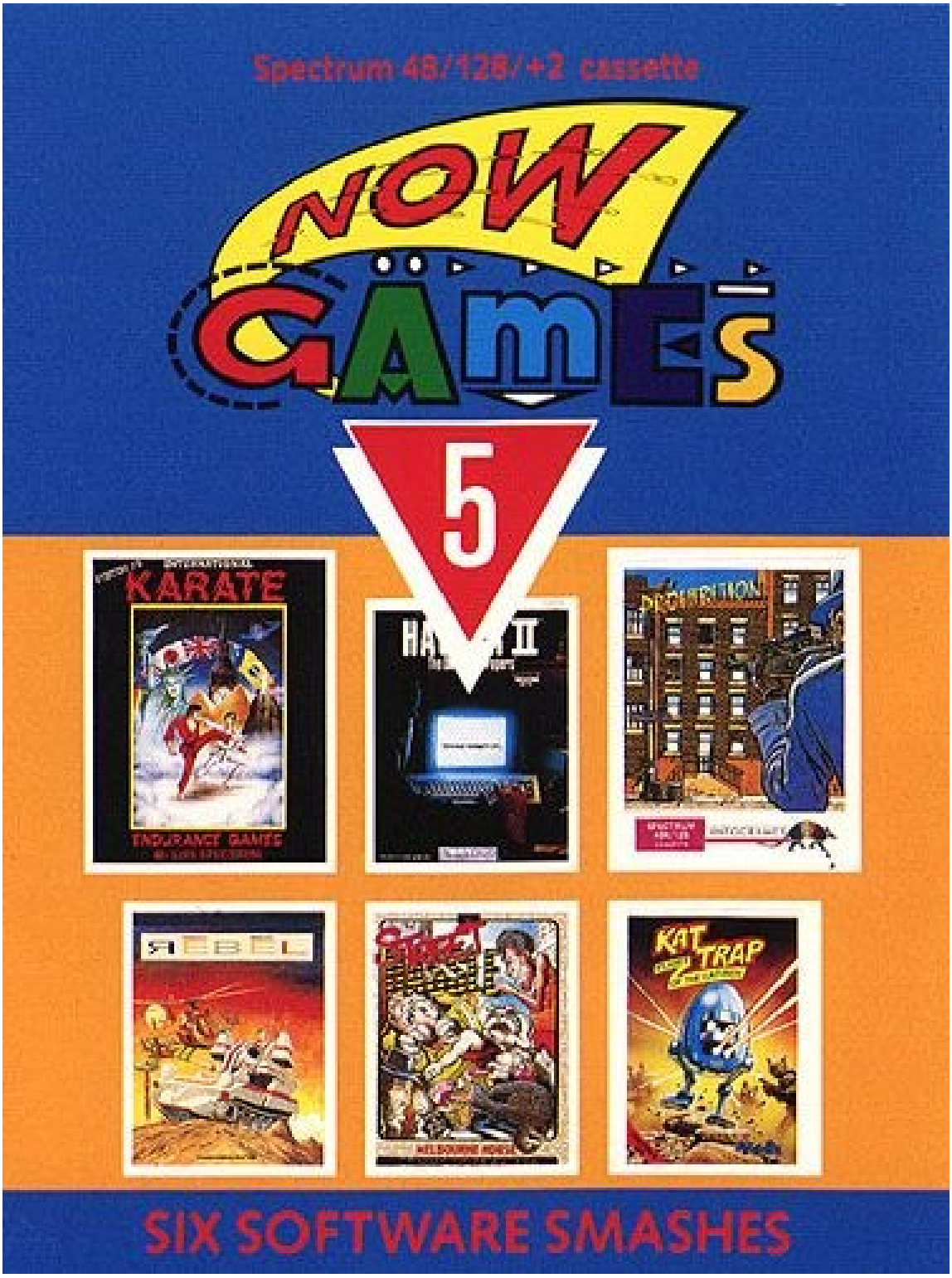



## LOADING INSTRUCTIONS

For all games type **LOAD""** and press **ENTER**.
Press **PLAY** on your tape player.

# INTERNATIONAL KARATE

©1986 Endurance Games

Sharpen your reactions and develop lightning reflexes in this excellent combat simulation. There are 16 joystick moves to master as you compete against the computer (one joystick) or your friends (requires two joysticks, also includes a special bonus round).

Exacting skill tests decide if you can participate in the next level. Progress from white through to black belt in exciting international locations.

Your aim as a Karate Master is to fight throughout the continents of the world for the International Karate Tournament.

## HOW TO PLAY

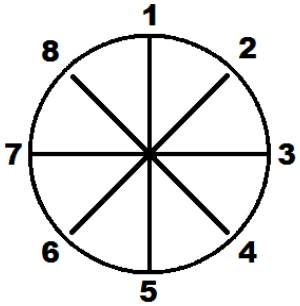
International Karate is a karate simulation based as closely as possible on a karate tournament. The game is played by a player scoring points through the various ways of hitting an opponent.

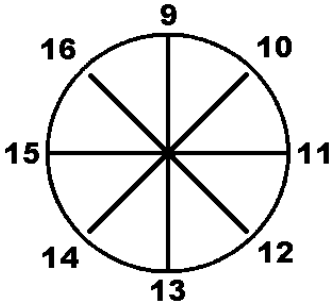
Each round lasts a maximum of 30 seconds during which you have to try and gain a maximum of 2 points. Depending on how successful a hit has been the judge will award you either a half point or a full point. Score 2 points and you have won that round.

Points scored are shown on a system of circles next to your score which light up to indicate a half point or a full point. The judge will tell you when to start, when to stop and what points you have scored.

If you win the best out of three rounds then you can go on to the next continent and the next opponent. In between trips to each of the continents there are two different bonus screens where you can win bonus points.

1. Jump
2. Front lunge punch
3. Walk Forward
4. Chest kick
5. Foot sweep
6. Crouch punch
7. Walk backwards
8. Back lunge punch
9. Flying kick
10. Front somersault
11. Front kick
12. Front side kick
13. Back crouch punch
14. Back side kick
15. Roundhouse
16. Back somersault



| WITHOUT BUTTON PRESSED | WITH BUTTON PRESSED |
|---|---|

**PLAYER ONE KEYS**

| | |
|---|---|
| 1 = W | 9 = W + S |
| 2 = E | 10 = E + S |
| 3 = D | 11 = D + S |
| 4 = C | 12 = C + S |
| 5 = X | 13 = X + S |
| 6 = Z | 14 = Z + S |
| 7 = A | 15 = A + S |
| 8 = Q | 16 = Q + S |

**PLAYER TWO KEYS**

| | |
|---|---|
| 1 = O | 9 = O + K |
| 2 = P | 10 = P + K |
| 3 = L | 11 = L + K |
| 4 = Symbol | 12 = Symbol + K |
| 5 = M | 13 = M + K |
| 6 = N | 14 = N + K |
| 7 = J | 15 = J + K |
| 8 = I | 16 = I + K |

# HACKER II™

©1986 Activision Inc

That call from the CIA has finally come. You must hack into the Russians' computer system, via Satellite of course, and locate the notebook known as "The Doomsday Papers". You must take control of MRU droids that have already been planted by the CIA. You need to locate the safe where "The Doomsday Papers" are held. Meanwhile you'll have to create a map and accumulate combinations to the safe as the MRU's make their way through the complex. There are guard patrols and video cameras to avoid and also...The Annihilator.

**SELCT**
Used to select screens for activation. Selection occurs in a left-to-right, top-to-bottom, sequence.

**VHOLD**
Vertical hold adjust mode switch. Adjust to prevent picture roll.

**CAM**
Selects "live" camera for viewing.

**MON**
Gains access to target site internal closed-circuit security monitors. Two circuits are available for viewing: MON A and MON B.

**VTR**
Activates the Video Tape Recorder.

**TGS**
Activates the Telemetry Guidance System display on the screen selected.

**+**
Increments channels when in CAM and VTR modes. Toggles between site security and monitor circuits when in MON mode. Adjusts vertical hold on some models.

**-**
Decrements channels when in CAM and VTR modes. Toggles between site security and monitor circuits when in MON mode. Adjusts vertical hold on some models.

**BYP**
Toggles VTR bypass of site monitor channel.

In this dangerous mission to recover the Doomsday Papers you will control MRU's (Mobile Remote Units) and monitor all activities through complex electronic equipment. You must locate the safe combinations, the safe and the documents!

You must use the technology you have been given, in the best possible way. You can devise to achieve success.

The monitoring equipment you will use on your mission is known as MFSM. It controls a variety of remote equipment accessible through four video monitors which appear on the screen.

The cursor is used to point to a function on the bottom panel and **FIRE** activates. Use **SELCT** to switch from monitor (flashing panel indicates current selection), only one may be programmed at a time. Each screen may require vertical hold adjustment. You may view through site monitors A and B; video tape recordings of any events that have occurred; the Telemetry Guidance System which provides a plan view of the immediate 200 square yards of an active MRU; view through site surveillance cameras "line" events. Additionally you can select a camera view and there are 38 channels.

# BASIC PROGRAMMING RULES

A hand shaped cursor controlled by the joystick is used to "press" the appropriate pushbuttons on the MFSM front panel.

When a pushbutton has been pressed, the finger of the cursor changes to a down position, and the lettering on the button is highlighted with colour to indicate the active status. Depending on the pushbutton pressed (and the function in operation) the highlight may be momentary, it may continue as long as the button is held down or it may stay on until the pushbutton is pressed a second time.

### Selecting Display

To select a display, press the **SELCT** pushbutton. The channel indicator for the next display in a left-to-right, top-to-bottom order will immediately flash. The channel number is changed by pressing the **+** or **-** pushbuttons.

### Adjusting Vertical Hold

Sometimes the vertical hold must be adjusted on a display. To do this, perform the following procedure:

1. Press the **SELCT** pushbutton to select the desired display.

2. On systems equipped with a joystick:

    * Move the hand cursor to the **VHOLD** pushbutton.
    * Press and hold the joystick control button.
    * The **VHOLD** is highlighted.
    * While still pressing the joystick control button, move the column forward to control the rate of bottom-to-top vertical roll, and back to control the rate of top-to-bottom roll.

# OPERATING MODES

In the MON mode, an operator may view a site's internal monitoring system. In CAM mode, the operator may also view individual cameras, independent of its monitoring system. The VTR mode allows for playback and analysis of all the site's recorded activities. The BYP mode enables an operator to intercept an internal monitoring system and substitute its current channel with a taped image corresponding to the same channel. Finally, the TGS and MRU modes provide information concerning the relative displacement and disposition of hostile counterintelligence forces, and allows command and control over friendly intelligence elements.

### a) Monitoring

Monitoring takes place in two modes: viewing of a remote site's internal video security monitoring circuits, and viewing elements of those circuits independent of the site's central control.

### b) Viewing Security Monitors

To gain access to internal security monitors, perform the following procedure:

1. Select the desired display monitor on the MFSM.
2. Press the **MON** pushbutton.
3. The default monitor circuit is **"A"**. Verify that the monitor status display indicates **"SECURITY MON A (or B)"**.
4. To change the current monitor, press the **MON** pushbutton in.
5. Verify that the monitor status display indicates the alternate monitor circuit.

### c) Viewing Independent Cameras

Individual surveillance cameras at the site can be isolated for viewing. To view a separate camera, the appropriate channel for that camera must be activated. Perform the following procedure:

1. Select the desired display monitor on the MFSM.
2. Press the **CAM** pushbutton.
3. Verify that the monitor status display indicates **"LIVE"**.
4. Press the **+** pushbutton to increment channels and the **-** pushbutton to decrement channels.

### Video Tape Recorder Operation

The Video Tape Recorder mode of operation is useful for display and analysis or pre-recorded activity. Recording is continuously automatic, so there are no provisions for "recording" an independent event, as with a standard VTR. When a channel is set for display, the taped material is transferred from a special buffer. When a display on the MFSM has been selected and the VTR pushbutton has been pressed, the VTR will then function in a manner similar to a normal analogue device. The display status indicates "TAPE" when the VTR is active. To change the current tape channel number, press either the **+** or **-** pushbutton.

The synch signal that is recorded with the original image is automatically shown during playback. That signal is present on the bottom part of the screen as numbers that correspond to the minute and second of a one hour period. Shuttle search is possible by pressing the **PLAY** pushbutton and then pressing the **»** or **«** buttons. A speeded image of the recorded material will be shown, along with synch numbers at the bottom.

## BYPASS

The bypass mode allows the recorded image from a VTR channel to replace its corresponding surveillance camera. To perform a monitor bypass, do the following:

1. Use one of the MFSM displays to show the VTR screen.
2. Select the VTR channel to be bypassed (using **+** or **–** pushbutton).
3. If necessary, advance or rewind the VTR until the time synch values match those shown on a real-time display.
4. Press the **PLAY** button on the VTR.
5. Press **BYP** to bypass the surveillance camera signal with tape.
6. Verify that the monitor status display indicates **"BYPASS CAMERA"**.

To disable the bypass, do the following:

1. Select MFSM display showing the bypassed camera.
2. Press the **BYP** pushbutton to return to normal VTR function.

**WARNING**
**SOME SECURITY SYSTEMS CAN DETECT WHEN A SYNCHRONIZATION ERROR HAS OCCURED. BE ABSOLUTELY CERTAIN THAT THE CORRECT TIME SYNCH SIGNAL IS PRESENT ON THE BYPASS CHANNEL.**

### TGS and MRU Modes

When the Telemetry Guidance System screen is present on any of the MFSM displays, all pertinent information regarding active cameras, site personnel placement, navigational information, and MRU location is provided.

To display the TGS screen:

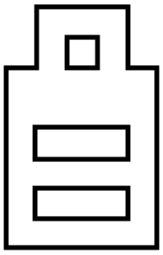
1. Select the desired display monitor on the MFSM.
2. Press the **TGS** pushbutton.

3. Verify that the monitor status display indicates **"TGS"-_____"**. The current direction of the MRU is shown in the space after the dash.

Since location of an active MRU can also be shown relative to its surroundings, it is best to control the MRU in conjunction with the TGS display.

**MRU**

**SITE SECURITY PERSONNEL**



**ACTIVE MONITOR**

**Controlling MRU Movement**

To control an MRU displayed on the TGS, perform the following procedure:

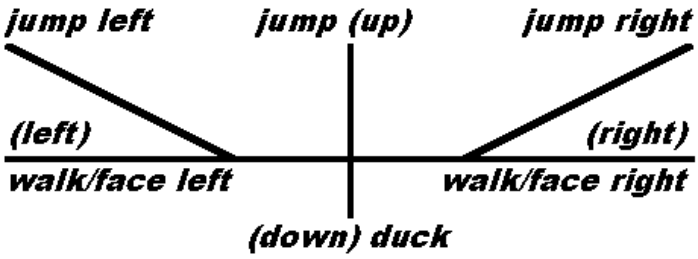
a) Move the hand cursor to the **MRU** pushbutton.
b) Press and release the joystick control button.
c) The **MRU** button is highlighted.
d) Move the column forward to move the MRU forward, and back to move the MRU backwards.
e) Move the column to the left to turn the MRU to the left, and to the right to turn the MRU to the right.
f) Note that the TGS status display indicates the direction (EAST, WEST, NORTH, or SOUTH) the MRU is facing.
g) Centring the control column stops the MRU in its current position.
h) Press the **MRU** button again to release the MRU function.
i) Verify that the **MRU** button is no longer highlighted.

# STREET HASSLE

©1987 Beam Software

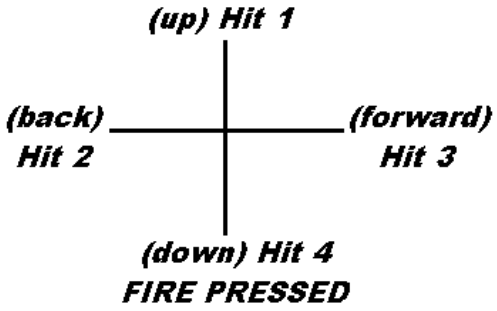
In these times of urban decay, when it is no longer safe for little old ladies to walk the streets, the hero of this game can take no more! Wearing golden battle shorts and armed only with naked fists, you control his personal vendetta to clean up the town. This arcade game features detailed graphics, superb animation and plenty of laughs.

## GAME PLAY




These moves are NOT aggressive moves and have no effect upon the creatures. Aggressive moves are selected by selecting a direction on the joystick with the fire button pressed.

There are different aggressive moves available on each stage, and since half the fun is finding the new moves and which is the best one to use on each stage, these moves will not be detailed here. The general layout of the joystick control for these moves is diagrammed below...




Note that instead of left/right on the diagram above, the directions are labelled forward/back. This is because the move selected changes according to which direction the player on the screen is facing. Thus, to get **HIT 3** (which is a head butt on stage 1), press the **FIRE** button and pull the joystick in the direction the player is facing. This will be to the right if the player is facing to the right and to the left if the player is facing to the left.

## KEYBOARD

**Q** = Up
**Z** = Down
**I** = Left
**P** = Right

**Space bar** to Fire.

## LOADING NOTE

The game won't load into a 48k Spectrum in one go, so when reaching the end of stage 5, you'll be prompted to load the additional stages. These follow immediately on the tape.

Press **PLAY** on tape recorder to load.

# REBEL

©1987 Virgin Games

Soya plantation worker THX 2240 has had enough of life in a state controlled agricultural bloc. She has stolen a Crowd Control Vehicle, in which to make a bid for freedom. You must lead THX 2240 to freedom in this action-packed four-directional, scrolling arcade game. Guide the tank through the heavily guarded compounds using the giant laser and solar reflectors to blast your way into the next level.

## CONTROLS

| | | |
|---|---|---|
| SYMBOL SHIFT/SPACE | = | restart game |
| ENTER | = | pause game |
| JOYSTICK INTERFACES | = | Kempston, Interface II, Cursor |
| FIRE | = | DROP/PICK UP/ROTATE/REFLECTOR |

## KEYBOARD CONTROLS

| | | |
|---|---|---|
| **1** | = | UP |
| **A** | = | DOWN |
| **I** | = | LEFT |
| **P** | = | RIGHT |
| **BOTTOM ROW** | = | DROP/PICK UP/ROTATE/REFLECTOR |

The Police Surveillance Department is comprised of Patrol Squads, causing severe damage unless you avoid them.

## REFLECTORS

Each level has a limited supply of solar reflectors that are placed in reflector stations. A reflector can be rotated within a station, or removed and transported to another station. Drive your tank under the station and use FIRE to turn it to reflect in a different direction, pick it up or drop it.

## THE OBJECT OF THE GAME

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit. Turn the solar beam on to blast your way through the exit to the next level. There are 10 levels to penetrate before you can finally escape.

## HINTS AND TIPS

Avoid Patrol Squads at all costs. All surveillance machines patrol set routes, so with practise you will learn the safest paths. Good luck!

# PROHIBITION

©Infogrames

You play a ruthless mercenary contracted to eliminate a gang of hired killers in this arcade game, specially for the trigger happy! These tough targets are terrorising inner city New York, they take hostages and killing is second nature to them.

You must use your fast responses to pick off the guilty, while avoiding innocent victims caught up in the crossfire. Your reactions must be razor sharp and you must dodge the bullets aimed at you!

## PRINCIPLE OF THE GAME

You have a contract to fulfil: get rid of all the killers which appear, without causing the death of an innocent victim...
Your gunsight looks onto the fronts of the houses.

## COMMANDS

To move the gunsight, move the joystick in the desired direction.

To fire, press the FIRE button on the joystick.

## KEYS

**Q** - UP
**S** - DOWN
**O** - LEFT
**P** - RIGHT

**SPACE** - FIRE
**ENTER** - DODGE

DODGE: The only means of protection against the enemy bullets is the dodge key. When you press it, you dodge the bullets...but you can't dodge indefinitely!

Each completed contract brings in Dollars and makes you go to a higher level; but there are other killers who are even faster...

# KAT TRAP

©Streetwise

Earthlings were forced to flee their planet but, generations later, their descendants return to find Earth has been inhabited by strange Kat Men! Trusty robot MT ED is despatched to destroy the Kat Men's computer.

Unleashed mutant beings attempt to stop MT ED and, as you guide the trusty robot on his mission, you will find additional weapons to eliminate Shadowmen and Sewerbeasts, among others! The computer is protected by a Death Grid which you must de-activate or MT ED's mission will fail and Earth will be lost!

It is the Twenty Fourth Century...

Two hundred years ago the Earth was wrecked by Solar explosions. The population of Earth was decimated but for a brave few who escaped on the rapidly built New Ark.

Only now have the people of Earth completed a circuit of the Universe and returned to their home planet. To their surprise it is not only habitable but inhabited. Inhabited by the Kat Men. The Kat Men's own planet KraMoD was made a nuclear wasteland in their vicious war with the N'Gised whose own homeworld they had attacked because it lay in the path of the Empire building Kat Men. Earth was discovered by one of the few remaining warships of the Kat Men and made the base for reprisals on the N'Gised.

To regain their lost homeworld the Humans first launched a frontal attack on Earth. Badly beaten and having lost all attack fighters they now intend to send a small scale attack force.

The mission personnel will be Hercules 1 and MT ED whose mission is to destroy the main battle computer of the Kat Men. They are to be supplied with repleno-droids and battery chargers which will be delivered separately to the drop zone. However as soon as they land the Kat Men win an early victory and Hercules 1 is captured.

Advance reports show that the Kat Men have also let loose mutants from the time of the Solar explosions, including Fire Demons, Icemen, Shadowmen and Sewerbeasts.

MT ED is alone. His mission is to disable the battle computer and rescue Hercules 1.

When MT ED has penetrated the defences of the Kat Men and reached the battle computer he will find the Death Grid, a device set up to protect the computer.

MT ED can only deactivate the Death Grid by shorting the pulses of electrical energy moving around the grid. To do this he must position a remote device on the top of the grid (controlled by left/right) and select a switch on the left of the grid with MT ED (controlled by up/down). Two bursts of anti-matter will then be released (by pressing fire) into the grid. If, where these meet, there is an electrical pulse it will be destroyed.

Fifteen of these pulses must be destroyed within a minute or MT ED will fail in his mission. However, if he completes this task the battle computer will be destroyed and MT ED must make his way back to his ship with Hercules 1 to escape.

Different weapons must be used to destroy the various types of Alien - you will have to experiment to discover which!

**MT ED - Multi Terrain Exploration Droid -** Equipped with both computer targeted front weapons system and grenade launcher.

**Weapons capability:**
Electric charge; Laser; Flamethrower; Bullets; Shells; Water; Arrows; Grenades.

**Speed:**
Up to 250km/h over flat terrain.

**Power unit:**
Small, needs frequent charging.

**Armour:**
Heavy steel plate.

Control of MT ED is via a remote operator, whose range of control will be run left/right, jump, duck, fire whatever is loaded into weapons unit (a press of the fire control with a direction key held down as well) and fire the grenades (a press of the fire control only).

# KEYS

**Q** = Jump
**A** = Duck
**O** = Left
**P** = Right

**Space** = Fire Grenade
**Space + P** = Fire Weapon Right
**Space + O** = Fire Weapon Left
**Enter** = Select Weapon

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Rebel ©1987 Virgin Games Ltd
Prohibition ©1987 Infogrames
Kat Trap ©Streetwise

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