SPACE — FIRE

PART TWO

KEYBOARD

Q — UP
O — LEFT
P — RIGHT
A — DOWN
SPACE — FIRE

When you are in front of a tunnel entrance push UP to enter the tunnel. To access the lift (shown by darker panels on the floor) go UP or DOWN to go to the level above or below.

To lock onto a computer push UP when along side it.

PLAYING

The game is divided into two parts, you must complete Part One to gain the access code to load and play Part Two.

PART ONE

Freddy's objective having established his predicament is to reach the enemy base situated at the far end of the satellite. To achieve this hazardous task he must avoid or dispose of the following aliens.



AVOIDOIS

Mammal type creature with poisonous skin—a mere brush provides instantaneous death.

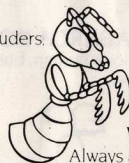


KOPTOS

Genetic derivative of the one-eyed AKAELONS—they're as dangerous as they're ugly!

ANTOIDS

They live in craters and feed on intruders, attacking by rolling into a ball.



WATCHING ROBOTS

Always alert to prevent transgression of their area. Their floating property means a flying kick to de-activate their circuits is most effective.



SNACKERS

A mutant tribe of snakes inhabiting wells of fetid waters—devouring everything. Floating islands appear above the surface enabling you to cross the voids—time your jumps carefully.

When you successfully reach the base an Access Code will be displayed on screen, make a careful note of this as you will need to input this code after loading Part II before commencing your escape.

PART TWO

There are four levels at the alien base, one of which houses four spaceships (colour coded to your escape inventory).

To escape to freedom you must:—

1. Obtain the captain's code.
2. Load the ship's energy.
3. Locate instructions to initiate the jump to Hyperspace.

The four space ships are coded with the following key:

RE —RED
GR —GREEN
BL —BLUE
WH—WHITE

There are 16 computer terminals scattered around the 3 other levels of the base from which you will obtain the Captain's Code and relevant information of the hyper-drive, linked to a particular colour of ship.

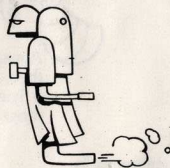
Nuclear energy cells will also be scattered around and these must be taken to the loading lifts marked . To activate the lift, access the terminal control and transport the fuel to the designated ship.

When you have obtained all relevant information and loaded your chosen ship, go down to the hangers, jump over the security rail, punch in the Captain's Code and take off for your journey back to fun and games.

If all this sounds straight-forward just hold on a minute . . . you don't think its going to be that easy do you? While completing your tasks you also have to cope with some pretty angry residents who don't want you to break into their base and steal their spaceship!

GABARDA ROBOTS

They may look human, but are killers . . . cold as steel.



INHABITANTS

These are the owners of the building—human reptile mutations, immune to lazer-fire, must be defeated by hand to hand combat.

MICRO SOUNDERS

Passive sentinels on the alert for the slightest movement!

HINTS AND TIPS

1. Always time flying kicks carefully.
2. Always look before you leap!
3. Become familiar with the layout of the space station.
4. Make good use of the lifts.

STATUS AND SCORING

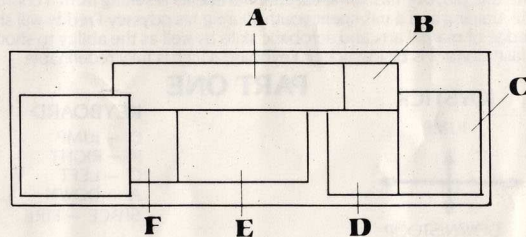
PART 1

200 Points are awarded for each alien. An extra life is awarded after 10,000 points and every 20,000 thereafter.

PART 2

200 Points are awarded for each alien and an extra life is awarded after 10,000 points.

STATUS SCREEN



KEY

- A—Number of lives
- B—Weapons status
- C—Score
- D—Nuclear cells collected (part 2 only)
- E—Disks collected (part 2 only)
- F—Computer message (part 2 only)

TANK

The dictator is in power again.

Your mission is to break through his carefully prepared defences, and free the country from this despotic regime.

At your command will be our latest Tank, landed on the beach. It will be armed with machine guns and shells. Extra parts are available as your Tank has been dropped by our aircraft and equipment lies strewn around the battlefield! Collect these parts for extra powers and energy along the route.

GOOD LUCK—ACE!

CONTROLS

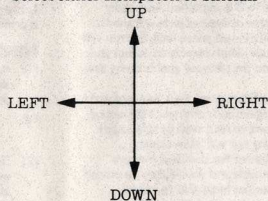
The game is controlled by either keyboard or joystick as follows—In the joystick mode turret rotation is facilitated by the appropriate keyboard controls (this feature can be disabled if desired, follow on-screen instructions).

KEYBOARD

| | |
|-----------------------|-------|
| TANK UP | I |
| TANK DOWN | K |
| TANK LEFT | J |
| TANK RIGHT | L |
| TURRET CLOCKWISE | F |
| TURRET ANTI CLOCKWISE | S |
| MACHINE GUNS | SPACE |
| CANNON | D |

JOYSTICK

Select either Kempston or Sinclair



STATUS AND SCORING

- A — ENERGY
- B — SCORE
- C — HIGHSCORE
- D — NUMBER OF TANKS REMAINING
- E — ITEMS COLLECTED



SCORE

| | |
|-------------------|----------|
| Enemy Soldier | 40 PTS |
| Enemy Tank (MG70) | 300 PTS |
| Enemy Tank (ST54) | 400 PTS |
| Enemy Tank (ST76) | 600 PTS |
| Enemy Tank (J122) | 600 PTS |
| Enemy Submarine | 1000 PTS |
| Bunker | 3000 PTS |
| Item Collected | 600 PTS |

HINTS AND TIPS

1. If it moves shoot it.
2. Run away from Tank type J122, then turn and shoot.
3. Avoid grenades.
4. Don't waste time chasing the enemy.

GAMEPLAY

You land on the beach—Climb into your turret, start the engines and . . . GO. Operate your using the control keys and move up the playfield. The terrain scrolls both vertically and horizontally—you must use your best judgment to determine the quickest and most efficient route. Cross the rivers by bridge, but beware the anti-Tank gun emplacements on the railway lines. Use machine guns against infantry and cannon against the enemy Tanks and Submarines. Bonus parts are indicated by flashing letters—drive over them to collect the points You'll need split-second timing and pin-sharp accuracy to succeed—but you've got what it takes haven't you?



CONTROL THE MENU SYSTEM

Use any key other than ENTER or SHIFT to move the Bat-cursor. Use ENTER to select the entry indicated by the Bat-cursor. Where appropriate, return to main menu by pressing shift.

Joystick Menu (You only get one chance at this selection.)

- (a) KEYS/KEY JOYSTICK. Use for keyboard, Interface II, Cursor etc.
- (b) KEMPSON JOYSTICK. Kempson Port 31 only.
- (c) FULLER JOYSTICK. Fuller Port 7f only.

Main Menu

- (a) PLAY THE GAME. This will either start a new game or if an old game is in progress, will offer the chance to resume it.
- (b) SELECT THE KEYS. This allows your personal joystick/keyboard selection to be defined.
- (c) ADJUST SOUND. Choice of 3 sound levels.
- (d) CONTROL SENSITIVITY. Allows a selection of joystick/keyboard response.

Key Menu

It is important to utilise this function properly - Please read the screen prompts.

- Step (a) Move cursor to highlight the required control on which the keys are to be changed.
- Step (b) Press ENTER (clears all current keys).
- Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the ENTER key then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). [This involves pressing ENTER twice].
- Step (d) When all keys are selected press ENTER.
- Step (e) If you want to change more controls then start again at Step (a), otherwise press SHIFT and return to Main Menu.

Sound Menu

There are 3 distinct sound levels within the game. These are different sound tracks as opposed to volumes. One may select from:-

- Background music and game sounds
- Games sounds
- Silent running

CONTROL SENSITIVITY MENU

This enables skill in control to be built up - the main difference being the way diagonal control is interpreted. The default value is on Low Sensitivity and is recommended for beginners.

The default controls have been defined as follows:-

| | | | |
|-------|------------------------------|---|----------------|
| LEFT | 0 | 6 | Joystick-Left |
| RIGHT | P | 7 | Joystick-Right |
| DOWN | A | 8 | Joystick-Down |
| UP | Q | 9 | Joystick-Up |
| JUMP | SPACE, SYMBOL SHIFT, M.N.B.Ø | | Joystick-Fire |
| CARRY | SPACE, CAPS SHIFT, Z.X.C.V. | | |
| PAUSE | 1 | 1 | |

NOTE

- (i) The Joystick controls use the port selected on the Joystick Menu.
- (ii) The Sinclair Interface II Right Joystick is pre-defined above.
- (iii) **Important** Space is defined as JUMP and CARRY, this allows both actions with a single key depression and is essential for expert control - (See Hints and Tips later).
- (iv) Abort feature is available by pressing PAUSE. Screen message will then appear.

THE GAME

The Caped Crusader is in the Batcaves beneath Gotham City. Robin has been captured by Batman's adversaries, principally the Joker and with some cunning assistance from the Riddler. The only hope for escape is to assemble the trusty Batcraft whose parts lie scattered round the deadly catacombs beneath and then speed off to rescue Robin.

The Joker and the Riddler will do their utmost to prevent him from rescuing Robin and will place in his way a variety of deadly henchmen and confusing obstacles which will exert all his powers, both physical and mental, to achieve his task.

The Joker and the Riddler do not appear "in person" in the game, as Batman is all too familiar with their image. The henchmen they have selected are unfamiliar to Batman and this further complicates his task.

He slides down the Batpole into his lair but before he can leave he must collect his equipment, which includes Batboots, Batbelt and Batbag which he will need to meet the challenge ahead. Until he has completely collected these items he will be unable to commence his search for the pieces of the Batcraft.

The Joker will launch all manner of unfamiliar villains against Batman whilst he searches for the pieces of the Batcraft. As he makes his way through the variety of unfamiliar catacombs, some 150 or so, the Riddler will present him with many puzzles and objects he is equally unfamiliar with. Some of these objects will need to be collected for use on the mission and certain others will prove fatal. Batman will have to use all his power as a super sleuth to decide which objects to collect and which to ignore as he searches for the Batcraft and the ultimate goal of being able to rescue Robin.

Once the 7 missing parts of the Batcraft are located Batman will then have to search for the launch pad whereupon he can fire up the engines and commence the rescue. To help Batman in his most formidable of tasks he will on his travels be able to pick up extra powers. These powers are not everlasting but will allow Batman a temporary push of energy. Needless to say the Riddler has confused matters further by placing likenships which are indistinguishable and should they be picked up they will negate any extra energies that Batman has been able to collect. Batman can either increase his lives, run faster, jump higher or be completely shielded from the Joker's henchmen. Should he collect an article placed by the Riddler he will immediately lose all these extra powers and have to search further to renew them.

The successful assembly of the Batcraft is the object of the game.

BAT EQUIPMENT

These 4 items must be collected before Batman can begin his task. They are indicated at the bottom right of the playing screen and will automatically be highlighted when collected.

BATBOOTS - These will allow Batman to jump.

BATBAG - This enables Batman to pick up and carry items around a location - Press Carry again to drop them. (Note: items may not be moved from the location they start in).

BAT-THRUSTER - This lets Batman have horizontal control when falling, but has no effect on the speed of his descent.

BATBELT - This is a low gravity device which halves the speed of descent.

EXTRA POWERS

Batman is able to collect extra powers on his journey. These powers are not everlasting but will help Batman do battle with the henchmen. The extra powers status is displayed on the bottom left hand side of the screen.

There are four extra powers and a fifth neutralizing power which Batman must try and avoid.

EXTRA LIFE - This increases the number of lives. (The total number of lives is indicated under the Batsign Icon on the bottom left of the screen).

ENERGY - Collecting one of these enables Batman to travel at greatly increased speed for a short time. The number of highspeed steps remaining is indicated under the lightning flash icon on the status display.

SHIELDS - These make Batman invulnerable for a short time. The time remaining is indicated under the shield icon.

JUMP - These enable Batman to jump twice the normal height. The jumps remaining are indicated under the spring icon.

NEUTRALIZER - These should be avoided. Collecting one of these will cancel all Batman's extra powers.

BAT-SIGNALS

Distributed at several locations are Bat-Signals.

Touch one and it will vanish - as it does, it will store the state of play (number of lives left, Batcraft parts collected etc). This allows one to restart the game at this point (see MAIN MENU - PLAY THE GAME) should you lose all your lives - this feature is nested so each time a Bat-Signal is located the state of play is stored for future use.

Game play takes place over 150 rooms spread over 9 different levels and the game is perfectly mappable.

HINTS AND TIPS

(1) It is a good idea to use the space bar for both pickup and jump (ie leave this selection on the default keys intact). However leave a key for carry only and leave another key for jump only.

e.g. Fire Button, N, M, B, Ø, and Symbol Shift - jump only
Space Bar - jump and carry
Cap Shift, Z, X, C, V - carry only

(2) To make certain jumps it is necessary to hang by the "mearest thread" on the edge of the Carbon Re-inforced Batcloak - you may need practice to perfect this feature!

(3) Remember to pick up the Bat Signals at strategic points during the game so that if you lose all lives you can restart at that point (nested chronologically).

(4) Avoid selecting Shift as the pause key (or Break on the 128K Spectrum) as you may run the risk of accidentally aborting the game.

(5) To pick up an object you need to be on top of it.

(6) Differentiate between pick up and push (special objects merely have to be touched to push them). The seven parts of the Bat Craft must be pushed, for instance, in order to be teleported to the launchpad.

SLAP FIGHT

You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac.

To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.

CONTROLS

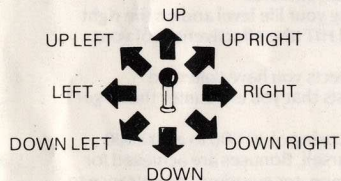
The game is controlled by Joystick and the SPACE BAR, or Keyboard which is redefinable.

JOYSTICK

(Kempston, Sinclair or Cursor)

KEYBOARD

- 1 — Pause
- 2 — Restart the game



FIRE — FIRE

SPACE BAR — Activates currently active icons (redefinable).

GAME PLAY

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

The facilities offered are in the following order:-

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

STATUS AND SCORING

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

HINTS AND TIPS

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

ATHENA

Transported to a strange, forbidding land, Athena, a bold oriental princess must battle for survival against the denizens of it's various areas to reach the Dark Overlord who brought her to his realm as a pawn for his macabre games.

But the blood of a hundred Samurai runs through the veins of our heroine and she has vowed to wreak revenge on her hideous tormentor and his evil underlings. Steering herself against the horrors to come she sets forth on her perilous quest . . .

This game loads in a number of parts. Once the 1st part has loaded, stop/pause the tape player. When you have completed all of the levels in that particular load, a message will appear requesting you to start the tape again. When this part has loaded continue as above.

NOTE

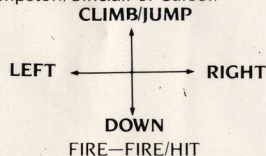
Once you have loaded any level after the 1st load and subsequently lost all your lives/continue plays, to start again from the beginning, rewind the tape and begin as above.

CONTROLS

The game may be controlled by joystick, or Keyboard which is fully redefinable.

JOYSTICK

Kempston, Sinclair or Cursor.



GAME PLAY

Proceed through each of the six worlds, cracking bricks open to discover hidden weapons, armour and dangers which may aid or hinder your adventures; the enemies you encounter may also carry useful items to help your progress!

Each level has two exits into the next world, both are guarded but one will have a powerful sentinel to overcome.

As Athena proceeds she can increase the strength of her armour (when obtained) and her weapons by the acquisition of the various hidden icons in the rocks. Discovery of the icon's powers is only part of Athena's quest though, survival is paramount . . .

CONTINUE PLAY OPTION

If you lose all lives you will be offered the option of starting again, from the point where you left off. This option is offered 3 times after which you must restart the whole game.

NOTE—The option will not be available in the final world.

STATUS AND SCORING

On screen display shows current score, hi-score and number of lives together with the time remaining to complete the current level.

On the left of the screen is a gauge showing your life level and on the right another for strength (of weapon held) and HIT (the effectiveness of your armour).

Below this are the icons displaying the objects you have collected. Points are gained by hitting the protagonists that you encounter the larger they are the more points you score.

There are also special enemies that gain scoring of 10,000 to a 100,000 points but these you must discover for yourself. Bonuses are achieved for completing a world or by eliminating the monster guarding the entrance to the next one; extra lives are gained by collecting the treasure chests hidden behind some of the rocks.

HINTS AND TIPS

1. Collect all the hearts that appear from roses to increase your life level.
2. If this level is low towards the end of a particular world try to find an alternative route as battling the sentinel may not be the only way.
3. Learn which rocks hide useful objects so that you know the sections of rocks that are best to break through.
4. Look for objects that will allow you to move more easily through the worlds and learn which routes lead to the most powerful weapons.

ARKANOID

THE GAME

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

CONTROLS

The game is operated by Joystick or Keyboard as follows.

NOTE — High score can only be entered using keyboard control.

KEYBOARD

Right is B to Space
Left is cap-shift to V
Fire is A to L

JOYSTICK

Kempston and Sinclair (I) Joystick compatible.

LEFT ← ● → **RIGHT**
FIRE — FIRE

HOW TO PLAY

You control the Vaus craft which can be moved left or right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the energy bolt or the Vaus. You are aided in your attempts with energy Capsules which are hidden beneath certain bricks and released upon their destruction. Each capsule has a different power and is denoted by a letter painted on its side. These are as follows:

- S** — Slows down the speed of the energy bolt, making it easier to position yourself.
- C** — Enables you to catch the bolt, move to the desired position and then fire.
- E** — Expands the Vaus craft, giving you more chance to deflect the bolt.
- D** — Disrupts the bolt into three separate components thereby giving you three times the effect.
- L** — Arms your Vaus with a laser allowing it to shoot bricks and aliens.
- B** — Breaks the section of the wall enabling your Vaus craft an alternative escape route to slip through to the next level.
- P** — Awards you an extra life.

STATUS AND SCORING

On screen scoring displays current score, hi-score, number of lives remaining and level attained.

Points are awarded between 50 and 120 for knocking out a brick, depending on the colour. Collecting a capsule is 1000 and hitting an alien scores 100 points. Extra lives are awarded for collecting the "P" capsules.

HINTS and TIPS

- ★ The disruption capsule is of great use if your bolt is caught behind, or enclosed within, a wall.
- ★ The laser is most useful to break down the bricks which require a number of hits.
- ★ Using the very edge of your vau to deflect the bolt will give you a much sharper angle — most useful for maneuvering it into restrictive places.

GOOD LUCK

LEGEND OF KAGE

Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her.

You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

CONTROLS

When the tape has loaded a menu appears giving you the option of playing a one – or two-player game, and of using the keyboard, a Kempston-type Joystick or a Sinclair Joystick.

NOTE: If using a Sinclair Plus 2 computer, select the joystick option, 'Sinclair' when using an Amstrad or Cheetah+ joystick.

KEYBOARD

| | | |
|---|---|-------------------|
| Q | – | FIRE/USE SWORD |
| W | – | JUMP/CLIMB |
| S | – | DROP/FALL/CROUCH |
| N | – | MOVE TO THE LEFT |
| M | – | MOVE TO THE RIGHT |

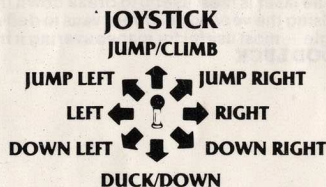
Whichever option you have selected, the SPACE key can be used to pause the game. The joystick or any key can then be used to retart the game.

When playing a two-player game the players take turns at the keyboard or joystick.

THE SCREEN LAYOUT

The status line at the top of the screen shows the current scores for players 1 and 2, and the current high score.

On the status line at the bottom of the playing area, the circles to the far left and right of the screen tell you how many lives you have left (you start out with five), while the circles in the centre keep a record of how many ninja warriors you have disposed of on those screens where you must defeat ten of them before moving on to the next section of the game.



GAMEPLAY

SCREEN 1 – A short introduction shows Kage and Kiri walking in the forest where Kiri is kidnapped by the Dragon King who is passing in his carriage. On this screen Kage must defeat ten ninja warriors whereupon the Dragon King himself makes an entrance.

Avoid coming into contact with him at all costs – but, if you can hit him ten times with your ninja 'stars' then he will know you mean business and will hastily beat a retreat in the direction of the palace.

SCREEN 2 – You have now reached the Dragon King's palace and are at the foot of the wall, but the palace is surrounded by his ninja guards. Again, you must defeat ten of them before you can climb the wall – but watch out for the ninja warriors in the river!

SCREEN 3 – You must now climb the wall – the arrows at the bottom of the screen tell you in which direction to go!

At the top you finally gain entrance to the palace.

SCREEN 4 – Inside at last! But where is the Princess? It is a large palace and she is hidden on the top floor! If you can make your way past the guards the Dragon King will appear and make a final attempt to thwart your rescue attempt. Stand well back from him – he's no pussycat!

Having disposed of the Dragon King, a little joystick action soon frees the Princess and you can go back to your romantic walk in the forest.

STATUS and SCORING

You are awarded 100 points for each ninja guard that you dispose of. A bonus of 500 points is awarded for each screen that you complete with an extra 500-point bonus and one extra life (up to a maximum of five) for completing the final screen.

HINTS and TIPS

SCREEN 1 – Stand well back from ninja warriors jumping on from the sides of the screen - they can be deadly! For a tougher but more interesting game, take to the trees!

SCREEN 2 – Watch out for ninja guards under your feet as your sword cannot reach low enough to hit them.

SCREEN 3 – Again, watch out for ninja warriors coming up from below or they'll take a swipe at your feet. However, you can try the same trick on them. . . .

SCREEN 5 – Perhaps the toughest – going like the clappers sometimes works but generally you'll have to be smarter than that. If things get a little too hectic and you don't even have time to reach the HOLD key, try taking a short rest below the top of the stairs.

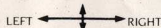
GAME OVER

CONTROLS

The game is controlled by joystick, Kempston Sinclair or Cursor and keyboard which is fully redefinable.

JOYSTICK

GO UP/JUMP/CLIMB STAIRS

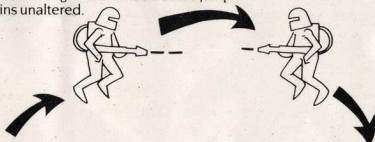


GO DOWN/CROUCH

KEYBOARD

P — RIGHT
 O — LEFT
 O — GO UP/JUMP/CLIMB STAIR
 A — GO DOWN/CROUCH
 Z — THROW BOMBS
 SYMBOL SHIFT — SHOOT

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



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

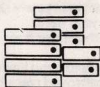
GAME OVER

PLOT

Far away in a different Galaxy, at a different time, control was exercised by an all-powerful woman — the Ruler, GREMLA. Her dictatorship was due in part to the devoted loyalty of her faithful lieutenant ARKOS — together they proved invincible. But Gremla was flawed — as her power grew, so did her greed and cruelty — at last ARKOS turned — resolved to stop this megalomaniac, to use all his skill and cunning to destroy her empire, subdue her dynasty... GAME OVER.

FIRST WORLD — THE PLANET HYPISIS

This is a linear world of 20 screens, the aim is to battle your way to the end where a ship will transport you to the next planet. In this world ARKOS is armed with grenades (his shots are unlimited) and during his journey will discover red and white barrels — by shooting them three times, special powers can be obtained.



GRENADES: Increases by three the number of grenades.



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



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



MINE: Kills character if he touches it.



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

ENEMIES

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



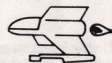
GUARDIAN ROBOT: Only found within the prison. Once near him, it shoots and turns around, going back to where it came from. It is destroyed with one shot but subtracts three units of energy when in collision. If Arkos is shot, one unit of energy is lost.



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



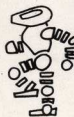
LASER SHOOTERS: They shoot at you with a very small margin of error. They are destroyed when shot 4 or 5 times in the head.



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



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



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

SECOND WORLD — THE PLANET SCKUNN

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

GAMEPLAY

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

In order to obtain energy in this world, you must reach the screen where you find the Pow Icon. When touching it the power of ARKOS will be at a maximum.

When grasping the SHOOT icon, the potential of giant laser is increased by 5 shots.



THIS WORLD HAS 2 STAGES:

FOREST: There are lakes in which you will drown if you fall in.

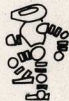
PALACE: Elevators are used to go up and down between the different floors. Once you are on the elevator and it is moving, you must refrain from walking or jumping until you reach another floor.

Scattered about on the palace floor there are mines which explode when touched.



ENEMIES

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



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



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



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



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

STATUS AND SCORING

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

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

HINTS AND TIPS

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

HEAD OVER HEELS

The game may be played with keys or the following joysticks: KEMPSTON, FULLER, INTERFACE II and the built in joystick on the SPECTRUM PLUS 2. In addition any joystick that presses keys may be defined from the keyboard menu.

CONTROLS

THE MENU SYSTEM

Use any key other than ENTER or SHIFT to move the cursor. Use ENTER to select the entry indicated by the cursor. On the key menu, return to main menu by pressing shift.

MAIN MENU

- (a) **PLAY THE GAME.** This will either start a new game or if an old game is in progress, will offer the chance to resume it.
- (b) **SELECT THE KEYS.** This allows your personal joystick/keyboard selection to be defined.
- (c) **ADJUST THE SOUND.** Choice of 3 sound levels.
- (d) **CONTROL SENSITIVITY.** Allows a selection of joystick/keyboard response.

KEY MENU

It is important to utilise this function properly — Please read the screen prompts.

- Step (a) Move cursor to highlight the required control on which the keys are to be changed.
- Step (b) Press ENTER (clears all current keys).
- Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the ENTER key then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). (This involves pressing ENTER twice).
- Step (d) When all keys are selected press ENTER.
- Step (e) If you want to change more controls then start again at Step (a), otherwise press SHIFT and return to Main Menu.

SOUND MENU

There are 3 distinct sound levels within the game. These are different sound tracks as opposed to volumes. One may select from:-

- (a) All music and game sounds
- (b) Useful game sounds
- (c) No sound

CONTROL SENSITIVITY MENU

This enables skill in control to be built up — the main difference being the way diagonal control is interpreted. The default value is on Low Sensitivity and is recommended for beginners.

The default controls have been defined as follows:-

| | | |
|-------|-------------------------------|----------------|
| LEFT | O, 6, | Joystick—Left |
| RIGHT | P, 7, | Joystick—Right |
| DOWN | A, 8, | Joystick—Down |
| UP | Q, 9, | Joystick—Up |
| JUMP | Space, Symbol Shift, M, N, B, | Joystick—Fire |
| CARRY | Space, Enter, L, K, J | |
| FIRE | Shift, Z, X, C, V | |
| SWOP | S, D, F, G | |

NOTE

H is permanently defined as Hold, Once pressed a screen message will appear offering the options of either aborting or continuing the game.

Space is defined as Jump and Carry, this allows both actions with one key depression. At some parts of the game it is essential to use jump and carry together so leave at least one key defined as both.

HISTORY OF THE BLACKTOOTH EMPIRE

Far, far away from our star Sol lies the Blacktooth empire, an evil empire, four worlds enslaved by the planet Blacktooth. All of the slave worlds bubble with unrest, but due to the oppressive nature of their rulers they never reach boiling point, they all lack a leader to draw the masses of population together.

Blacktooth itself is not any better, a world rigidly controlled by its dynastic leaders for so long that the populace do not ever think about revolution. The peoples of the neighbouring stars are getting very worried about signs of military expansion from Blacktooth and have sent a spy from the planet Freedom to see if he can push the slave planets into full rebellion by finding the crowns lost when Blacktooth took over.

The creatures of Freedom are very strange in that they are formed from a pair of symbiotic animals that have adapted to operate either independently or, to their mutual advantage, join together as one—Head saddled on Heels, and indeed these ARE their names and both are highly trained spies.

THE GAME

Head and Heels have been captured, separated and imprisoned in the castle headquarters of Blacktooth. Their cells contain 'keep fit' equipment, including a wall ladder that Head really must learn to climb. Your job is to get them both out of the castle and into the market place so they can join up again. From there, the journey leads to Moonbase Headquarters, where you will have to decide either to try to escape back to Freedom or to be a true hero and teleport to one of the slave planets to search for its lost crown! To overthrow the dictatorship on any of the slave planets would be a major blow to Blacktooth and you could return to Freedom in glory. Of course Blacktooth would probably enslave them again eventually but it would slow down any expansion plans for now. The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

EGYPTUS

Once, a long time ago, a craft from Blacktooth got a bit lost while doing a hyperspace jump and landed on an unknown planet. Here the crew found a primitive animal forming a sort of civilisation that appeared to revolve around wrapping corpses in lots of bandages and putting them into huge stone pyramids. When they returned to Blacktooth their emperor liked the sound of it so much that he rebuilt the capital city of one of the slave planets to resemble the story.

PENITENTIARY — The empire's prison planet

Millions are imprisoned here. A harsh planet, very mountainous, much climbing, skill required. The worst place is The Pit, try not to fall into it!

SAFARI

A densely vegetated planet, mainly used for hunting. The natives live in wooden forts in the jungle, beware traps!

BOOK WORLD

The emperor is very keen on cowboy books, and has devoted an entire world to a western library. Only the emperor's minions are permitted to read them. Information is rigorously suppressed in the empire.

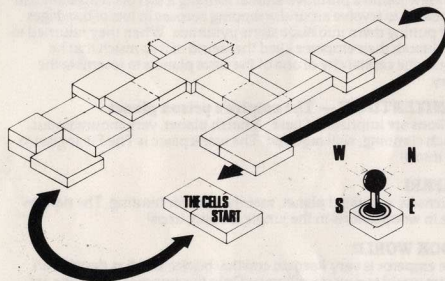
BLACKTOOTH

This planet has a large moon with three lunar space stations on it, the larger of these, Moon station HQ, is the main teleport center for the empire, with a direct teleport to all the slave planets. Sometime after the Egyptus episode, the latest Emperor sent out a craft to find that same strange planet, and after much exploration it was finally located and the craft landed. However the crew found the people had changed: instead of pyramids they used castles, instead of wrapping corpses up in cloth, they wrapped living men in metal and then tried to turn them into corpses with sharp metal sticks. The Emperor, not to be outdone by his ancestor, built a castle on Blacktooth and used it as his headquarters. The castle is surrounded by a small market, and then a range of impassable mountains. The only way to leave is via teleport to one of the three lunar space stations.

CONTROL HINT

The illustration indicates the joystick control orientation and the juxta positioning of the first 20 or so rooms of this exciting game. The starting 'Cell' is shown and with a little practice you'll soon be investigating over 300 challenging and action packed locations.

CASTLE BLACKTOOTH



HEAD (HEAD'S MOUTHION) This creature is a symbiotic partner to Heels and will normally be found sitting on top of one. Head is descended from a breed of flying reptile and still has rudimentary wings that allow Head to jump up to twice his own height and to guide himself through the air.

HEELS (FOOTUS UNDERIUM) During Heels's evolution the arms have totally disappeared while the legs have become very powerful. Heels can jump his own height and can also run very fast.

REINCARNATION FISH The strangest animal in the known universe! This fish likes to be eaten! There have been cases of it jumping onto plates! But there is more. when you eat one, its prodigious memory remembers everything about you. Its memory is so good that if you die at some later date, you will be reincarnated at the very place you ate the fish, and you will even have its taste still in your mouth! How a fish can remember anything when its been eaten has never been successfully explained. You must be very careful to check that the fish is alive and wriggling as dead fish decompose very quickly and it rapidly turns so poisonous that a single lick can kill.

WARNING: Even living reincarnation fish taste horrible!

CUDDLY STUFFED WHITE RABBITS The cute toy bunnies magically enhance your powers. The status display at the bottom of the screen will keep you informed as to which powers are temporarily enhanced. If Head and Heels are connected when they pick up a Life or Iron pill they will both get the enhanced power. There are four types.

- (1) Two extra lives
- (2) Iron Pills (to make you invulnerable) (Shield icon)
- (3) Jump higher bunny. This only works on Heels (Spring icon)

- (4) Go faster bunny. This only works on slow moving Head. (Flash icon) If Heels picks up a go faster bunny or Head picks up a jump bunny, the bunnies powers are wasted!

HOOTER The hooter may be used by Head to fire doughnuts at attacking monsters. This will freeze them in place as they lick the doughnuts off their faces. The hooter may only be used by Head and requires a tray of doughnuts to be of any use

DOUGHNUTS Trays of six doughnuts are few and far between so don't waste shots. Only Head may pick up doughnuts. The number of remaining doughnuts will be displayed above the doughnut icon at the bottom left of the screen.

BAG The bag may be used to carry small objects around a room. It is essential for Heels to find and get the bag as it is impossible to get far without it. The object in the bag will be displayed immediately above the bag's icon at the bottom right of the screen. To pick up an object just stand on top of it and press the CARRY key. It is not possible to drop an object in a doorway

CROWNS Find a crown and start a revolution. At the beginning of each game a screen showing all five planets with a crown above each will be displayed. As each crown is collected this screen will be shown again with the appropriate crowns in a bright colour.

TELEPORTS Standing on a teleport will activate its mechanism, this will sound a warning siren. Pressing the jump key will cause you to teleport. Not all teleports are two way, some are linked in a chain.

SPRINGS Jumping from a spring will give extra height to your jump.

SWITCHES Simply push the switch to switch things off and on! **WARNING:** Switching a deadly monster off will stop him moving but he will still be deadly to touch.

CONVEYOR BELTS The rollers on the conveyor simply push you along it. If you wish to go the opposite direction you have to jump along.

HUSH PUPPIES These are a very strange type of beast, they are incredibly sleepy, in fact they never wake up and it is quite normal for them to sleep for their entire lives. They are often used as tables and even used as building bricks. They are a native of Freedom and for many thousands of years Head and his ancestors have been mistaking them for Heels and causing so much trouble to the poor old hush puppies that they evolved a defence mechanism, they somehow learned to teleport themselves away. Nobody knows where they go but the instant they see any of Head's race they disappear and won't return until they are sure the coast is clear.

THE EMPEROR'S GUARDIAN

The guardian blocks the door to the throne room in Blacktooth castle, he is very dangerous and he doesn't like doughnuts. Only a true hero may pass the guardian.

SWOP KEY

If Head is sitting on Heels the swop key will, on each push, give you control of:

- (1) Heels (2) Head & Heels (3) Head (4) Head & Heels

If Head is not on Heels the swop key will, on each push, give you control of:

- (1) Head (2) Heels

At all times the character(s) whose icon is lit is under player control. When Head and Heels are joined together all their abilities are combined.

It is not possible to swop if standing in a doorway

HINTS AND TIPS

1. Beginners should aim to escape from Blacktooth and get back to Freedom initially. Only the very skilful can hope to liberate a planet or two
2. When you first get Head and Heels in the same location, practice placing Head on top of Heels and joining them together accurately with the swop key. Both of their icons will light up when they are successfully joined
3. Remember Head and Heels are a team. Just because both are in the same room does not mean you have to join them together, and in fact some problems may only be solved by separating Head and Heels
4. Make sure Head learns to climb ladders, this is an essential skill
5. Both Heels's bag and Head's hooter must be collected at the initial stages for there to be any chance of completing the game
6. If Head and Heels are in the same room, extra jumping height may be obtained by one jumping off the other's back
7. Find a safe spot and get used to how far Head and Heels may move over the edge of a brick before they fall, this will enable you to make the longest jumps. Both Head and Heels will jump slightly further if they are running as they jump
8. Learn the difference in distance and control between Head's jumps and Heels's jumps
9. Make a map, the first part of Castle Blacktooth has been mapped and drawn on the cover to show you the best way to approach this
10. Do not waste doughnuts, they are not easy to find
11. Display screens such as the Five planets or the Final score may be aborted by pressing any key
12. Do not get confused, only Heels may carry anything and only Head may fire
13. To discover if there is a room above, pile objects as high as possible and jump from the top. If there is a spring in the room, put it on the top for extra jumping height
14. If you can't understand a room, try exiting and entering again, watching carefully for any movement in the room as you enter
15. If you wish to freeze the game without the pause message obscuring the screen display, keep the pause key depressed

MOVIE

THE GAME

Make detective Grade "A" in this fascinating gangster thriller. To find the hidden tape recording and return with the message you'll need cunning and quick reactions... Broads, booze and bullets all feature in this Movie.

The Action is set in New York in the thirties. Private Detective Jack Marlow has a dangerous assignment ahead... To penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape recording and return to his office to play the message. You are Jack Marlow!

The gang-leaders inner sanctum is impossible to find without help and the nearer you approach the more of his henchmen will block your path.

In this hostile world you need a friend, one who will lead you to your goal - she is Tanya, and when you find her your troubles may be over; but beware you may run into her evil sister Vanya, who is working for Bugs... She will take you round in circles until you're bumped off!

[The two sisters look identical, trust your judgement as to which one you've found]. Negotiating your way towards the H.Q. requires fast reactions and cunning, various objects will be found in your path, guns, bombs, bottles etc.

You must use these items carefully if you wish to succeed.

It is possible to speak to the other characters in the game and question them to obtain valuable information. This is achieved by interactive "Bubble speech" typing your request via the keyboard. When you reach the doors which are guarded you will need a password to move on - this is where the right girl (Tanya) will be invaluable, as she knows the code - without her you will never reach the Mobster's office and locate his safe in which the precious tape recording has been placed. GOOD LUCK!

CONTROLS

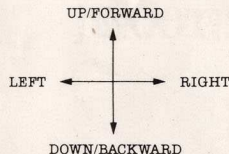
You may use keyboard or joystick. Keyboard controls are not re-definable. When the program has loaded press O key to display options. To select the option displayed press ENTER. If you do not wish to select the option displayed press C key to change to next option and so on until you have completed your choice of options. **IQ option** - This option gives you the ability to choose whether you wish your character to move automatically around immovable objects (IQ on) or whether you wish to completely control the movement of your character (IQ off).

DIRECTIONAL/ROTATIONAL option - This gives you the ability to select the mode of your controls i.e. where LEFT, RIGHT, UP and DOWN refer to the movement of your character within the screen (DIRECTIONAL) or where UP and DOWN will move your character forwards and backwards and where LEFT and RIGHT will rotate your character to face a particular direction (ROTATIONAL).
Press any key to start the game.

KEYBOARD

| | | | | | |
|------|---|----------|-------|---|------------|
| LEFT | - | CAPSHIFT | RIGHT | - | Z |
| UP | - | Q to P | DOWN | - | A to ENTER |
| FIRE | - | C | | | |

JOYSTICK



STATUS AND SCORING

On-screen scoring shows the number of rooms you have traversed as a percentage of the total and an overall score dependant upon accomplished tasks.

At the bottom of the screen is the Icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown above the Icon menu are the objects you are carrying - your INVENTORY.



INVENTORY DROP PICK-UP SHOOT WALK TALK PUNCH THROW HALT ABORT

To move to the Icon menu, press the FIRE button, move the Icon cursor (rectangular box) over the required Mode and press FIRE again.

To Halt the game move over H Icon and press FIRE, to restart press FIRE.

To Abort move cursor over A Icon and press FIRE twice.

To use an item you are carrying select INVENTORY using the Icon cursor, you can then move the inventory arrow to the item you wish to use.

HINTS AND TIPS

Map the game, this will help if you need to retrace your steps, or run into the wrong girl. If the girl makes a request (i.e. "Get me a whisky") you must obey, otherwise she won't continue to help you. (Do this by finding the bottle and dropping it in the room where she is. Don't let the girl come to any harm, you must protect her at all costs for she is the key to accomplishing your mission.

You must devise ways of overcoming the traps in the game - for instance you can reach a bag hidden on top of a wardrobe by knocking it down with some other object that you are carrying.

If all else fails try bribery, after all, in this MOVIE almost anything goes.

