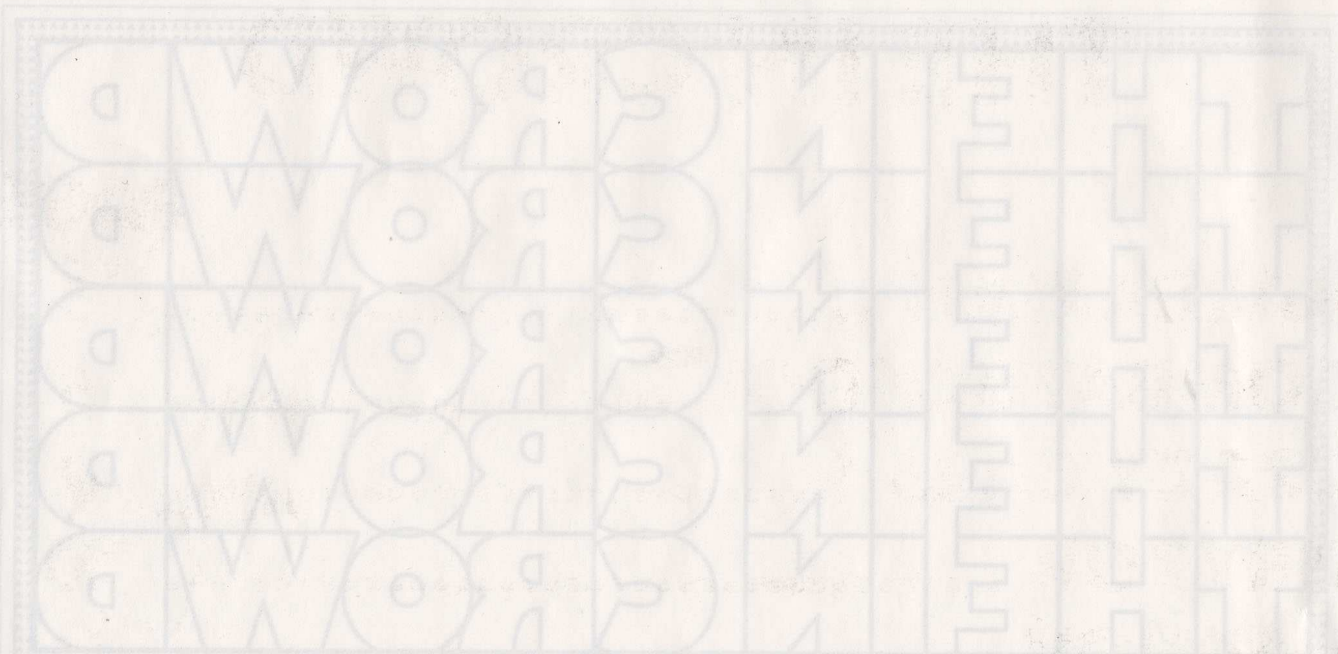


THE IN CROWD
THE IN CROWD
THE IN CROWD
THE IN CROWD
THE IN CROWD

SPECTRUM

ocean®



Small, faint text at the bottom of the page, likely a copyright notice or manufacturer information, including the year 1990.

THE IN CROWD

	PAGE
BARBARIAN	5
COMBAT SCHOOL	6
CRAZY CARS	9
GRYZOR	10
KARNOV	11
PLATOON	13
PREDATOR	19
TARGET RENEGADE	21

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. 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.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

BARBARIAN

THE STORY SO FAR...

The evil sorcerer Drax desires Princess Mariana and has sworn to wreak an unspeakable doom on the people of the Jewelled City unless she is delivered to him.

However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the princess will be allowed to go free. All seems lost as champion after champion is defeated.

Then, from the forgotten wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.

Can he vanquish the forces of Darkness and free the Princess?

ONLY YOU CAN SAY...

The game is in two parts which can be loaded in any order.

ONE: Combat practice (one player or two player). Perfect your swordsmanship against the finest warriors in the land.

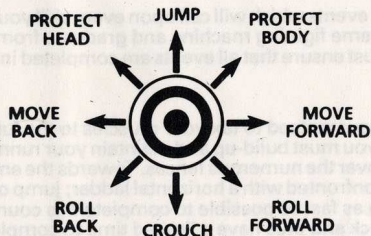
TWO: Fight to the death.
Fight for the princess against the evil minions of DRAX and finally face the evil one himself.

BARBARIAN FIGHTING MOVES

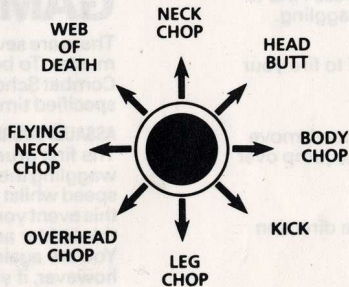
The following instructions are for a right-facing character.

For a left-facing character the moves are reversed.

JOYSTICK DIRECTIONS
WITHOUT FIRE BUTTON PRESSED



JOYSTICK DIRECTIONS
WITH FIRE BUTTON PRESSED



STRENGTH

Each character can survive six blows which are displayed at the top of the screen (player one on the left).

SCORE

Points will be awarded depending on the difficulty of the move used (player one on the left).

When playing in two player mode there will be a time limit for each duel. At this time if both are still in the game, their strength will be restored and a new game will commence.

When playing in one player mode there is no time limit and the time display will be replaced with the skill level of the opponent you are facing.

SPECTRUM VERSION

When the game has loaded press to choose from the following options:

- | | |
|----------------|-----------------------|
| (1) START GAME | One player options: |
| (2) ONE PLAYER | (1) SINCLAIR JOYSTICK |
| (3) TWO PLAYER | (2) KEMPSTON JOYSTICK |
| | (3) KEYBOARD |

Player one define keys:

- (1) FIRE
- (2) UP
- (3) DOWN
- (4) LEFT
- (5) RIGHT
- (6) PAUSE
- (7) QUIT

Player two options:

- (1) SINCLAIR
- (2) SINCLAIR/KEYBOARD
- (3) KEMPSTON/KEYBOARD
- (4) KEYBOARD/KEYBOARD

© PALACE SOFTWARE 1987

BARBARIAN was conceived and designed by **STEVE BROWN**

SPECTRUM PROGRAMMING BY: **SHAUN**

GRIFFITHS

SOUND BY: **RICHARD JOSEPH**

ASSISTANT ARTIST: **GARY CARR**

SPECIAL THANKS TO: **DANIEL MALONE**

COMBAT SCHOOL

Chin-up! Chest out!

You have enlisted with the elite marine corps – the U.S.A.'s finest. A barrage of tough, gruelling, physically demanding events face you if you are to become a crack trooper. Your objective is to graduate, but your mettle will be severely tested as the toughest course of training events are presented to you.

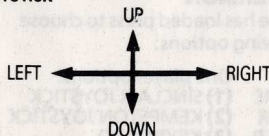
It may not end there! If you do graduate, there's a good chance you will be sent on a crucial mission – one that will examine your physical capabilities to the full!

To graduate is your ambition, but will you even survive?

CONTROLS

The game may be controlled by Joystick (Kempston Sinclair or Cursor), or keyboard which is fully redefinable.

JOYSTICK



CONTROL FOR DIFFERENT EVENT

ASSAULT COURSE

Waggle left and right to build-up and maintain speed. Press FIRE to jump over walls and onto horizontal ladder: continue wagging.

FIRING RANGE ONE

Use up, down, left, right to control your cursor and FIRE to fire your weapon.

IRON MAN RACE

Waggle joystick up and down to build-up and maintain speed, move joystick left and right to move left and right. Press FIRE to jump over any obstacles.

FIRING RANGE TWO

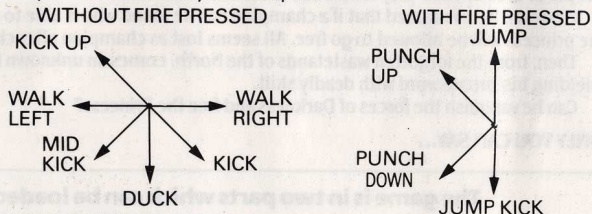
Move left and right to move your man in the appropriate direction and press FIRE to fire your weapon.

ARM WRESTLING

Waggle left and right to build-up and maintain maximum power.

FIRING RANGE THREE

Move left and right to move your cursor in the appropriate direction and press FIRE to fire your weapon.



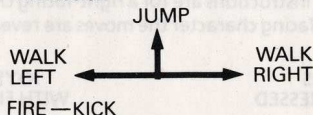
COMBAT WITH INSTRUCTOR

Left and right as normal, up to jump and FIRE to punch/kick.

CHIN-UPS

Waggle left and right.

THE MISSION



GAME PLAY

There are seven taxing events which will call upon every skill you can muster. To be the supreme fighting machine and graduate from the Combat School you must ensure that all events are completed in the specified time.

ASSAULT COURSE

The first gruelling test guaranteed to tax your muscles to the full! By wagging the joystick, you must build-up and maintain your running speed whilst jumping over the numerous fences. Towards the end of this event you will be confronted with a horizontal ladder; jump onto this ladder and waggle as fast as possible to complete this course. You are against the clock and thus have a limited time to complete, however, if you manage a good time you will be awarded with a bonus. This time bonus will be added on to the time allowed for the next event.

FIRING RANGE ONE

Various targets appear at random throughout this event and you must move your cursor and shoot as many as possible within the allotted time. You have a minimum number of targets to hit and again, if you exceed this quota you may be allotted a time bonus as above.

IRON MAN RACE

Possible one of the most gruelling events that Combat School has to offer. You must build-up and maintain your maximum running speed whilst avoiding the various obstacles such as rocks and mines as you try and negotiate this hazardous terrain. Jumping is permitted, but be careful you don't land on anything that could make you trip and lose valuable time. Having negotiated the land, you will then be confronted with a fast moving river which you must swim across, find a canoe and paddle like crazy to the opposite bank whilst avoiding the treacherous logs which float across your path. Upon reaching the opposite bank you must sprint to the finishing line before the time is up. As before, a time bonus is invoked if you complete the course ahead of schedule.

FIRING RANGE TWO

In contrast to the fixed gun emplacements you had in the first firing range, this event presents you with a chance to practice your skills with a hand-held machine gun. Robot tanks will descend at random from the top of the screen and you must knock-out as many as possible in the allotted time. As before, there is a minimum quota of tanks to hit and the usual time bonus if you shoot more than the allocated number.

ARM WRESTLING

This calls upon your full "joystick waggling" powers as you try and build-up and maintain maximum power to defeat your opponent. In the one player game you will be pitted against the computer, whilst in the two player game you'll be competing one on one. This event is purely for a time bonus and you will not be drummed out of the School if you fail!

FIRING RANGE THREE

This is similar in control to the first firing range, but you must avoid shooting any of the red targets. If you do inadvertently hit one of these then your cursor will freeze until the next batch of targets appear, thus preventing you from shooting any of the true targets. This is the hardest firing range of all and you will be called upon to use all your firing prowess that you have learned in the previous rounds. Time is short so shoot wisely and carefully! The usual time bonus situation applies.

COMBAT WITH INSTRUCTOR

The most difficult event of all. Here you are one on one against your instructor and must use all your martial arts and combat skills to defeat him. You can only incur a maximum number of hits within the given time (as can your instructor). The object is to subdue your opponent within the given time or you will not graduate! Using a combination of movement left and right, you can also jump up and kick or punch. Much practice is required to perfect your technique and don't forget – your instructor has more experience than you!

CHIN-UPS

If you fail to qualify in the first six events by a very narrow margin, you will be given a second chance to continue. This will take the form of a number of chin-ups that need to be performed in a specific time. This is a "joystick waggler" and you must build-up and maintain power for as long as possible to complete the necessary number: only if you do complete the required amount can you move on to the next event. If you fail in any of the above events you will be drummed out of the Combat School and will have to start from scratch.

THE MISSION

If you eventually graduate, you will be sent on a top secret mission to rescue a hostage in the American Embassy. This mission will call upon all the powers you have learned in training. The actual execution of the mission, however, is classified and very few details are available. All that is known is that your assailants will be heavily armed and must be both avoided and subdued before they have time to use their weaponry. Good luck and don't be a chicken!

STATUS AND SCORING

Points are scored within the different stages depending on how efficiently you complete that event. On timed events, if you complete before the time runs out you may be awarded a time bonus, to be carried forward to the next level. Similarly, on the shooting events if you manage to achieve the set number of hits in the specified time and continue hitting your targets before the time is up, you will be again awarded a time bonus depending on the number of extra hits you have accumulated.

The points work on an accumulative basis and if you graduate, the total points earned will have an effect on the ranking you achieve. There is no rank awarded if you fail to graduate from the Combat School, but a high score, if earned, will be displayed.

HINTS AND TIPS

- * Learn to pace yourself – if your power level shows you operating on full speed then it is pointless to exert more effort as this will make no difference to your performance.
- * Try and collect as much time bonus as possible in the various stages as this will have an accumulative effect on successive events.
- * There are many strategies for combat with the instructor, but one of the most effective is to jump towards him, strike quickly, and jump back again out of range.
- * You do not have to be the victor in the arm wrestling contest to continue in Combat School – this is only a bonus event which will enable you to pick up a time bonus for the third firing range, however this is very useful.
- * If you do manage to progress to the mission stage bear in mind this is not against the clock and it may be prudent to wait in various areas for the right moment to strike.

COMBAT SCHOOL

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

SPECTRUM

Coding by Andrew Deakin and Mike Lamb. Graphics by Ivan Horn. Music/effects by David Whittaker.

CRAZY CARS

Caution

The CRAZY CARS™ disc MUST NEVER BE WRITE PROTECTED and must stay in the disk drive as long as you are playing the game.

COMMANDS

During the game, your car is controlled by either the joystick or the arrow keys on the keyboard.

The controls are:

- UP — accelerate
- DOWN — brake
- LEFT — turn left
- RIGHT — turn right

In the other phases of the game, you have to press the space bar or the fire button of the joystick to continue.

After you have finished a race, you can put your name beside your score. Do this by choosing the letters of your name one by one with the cursor. You move the cursor with

the joystick or the arrow keys on the keyboard. Press the fire button or the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the fire button or the space bar again. Your new terrific score is now stored on the disc.

GAME RULES

You are racing in the world's craziest race: The American Cross Country Prestige Cars Race. This race is in three stages throughout the United States: Arizona, Space Shuttle and Florida. If you are able to do those three challenges before the time runs out, you will get a faster car. You start with a Mercedes 560, then a Porsche 911. Better than average drivers will receive a Lamborghini Countach, and only the world's best drivers may drive a Ferrari GTO.

While racing, be careful not to collide with the other cars near you, each collision will slow your car down and cause you to lose time. Once you have passed a car, be careful

to maintain your speed and not allow the cars behind you to collide with you.

CRAZY CARS™ was created as realistic as possible, therefore you must be careful not to lose control of your car especially when you are jumping or cornering.

If you go off the track, your speed will decrease very quickly and your chances of beating the clock will be greatly decreased. Hitting bumps at high speed will cause your car to fly through the air, but this can be used to pass a car.

To win a stage, you have to go through the finish line before the time reaches zero. When the time runs out, the engine stops but you will coast as far as you can and if you go through the line, the judges might let you win.

PREPARE TO START, READY??

GO!!

CRAZY CARS and TITUS are trademarks of Titus Software Corporation.

GRYZOR

COIN-OP ACTION FROM KONAMI

The Durrs from the Planet Suna have infiltrated Earth's defensive forces, have set up a strong hold in an unchartered region on our planet and have assembled an atmosphere processing plant (APP) which gives them the facility to control the planet's weather conditions. Their plan is to bring about another ice age and thereby take over Earth and all its resources. You are Lance Gryzor, a member of the federation for Earth's defences (FED). Having discovered the evil intention of the Durrs, you must infiltrate the strong hold, make your way through the fortification, past the androids and into the heart of the complex to destroy the APP. You will encounter many dangers and numerous weapons systems together with deadly tunnels and awkward mazes. As you get closer to the heart of the complex, you will find that the APP has already started its dastardly work and if you manage to pass the ice region you will then encounter a labyrinth of pipes and ducts, only then you realise the danger has just begun. For the aliens incarnate will reveal themselves and you will be pitted against the most deadly foe ever known to man!

There is only one man who could ever hope to accomplish this mission his name ... Lance Gryzor!

CONTROLS

The game has joystick or keyboard options selected from the menu before the play starts.

With joystick play the space bar is used to jump.

The keyboard options are redefinable from the menu.

KEYBOARD

S	-	UP
X	-	DOWN
M	-	RIGHT
N	-	LEFT
A	-	FIRE
SPACE BAR	-	JUMP

JOYSTICK

	UP	
POINT LEFT	◀	▶ MOVE RIGHT
	LIE DOWN	
	FIRE - FIRE	
SPACE BAR	-	JUMP

GAME PLAY

This is divided into 5 sections.

THE JUNGLE (Horizontal scrolling)

Fight your way through the soldiers and destroy the entrance to the alien complex. Better weapons may be obtained on this level by destroying the weapon stores.

THE OUTER MAZE (3-D)

Destroy the targets on the back wall to continue through the maze and destroy the control entrance and destroy the gateway.

THE INNER GORGE (Vertical scrolling)

Fight your way upwards to the inner entrance and destroy the gateway.

THE INNER MAZE (3-D)

(See The Outer Maze):

THE FINAL CONQUEST (Horizontal scrolling)

Fight past ships and trucks in the ice region to confront the guardians and finally the aliens themselves. Destroy the alien heart to complete the mission.

STATUS & SCORING

The score and lives are displayed on the screen at all times.

On the maze section a map of the maze and a clock appear. The clock displays the amount of time you have to complete the maze stage before losing a life.

Points are awarded for shooting the enemies that you encounter: large aliens 5,000 - 40,000, soldiers 500 and small aliens 200.

HINTS & TIPS

1. Keep moving.
2. Shoot everything.
3. All moving (and some stationary) objects can be destroyed but the larger they are the more shots are required.

CREDITS

Programmed by Paul Owens

Music/effects by David Whittaker

Graphics by Mark R. Jones

Produced by D.C. Ward

© Konami

© 1987 Ocean Software Limited

KARNOV

CAN KARNOV SAVE THE WORLD?

The story of Karnov's legendary quest begins peacefully enough in the small village of Creamina, located roughly in the middle of that vast expanse of land known as the Russian Steppes, otherwise known as Wunderland. Jinborov Karnovski, known more simply as Karnov by his friends, had returned to the village after a lifetime of travelling the country as a circus strongman. Old Karnov was looking forward to a quiet life, with the biggest excitement being an evening telling tales of his circus exploits down at the local tavern. Little did he know, but his adventures were far from over. He was about to embark on a new journey that would test his enormous strength to the full!

Only a few of the village's oldest inhabitants knew Creamina's secret. This ramshackle collection of buildings was the hiding place of one of the worlds most awesome treasures. The Treasure of Babylon had been hidden away from the world in Creamina for centuries, protected by the Forces of Light. Legend had it, so the Elders said, that a great evil would visit the world if the Treasure fell into the wrong hands. But they felt that the treasure was safe - after all Creamina was the last place anyone would look for a treasure!

They were right. Creamina was the last palace Ryu, an awesome and evil wizard, looked for the Treasure of Babylon. After thousands of years searching the world for this ancient artifact, his spies had at last reported its location. Surrounded by his demonic minions, the great wizard hit Creamina like a hurricane and made off with the Treasure of Babylon. But he wasn't finished. To punish the villagers of Creamina he left behind an assortment of monsters to terrorise those who had dared to hide the treasure from him.

Karnov knew that only he had the power to defeat Ryu and return the treasure to its hiding place. After all, not everyone in Creamina could breath fire like he could! Cursing his strange talent, and his luck, Karnov set out to find a way through the monster infested countryside, seeking the fragments of a long lost map to guide him on his way. He knew he had

to seek out and defeat Ryu and regain the Treasure of Babylon, otherwise the world was doomed!

ICONS AND HOW TO USE THEM

There are 11 items to be collected:

- 'K's: 50 of these are needed to gain an extra life
Apples: These will give you much needed extra fire power.
The remaining nine items are icons that may be collected and saved for use later in the game. When collected, they will appear in windows at the bottom of the screen. The first five icons in the inventory will highlight alternately as you move Karnov left or right. If you wish to select a specific icon you must adjust Karnov's position on screen until the one you want is highlighted. Then press the 'Y' key (all versions).
Boots: These double Karnov's jumping power and help him run faster.
Bombs: Don't just use them to destroy Ryu's Monsters! These can also be used to destroy obstacles, like walls. They can also be stockpiled - but don't stand too close when you use one. You could blow yourself up!
Ladders: Use these to collect 'out of reach' icons.
Boomerangs: These give Karnov extra attacking power. Jump up to catch it so you can use it again!
Flames: These give Karnov superior firepower for a limited time. The last four icons will become available to you at the appropriate time.

They are as follows:

- Wings: for flying!!!
Swimming
Helmet: Allows you to swim faster.
Mask of Perception: This will flash when invisible icons are on screen. Pressing 'Y' will make them visible.
Trolley: Use this for downhill travel. It kills all monsters in its path.

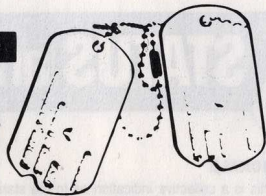
Remember many items will be out of view, so explore your surrounding and choose your route with great care, because now you are on your own.

QUICK CONTROL GUIDE

Spectrum, Spectrum +, Spectrum 128, Spectrum +2, Spectrum +3.
Jump/Climb Up - Q
Down/Climb Down - A
Left - O
Right - P
Fire - Space
Use selected icon - Y
Pause - Enter
Reset Game - Symbol Shift # & Break
Or Kempston Joystick.
Sinclair Joystick also works on +2.

*TM & © DATA EAST USA, INC. 1987
All rights reserved. Manufactured under
license from DATA EAST USA, INC.
Computer game © 1988. Electric Dreams Software
Programming by Mr Micro.
A Software Studios Production

PLATOON



You are a raw young recruit in a Platoon of five deep in enemy territory. Unprepared for the challenges that lie ahead; realisation dawns that you must not only survive the physical ordeals but retain your sanity amidst the horrors and injustices of war.

As the game progresses you must overcome the hostilities in the different environments presented to you and ultimately survive with your sanity and morale intact. There are six sections in this experience, each presenting you with a more arduous problem. There will be casualties, as in any war, but the first casualty of that naive young soldier will be his innocence.

GENERAL CONTROLS

Compatible with Kempston, Sinclair and Cursor Joysticks. Usual joystick options for UP, DOWN, LEFT, RIGHT and FIRE. **NOTE:** The key for throwing grenades is redefinable for both joystick and keyboard options. In stages 1 and 2 only, the key for calling up the status panel is also redefinable as above.

This computer game is packed with fun and excitement — many, many hours of programming work have been put in to ensure the maximum playing experience. To get the most from this title please read the instructions carefully and follow the screen prompts — that way you'll be sure that none of the action is missed!

Its program code and graphic representation are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

Game Design by Ocean Software Limited
© 1988 Ocean Software Limited
© 1987 Hemdale Film Corporation. All rights reserved.



JUNGLE and VILLAGE

You must lead your Platoon deep into the depths of the Vietnamese jungle and ultimately the village. Once there, you will search the huts for useful objects and ultimately find a trap door in one of the huts that will lead you to an underground network of tunnels.

The jungle contains many perils such as armed patrols, booby trapped trip wires, assassins in trees and concealed "hides" where deadly snipers lie in wait. During your trek stay vigilant for a box of explosives left by a previous Platoon as this must be collected before reaching the bridge which must be blown up to prevent a large patrol following your Platoon (and effectively wiping you all out). To destroy the bridge you must have the aforementioned TNT, when you cross it the explosive will be automatically planted.

Food, ammunition and medical supplies left by enemy guerillas can be picked up and used. For best results, spread supplies equally between the soldiers in your Platoon.

List of objectives in this section:

1. Find explosives.
2. Find bridge.
3. Place explosives on bridge.
4. Find village.
5. Search huts for a torch and map.
6. Find trap door.

CONTROLS



You control one man at a time using your joystick.

UP	—	JUMP/WALK UP/ENTER HUT/EXAMINE OBJECT
LEFT	—	WALK LEFT
RIGHT	—	WALK RIGHT
DOWN	—	DUCK/WALK DOWN/LEAVE HUT
FIRE	—	SHOOT
SPACE BAR	—	THROW GRENADE

NOTE: Whether you jump or walk up when pressing UP on the joystick is determined by whether there is an exit above you or not. The same rule applies for pressing down. The EXAMINE OBJECT facility is only available when inside a hut and in front of the required object.

COMMODORE ONLY

Keys F1 to F7 call up the STATUS PANEL which allows you to examine the state of your platoon and transfer to control to another soldier. This is done by pressing UP, DOWN and FIRE on the joystick.

STATUS and SCORING



MORALE

This is a collective indication as to the state of your Platoon. Morale decreases every time one of your platoon is wounded and when an unarmed Vietnamese villager is shot. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time one of the platoon is wounded, he will collect a HIT. When he has collected four HITS then he will die, signified on the status panel as "retired in action". When all five members of the platoon are dead, the game is over.

AMMUNITION

Number of grenades left.
Rounds of ammunition left.
These can be increased by collecting ammunition left around.

SCORE

This is increased by removing enemy soldiers, collecting useful objects and destroying the bridge as well as any traps. A large bonus is obtained when this section is completed depending on the number of active members of the platoon left.

HINTS and TIPS



- * Watch out for the enemy jumping out of the trees above you or appearing out of trapped doors near your feet - a well placed grenade will destroy the latter.
- * When a member of your platoon is seriously injured (i.e two or more hits) transfer control to another soldier to ensure as many as possible of your platoon survive.
- * When you are about to pick up food or medical supplies, transfer to the member of your platoon most in need of them.
- * It is recommended that you map out this section in order to complete it.

TUNNEL NETWORK



Leaving the rest of the platoon in the village you volunteer to go down the trap door whereupon you find yourself in an underground tunnel system. You already have a torch and a map to enable you to find your way around as shown on the right hand side of the screen and your position is indicated by an arrow pointing in the direction you are facing.

Beware - The tunnels are densely populated with guerrillas who must be shot on sight. They usually appear from around the corners, but some of them have a sneaky habit of swimming through the waters of the tunnel and springing up in front of you ... and that knife isn't for decoration! The tunnel also contains a number of rooms in which you may find valuable items such as Red Cross boxes (to heal one of your "HITS") and ammunition. It is also essential that you find two boxes of flares and a compass for the next section (as before, when you enter a room you may be confronted by a guerrilla or indeed one of the boxes may be booby-trapped).

CONTROLS



You control your movements and that of the crosshair (gunsight) with your joystick.

There are three control modes -

- | | |
|--------------|---|
| UP | - (A) Walk forward/(B & C) Move crosshair up |
| LEFT | - (A) Rotate left/(B & C) Move crosshair left |
| RIGHT | - (A) Rotate right/(B & C) Move crosshair right |
| DOWN | - (B & C) Move crosshair down |
| FIRE | - (A & B) Shoot (C) Examine object |

CONTROL MODE A

Moving through the tunnels. When an enemy soldier appears, control changes to Mode B.

CONTROL MODE B

Moving the crosshair in the tunnels. Move it over your target and press FIRE. If you score a hit, control will revert back to Mode A.

CONTROL MODE C

When you enter a room, move the crosshair and press FIRE to examine objects. If needed they are automatically taken. To leave the room, press FIRE with the crosshair over the exit icon (bottom right).

STATUS and SCORING



MORALE

This is a collective indication as to the state of your Platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.

SCORE

This is increased with every successful encounter with Viet Cong, upon finding useful objects and finding the exit.

SECTION 3

HINTS and TIPS



- There are no villagers in this section so everyone is assumed to be an enemy.
- Search all rooms and remember where booby-trapped boxes are.

THE BUNKER



Upon finding the exit in the tunnel system you find yourself in a foxhole. Night has fallen, you are tired and doubtful of the terrain and position of the enemy, so you decide to rest in the foxhole until confirmation comes through from base camp. Unfortunately a group of guerrillas suspect your location and will have no hesitation in attacking. You have your machine gun and a supply of flares to light up the night sky in order to see the enemy silhouetted against the horizon but be prudent supplies are limited as is the time of illumination. You must ensure that you do shoot each man you see as your own muzzle flash will give away your position and anyone who is left standing will find it easy to locate and kill you.

SECTION 4

CONTROLS



The joystick moves the gunsight. A flare is released by placing the gun sight over the flare gun (bottom right) and pressing FIRE.

UP	- MOVE CROSSHAIR UP
DOWN	- MOVE CROSSHAIR DOWN
LEFT	- MOVE CROSSHAIR LEFT
RIGHT	- MOVE CROSSHAIR RIGHT
FIRE	- SHOOT

STATUS and SCORING



MORALE

This is a collective indication as to the state of your platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.
Number of flares left.

SCORE

Your score is increased by shooting attackers.

HINTS and TIPS



- Shoot attackers immediately.
- Conserve ammunition and flares by sending flares up regularly and removing each attacker with a short, well placed burst of gun fire — not a long inaccurate barrage.

THE JUNGLE



Having survived a harrowing and sleepless night, you go in search of Sergeant Elias — your platoon leader. However, you meet Sergeant Barnes who informs you that Elias is dead, killed in combat. Shortly after however, you see from a distance that Elias is in fact alive and being relentlessly pursued by guerrillas. In front of your very eyes you see your Sergeant mowed down in a hail of gun fire and at that moment a little bit more of your innocence and sanity is eroded. Pondering on the information given to you from Sergeant Barnes you realise that in fact he is indirectly responsible for the death of Elias by not aiding him.

Before you can collect your thoughts more thoroughly you hear a crackle come over the radio — a transmission from the General. An air strike is planned for precisely 10:00 hours. That means that that section of the jungle you are in is to be napalmed in two minutes, as it is crawling with guerrillas. That just about gives you time to reach a safe area, and take cover from the airborne onslaught. You have been given the compass bearings of a particular safe area and you must make your way there immediately.

GAME PLAY

The compass (top right) indicates the direction that you are facing always head in a northerly direction. Each screen depicts a view of a portion of the jungle you are in. Run to the top of each area, avoiding the Viet Cong fire, snipers and any other hazards such as barbed wire and half buried mines. There are several routes through the jungle; some will enable you to make your destination in time, while others will not.

CONTROLS



Using the joystick move your man around the obstacles avoiding enemy fire. Take a left or right turning at the top of each area.

- | | |
|-------|-----------------------------|
| LEFT | - MOVE LEFT |
| RIGHT | - MOVE RIGHT |
| UP- | - MOVE UP THE SCREEN |
| DOWN | - MOVE BACK DOWN THE SCREEN |
| FIRE | - SHOOT |

HINTS and TIPS



Find out which is the quickest route and use it every time. Keep moving as enemy fire is directed straight at you.

In order to make good time, certain screens will have to be rushed. Other, more difficult screens, may be negotiated after you have cleared the way of all visible attackers.

THE FOXHOLE



Having reached the area you were told was safe you find that Sergeant Barnes is in a foxhole. He realised your suspicions about him and Sergeant Elias and sees this as an ideal opportunity to eliminate you without witnesses or any other evidence. Ensnared in his foxhole he fires his machine gun and throws grenades at you. With the air strike imminent and vengeance for the unfortunate Sergeant Elias playing on your mind you realise there is only one sensible course of action. You must remove Barnes from the bunker in order to avoid the napalm. The cover that is afforded Barnes makes machine gun fire rather ineffective leaving you with the only option of a frontal assault with your grenades. You must, in fact, score five direct hits with your grenades into the foxhole. You will find the box of grenades at the start of the screen and these must be picked up immediately.

CONTROLS



- | | |
|-------|-----------------------------|
| LEFT | - MOVE LEFT |
| RIGHT | - MOVE RIGHT |
| UP | - MOVE UP SCREEN |
| DOWN | - MOVE BACK DOWN THE SCREEN |
| FIRE | - THROWS GRENADE |

STATUS and SCORING



Your score is increased with each successful hit on Barnes's foxhole, and with his final destruction should you last that long!

HINTS and TIPS



Keep moving for reasons already discussed.
Pick up your grenades immediately.

PREDATOR

Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loading occurs. You will see on screen prompts if you need to START, STOP or TURN the cassette over at specific points.

Further sections of PREDATOR will be loaded automatically as you successfully guide Shaefer through the first section.

JOYSTICK AND KEYBOARD CONTROL NOTES...

You control Major Shaefer using a combination of joystick with keyboard, or keyboard only controls.

THE HUNT IS ON...

"A straightforward mission they said - 'top secret' - ha! Aren't they always!..."

But not this time.

"We gotta' rescue three Presidential allies and any surviving crew of a crashed chopper. That's easy enough. Those pen pushers could never get by in that jungle. Out there it's a fight for survival! And anyway, what were those stiff necks from Capitol Hill doin' in that neck of the woods anyhow? 'Top Secret' I'll bet!..."

But this time it's different.

"...They reckon some local guerilla force is gonna' make the rescue tough. Ha! At least it gives a bit more of a challenge to a mercenary like me. Me? I'm the meanest predator in the universe. I'll hunt'em high and low - I've got bullets stamped with their name and zip code!..."

But this time it's you that's hunted.

You play the part of Major Alan Schaefer, a seasoned military man heading up a crew on yet another straightforward, 'top secret' mission. You've got to get your team in and out fast. You watch as your soul mates Dillon, Ramirez, Mac, Hawkins, Billy and Blain leap from the hovering helicopter and vanish into dense jungle. You take the rear guard. You soon find the crashed chopper with no sign of life. That's not surprising, but...something is odd here. Not quite sure what. No sign of your team either...

You find Hawkins first - or at least, what is left of him...what on earth could have done that to him?

At least his weapon is nearby - that might come in useful. Those guerillas put up sudden and hard ambushes, but with your reflexes they are easily beaten.

A swarm of vultures attack - they've been preying on something just ahead. You can't believe your eyes - Green berets strung up from trees, stripped of skin!

Something is definitely wrong out here. No guerilla force has done this, that's for sure. Where the hell have your team got to?

A cool bead of sweat trickles down the side of your head.

It's sinister - and all the time, as you cautiously creep deeper into this jungle...you get the feeling....the feeling that you're being watched...

It's gonna' take all of your survival skills to outwit whatever it is that's lurking out there...and perhaps a small nuclear device.

PREDATOR OPTIONS...

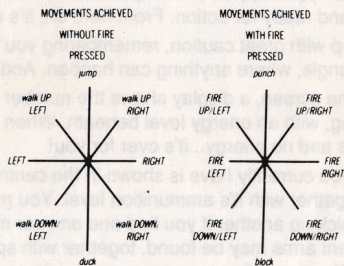
Once Predator is loaded, you'll see a menu page listing your available gameplay options.

You may now select from your options, described below, which vary depending upon the version of Predator that you are playing.

Start Game

When you select this option, the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.

Joystick Controls



Keyboard Function Keys

May be used in conjunction with keyboard or joystick controls.

Throw GRENADE (short throw) (SPACE BAR)

Throw GRENADE (long throw) (SHIFT)

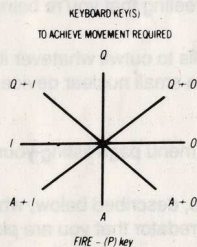
Pick up/drop ITEM (RETURN) or (ENTER)

Keyboard Control Keys

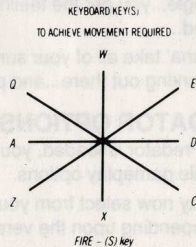
You may select one of two layouts when the game begins. These are shown below. Refer to the Joystick Controls for details of the movements available.

(Note: Two letters separated by a + symbol indicates that these keys must be pressed simultaneously).

Keyboard (1) OPTION:



Keyboard (2) OPTION:



PREDATOR - HINTS ON PLAYING

When you select START GAME, the helicopter will hover, giving your team mates enough time to slide down a rope and dash into the jungle. Soon you'll appear, as Major Alan Schaefer, dressed in combat gear and ready for action. From here on, it's up to you.

Take each step with great caution, remembering you're in uncharted jungle, where anything can happen. And it will!

At the top of the screen, a display shows the number of lives you have remaining, with an energy level beneath. When the display shows no lives and no energy...it's over for you!

The weapon you currently have is shown in the centre at the top of the screen, together with its ammunition level. You may drop this weapon and pick up another if you find one on your mission.

Several different arms may be found, together with spare ammunition. Choose and use your weaponry with great caution.

You'll find more of your team as your progress further into the jungle - nearly all horribly mutilated. Remember, survival is the name of the game, so look at any weapons you may find of theirs and decide if you'll need to swap for your current one.

If you manage to survive longer than your team mates obviously have, you'll need to make the best use of the jungle elements in order to outsmart your enemy. Bullets won't solve all of your problems in this neck of the woods!

Grenades, which are also shown at the top of the screen, are bound to come in useful if you find yourself helplessly ambushed. You start the game armed with three of them.

Remember that strange rustle in the bushes? You, hear it every now and again but can see nothing. Well, there is something out there and it is most definitely after you. It can track you, using its heat detecting eye sight, and every now and again, the screen will change colour, and you will appear to glow. This is the creature's viewpoint of you running through the jungle. Beware, it's on to you! A triangle will form on the screen - this is the crosshairs of the creature's weapon. If you get caught within this triangle, you'll be killed...unless you can outwit the creature, of course...

An overall score is shown in the display at the top of the screen together with a clock. Your objective is to try to complete your mission within the allocated time, that is, before the clock reads 00:00!

This is no mission for the faint hearted. The chances of survival are pitiful, even for you. We strongly recommend that you don't do it.

Activision (UK) Limited

Copyright 1987 Twentieth Century Fox Film Corporation.
All Rights Reserved. Trademarks owned by Twentieth Century Film Corporation.
and used by Activision (UK) Limited under authorization.

Game designed by System 3

TARGET RENEGADE

TARGET RENEGADE

He's back – meaner, tougher and thirsting for revenge!

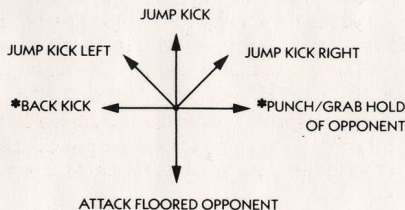
Matt, your brother, investigating the nefarious dealings of "Mr Big", is caught in the act. The gangland boss meted out his punishment in the usual gruesome style and now your heart pounds as you consider your alternatives. "An eye for an eye" – the phrase batters your sub-conscious – the plan is set – you move into action and make your way through the various levels to your final confrontation. The types of opponents you encounter on each level vary greatly, so a strategy must be learned if you are to succeed. Everyday objects may be used as weapons, but don't lose them as they can be used against you! Simply, your objective is to survive through the five stages to your confrontation with Mr. Big. Vengeance can be yours – if you live!

CONTROLS

The game may be controlled by joystick or keyboard.

JOYSTICK – Kempston or Sinclair, part 1 or 2.

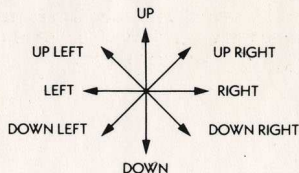
With the fire button pressed (facing right).



FIRE – PUNCH/KNEE/USE WEAPON/PICK UP WEAPON

*Please note these movements are reversed when you are facing left.

Without the fire button pressed.



KEYBOARD – fully redefinable

Player 1	Player 2
LEFT – K	LEFT – 6
RIGHT – L	RIGHT – 7
UP – Q	UP – 9
DOWN – A	DOWN – 8
FIRE – SPACE BAR	FIRE – 0

PRESS S to pause the game.

This game has a two player option. If this option is selected it means you can be aided by a companion in your attempts throughout the levels. Each section you go through however will be consequently more difficult, but you will have twice the manpower with which to defend yourself. Learn to co-operate with your partner rather than just trying to overcome opponents separately.

GAMEPLAY

This game takes place in the seedy city of Scumville. You have five environments to progress through each of which is harder than the last. In each scene you will encounter a different type of villain who will try and subdue you in a variety of lethal fashions and at the end of each level is a doorway leading to the next scene. By a combination of punching, kicking and using weapons that can be found on the ground you must fight your way through to the final confrontation with Mr. Big. Weapons can be obtained by subduing an opponent who is carrying a club or simply by picking up an item from the ground.

Scene 1 – Multi-storey car park

Here you will meet a gang of motor cyclists who will attempt to either run you over or strike you with their weapons. The mounted cyclists must first be kicked off their bikes, but this will only render them unconscious for a very short time. Beware too, of the members of the gang and their friends who will creep up on you unawares in their attempt to smash you.

Scene 2 – Seedy Street at night

You will be confronted by the "ladies of the night" who will try beat you in the most unladylike manner. Additionally, the lady's "boss" will be on hand to make sure you are not victorious. Armed with a gun, and a limited number of bullets, he will attempt to shoot you and you must take evasive action until his ammunition has run out, then you can attack him man to man.

Scene 3 – The Park

Here, a number of undesirable skin-heads, will attempt to beat you to a pulp. Pure punching, kicking etc is the only way you will be able to progress to the next level.

Scene 4 – The Shopping Mall

The Beastly Boys are in town and some of their most ardent fans have congregated in the shopping mall, aware that your progress towards Mr. Big has almost reached its conclusion. Together with their canine friends they will attempt in a variety of ways to make sure this is your last level.

Scene 5 – The Bar

Before you are allowed to confront Mr. Big on his home ground, you must first subdue his vicious bodyguards who will stop at nothing to ensure you do not threaten their leader. (Warning – when you do manage to overcome these thugs, Mr. Big himself is a major force to be reckoned with!)

STATUS and SCORING

The display panel at the bottom of the screen shows both players score, energy level, number of lives remaining and the amount of time left. You start the game with three lives – an extra life can be gained with a score of 50,000 points and thereafter another life for every 100,000 additional points. You can score between 200 and 2,000 points depending on the type of successful move you make.

HINTS and TIPS

- ★ Use weapons wherever possible – not only will they have a greater effect but will also give you a better points bonus.
- ★ The boss in Section 2 has a gun which will certainly prove lethal. Do not try and overcome him while he is shooting at you, but rather wait until his supply of bullets has run out and then attack him.
- ★ Eliminate your enemies before you progress.

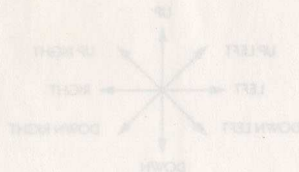
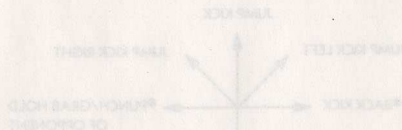
CREDITS

Coding by Mike Lamb
Graphics by Dawn Drake
Music by Gary Biasillo
Produced by D.C. Ward

©1988 Imagine Software

Imagine is a registered trademark.

TARGET RENEGADE





ocean is a registered trademark of Ocean Software Limited.