

CHART ATTACK

LOADING INSTRUCTIONS

CBM64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys together and press **RETURN**. Press **PLAY** on the cassette recorder. Game will load and run automatically. Follow on screen prompts. (Please play Moonwalker 128K in 64K mode).

SPECTRUM CASSETTE

Type **LOAD** and press **ENTER** key. Press **PLAY** on the cassette recorder. Follow screen prompts.

AMSTRAD CASSETTE

Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder. Follow screen prompts.

TURBO OUT RUN™

Turbo Out Run takes you on a 16 stage race across America. Along the way you will battle bumper to bumper with good guys and bad guys, police cars, Porsches and blown engines. Numerous scenes will take you through congested city streets, over snow and icy mountain passes and across sunbaked deserts. Drive daytime and night time – go for manual or auto gearbox selection, even customise your Ferrari F40 with High Grip Tyres, but whatever else you do... use the Turbo booster power sparingly – **THIS BABY'S HOT AND RARING TO GO!!**

ROUTE INFORMATION

NEW YORK

A fairly easy trip through this stage to prepare you for the many hazards you face in future stages and a chance to get used to the Turbo.

WASHINGTON D.C.

Travel through a storm avoiding a police car and various other cars you may encounter. Watch out for the trees.

PITTSBURGH

Snow Storms hinder your path on this stage which makes it very tricky to see the corners as you approach them. Turbo away from the Police Car but use your gears and brakes until you know the route. Low gears help on tight angled corners.

INDIANAPOLIS

A nice stage to deftly test your use of the Turbo.

STAGE POST 1

A chance to customise your car. High grip tyres are recommended.

CHICAGO

Your first chance to drive at night. Watch out for road bumps and sharp corners.

ST. LOUIS

Once again a police car is in pursuit. Barrels split the road at some points and although your score multiples these obstacles reduce your chances of completing the stage.

MEMPHIS

A tricky route which takes practice especially through the valleys of rocks.

ATLANTA

Sand drifts dog your route so stay as central as you can.

STAGE POST 2

2 options remain. Be careful which you choose.

MIAMI

Turbo recommended for this extremely fast level.

NEW ORLEANS

Watch out for the S-bends. Use gears and brakes carefully.

SAN ANTONIO

The track splits into two. Be careful which side you choose.

DALLAS

A rough ground desert terrain looks deceptively easy to negotiate. Beware unmarked corners.

STAGE POST 3

Only one remaining option to take. Did you take the correct option at the last stage post?

OKLAHOMA CITY

Encounter bridges and fields. Lightning reflexes required for sharp corners.

DENVER

The most difficult stage of the whole route, very little signposting and blizzards slow your path.

GRAND CANYON

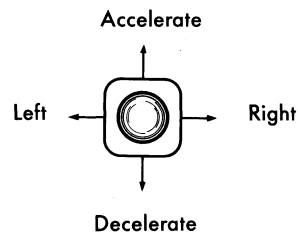
A reasonably simple stage ready for your home run, but narrow roads make it tricky.

LOS ANGELES

The final stage eases you to the finish.

Are you ready to play once again, TURBO OUT RUN?

JOYSTICK CONTROLS



MANUAL **FIRE BUTTON** – Change Gear
SPACE BAR – Turbo

AUTO **FIRE BUTTON/SPACE BAR** – Turbo

KEYBOARD CONTROLS

SPECTRUM/AMSTRAD

Q or **U** – Accelerate

A, H or **J** – Decelerate

I or **X** – Left

O or **C** – Right

Z or **P** – Change gear

B, N, M, V or **SPACE BAR** – Turbo

ENTER or **RETURN** – Pause.

CBM 64/128

RUN/STOP – Pause

Q – Whilst in Pause, abort game.

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MOONWALKER™

LEVELS 1

There are 4 different area settings in the film studios where there are 7 parts of a rabbit costume which need to be collected by Michael so as he can disguise himself from his fans. C64/Atari St/Amiga/IBM PC users have to collect parts of the rabbit suit in order, so watch the radar for some flashing hints as to their location. Avoid at all costs Granny and her Grandson, the cowboys on horseback, the Biff brothers and the Japanese tourists as they will take one of your coveted Platinum discs. Once you have collected the complete rabbit suit and the 4 special items you must find the waiting motorbike to escape to Michaelsville.

LEVEL 2 – MICHAELSVILLE

Unfortunately Mr Big has seen through your disguise and tipped off your fans too. Road blocks have been set up which divide the town into sections. Bright shining orbs have to be collected whilst you're on your motorbike to transform you into a glittering Stratus sports car able to leap the barriers. This effect lasts for only 10 seconds so choose your path with care. If you fail to make it, you will need a fresh set of orbs. As you zoom around the streets, Mr Big's drug hoards can be destroyed by running over them. Occasionally you can also run over a trooper before he gets ahead of you. If you get far enough, then it's only a jet-ski ride from freedom, that is if the Biff brothers don't get you.

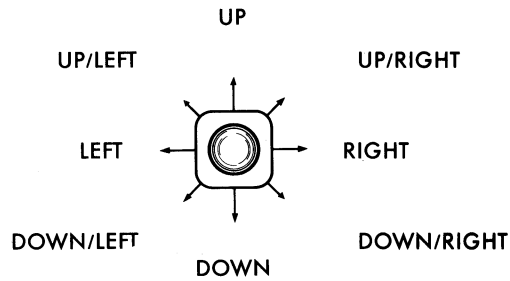
LEVEL 3 – CLUB 30

So you think you're safe in Club 30? Not for long as Mr Big has discovered your hideout and means to dispose of you smartly. Trooper guards suddenly appear at windows and doors, but so do the children, so be careful. Without your disguise a gun and ammunition must be found so you can tackle Mr Big's task force. Act swiftly to guide the children to safety.

LEVEL 4 – THE ARENA

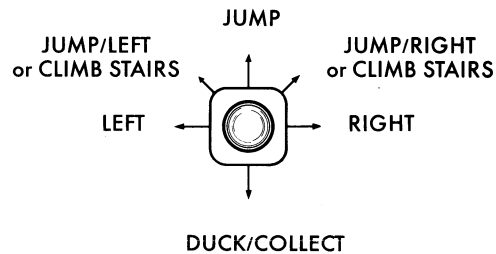
Mr Big has kidnapped Katy to lure you to his lair for what must surely be the final confrontation. Troopers and Storm Troopers are gathered together to finish you off with their powerful laser guns. Take out each foe as they appear, but beware the mighty plasma cannon that Mr Big has installed as you need to destroy it before it destroys you. Can you survive to take the children to safety?

LEVELS 1 & 2 MOVEMENT

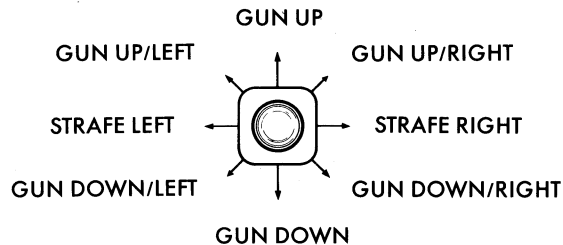


NOTE: Level 1 only. **FIRE** button = Run/Walk.

LEVEL 3 MOVEMENT

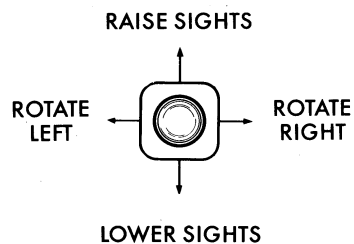


LEVEL 3 - FIRE OPTIONS (WITH FIRE BUTTON PRESSED)

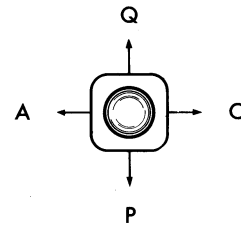


(HINT) Move diagonally to save ammunition.

LEVEL 4



KEYBOARD CONTROLS



SPACE BAR = Fire (Level 1 = Run).
M Toggles music on/off (except Spectrum 48K)
H Toggles Pause.

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GHOULS 'N' GHOSTS™

SCENARIO

Can you help Arthur in his quest to rescue Princess Hus? Five pulsating levels of heart stopping action where formidable opponents block your way.

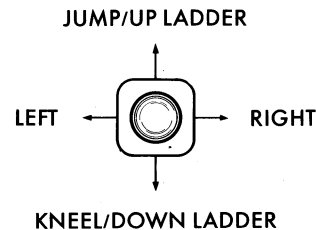
IMPORTANT:- Spectrum 48K/Amstrad CPC Cassette Users. You will be prompted to reset the tape counter on your cassette deck at the beginning of level 1. Should a tape loading error occur while loading any of the levels, rewind and reload from the beginning of the data blocks for that particular level.

For your convenience we have included the following grid:-

Level 1	000
Level 2	
Level 3	
Level 4	
Level 5	

JOYSTICK CONTROLS

To fire down, Jump and pull down together with a press of the **FIRE** button.



CBM 64/128 -
 Joystick in port # 2.

KEYBOARD CONTROLS

SPECTRUM SPACE BAR

0 Toggles between title pages.
1 Starts game.
1 Keyboard or Joystick selection.
CAPS SHIFT + SPACE (48K) Pause.
BREAK KEY (128K) Pause.

After pressing **1**, choose the control method you prefer.

AMSTRAD

Keys are user definable, press **1** to choose your keys.
 Press **2** and the joystick will become active.
 By default, control is by joystick.
 Press **3** or **FIRE** to start game.
 To pause game press the **ESC**, pressing **ESC** twice will abort the game.

CBM 64/128

Q Quit.
COMMODORE KEY Pause/Unpause.

ATARI ST & CBM AMIGA

F1 Pause.
F2 Music on/off, Sound FX on/off.
F10 Abort game.

SPECIAL WEAPONS

When the player finds a special weapon (these are found in chests) this can be activated by holding down the **FIRE** button/key until the indicator on the status panel lights up fully, and then releasing the **FIRE** button/key.

CONTINUE OPTION

When the player has lost all of his lives, he will be given the option to continue from where he left off, this option will be available for a limited number of times (the number of 'continues' will vary from format to format).

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If you encounter any difficulty loading or playing any of the games included in the CHART ATTACK PACK call us on 021-625 3388 between 2.00pm and 4.00pm (GMT) Monday to Friday and we will be happy to answer any query you have.