

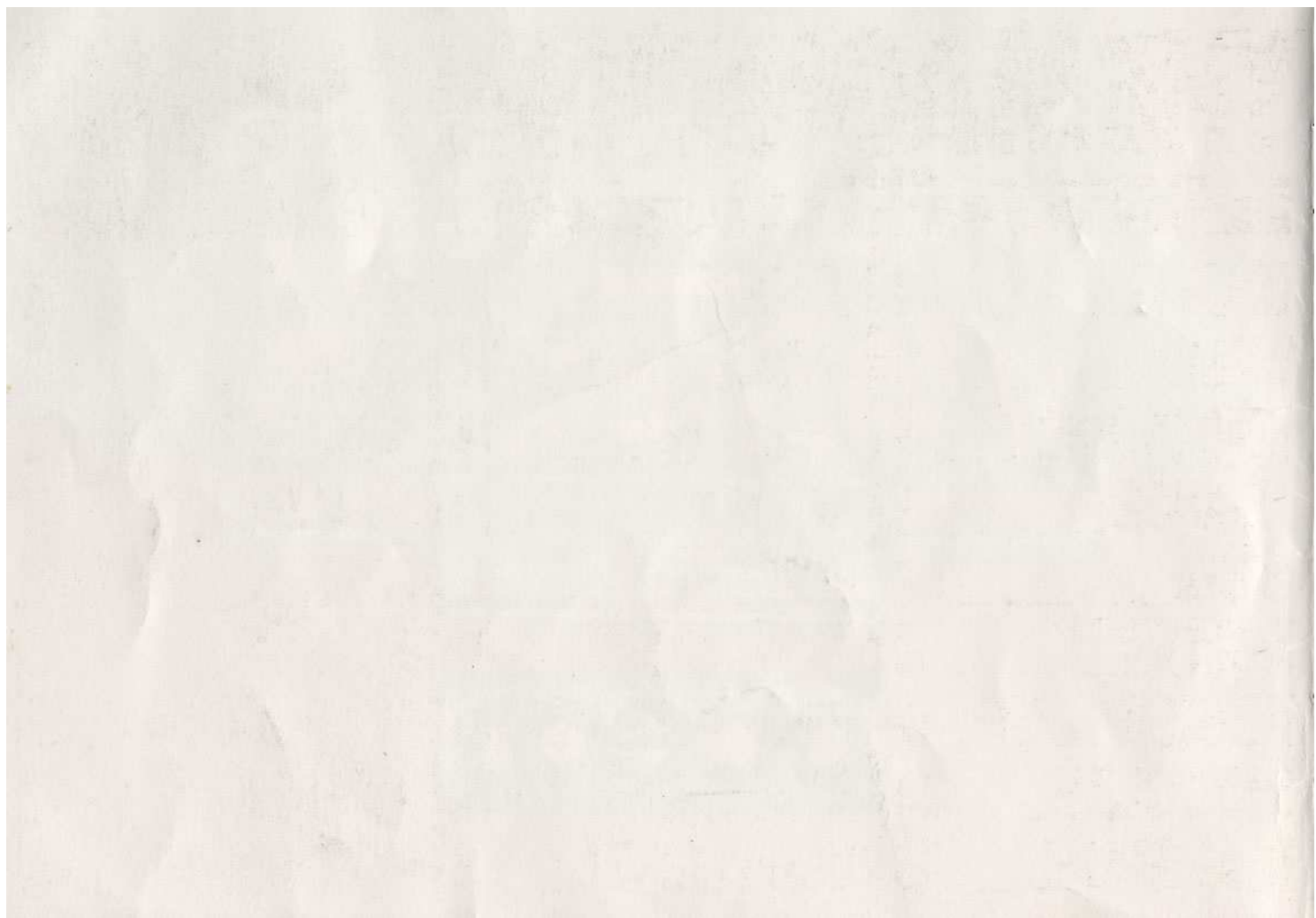
THE MAGNIFICENT

FRANKIE



— SEVEN —

ocean



THE MAGNIFICENT SEVEN

SPECTRUM	PAGE	AMSTRAD	PAGE	COMMODORE	PAGE
LOADING	2	LOADING	16	LOADING	30
WIZBALL	3	WIZBALL	17	WIZBALL	31
HEAD OVER HEELS	4	HEAD OVER HEELS	18	HEAD OVER HEELS	33
ARKANOID	8	ARKANOID	22	ARKANOID	37
COBRA	9	COBRA	23	COBRA	38
FRANKIE GOES TO HOLLYWOOD	10	FRANKIE GOES TO HOLLYWOOD	24	FRANKIE GOES TO HOLLYWOOD	39
THE GREAT ESCAPE	12	THE GREAT ESCAPE	26	THE GREAT ESCAPE	41
SHORT CIRCUIT	14	SHORT CIRCUIT	28	SHORT CIRCUIT	43
YIE AR KUNG-FU	15	YIE AR KUNG-FU	29	YIE AR KUNG-FU	44

THE MAGNIFICENT SEVEN

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.

SPECTRUM +3 DISK

Set up the system and switch on as described on your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. After a short delay a game selection screen will appear.

GAME SELECTION

When the game titles appear on the selection screen type in the relevant number of the game you wish to play. Once your selection has been made your chosen game will automatically load.

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.

N.B. FRANKIE GOES TO HOLLYWOOD

To load this game from a 128K Spectrum switch on you computer and use the cursor key (↑) to highlight '48K BASIC' and press 'ENTER'. When the screen has cleared, type J", and press ENTER. Press PLAY on tape and the game will load automatically.

WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered the vista and intended to stamp out brilliance once and for all. The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey. So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory. Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

CONTROLS

The game is controlled by keyboard which is fully redefinable, Kempston joystick and Sinclair joystick 1 and 2.

JOYSTICK

Moving the joystick right puts right hand spin on Wizball.
Moving the joystick left puts left hand spin on Wizball.
Pressing FIRE activates the weapons you are carrying.
Press FIRE and moving the joystick controls the Cat.
Wiggling the joystick from left to right selects the feature represented on the glowing Icon at the top of the screen.

TITLE SCREEN OPTIONS

This is a one player game only.
ONE PLAYER — One player controlling both Wizball and Catelite.

GAME PLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right. In the three levels which have aliens on; one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours.
To complete a level you must colour in the whole landscape.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizball passes over this pearl and picks it up the first Icon on the top of the screen will glow, this indicates Wiz has the option to select a feature represented on the Icon. If you want to select another feature collect more pearls until the Icon you want is glowing.

ICON 1

THRUST — Gives Wiz more control over the Wizball and allows him to move it left or right.

ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2

BEAM — Gives Wiz supa-beam weapon.

DOUBLE — Gives Wiz and cat automatic two directional fire power.

ICON 3

CATELITE — Gives Wiz a cat fresh from training college.

ICON 4

BLAZERS — Gives Wiz and Cat super power blazers (use sparingly).

ICON 5

WIZZ SPRAY — Gives Wiz mega spray protection.

CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6

SMART BOMB — Kill every sprite in sight.

ICON 7

SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

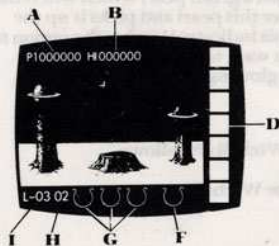
After completing a colour target Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed up on all subsequent Wizballs from birth

STATUS and SCORING

ALIENS	— 10-500 Points
COLLECTING DROPLETS	— 150 Points
COMPLETING COLOUR	— 2000 Points
COMPLETING LEVEL	— 7500 Points

A Wizball is awarded every 100,000 points.

DISPLAY SCREEN



KEY

- A** — Player one's score
- B** — High score
- D** — Icons
- F** — Cauldron showing target colour
- G** — Cauldrons in which to collect colour
- H** — Level
- I** — Number of Wizies remaining

HINTS and TIPS

- ★ Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.
- ★ There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on the last three levels.
- ★ Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

WIZBALL

It's programme 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. Wizball runs on the Spectrum 48/128 micro computers.

CREDITS

© 1987 Ocean Software Limited.
Produced by D.C. Ward.
Design by Sensible Software.
Graphics by Mark R Jones.

HEAD OVER HEELS

It's programme 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. Head over Heels runs on the Spectrum 48/128 micro computers.

Head over Heels will run on both 48k and 128k Spectrums, and feature enhanced sound on the 128k models. 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.

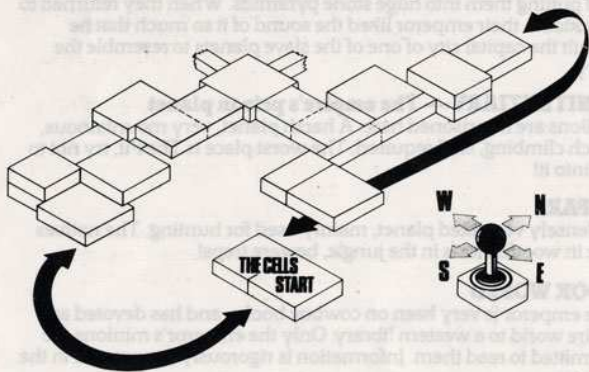
BLACKTOOTH

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 (HEADUS MOUTH) 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

continued

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.

CREDITS

Written by Jon Ritman and Bernie Drummond.

Music and sound effect by Guy Stevens.

Produced by D.C. Ward.

©1987 Ocean Software Limited.

ARKANOID

It's program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Arkanoid runs on the Spectrum 48/128 micro computers.

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 vaus to deflect the bolt will give you a much sharper angle — most useful for manoeuvring it into restrictive places.

GOOD LUCK

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

CREDITS

Coding by Mike Lamb.
Graphics by Ronnie Fowles.
Produced by DC. Ward.
© 1987 Imagine Software (1984) Limited.
Licensed from © Taito Corp., 1986. Programmed for the Spectrum by Imagine Software. Export outside Europe prohibited.

COBRA

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. Cobra runs on the Spectrum 48/128 micro computers.

THE COBRA STRIKES!

As vigilante cop, Marion Cobretti of the 'Zombie Squad', you must rescue top fashion model Ingrid Knutsen from an army of psychotic killers and the evil clutches of 'The Night Slasher'.

THE GAME

THIS IS WHERE THE LAW STOPS. . .AND YOU START

Advance through three playfields.

CITY SCENE (night-time), RURAL AREA (day-time) and FACTORY. Use platforms and levels to locate and protect Ingrid from her attackers in each stage.

Use 'HEAD-BUTT' feature to defend yourself and collect limited weapons hidden inside BEEF BURGERS to thwart the attack, beware — each weapon only lasts a short while!

Weapons are: INVINCIBILITY PILL
KNIFE
PISTOL
LASER SIGHTED MACHINE GUN

To move to the next section you must:-

1. Collect 'all four' beef burger weapons.
2. Rescue Ingrid (she will follow you if you touch her).
3. Clear the section of killers.

Be careful, Ingrid gets upset, if you try to kill her she may wander away. She may also get abducted by the enemy.

Once the factory has been cleared you will have to confront The Night Slasher himself.

CONTROLS

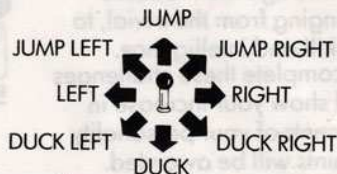
The program is controlled by either joystick or keyboard which is redefinable. Most types of interface are compatible and on screen instructions indicate the correct procedure.

NOTE

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

You unleash the Cobra as follows using a combination of UP, DOWN, LEFT, and RIGHT.

JOYSTICK



Press the FIRE button to use the current weapon type.

STATUS AND SCORING

On screen information show current score and lives remaining (boxing gloves) at the bottom left of the screen.

Any weapons you may be carrying are graphically displayed at the bottom right of the screen.

When using a weapon the 'QUACKOMETER' is displayed in the lower central part of the screen. This realistically indicates the time remaining before losing that weapon.

You begin your mission with 3 lives and gain bonus lives at 10,000 points and every 20,000 points thereafter.

HINTS and TIPS

- ★ Avoid hurting Ingrid, she runs away.
- ★ Duck down to avoid flying objects.
- ★ Remember the location of each beefburger and the weapon type it contains.
- ★ Save 'the best' weapon till last as the action heats up towards the end.
- ★ Don't stay in any one place too long!

CREDITS

Musical scores by Martin Galway

Program coding and graphics design by Jonathan Smith

Produced by D.C. WARD

© 1986 Ocean Software Limited

© Warner Bros. Inc. All rights reserved.

FRANKIE

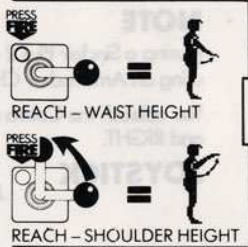
Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the letters BANG will appear above the personality factors) and achieve a score of 99,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.

KEYBOARD

User defineable keys.
Study the joystick controls for the full repertoire of movements available.
All these movements can be obtained by using the relevant combination of keys.

JOYSTICK



THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED



TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'.

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'. Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick up objects – some of these will help you now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the ...

MURDER MYSTERY

You will come across a body...who is the killer? Solve the mystery by a process of elimination:- Find all the clues which appear in windows (23 facts in all). Return to the scene of the crime, walk into the window showing the suspects and point to the killer.

CAUTION: You will need to resart the game if you're wrong.

TAKE A TIP: A system of noting the clues may help your investigation.

In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

CORRIDORS OF POWER

This Labyrinth enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared.

These entrances and the ones which will become evident in the Corridors of Power give access to the ...

ARCADE ELEMENTS

THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen.

TIP – If your inventory is incomplete the lift may aid your escape.

SEA OF HOLES

Go in and out of time and space to reach the floor beneath you.

HINT – There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark).

HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).

SHOOTING GALLERY

Take pot shots at famous personalities.

PLAYING TIP – You must reload to fire (allow the sights to fall to the bottom of the screen).

THE ZTT ROOM

Break down the wall to enter the control section and then solve the

puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)

HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task.
TIP – Locate the key which switches pieces on and not off

WAR ROOM

Shoot the symbols in this final Arcade task to obtain Pleasure Points. (There is one game for each symbol).

HINT – The power of love may be of great help here.

TALKING HEADS

This dialogue between World leaders can get nasty. A counter tells you how many (political) lives you have left.

CONTROL PLAN

As you become more familiar with the Pleasure Dome and its interface with the ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that Door behind which lies the secret of self discovery ... Go for it!

Game design
OCEAN/DENTON DESIGNS



OCEAN ZTT

© 1985 FRANKIE GOES TO HOLLYWOOD

GREAT ESCAPE

Its programme 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. The Great Escape runs on the Spectrum 48K/128K computers.

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement.

The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

1. THE COMMANDANT

This daunting figure controls the camp, it is he who chooses the number of soldiers to place on particular patrols and the observation positions.

At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become.

The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine.

Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.

Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

4. THE ESCAPE – "OUR HERO"

You control him by joystick or keyboard pressing in several patterns of behaviour. If you are in bounds i.e. the morale flag is green you will follow the routine like any other prisoner and this allows you to become familiar with the camp and camp life without having to follow the other characters around manually.

You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale flag will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or

continued

Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

SCREEN DISPLAY DIAGRAM



MORALE

The flag on the left of the screen is the morale indicator, its height on the flagpole denoting the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

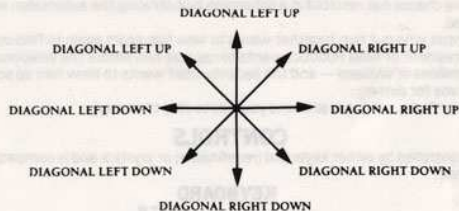
SCORING

You score points and increase your morale by discovering objects, using them and escaping – each of these activities will increase your score.

CONTROLS KEYBOARD

REDEFINEABLE KEYS – FOLLOW SCREEN INSTRUCTIONS.

JOYSTICK



FIRE and UP is pick up. FIRE and DOWN is drop. FIRE LEFT/RIGHT is use object.

CREDITS

Produced by D. C. Ward.

© 1986 Ocean Software Limited.

Game Design Copyright Denton Designs 1986.

SHORT CIRCUIT

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. Short Circuit runs on the Spectrum 48/128 micro computers.

THE GAME

Number 5 is alive! — a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire. A million to one chance has resulted in a lightning bolt striking the automaton and bringing it consciousness. Now the scientist who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the weapons he is carrying kill millions of civilians — and the security chief wants to blow him up so that he can get home in time for dinner. You are Number five . . . You are alive and you aim to stay that way!

CONTROLS

The game is controlled by either keyboard (redefinable) or joystick and is compatible with most interfaces.

PART I

Default selection

- A — Select
- S — Up
- X — Down
- N — Left
- M — Right

Symbol Shift and Q simultaneously to quit

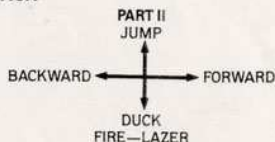
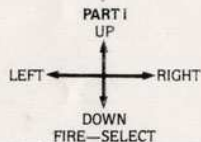
KEYBOARD

PART II

Default selection

- A — Lazer Fire
- S — Jump
- X — Duck
- N — Backward
- M — Forward

JOYSTICK



Symbol Shift and Q simultaneously to quit

GAME PLAY

PART I

The action is divided into two parts . . . First you must help No.5 escape from the Nova complex having collected the 3 essential "Jump" and "Lazer" accessories. To achieve this you must solve a variety of problems — opening doors and duping the security robots.

COMPUTER LINK

To aid this task you are equipped with the ability to "Log on" to a computer terminal and load in six additional function programs (only three per terminal). Find a terminal and while in contact with it, press select; now download function programs by following the prompts on the printer display.

SELECT FUNCTION

Pressing select while NOT in contact with any furniture will change the function program to

be used (which appears between two arrows on the status display).

Pressing select while IN contact with any furniture will run the function program (These programs are easy to use and it is helpful to follow the prompt on the printer at all times). E.G. Pressing select whilst in contact with a palm tree, with the search function.

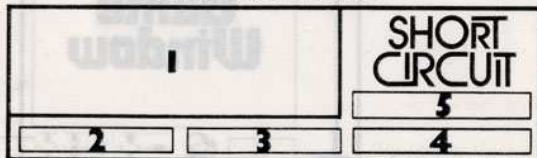
Printer display Searching
Palm
Found a
E1 coin take Y/N

Now press Y or N to obtain the E1 coin which may be used elsewhere in the program.

PART II

Having escaped from the Nova complex flee for your life and shake off your pursuers by jumping over obstacles and wildlife in the cross country chase. Avoid contact with the guards and security robots at all costs — remember they're out to disconnect you! Use your lazer if you have to but remember the "Robot Code" and keep a wary eye on the conscience level.

STATUS AND SCORING



1. Scrolling message display.
2. Conscience (Part II only).
3. Clock (Part I only).
4. Score.
5. Currently active program (Part I only).

PART I

Points are awarded for the completion of tasks that need to be done to escape from the factory.

PART II

Points are given for distance travelled, disabling security guards and pursuing Robots, extra points for avoiding damage to the wildlife.

ROBOT.....2000

GUARD.....1000

In this game there is only one life Your own!

HINTS AND TIPS

PART I

- ★ There are 3 terminals which are special.
- ★ Reading can be an enlightening experience.
- ★ Most objects have logical uses.
- ★ Make a map . . . you'll probably need it.
- ★ Patience is a virtue.

PART II

- ★ Jumping while moving forward enables two obstacles to be cleared.
- ★ Duck to avoid the birds.
- ★ You can get through this whole section without hurting any wildlife or hitting any obstacles Practice makes perfect.

CREDITS

Designed and programmed by Paul Owens. Produced by D.C. Ward.

©1987 Ocean Software Limited.

Short Circuit is a trademark of Tri-Star Pictures, Inc. and PSO Presentations.

©1986 Tri-Star Pictures, Inc. and PSO Presentations. All Rights Reserved.

YIE AR KUNG FU

It's program code, graphic representation, and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved Worldwide. Yie Ar Kung Fu runs on the Spectrum 48K and Spectrum.+.

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him. Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU - A huge kung-fu fighter who can attack by flying through the air.

STAR - A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHA - Master of the NUNCHAKU - beware his reach.

POLE - Attacks with the ancient rod or BO.

CLUB - ...This fighter is armed with a shield to deflect your blows and a club to strike back.

FAN - Another female adversary, this time an exponent of the NINJAFAN.

SWORD - Sword carrying apponent, a firesome and deadly foe.

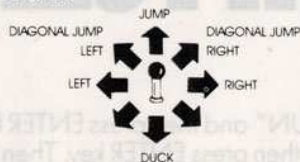
TONFUN - Skilled in the art of fighting with flailing sticks or TONFA.

BLUES - The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH.

JOYSTICK



KEYBOARD

Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.

STATUS and SCORING

On screen scoring indicates your current score the high score and number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000	ANKLE PUNCH	1500
FLYING PUNCH	2000	STRIDE PUNCH	1500
ROUND HOUSE KICK	500	LEAPING PUNCH	1500
LUNGE PUNCH	500	LUNGE PUNCH	1000
LEG SWEEP	500	FACE PUNCH	500
GROUND KICK	1000	ANKLE PUNCH	1000
RIISING KICK	1500	SWOOPING KICK	1000
HOOK PUNCH	1500	HIGH KICK	1000

HINTS and TIPS

- * Seek and attack each opponent's weak point.
- * Remember Oolong can jump over his foes and put them off guard.
- * Try hit and run tactics and keep your distance from armed opponents.

Yie Ar Kung Fu is a trademark of Konami Limited.

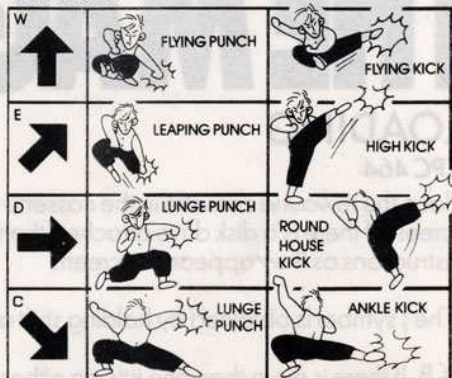
Produced by D.C. Ward

CAPS SHIFT - Pause

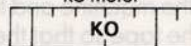
SPACE - Restart

ATTACK MOVES

BREAK - Return to Menu

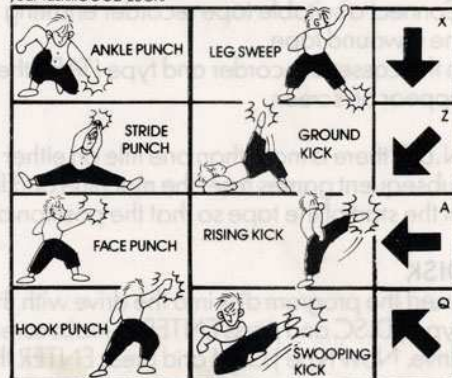


KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!



Konami © © 1985 Imagine Software (1984) Limited.

THE MAGNIFICENT SEVEN

LOADING

CPC 464

Place the reword cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key, follow the instructions as they appear on screen.

(The | symbol is obtained by holding shift and pressing the @ key.)

N.B. 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. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

CPC 664 and 6128

Connect a suitable tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type | TAPE then press ENTER key. Then type RUN" and press ENTER key, follow the instructions as they appear on screen.

N.B. 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 instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Insert the program disk into the drive with the A side facing upwards.

Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type | CPM and press ENTER the game will now load automatically, follow the instructions as they appear on screen.

WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered the vista and intended to stamp out brilliance once and for all.

The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey.

So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory.

Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

CONTROLS

The game is controlled by joystick with keyboard.

JOYSTICK

Moving the joystick right puts right hand spin on Wizball.

Moving the joystick left puts left hand spin on Wizball.

Pressing FIRE activates the weapons you are carrying.

Pressing FIRE and moving the joystick controls Cat on one player option only.

Pressing the SPACE BAR selects the feature represented on the glowing icon at the top of the screen.

KEYBOARD

ESC — PAUSE

Pressing Q while paused will quit the game.

GAME PLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right.

In the three levels which have aliens on; one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours.

To complete a level you must colour all three shades of grey, darkest first. After each type of colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizball passes over this pearl and picks it up the first icon on the top of the screen will glow, this indicates Wiz has the option to select a feature represented on the icon. If you want to select another feature collect more pearls until the icon you want is glowing.

ICON 1

THRUST — Gives Wiz more control over the Wizball and allows him to move it left or right.
ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2

DOUBLE — Gives Wiz automatic two directional fire power.

ICON 3

CATELITE — Gives Wiz a cat fresh from training college.

ICON 4

BLAZERS — Gives Wiz and Cat super power blazers (use sparingly).

ICON 5

WIZZ SPRAY — Gives Wiz mega spray protection.

CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6

SMART BOMB — Kill every sprite in sight.

ICON 7

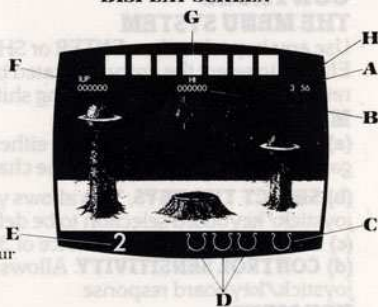
SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel.

You may select one weapon or control which will be magically endowed up on all subsequent Wizballs from birth or opt for the bonus of 1000 points × Wiz-Level number.

DISPLAY SCREEN



KEY

A — Number of Wizzes remaining

B — High score

C — Cauldron showing target colour

D — Cauldrons in which to collect colour

E — Level

F — Player one's score

G — Icons

H — Number of aliens remaining

STATUS and SCORING

ALIENS	— 10-500 Points
COLLECTING PEARLS	— 100 Points
COLLECTING DROPLETS	— 150 Points
COMPLETING COLOUR	— 2000 Points
COMPLETING LEVEL	— 7500 Points
BONUS WAVE	— Extra Bonus Wave
ALIENS KILLED	— × 40 Points
WIZ POINTS IN HAND	— Level No. × 1000 Points

A Wizball is awarded every 100,000 points. Extra lives can also be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise an extra life is awarded).

HINTS and TIPS

★ Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.

★ There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on Level 6

★ Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

CREDITS

© 1987 Ocean Software Limited.

Produced by D.C. Ward.

Design by Sensible Software.

Coding by Steve Lamb.

Graphics by Steve Lamb and Alison Jef

HEAD OVER HEELS

It's programme 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. Head over Heels runs on the Amstrad CPC 464, 664 and 6128 micro computers.

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	Cursor—Left	Joystick—Left
RIGHT	Cursor—Right	Joystick—Right
DOWN	Cursor—Down	Joystick—Down
UP	Cursor—Up	Joystick—Up
JUMP	Space or Copy	Joystick—Fire
CARRY	Space, f., fEnter, f3, f2, f1, f0	

FIRE f6, f5, f4

SWOP f9, f8, f7

NOTE

ESC is permanently defined as Pause. 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 even 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 independantly 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

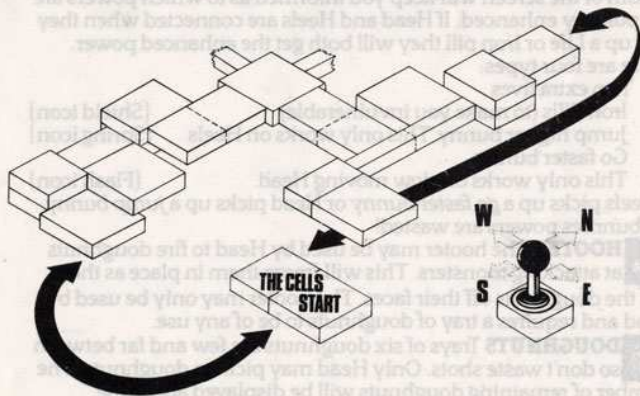
This planet has a large moon with three lunar space stations on it, the larger of these, Moon station HQ, is the main teleport center for the empire, with a direct teleport to all the slave planets. Sometime after the Egyptus episode, the latest Emperor sent out a craft to find that same strange planet, 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 (HEADUS 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 (FOOT UNDERMINE)** 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. (Flash icon)
This only works on slow moving Head.


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 swap 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 swap 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.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.



Written by Jon Ritman and Bernie Drummond.
Music and sound effect by Guy Stevens. Produced by DC. Ward.
©1987 Ocean Software Limited.

ARKANOID

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Arkanoid runs on the Amstrad CPC 464, 664 and 6128 micro computers.

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.

NOTE

Due to the extensive data in the last level of the game it must be loaded separately. (This process is automatic except when 128K machines are being loaded from cassette — in this case follow on screen instructions). If you manage to complete the final level or lose all your lives trying you must reload to play again.

CONTROLS

The game is operated by keyboard or joystick as follows.

KEYBOARD

- X — RIGHT
- Z — LEFT
- P — PAUSE
- SPACE — FIRE
- ESC — Return to beginning

JOYSTICK

LEFT ← — FIRE — FIRE → RIGHT

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.
- 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

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

CREDITS

Coding by Probe Software.
Produced by DC. Ward.
© 1987 Imagine Software (1984) Limited.
Licensed from © Taito Corp., 1986, Programmed for the Amstrad by Imagine Software. Export outside Europe prohibited.

COBRA

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. Cobra runs on the Amstrad CPC 464, 664 and 6128 micro computers.

THE COBRA STRIKES

As vigilante cop, Marion Cobretti of the 'Zombie Squad', you must rescue top fashion model Ingrid Knutsen from an army of psychotic killers and the evil clutches of 'The Night Slasher'.

THE GAME

This is where the law stops . . . and you start!

Fight your way through 8 levels on the city's East side to find and rescue the beautiful Ingrid. You will have to withstand an army of psychotic killers (including a head-butting duck) to complete each stage. When you have located Ingrid you face the ultimate adversary – the Night Slasher.

At the beginning you have only your fists as protection but other weapons may be acquired. Within the City-scape are many dangers, seemingly innocent windows may harbour snipers or booby-traps. They can however be transformed in hamburgers which in turn provide you with your armoury.

WEAPONS

When you punch or shoot a sniper or booby-trapped window a hamburger may be revealed – passing in front of this will gain you a new weapon or boost the power of one you already have.

(On screen display indicates the status).

Weapons are:

KNIFE

HANDGUN

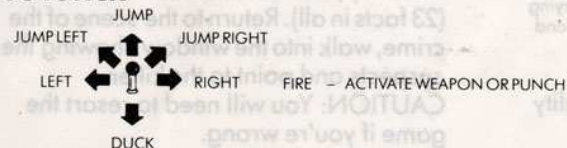
MACHINE PISTOL

To select one from your arsenal, simply press the up or down cursor key – selection will then be highlighted on screen.

CONTROLS

The game is controlled by joystick or keyboard.

JOYSTICK



KEYBOARD

8	-	UP	H	-	LEFT
U	-	DOWN	J	-	RIGHT
SPACE BAR	-	FIRE			

To advance to the next level you must defeat all the killers ranged against you – and when you find her, ensure Ingrid's survival.

STATUS AND SCORING

On screen information show current score and lives remaining (boxing gloves) at the bottom left of the screen.

Any weapons you may be carrying are graphically displayed at the bottom right of the screen, along with a bar chart indicating the weapons remaining power.

You begin your mission with 4 lives and gain a bonus life every 10,000 points.

HINTS AND TIPS

- Avoid hurting Ingrid, you'll lose a life if you kill her.
- Duck down to avoid flying objects.
- Don't stay in any one place too long!



CREDITS

Program by John Gibson
Produced by D. C. WARD
© 1986 Ocean Software Limited
© 1986 Warner Bros. Inc. All rights reserved.

FRANKIE

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the letters BANG will appear above the personality factors) and achieve a score of 99,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.

KEYBOARD

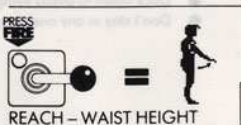
UP –8
DOWN –U
LEFT –H
RIGHT –J
FIRE –SPACE BAR

Study the joystick controls for the full repertoire of movements available. All these movements can be obtained by using the relevant combination of keys.

JOYSTICK



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK LEFT.

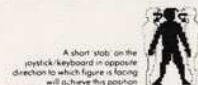


REACH – WAIST HEIGHT



REACH – SHOULDER HEIGHT

THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED



A short stub on the joystick/keyboard in opposite direction to which figure is facing will allow this position

TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'.

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'. Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick up objects – some of these will help you

now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window.

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the ...

MURDER MYSTERY

You will come across a body...who is the killer? Solve the mystery by a process of elimination:- Find all the clues which appear in windows (23 facts in all). Return to the scene of the crime, walk into the window showing the suspects and point to the killer.

CAUTION: You will need to resart the game if you're wrong.

TAKE A TIP: A system of noting the clues may help your investigation.

In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

CORRIDORS OF POWER

This Ladyrith enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared.

These entrances and the ones which will become evident in the Corridors of Power give access to the ...

ARCADE ELEMENTS

THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen.

TIP – If your inventory is incomplete the lift may aid your escape.

SEA OF HOLES

Go in and out of time and space to reach the floor beneath you.

HINT – There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark).

HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).

SHOOTING GALLERY

Take pot shots at famous personalities.

PLAYING TIP – You must reload to fire (allow the sights to fall to the bottom of the screen).

THE ZTT ROOM

Break down the wall to enter the control section and then solve the

puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)

HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task. TIP – Locate the key which switches pieces on and not off

TALKING HEADS

This dialogue between World leaders can get nasty. A counter tells you how many (political) lives you have left.

WAR ROOM

Shoot the symbols in this final Arcade task to obtain Pleasure Points. (There is one game for each symbol).

HINT – The power of love may be of great help here.

CONTROL PLAN

As you become more familiar with the Pleasure Dome and its interface with the ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that Door behind which lies the secret of self discovery ... Go for it!

Game design
OCEAN/DENTON DESIGNS

GREAT ESCAPE

Its programme 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. The Great Escape runs on the Amstrad CPC 464, 664 and C128 microcomputers.

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement. The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

1. THE COMMANDANT

This daunting figure controls the camp, it is he who chooses the number of soldiers to place on particular patrols and the observation positions.

At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become. The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine.

Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.

Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

4. THE ESCAPE – "OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale flag is YELLOW you will follow the routine like any other prisoner and this allows you to become familiar with the camp and camp life without having to follow the other characters around manually.

You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale flag will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or

continued

Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

SCREEN DISPLAY DIAGRAM



MORALE

The flag on the left of the screen is the morale indicator, its height on the flagpole denoting the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

SCORING
You score points and increase your morale by discovering objects, using them and escaping – each of these activities will increase your score.

CONTROLS KEYBOARD

Q – DIAGONAL LEFT UP

A – DIAGONAL RIGHT DOWN

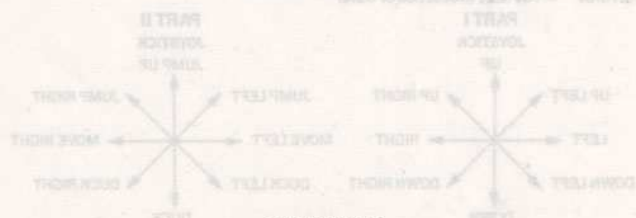
P – DIAGONAL RIGHT UP

O – DIAGONAL LEFT DOWN

M – FIRE

CURSOR UP – GAME ABORT

FIRE and UP is pick up FIRE and DOWN is drop. FIRE LEFT/RIGHT is use object.



CREDITS

Produced by D. C. Ward.

© 1986 Ocean Software Limited.

Game Design Copyright Denton Designs 1986.

SHORT CIRCUIT

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. Short Circuit runs on the Amstrad CPC 464, 664 and 6128 micro computers.

THE GAME

Number 5 is alive! — a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire.

A million to one chance has resulted in a lightning bolt striking the automaton and bringing it consciousness.

Now the scientist who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the weapons he is carrying kill millions of civilians — and the security chief wants to blow him up so that he can get home in time for dinner.

You are Number five You are alive and you aim to stay that way!

CONTROLS

The game is operated by Joystick or Keyboard.

KEYBOARD (PART I)

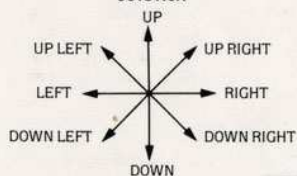
- Q — Up
- A — Down
- O — Left
- P — Right
- SPACE BAR — Select currently active program.
- ESC — Pause game (ESC again to reset, movement to continue)
- F9 — Toggle between slow and fast, message speed
- RETURN — In conjunction with any one of the directional keys - Activates currently selected program

KEYBOARD (PART II)

- Q — Up
- A — Down
- O — Left
- P — Right
- ESC — Pause game (ESC again to reset movement to continue)
- F9 — Toggle between slow and fast, message speed
- RETURN — Fire laser in direction of travel

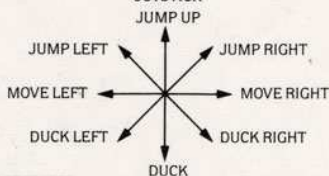
PART I

JOYSTICK



PART II

JOYSTICK



SPACE BAR—Select currently active program.

FIRE — In conjunction with any one of the direction keys activates currently selected program.

FIRE — Fire laser in direction of travel

GAMEPLAY

The action is divided into two parts . . . First you must escape from the factory complex before anyone at Nova realises you are missing.

Before you leave you must collect the hardware and software needed to activate your laser and jump mechanisms and find the "SAINT robot technical manual" to build the decoy robot in second part.

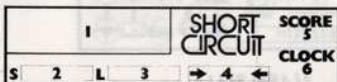
You being with just enough data to log-on to the Nova Research computer system and download other programs into your memory. (Press space-bar to select the required program and press fire to use).

Your memory is restricted to three programs only, including the link; if you try to load a fourth you will be required to erase an existing one. This constraint also applies to objects you are carrying so choose carefully. In this section you must solve puzzles and outwit the security guards for only then can you leave the complex and make your break for freedom. Once outside the chase begins. Pursued by security forces ordered to kill and other SAINT robots programmed to deactivate you the odds look slim. They will not give up the hunt and the only hope for survival is to build a decoy robot to be destroyed in your place. The guards are deadly — but remember the "Robot Code", you can only stun your pursuers; also avoid colliding with the wildlife, they can easily be killed causing overload from grief and deactivation for a short time.

If you manage to locate the van before the Nova helicopter arrives you have a chance to create the dummy robot, fool all your adversaries and escape to live happily ever after.

GOOD LUCK NUMBER 5.

STATUS AND SCORING



1. Scrolling message display.
2. Structural strength (Part II only).
3. Laser charge (Part II only) This takes a short time to recharge after firing.
4. Currently active program (Part I only).

PART I

Points are awarded for the completion of tasks that need to be overcome to escape from the factory.

Bonus points are obtained for speedy completions (Typical score of around 40,000 can be expected).

PART II

Points are given for distance travelled, disabling security guards and pursuing Robots, extra points for avoiding damage to the wildlife.

ROBOT	2000
GUARD	500
ANIMAL (avoid)	200

The total for Part I is carried forward to Part II (good score again around 40,000) so it is possible to get 80,000 or above in total.

In this game there is only one life Your own!

HINTS AND TIPS

- ★ Make a map.
- ★ Time the guards (their patrols are regular).
- ★ Practice makes perfect.
- ★ Locate all of the objects.
- ★ Learn the points at which everything enters the gameplay.

CREDITS

Designed by John Meegan and John Brandwood. Programmed by John Brandwood. Graphics by Ronnie Fowles and David Thorpe. Produced by D.C. Ward.

© 1987 Ocean Software Limited.

Short Circuit is a trademark of Tri-Star Pictures, Inc. and PSO Presentations.

©1986 Tri-Star Pictures, Inc. and PSO Presentations. All Rights Reserved.

YIE AR KUNG FU

It's program code, graphic representation, and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved Worldwide. Yie Ar Kung Fu runs on the Amstrad 464,664 and 6124 micro computers.

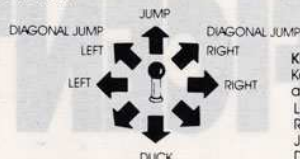
THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him. Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 10 different attack moves. The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option. The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...
BUCHU - A huge kung-fu fighter who can attack by flying through the air.
STAR - A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.
NUNCHU - Master of the NUNCHAKU - beware his reach.
POLE - Attacks with the ancient rod or BO.
CLUB - ...This fighter is armed with a shield to deflect your blows and a club to strike back.
SWORD - Sword carrying opponent, a firesome and deadly foe.
TONFUN - Skilled in the art of fighting with flailing sticks or TONFA.
BLUES - The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows:
 Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.
ESCAPE - Pause
ESC then SHIFT - Restart
ESC then DEL - Return to Menu
ESC then SPACE - Music ON/OFF

JOYSTICK



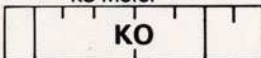
KEYBOARD

Keyboard controls in default are as follows (but can be redefined):
 LEFT - 4 JUMP RIGHT - 9
 RIGHT - 6 JUMP LEFT - 7
 JUMP UP - 8 FIRE - 0
 DUCK - 2

ATTACK MOVES

JOYSTICK	KEYBOARD	
	FIRE and 8	FLYING KICK
	FIRE and 7	FLYING PUNCH
	FIRE and 6	ROUND HOUSE KICK
	FIRE and 1	LUNGE PUNCH
	1	ANKLE KICK

KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

ATTACK MOVES

JOYSTICK	KEYBOARD	
	FIRE and 2	LEG SWEEP
	FIRE and 3	GROUND KICK
	FIRE and 4	RISING KICK
	FIRE and 9	HOOK PUNCH
	3	STRIDE PUNCH

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000	GROUND KICK	1000
FLYING PUNCH	2000	RISING KICK	500
ROUND HOUSE KICK	1500	HOOK PUNCH	1500
LUNGE PUNCH	500	ANKLE KICK	1500
LEG SWEEP	500	STRIDE PUNCH	1500

HINTS and TIPS

* Seek and attack each opponent's weak point.

* Remember Oolong can jump over his foes and put them offguard.

* Try hit and run tactics and keep your distance from armed opponents.

THE MAGNIFICENT SEVEN

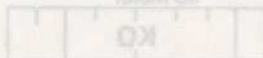
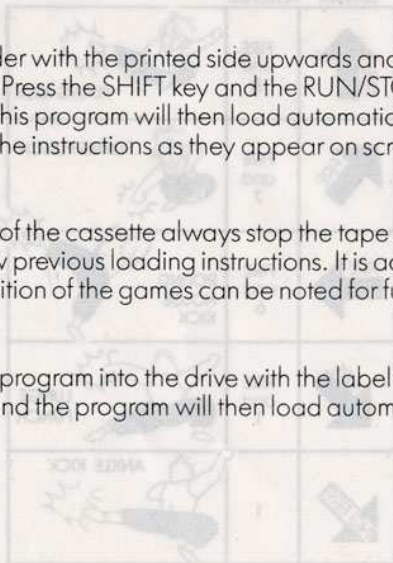
LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction — PRESS the SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed.

N.B. 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. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*" ,8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.



When K0 is pressed
the screen will
display the
introductory screen
and the program
will then load
automatically.

The introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered this vista and intended to stamp out brilliance once and for all.

The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey.

So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory.

Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

CONTROLS

Wizball is controlled by joystick with keyboard.

JOYSTICK 1

(Port designated by pressing FIRE on Joystick)

Controls Wiz and Catelite on one player option and controls Wiz only on two, three and four player options.

JOYSTICK 2

Controls Cat on two, three and four player options.

JOYSTICK

Moving the joystick right puts right hand spin on Wizball.

Moving the joystick left puts left hand spin on Wizball.

Pressing FIRE activates the weapons you are carrying.

Press FIRE and moving the joystick controls Cat on one player option only.

On two, three and four player options Cat is controlled by a separate joystick.

Wiggling the joystick from left to right selects the feature represented on the glowing Icon at the top of the screen.

KEYBOARD

RUN/STOP — PAUSE

↑ — Increase Firing Volume

— — Decrease Firing Volume

Pressing Q while paused will quit the game.

TITLE SCREEN OPTIONS

ONE PLAYER — One Player controlling both Wizball and Catelite

TWO PLAYER — One Player V another player, alternate lives.

TWO PLAYER TEAM — Wiz and Cat with separate controls playing together.

THREE PLAYER — One team V on player alternate lives.

FOUR PLAYER — One team V another team alternate lives.

GAME PLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right.

In the three levels which have aliens on; one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours.

To complete a level you must colour in all three shades of grey, darkest first. After each type of colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizzball passes over this pearl and picks it up the first Icon on the top of the screen will glow, this indicates Wiz has the option to select a feature represented on the Icon. If you want to select another feature collect more pearls until the Icon you want is glowing.

ICON 1

THRUST — Gives Wiz more control over the Wizball and allows him to move it left or right.

ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2

BEAM — Gives Wiz supa-beam weapon.

DOUBLE — Gives Wiz and Cat automatic two directional fire power.

ICON 3

CATELITE — Gives Wiz a cat fresh from training college.

ICON 4

BLAZERS — Gives Wiz and Cat super power blazers (use sparingly).

ICON 5

WIZZ SPRAY — Gives Wiz mega spray protection.

CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6

SMART BOMB — Kill every sprite in sight.

ICON 7

SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

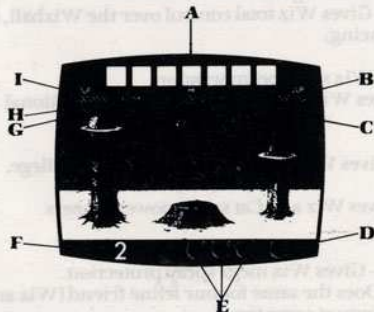
After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed up on all subsequent Wizballs from birth or opt for the bonus of 1000 points \times Wiz-Level number.

STATUS and SCORING

ALIENS	— 10-500 Points
COLLECTING PEARLS	— 100 Points
COLLECTING DROPLETS	— 150 Points
COMPLETING COLOUR	— 2000 Points
COMPLETING LEVEL	— 7500 Points
BONUS WAVE	— Extra Bonus Wave
ALIENS KILLED	— \times 40 Points
WIZ POINTS IN HAND	— Level No. \times 1000 Points

A Wizball is awarded every 100,000 points. Extra lives can also be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise and extra life is awarded).

DISPLAY SCREEN



KEY

- A** — Icons
- B** — Player two's score
- C** — High score
- D** — Cauldron showing target colour
- E** — Cauldrons in which to collect colour
- F** — Level
- G** — Number of aliens remaining
- H** — Number of Wizes remaining
- I** — Player one's score

HINTS and TIPS

- ★ Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.
- ★ There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on Level 8.
- ★ Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

WIZBALL

Its programme 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. Wizball runs on the Commodore 64/128 micro computers.

CREDITS

© 1987 Ocean Software Limited.
 Produced by D.C. Ward.
 Design by Sensible Software.
 Coding by Chris Yates.
 Graphics by John Hare.

HEAD OVER HEELS

It's programme 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. Head over Heels runs on the Commodore 64/128 micro computers.

CONTROLS

THE MENU SYSTEM

Use CURSOR UP/DOWN KEY to move the cursor. Use COMMODORE KEY to select the entry indicated by the cursor. On the key menu, return to main menu by pressing LEFT 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.

Please note some keys are not definable if a joystick is in use.

(c) **ADJUST THE SOUND.** Choice of 3 sound levels.

(d) **CONTROL SENSITIVITY.** Allows a selection of Joystick (port 1)/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 COMMODORE KEY (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 COMMODORE 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 COMMODORE KEY twice).

Step (d) When all keys are selected press COMMODORE KEY.

Step (e) If you want to change more controls then start again at Step (a), otherwise press LEFT 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	Joystick—Left
RIGHT	Joystick—Right
DOWN	Joystick—Down
UP	Joystick—Up
JUMP COMMODORE KEY	Joystick—Fire

CARRY COMMODORE KEY, F3

FIRE LEFT SHIFT

SWOP F5

NOTE

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

COMMODORE KEY 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 even 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 independantly 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.

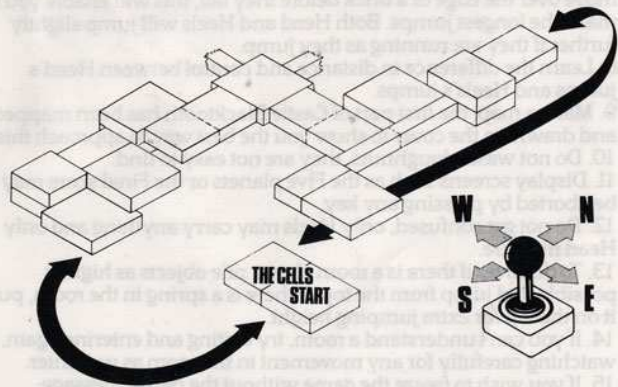
BLACKTOOTH

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 (HEADUS 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.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

CREDITS

Written by Jon Ritman and Bernie Drummond.

Coding by Colin Porch. Music by Peter Clarke.

Produced by D.C. Ward. ©1987 Ocean Software Limited.

ARKANOID

It's program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Arkanoid runs on the Commodore 64/128 micro computers.

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 controlled by Keyboard, Joystick, Neos Mouse or Paddle as follows.

KEYBOARD

Player one and Player two.
Left is left shift key
Right is right shift key
Fire is the spacebar

JOYSTICK

Player One in Port One
Player Two in Port Two or Port One when selected.

LEFT ← → **RIGHT**

FIRE — Right Neos Mouse button.
Neos Mouse — as Joystick Ports.
Paddle is Port one for both players (must be using the CBM 64 dual Paddle).

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 craft.

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

- ★ If using the keyboard, pressing both shifts at the same time stops the Vaus; giving you a better reaction time.
- ★ 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 vaus to deflect the bolt will give you a much sharper angle — most useful for manoeuvring it into restrictive places.

GOOD LUCK

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

CREDITS

Coding by David Collier.
Graphics by Mark Jones.
Music by Martin Galway.
Produced by D. C. Ward.

© 1987 Imagine Software (1984) Limited.

Licensed from © Taito Corp., 1986, Programmed for the Commodore by Imagine Software. Export outside Europe prohibited.

COBRA

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. Cobra runs on the Commodore 64/128 micro computers.

THE COBRA STRIKES!

As vigilante cop, Marion Cobretti of the 'Zombie Squad', you must rescue top fashion model Ingrid Knutsen from an army of psychotic killers and the evil clutches of 'The Night Slasher'.

THE GAME

This is where the law stops . . . and you start. To be successful as Cobra you must advance through three scenes, completing the required mission in each.

CITY SCENE

Locate Ingrid and take her to the relative safety of your waiting car, before the Night Slasher finds her.

RURAL AREA

Ingrid has been captured and taken to a derelict factory which you must find in order to save her.

Rescue Ingrid from the clutches of the Night Slasher after defeating him, his army and anything else you come up against.

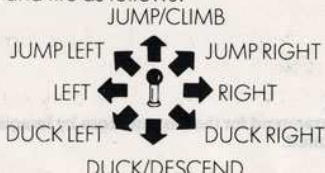
Use your fists to defend yourself, and collect weapons and ammunition along the way.

WEAPONS ARE: KNIFE LASER SIGHTED MACHINE-GUNS
PISTOL GRENADES

CONTROLS

Cobra is controlled using a joystick in Port 2.

You unleash the Cobra using a combination of up, down, left, right and fire as follows:



Fire-button utilises current weapon

Space-bar throws a grenade

Function keys (F1-F7) changes current weapon (only if you are carrying more than one.)

STATUS and SCORING

Number of lives remaining, your current arsenal of weapons and your supply of ammunition are graphically depicted below the playing area in the display panel. The score is beneath this.

A Burgometer gives an indicator of your energy which can be replenished by picking up hamburgers en route.

You start your first mission with 4 lives and gain bonus lives at intervals of 10,000 points.

HINTS and TIPS

- ★ Duck or jump to avoid the weapons thrown at you.
- ★ Collect Hamburgers to replenish your energy.
- ★ Use machine-gun fire sparingly, you will need it later!
- ★ Grenades are your only possible defence against psychos on motor bikes or exploding prams.
- ★ Don't destroy innocent civilians or civilian trucks.
- ★ Use the civilian truck for transportation to consume your energy.
- ★ Don't stay in any one place too long—you won't know what's hit you!

CREDITS

Program coding and design by Zach Townsend

Graphics by Karen Davies.

Music and sound effects by Wemusic Limited

Produced by Jon Woods

©1986 Ocean Software Limited

©Warner Bros. Inc. All rights reserved.

FRANKIE

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the word BANG will light up above the personality factors) and achieve a score of 87,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.

KEYBOARD

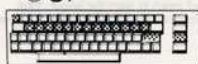
After acquainting yourself with the keyboard controls, on the following page, study the joystick controls and the full repertoire of movements available – all these movements can be achieved through using relevant combinations of keys.

Relevant keys are indicated.

A FIRE



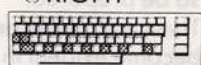
B UP



C LEFT



D RIGHT



E DOWN



These controls will also operate the CURSOR FINGER when required.

JOYSTICK

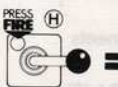
F



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK LEFT.



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK RIGHT.



REACH – WAIST HEIGHT THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED.



REACH – SHOULDER HEIGHT

K



TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'.

A short 'zaps' on the joystick/keyboard in opposite direction to which figure is facing will achieve this position.

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'.

Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears!

There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick

up objects – some of these will help you now, others you will need to survive and succeed in the Pleasure Dome. Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards.

To resume play immediately use the QUIT icon to close window.

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the ...

MURDER MYSTERY

You will come across a body, who is the killer? ... Solve the mystery by a process of elimination:- Find all twenty three clues

which appear in windows, return to the scene of the crime, when a window will appear naming all the possible suspects. Use the Cursor Finger to point to the killer.

TIP: TAKE A system of noting the clues may help your investigation.

In the quest to form your personality you must use what has been gleaned from

everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

CORRIDORS OF POWER

This Ladyrith enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once,

so be prepared.

These entrances and the ones which will become evident in the Corridors of Power give access to the ...

ARCADE ELEMENTS

THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen.

TIP – If your inventory is incomplete the lift may aid your escape.

SEA OF HOLES

Go in and out of time and space to reach the floor beneath you.

HINT – There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark).

HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).

TALKING HEADS

This dialogue between World Leaders can get nasty. A counter tells you how many (political) lives you have left. Choose your politics by moving left or right and remember to protect yourself.

SHOOTING GALLERY

Take pot shots at famous personalities (100% score to complete).

If it turns into a Duck Shoot you may get an extra shot or loose your chance to win.

HINT – Reload to fire (allow the sights to fall to the bottom of the screen).

CUPID'S ARROWS

Follow screen instructions and grasp the Halos, they could be of use elsewhere.

FLOWER POWER

Catch falling flowers.

WAR ROOM

Shoot the symbols in this task to gain Pleasure Points. (one game for each symbol).

HINT – Sainly qualities may be of use.

THE ZTT ROOM

Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)

HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task.

TIP – Locate the key which switches pieces on and not off

CONTROL PLAN

Throughout your journey different objects and elements will emerge, the cat for instance has other roles than to drink milk. As you become more familiar with the Pleasure Dome and its interface with the Ordinary World, you will begin to learn the layout of the Game and be able to move quickly from

one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that door, behind which lies the secret of self discovery ... Go for it!

GREAT ESCAPE

Its programme 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. The Great Escape runs on the Commodore 64/128 computers.

LOADING

Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type load "*", ;1 (RETURN) the introductory screen will appear and the program will then load automatically.

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement.

The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

1. THE COMMANDANT

This daunting figure controls the camp, it is he who chooses the number of soldiers to place on particular patrols and the observation positions. At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become. The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine.

Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.

Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

4. THE ESCAPE - "OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale indicator is green you will follow the

camp life without having to follow the other characters around manually. You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale indicator, will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or

Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

SCREEN DISPLAY DIAGRAM



MORALE

The morale indicator is situated to the left of the screen its colour denotes the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

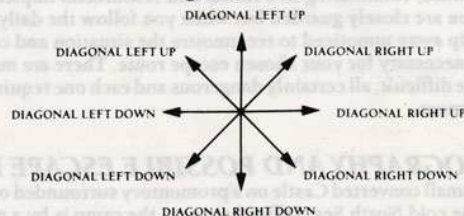
NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

SCORING

You score points and increase your morale by discovering objects, using them and escaping – each of these activities will increase your score.

CONTROLS JOYSTICK



FIRE is pick up, use, drop object.

RESTORE – ABORT GAME

RUN/STOP – PAUSE GAME

CREDITS

Produced by D. C. Ward.

© 1986 Ocean Software Limited.

Game Design Copyright Denton Designs 1986.

SHORT CIRCUIT

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. Short Circuit runs on the Commodore 64/128 micro computers.

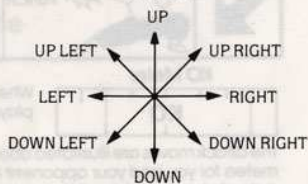
THE GAME

Number 5 is alive! — a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire. A million to one chance has resulted in a lightning bolt striking the automaton and bringing it consciousness. Now the scientist who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the weapons he is carrying kill millions of civilians — and the security chief wants to blow him up so that he can get home in time for dinner. You are Number five You are alive and you aim to stay that way!

CONTROLS

The game is controlled by Joystick in port 2.

PART I

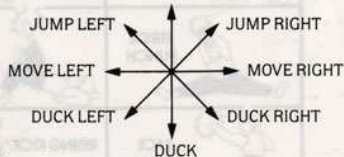


SPACE BAR — select active program.
FIRE — activate current active program.

NOTE

When in search mode you may pick up any object by pressing fire (just nudge the joystick if you want to pass by).

PART II JUMP UP



FIRE—Fire (in direction of travel).
F7 — pause game
F5 — restart game

NOTE

It is possible to play the second part of the game on its own for practice. F1 will start part I F3 will start part II

GAMEPLAY

The action is divided into two parts First you must escape from the factory

complex before anyone at Nova realises you're missing. Before you leave you must collect the hardware and software needed to activate your laser and jump mechanisms and find the technical manual to help you build the decoy robot in the second part.

You will begin with the ability to search and manipulate objects. You search an object by facing it, selecting SEARCH as your current program and pressing fire. You will then be informed of any objects found and if you press fire again it will allow you to take the item(s). When you have a choice of more than one object, pressing fire will take the object and nudging the joystick will reject it.

To manipulate an object you select UTILISE as your active program and press fire. You can then choose between HIDING, USING and DESCRIBING an item in the same way as stated for SEARCH. You can only carry four objects at once so choose carefully. In this section you must solve puzzles and outwit the security guards for only then can you leave the complex and make your bid for freedom.

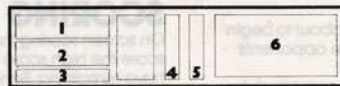
Once outside the chase begins. Pursued by security forces ordered to kill and other Saint Robots programmed to deactivate you, the odds look slim. They will not give up their hunt and the only hope for survival is to build a decoy robot to be destroyed in your place.

The guards are deadly but remember the "code of Robotics". You can only stun your pursuers and causing death to living creatures will deplete your conscience energy. If your conscience level is totally used, you will automatically deactivate. If you manage to locate the van before the Nova helicopter arrives you will have your chance. Create a dummy robot, fool all your adversaries and live happily ever after.

GOOD LUCK NUMBER 5.

STATUS AND SCORING

A panel is displayed continuously on screen with the following information.



1. Score
2. Time
3. Current program
4. Energy bar
5. Conscience bar
6. TV. monitor display

PART I

Points are awarded for the essential objects held at the completion of the section. Also for using certain objects and for time remaining at the end.

PART II

Points are gained for distance, disabling pursuit robots and guards and for preserving the wildlife.

ROBOT	3000
GUARD	1000
WILDLIFE	35-100 (each)

All the score gained in Part I is carried forward to Part II and in this game there is only one life Yours!

HINTS AND TIPS

PART I

- ★ Search all objects thoroughly (drawers, top etc).
- ★ Make a map.
- ★ Locate all of the objects.

PART II

- ★ Time the guards (their patrols are regular).
- ★ Learn the points at which everything enters the gameplay.
- ★ Practice makes perfect.

Designed by John Meegan and John Brandwood. Programming by John Meegan. Graphics by Karen Davies. Music by Martin Gateway. Produced by D.C. Ward. 1987 Ocean Software Limited. Short Circuit is a trademark of The Star Pictures, Inc. and PSO Presentations. 1986 The Star Pictures, Inc. and PSO Presentations. All Rights Reserved.

YIE AR KUNG FU

Its program code, graphic representation, and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved Worldwide. Yie Ar Kung Fu runs on the Commodore 64/128 computers.

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU - A huge kung-fu fighter who can attack by flying through the air.

STAR - A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHU - Master of the NUNCHAKU - beware his reach.

POLE - Attacks with the ancient rod or BO.

CLUB - ...This fighter is armed with a shield to deflect your blows and a club to strike back.

FAN - Another female adversary, this time an exponent of the NINJAFAN.

WORD - Sword carrying opponant, a firesome and deadly foe.

TONFUN - Skilled in the art of fighting with flailing sticks or TONFA.

BLUES - The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows:

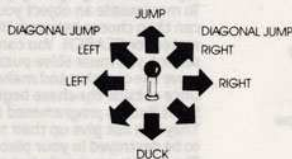
Joystick control plus FIRE button creates the attack

moves. SPACE bar switches between KICK and PUNCH.

F1 - Pause
F5 - Return to Menu (in Pause)

F3 - Restart
F7 - Music ON/OFF

JOYSTICK



KEYBOARD

Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000	ANKLE PUNCH	1500
FLYING PUNCH	2000	STRIDE PUNCH	1500
ROUND HOUSE KICK	500	LEAPING PUNCH	1500
LUNGE PUNCH	500	LUNGE PUNCH	1000
LEG SWEEP	500	FACE PUNCH	500
GROUND KICK	1000	ANKLE PUNCH	1000
RISING KICK	1500	SWOOPING KICK	1000
HOOK PUNCH	1500	HIGH KICK	1000

HINTS and TIPS

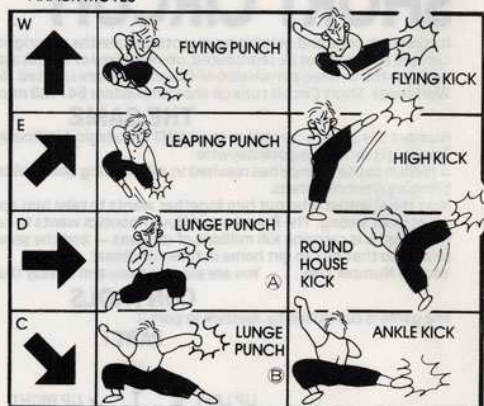
- * Seek and attack each opponent's weak point.
- * Remember Oolong can jump over his foes and put them offguard.
- * Try hit and run tactics and keep your distance from armed opponents.

Yie Ar Kung Fu is a trademark of Konami Limited.

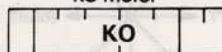
Produced by D.C. Ward

Konami © © 1985 Imagine Software (1984) Limited.

ATTACK MOVES

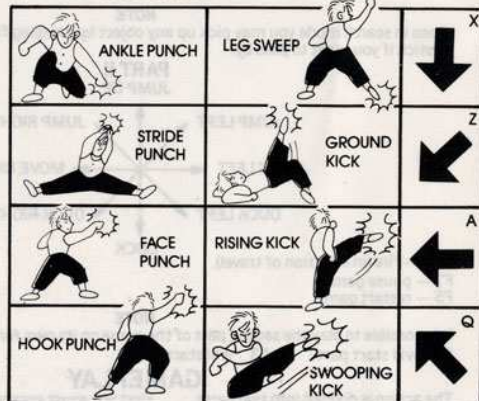


KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponant indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!



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.

