10 GREAT GAMES

AVENGER

Having successfully completed your training you are now ready to avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon to appease the God Kwon and release him from eternal hell. Your quest starts outside Quench Heart Keep, where you must find the keys to gain access. Once inside you must kill the three guardians of the keep. Beware, as they must be killed in a specific way and in a certain order.

Use your shuriken wisely as once used you have only your unarmed combat to rely on.

As you fight your way through the many adversaries you may call on the God Kwon to replenish your endurance and inner force, but beware his temper is short and you may anger him.

To complete the game you must collect the scrolls and escape from the keep, having avenged the death of your father and releasing Kwon from the power of Yaemon.

FEATURES

Full colour four-way scroll over a massive three hundred screens of playing area within the six floors of the keep.

Interactive sound FX, intelligent enemies, trap doors to go up, grills to go down wells, living floors, informative scrolling messages from Kwon, deadly spiders and numerous other enemies.

Useful Items

Magic sword, keys, shuriken, treasure, crowbar, iron fist, amulet, charms, a container, magic cord.

Playing Tip

Treasure can be collected for your personal gain but do not let greed affect your judgement!

CBM 64/128

HOW TO MOVE
]&: – UP
?&/ – DOWN
Z – LEFT
X – RIGHT
RETURN – FIRE/KICK/PUNCH
H – PAUSE ON/OFF
1 – CALL ON KWON
Q – QUIT
Or Use Joystick, Port 2

MSX

HOW TO MOVE
Q – UP
A – DOWN
O – LEFT
P – RIGHT
SPACE – FIRE/KICK/PUNCH
1 – PAUSE ON/OFF
2 – CALL ON KWON
3 & 4 SIMULTANEOUSLY – QUIT
Or Use Joystick

AMSTRAD

HOW TO MOVE
Q – UP
A – DOWN
O – LEFT
P – RIGHT
SPACE – FIRE/KICK/PUNCH
1 – PAUSE ON/OFF
2 – CALL ON KWON
3 & 4 SIMULTANEOUSLY – QUIT
Or Use Joystick

SPECTRUM

HOW TO MOVE
O – UP
K – DOWN
Z – LEFT
X – RIGHT
0 – FIRE/KICK/PUNCH
1 – PAUSE ON/OFF
2 – CALL ON KWON
3 & 4 SIMULTANEOUSLY – QUIT
Joystick – Compatible with a Kempston, Interface II and Cursor joystick.

If you own a 128K Spectrum, load using the built-in tape loader. DO NOT SELECT 48K MODE.

FUTURE KNIGHT

THE STORY

You are Randolph (a hero). Your quest is to rescue your beloved maiden from the evil clutches of Spegbott the Terrible.

You receive an inter-dimensional distress call from the S.S. Rustbucket, the ship she was travelling in; the message reads:

CRASHED ON THE PLANET 2749 OF THE ZRAGG SYSTEM STOP REQUIRE ASSISTANCE STOP PRINCESS AMELIA CAPTURED STOP TELEPORT CO-ORDINATES 217/502 STOP PLEASE COME QUICKLY STOP

You pull on your all purpose attack suit (with laser assisted plasma rifle) and rush to your local teleport station.

Three blips later you find yourself inside the S.S. Rustbucket. So begins your quest to find your beloved Amelia.

You progress through twenty gruelling levels, fighting your way through the wrecked space cruiser. Defending yourself against the Berzerka Security Droids, you finally reach the planet's surface where you must do battle against mystical creatures to ultimately reach Spegbott's castle where you will find your beloved, guarded by the awesome Henchodroid.

Defeat him in mortal combat to ultimately release the beautiful Amelia.

OBJECTS

Objects to be used when required:

Bomb:	Destroys all aliens on the screen and restores your constitution to 999.
Confuser:	Confuses all aliens for a limited time.
Flash Bang Spell:	MYSTERY ?!??
Shortener:	Guess ?!??

Objects to be used when necessary and able:

Bridge Spell:	This will bridge a pool of bubbly lava, plus give you an extra man.
Destruct Spell:	Destroys all the aliens on the screen for a short time, and also kills the Henchodroid.
Exit Pass:	This will make an exit appear in a certain place so you may leave with the ship and also obtain an extra man.
Glove:	This permits you to carry the release spell without getting burnt, and also gives you an extra man.
Platform Key:	When this is used a platform will appear.
Release Spell:	When using this function you are able to free your maiden and kiss her.
Safe Pass:	Makes an exit open in one of the screens.
Sceptre:	Allows you to kill a very large semi-indestructible robot.
Securo Key:	Makes an exit open in one of the screens.

JOYSTICKS

          Jump up,
        Climb ladder

Jump left   **Jump right**

Walk left   **Walk right**

  Crouch   **Crouch**

      Crouch Down
     Climb ladder

FIRE BUTTON fires the weapon you are carrying.

Note 1: Some objects may only be used in certain rooms, i.e. 'Safe Pass' can only be used in one room, whereas 'Bomb' may be used when required.

Back Arrow: PANIC BUTTON - Restarts you at the last exit entered.
Space Bar: USE OBJECTS - Any objects carried will be used (see note 1).
Run/Stop: ABORT - Returns back to the title page.
Control: PAUSE BUTTON - Freezes play, fire to restart.

Programmed By:
Andrew Green, Robert Toone, Christian Shrigley
Graphics: Terry Lloyd

U: USE OBJECTS - Any objects carried will be used (see note 1).
Break: ABORT - Returns back to the title page.
KEYS: Q – Left   **P** - Up   **SPACE** - Fire   **W** - Right   **L** - Down

Compatible with Kempston, Sinclair, Interface II and Cursor joysticks.

Programmed By: Shaun Hollingworth, Greg Holmes, Peter Harrap, Chris Kerry, Colin Dooley
Graphics: Steve Kerry

U: USE OBJECTS - Any objects carried will be used (see note 1).
CONTROL ESC: ABORT - Returns back to the title page.
KEYS: Q - Left   **P** - Up   **SPACE** - Fire   **W** - Right   **L** - Down

Programmed By: Shaun Hollingworth, Greg Holmes, Peter Harrap, Chris Kerry, Colin Dooley
Graphics: Steve Kerry

U: USE OBJECTS - Any objects carried will be used (see note 1).
CONTROL STOP: ABORT - Returns back to the title page.
KEYS: Q - Left   **P** - Up   **SPACE** - Fire   **W** - Right   **L** - Down

Programmed By: Shaun Hollingworth, Greg Holmes, Peter Harrap, Chris Kerry, Colin Dooley
Graphics: Steve Kerry

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KRAKOUT

BONUSES ARE

 G - Glue: The ball sticks to the bat.
 B - Bomb: There is a massive explosion destroying adjacent
       blocks.
 S - Shield: Makes a barrier appear behind you.
 M - Missile: Gives you one missile to fire.
 0 - Slow down: Slows the ball down slightly.
x2 - Times two: Doubles scoring.
 D - Double bat: Gives you another bat in front of your present
       bat. This gives some protection against aliens.
 X - Extra man: Gives you an extra life.
 E - Expand: Makes your bat expand.

You will enter the options page when starting the game. You may
also enter the options page after each screen by pressing the space
bar during a screen.

The options page is used to adjust your controls.

OPTIONS ARE

● You may play with the bat on the left or right hand side of the
  screen.
● Sound effects on/off.
● Ball speed 1-6 (1 - slow, 6 - fast) as above.
● Load new data from disk.
● Load new data from tape.
● Bat type can be inertia or dual speed. Inertia bat can be speeds
  1-9 (Slow-Fast). Joystick right to alter numbers.
● Dual speed bat has a normal speed and then a different speed.
● When fire button is pressed 1-9 (Slow-Fast).
● Pressing **Q** will exit the screen.
● Aliens have varying effects e.g. give you two balls, freeze your
  bat, eat the ball, bomb bricks, etc.

`SPECTRUM`

PLAYING INSTRUCTIONS

Keyboard
P - Up   **L** - Down   **SPACE** - Fire   **1** - Pause on/off

Joystick - Compatible with Interface II, Kempston and Cursor
Joystick.
Note: If you own a Spectrum +2 and wish to use the built-in
joystick socket, select Interface II.

`AMSTRAD`

PLAYING INSTRUCTIONS

Keyboard
P – Up   **L** – Down   **SPACE** – Fire   **1** – Pause on/off
or use a joystick.

Some bricks when hit will roll over. These are bonuses. The ball
must hit this brick to receive the bonus.

`MSX`

PLAYING INSTRUCTIONS

Keyboard
P – Up   **L** – Down   **SPACE** – Fire   **1** – Pause on/off
or use a joystick.

Some bricks when hit will roll over. These are bonuses. The ball
must hit this brick to receive the bonus.

`CBM 64/128`

OPTIONS ARE

- You may play with the bat on the left or right hand side of the
  screen.
- Sound effects on/off.
- Music on/off.
- Scrolling none/random/following - Press fire button and move
  joystick up and down.
- Ball speed 1-6 (1 - Slow, 6 - Fast) as above.
- Modes
  0   – Normal
  1-4 - Different alien and bat colours
  5   - Load new data from disk
  6   - Load new data from tape
  7-9 – ??????????
- Reset - Hold fire button down for ten seconds.
- Bat type can be inertia or dual speed. Inertia bat can be speeds
  1-9 (Slow-Fast). Joystick right to alter numbers.
- Dual speed bat has a normal speed and then a different speed.
- When fire button is pressed 1-9 (Slow-Fast).
- Space bar will exit the screen.
- Aliens have varying effects e.g. give you two balls, freeze your
  bat, eat the ball, bomb bricks, etc.

PLAYING INSTRUCTIONS

Joystick in Port 2 to move up and down.
FIRE BUTTON is speed up and game start, and un-pause.
CTRL is pause mode on.

Some bricks when hit will roll over to reveal bonuses. The ball must hit this brick to receive the bonus.

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BOUNDER

PLAYING INSTRUCTIONS

Move Bounder (tennis ball) around screen, bouncing on grey slabs only. If you miss, you fall to your death. Be sure to identify mountains and walls as you can't go over them - you must go around. Any collision means you lose a life.

As a rule of thumb: IF IT ISN'T GREY THEN AVOID IT!

However, there is one major exception, and that is that you can bounce on grass (represented by plain green in the game). This will not appear until level 7.

`CBM 64/128`

These aliens destroy you:
BINOCULOIDS   STICKITS   MOSCITA BIRDS   CHOMPER DOMES   PTERRIES
COINS   EXOCETS etc.

Useful aliens are:
TELEPORTS   JUMP   BONUSES   BONUS BAGS   COPYRIGHT CANS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air. This allows you to make longer jumps, and if you feel inclined, a few fancy aerobatics! (Not recommended for beginners).

Slabs with question marks give you a mystery bonus, some good, some fair, but most of 'em bad. Careful planning and the use of a map are essential. Use the pause control to help you map the screens.

After each level there is a bonus stage. Bounce on as many question marks as possible. Clearing all question marks will earn you a bonus. Each jump unused adds to your bonus score.

ADDITIONAL INFORMATION

RESTORE - Returns to title page   **FIRE** - Pause mode off
CTRL - Pause mode on   All movement control is
                                          from joystick (Port 2).

These aliens destroy you:
BINOCULOIDS   STICKITS   MOSCITA BIRDS   CHOMPER DOMES   PTERRIES
COINS   EXOCETS etc.

Useful aliens are:
TELEPORTS   JUMP   BONUSES   BONUS BUGS   COPYRIGHT CANS   MOVING
PLATFORMS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air.
This allows you to make longer jumps, and if you feel inclined, a
few fancy aerobatics! (Not recommended for beginners).

Slabs with question marks give you a mystery bonus, some good, some
fair, but most of 'em bad. Careful planning and the use of a map
are essential. Use the pause control to help you map the screens.

After each level there is a bonus stage. Bounce on as many question
marks as possible. Clearing all question marks will earn you a
bonus. Each jump unused adds to your bonus score.

ADDITIONAL INFORMATION

Keyboard controls:

Q – Left	**W** - Right
M - Pause On/Off	**L** - Up
P – Down	**BREAK** - Returns to title page

Joystick - Kempston or Sinclair Interface II auto selects when
interface attached.

ADDITIONAL INFORMATION

Keyboard controls - joystick compatible.

Q – Left	**L** – Down
P – Up	**ESC** - Pause
W – Right	**SPACEBAR/FIRE** - Reset (Breakout)

ADDITIONAL INFORMATION

Keyboard controls - joystick compatible

Q – Left	**P** – Down
L – Up	**STOP** - Pause On/Off
W – Right	**CONTROL & STOP** - Return to title page

FOOTBALLER OF THE YEAR

SCENARIO

In this exciting game you adopt the role of a professional footballer. You start your career at the age of seventeen, with five thousand pounds in cash, ten goal cards and the footballing world at your feet. The aim is to develop your career and be nominated **Footballer of the Year.**

GAMEPLAY

Upon loading the game you will be asked **"LOAD A SAVED GAME (Y/N)?"**. If you have played the game before, your previous game can be loaded and continued from where you left off.

Follow the prompts on the screen and enter your name and the starting division. It is recommended that you start in division four and develop your skills from this, the easiest level. More experienced players may wish to start in the higher divisions.

Control Menu
The on screen icons correspond to the following:
GLOBE - This shows the state of affairs for your team.
FOOTBALLER'S HEAD - Player status details.
SCROLL - Transfer cards.
DISC/TAPE - Load or save a game.
INJURED FOOTBALLER - Quit game.
QUESTION MARK - Incident cards.
FOOTBALL BOOT - Play matches.

State of Affairs
This section shows your team's league position, the morale of the team, goals scored in cup matches and league matches.

Player Status Details
Your rating as a footballer is displayed as bar graphs depicting status points, your current league and your weekly earnings.

Transfer Cards

These can be purchased at varying prices depending on which division you are in. Upon buying a card you have the chance of being spotted by a 'scout'. If the 'scout' finds that you are a suitable player, then you will be transferred to another club either in the same division or a higher division. If you are successfully transferred you will receive a player's fee plus the chance of a higher salary.

Incident Cards

An incident card can be purchased for two hundred pounds. This section is a bit of a gamble but can prove very lucrative. However, on the other hand you risk losing money.

Play Matches

When this option is selected you are given the chance to purchase goal cards. Goal cards can be used in any of the matches which you play. The value of a goal card will be between one and three. It is up to you to use your skill and judgement as to when the cards are used. For example, if the value of a goal card is two, then you have the chance of scoring two goals in that game.

This is where your skill as a player will be needed, when you enter the arcade sequence and attempt to beat the defenders and score a goal or take a penalty.

Results for the matches will then be printed on the screen and from these you will be able to deduce if your goal cards have been played wisely. This will enable you to alter your strategy for future games if necessary.

REMEMBER: ALL THE TIME YOU ARE AIMING FOR THE ULTIMATE ACCOLADE – TO BE AWARDED THE TITLE **FOOTBALLER OF THE YEAR.**

Control Keys
Q – Left	**L** – Down	
W – Right	**SPACE** – Fire	
P – Up	Alternatively a joystick can be used.	

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TRAILBLAZER

Determination, speed and dexterity are the key assets needed to complete TRAILBLAZER successfully.

Thundering into the unknown at breakneck speed, are you agile enough to negotiate the perils? Roll left and right to avoid the cracks but be careful not to fall off the edge of the path as you go. Be sure to identify and avoid the squares, which will either speed you up or make you jump automatically. Keep a careful eye on the clock as the more time you have left at the end of each level, the more bonus time you will be awarded.

Not a game for the faint-hearted, TRAILBLAZER stretches your reflexes to their limits. Can you stand the pace?

`CBM 64/128`

The aim of the game is to guide the ball down each of the twenty one different courses as quickly as possible, whilst avoiding the holes and other obstacles. Each course has its own time limit. There are five different selections.

1 PLAYER ARCADE
You are limited to seven jumps per course and have a time limit on each course (remaining time is carried over to the next course). Try to complete as many courses as possible to accumulate the greatest score.

2 PLAYER ARCADE
As one player but with two players racing simultaneously. You can try to knock each other off course.

1 PLAYER TRIAL
Practice any one course, with a ninety nine second time limit.

2 PLAYER MATCH
Pick any three courses and race against another player, with a ninety nine second time limit on each course.

PLAYER V ROBOT
As two player match but with one player against the computer. As with two player arcade you can try to knock each other off course when you meet.

SCORING
Ten points per square (one hundred points per square on warp), bonus points for time remaining on completion of course, one thousand points per round on bonus game every three levels.

BONUS GAME
The computer will move the ball a number of squares and you must repeat the pattern exactly for the bonus - watch the time limit. Pick the square before moving by using the joystick or keyboard controls and press **FIRE/SPACE** to move.

| CONTROLS	TYPES OF SQUARES
1 Player	BLUE – Bounces your ball into the air.
Joystick in Port 1 or	PURPLE – Throws you backwards.
Keyboard.	CYAN – Reverses the controls, i.e. a left move becomes right.
SPACE – START/JUMP	
CTRL – Left	GREEN – Speeds you up.
2 – Right	RED – Slows you down.
1 – Faster	WHITE – Warps you (only on arcade
Slower	game, on the other games it acts like a blue square).

2 Player
Joystick in both ports or
Port 2 + keys.

SPECTRUM

The aim of the game is to guide the ball down each of the fourteen
different courses as quickly as possible, whilst avoiding the holes
and other obstacles. Each course has its own time limit.
Differently shaded squares have different effects. These are shown
below.
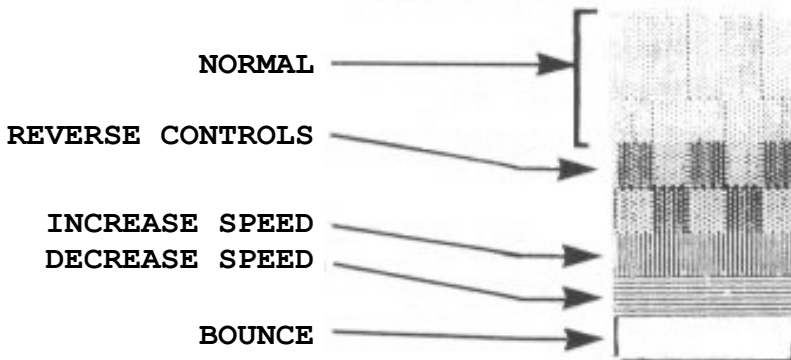
There are two options which can be selected. These are:

a) PLAY THE ARCADE
You are limited to four jumps per course and have a time limit on
each course. Your aim is to complete as many courses as possible to
accumulate the highest score.

b) THREE COURSE TRIAL (Press 4 to select this option)
This game gives you the opportunity to practice any three courses
with a ninety nine second time limit on each one.

SCORING
Your score increases depending on the speed at which you are
travelling.

CONTROLS

Joystick: Compatible with Sinclair Interface II and Kempston.

Keyboard:
Q – Left   **L** - Decrease speed
W – Right   **SPACE** - Jump
P - Increase speed   **BREAK** - Abort game

AMSTRAD   MSX

The aim of the game is to guide the ball down each of the fourteen
different courses as quickly as possible, whilst avoiding the holes
and other obstacles. Each course has its own time limit. Different
coloured squares have different effects.

WHITE – BOUNCE   GREEN - SLOW DOWN
YELLOW - SPEED UP   BLUE - REVERSE CONTROL

There are two actions which can be selected. These are:

a) PLAY THE ARCADE
You are limited to four jumps per course and have a time limit on
each course. Your aim is to complete as many courses as possible to
accumulate the highest score.

b) THREE COURSE TRIAL (Press 4 to select this option)
This game gives you the opportunity to practice any three courses
with a ninety nine second time limit on each one.

SCORING
Your score increases depending on the speed at which you are
travelling.

CONTROLS

Q – Left   **SPACE** – Jump
W – Right   **M** – Music on/off
P - Increase speed   **CONTROL AND ESCAPE** - Abort game
L - Decrease speed

Or use a joystick.

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HIGHWAY ENCOUNTER

CBM 64/128 SPECTRUM AMSTRAD

The aliens have invaded earth. There's only one road left to travel
before they reach their final goal - total world domination. Your
mission: to halt their advance. And ultimately destroy their alien
stronghold, 'Zone Zero'.

Under your control are five Vortans. And the 'Lasertron', the
world's most advanced weapon system, which must be taken to Zone
Zero to complete your mission.

Fail, and face the deadly consequences, as the future of the earth
rests in your hands. So prepare yourself for battle... prepare
yourself for the Highway Encounter.

KEYBOARD CONTROL	JOYSTICK CONTROL
1 – Accelerate	Push forward to accelerate.
Q – Decelerate	Pull back to decelerate.
O – Left	Move either side to turn left or
P – Right	right.
(SPACE) – Fire	Other functions use the keyboard.
H - Hold	
A & G - Abort game	

Highway Encounter written by Costa Panay

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MONTY ON THE RUN

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order our frightened hero finds refuge with the criminal underworld, who offer him his chance to breathe fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.

At last he's free but can he make the cross-channel ferry on time?

INSTRUCTIONS TO PLAY

Gameplan

Monty, having escaped from prison and now so superfit that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with twenty one items in it. Only the correct five will get him through. In addition there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll find out if you try them!).

The Freedom Kit

1. Compass	2. Jet Pack	3. Disguise
4. Rope	5. Generator	6. Laser Gun
7. Watch	8. Ladder	9. Hand Grenade
10. Gun	11. Floppy Disk	12. Passport
13. Gas Mask	14. Telescope	15. Tank
16. Bottle of Rum	17. Axe	18. Kit Bag
19. Map	20. Hammer	21. Torch

General Tips for Object Selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

Selecting Initial Options

Use **UP** and **DOWN** to position the stars at the side of the desired option, then press **JUMP/FIRE** to select it.

CBM 64/128

Freedom Kit Selection

Use the **LEFT** and **RIGHT** keys to move arrow and press **JUMP/FIRE** to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

How To Move

Keyboard   **?/** – Down
Z – Left   **SPACE** – Jump
X – Right   **Joystick:** Port II
: – Up   Press **R** on the opening screen to re-define the keys.

Produced by Micro Projects Ltd for Gremlin Graphics Software Limited

SPECTRUM

Freedom Kit Selection

Use the **LEFT** and **RIGHT** keys to move arrow and press **JUMP/FIRE** to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

How To Move

Keyboard
Q – Left   **ENTER-H** – Down   **Joystick:** Compatible with
W – Right   **B-SPACE** – Jump/Fire Kempston and Interface II.
Y-P – Up   These will be selected automatically if present.

Produced by DJL Software for Gremlin Graphics Software Limited

Freedom Kit Selection

On the opening screen, use the LEFT and RIGHT keys to place the required item in the central position (item will flash) and press DOWN key to select. When five items have been selected, press FIRE to start. The numbers on the items will correspond with the numbers on the inlay card.

How To Move

Keyboard

O – Left	**Q** – Up	**SPACE** – Jump	**H** - Pause On/Off
P – Right	**A** – Down	**ESC** - Abort game	Or use joystick.

Produced by DJL Software for Gremlin Graphics Software Limited

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WEST BANK

INSTRUCTIONS TO PLAY

Soft City Smells of Gunpowder

Born with the gold rush that swept the West, it has among its famous establishments the WEST BANK, an institution which leads to the most desperate shoot out south of Dakota.

Everyone longs for the riches hidden beneath the bank walls. Your self-control is the only charm that can prevent it.

The Characters

GREEN JORDAN   - The farmer. The untiring worker who goes to the bank to put in his savings. You should not shoot him.

JACK VISCIOUS - The sponging swindler of the WEST. Don't hesitate - shoot whenever you see his face.

DAISY   - The beautiful daughter of the City Jeweller. Always loaded with money - never hurt her.

ALFRED DALTON - A real baddie. Shoot as soon as he takes out his gun!

```
BOWIE          -  The dwarf. He is a constant practical joker. Make
                  holes in his hats but take care that the bottom
                  hat doesn't conceal a bomb or you will lose a
                  life.

JOE DALTON     -  Alfred Dalton's brother. It runs in the family.
                  Shoot as soon as he takes out his gun.

MACKEYHAM      -  The bloodthirsty villain. Everyone trembles when
                  they come up against him. Don't hesitate or it
                  might be too late. Shoot as quickly as you can.

JULIUS         -  The dandy. He is a box of surprises. He may give
                  you a bag of gold or he might shoot you. Take
                  things very carefully with this one.

?              -  There is a ninth mystery character. Wait and see
                  what he does then eliminate him as soon as you
                  can!
```

The Game Plan

The offices of WEST BANK have twelve doors. Your job is to obtain money deposits from each of them. The days, of which there are two to each game, are divided into nine stages. The last two are at night and are extremely dangerous! You will lose lives each time you are shot or shoot at an innocent person and you only have three, so be careful.

When deposits have been received from the first three doors move left or right to the next set of doors. This can only be done when all doors are closed.

How To Move: **Control Keys**

          O - Left **P** - Right **1-2-3** - Shots

The Duel

Between each stage there is a duel to be fought with three paid assassins. Watch the countdown meter at the top and open fire against them as they draw their guns. Be sure to be quicker or you will lose lives.

The End

Defence of WEST BANK is a venture for strong people. They will all try to withstand continuous shooting for two whole days. What is the mystery behind the second day? The answer is floating in the air.

The secrets of the treasures were invented only for winners with the will and determination to succeed.

JACK THE NIPPER

Jack was tired of all the wimps in his town. Their boring games and goody goody ways sent him to sleep. So Jack, being of a rather naughty disposition, set about livening things up a bit. He picked up his trusty pea-shooter and scarpered off to cause some trouble.

This is where you come in to take on the role of Jack and use your imagination to be as naughty as possible, doing the things you always wanted to do but dare not (YOU WIMP!!). Jump on things, pick them up and drop them, use your pea-shooter to create smashing effects and toot your horn at the cat.

Use the items you pick up wisely, then you must work out where you have to drop them to cause ultimate havoc. For instance, what would you do with a tube of glue?

Useful Items

Flower Killer	Horn	Fertiliser
Soap Powder	Battery	Weight
Glue	Floppy Disk	Credit Card
Bomb	Key	Potty
Clay		

Controls

Keyboard

Z – Left	**FIRE & DIRECTION** – Shoot	**1 & 2** - Pick Up/Drop
X – Right	**0** – Fire	**ENTER** - Enter Door
O – Up	**H** – Pause On/Off	**FIRE & UP** – Jump
K – Down	**Q** - Quit	

DESOLATOR

"Lone Wolf", a cry to chill the black blood of the Gargoan forces. As a member of this most elite fighting force your mission is as follows...

To seek out and destroy as many enemy ships as you can find, to cause havoc and, above all, never to die alone - take as many of the enemies with you as possible! In order to achieve this feat you are equipped with the very latest in hunter-killer crafts, the SEEKER II. A fast manoeuvrable ship with the latest rapid fire photon cannon force shields, long distance scanner and a desolator.

The desolator is the latest weapon to come from the tech-labs, a terrible device which will destroy everything in the area. However, use it only as a last resort, as the tech-men have not yet found a way to shield your own ship from the devastating effects brought about by the desolator.

INSTRUCTIONS

Fly over the planet surface destroying all the alien craft. Collect energiser pods in order to recharge your force shield.

An extra ship is awarded for every ten thousand points scored.

Game Controls

Joystick in Port 1 or use cursor keys.
FIRE BUTTON or CONTROL KEY – Fire Photon Cannon.
SPACE BAR – Activate Desolator.
S – Sound On/Off.
P – Pause Game.
STOP – Abort Game.

GROG'S REVENGE

B.C. II - Grog's Revenge

MSX

THE GAME

Thor has completed his Quest for Tires. Now he must discover the Meaning of Life.
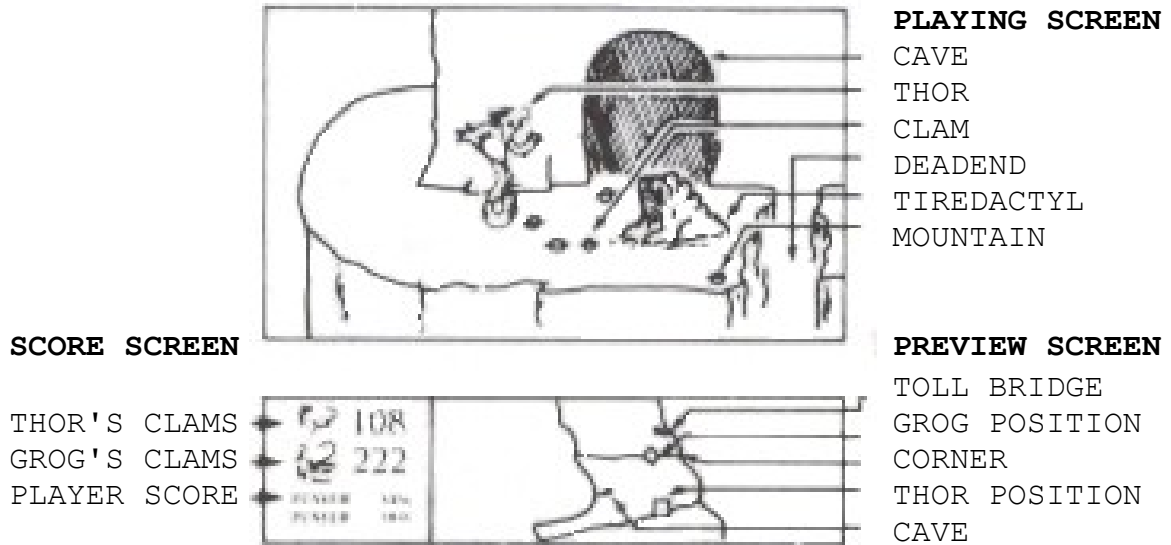
But it won't be easy. The Meaning of Life is hidden away somewhere in a long maze of mountains.

Each mountain is covered with clams and Thor needs to gather one hundred clams in order to pay the tolls and advance through each mountain.

The only way to Peter and the toll bridge is through the 'real scary caves'. There are lots of clams in the caves but watch out for stalagmites. Keep Thor's headlight sweeping back and forth for maximum clams.

Out of the cave watch for Grog who saves clams from Thor. Thor also has to contend with rocks, potholes and Tiredactyls (they'll eat his wheel) in his Quest for Clams and the Meaning of Life.

HOW TO PLAY

PLAYING SCREEN
CAVE
THOR
CLAM
DEADEND
TIREDACTYL
MOUNTAIN

SCORE SCREEN   **PREVIEW SCREEN**
                                    TOLL BRIDGE
THOR'S CLAMS   GROG POSITION
GROG'S CLAMS   CORNER
PLAYER SCORE   THOR POSITION
                                    CAVE

Note:
If you are playing a two-player game, players take turns. Player 1
begins and each turn lasts until the player completes a level or
loses all his tires.

GETTING STARTED

Game Variations: You can reach the Meaning of Life by playing the
game on any of three mountains. Use the keys to select one.

Mountain 1 - The easy mountain
Mountain 2 - More difficult
Mountain 3 - Super challenge

Within each mountain there are levels. To find out how to warp to
different levels, see TRAVEL NOTES.

USING YOUR CONTROLLERS

The Joystick
Move the joystick in any of its eight directions to move Thor. Thor
moves in the direction you point your joystick.

Keyboard
In each level there is a special cave. If you type the correct
sequence of number keys while in the cave, you will warp up one
level (within that mountain). Read the TRAVEL NOTES section for
more details.

Fire Button:
Thor will move at a faster speed when the **FIRE BUTTON** is pressed.

The screen has three sections - the play area, the scoring area and
the preview screen. Grog is shown as a diamond and Thor as a square
on the preview screen.

1. The Play Area

You are in control of Thor. Steer him along the path. Avoid driving into the wall, over the edge of the cliff or into rocks and potholes. You can drive into caves or around corners. Try to pick up as many clams as you can. You will need them to pay your toll at the toll bridge.

2. The Scoring Area

The number of clams you have collected is shown beside the pictures of Thor. But you are not the only clam digger around. Grog is also after clams. Make sure you get enough clams to pay the toll before Grog gets them all. The number of clams Grog has is shown beside his picture. If you make it past the toll bridge Peter will take away the number of clams needed for the toll.

Note: If you have twenty five clams extra AND have at least one tire Peter will sell you a new tire for twenty five clams. If you choose to warp up you will lose your clams.

	POINTS	CLAMS
BLUE PATH CLAMS	10	1
RESTING CAVE CLAMS	10	1
WALKING CAVE CLAMS	20	2
CAVE CLAMS while going fast	Double	Double
WARPING up a level	1000	
EACH TIRE LEFT at Meaning of Life	1000	

3. Preview Screen

To get to the toll bridge you must know where Thor is and where you are sending him. The preview screen acts like a map. Where you are is marked by a square black cursor. When you go around a corner you will see the other side of the hill. WATCH WHERE THE TOLL BRIDGE APPEARS. Learn which paths are connected. Discover where caves can lead you. Find the best route to each toll bridge.

4. Grog

Grog is also shown on the preview screen as a blue diamond cursor. AVOID GROG at all costs. If he should be on the same screen as you it's "game over". The only visual warning you will get is on the preview screen. Be careful that Grog's not just around the corner or at the mouth of the cave which you are about to exit. Learn his ways. When Grog is about to come around a corner he will give a "beep beep". Drive away. FAST. When he is on the same path as you he forgets about clams and hunts you down. Listen for the sound of his approach. Drive away... FASTER! When there are no clams left Grog will hunt Thor. While hunting for clams or Thor, if Grog can't get to what he's hunting along a path then he will jump onto another path. He always jumps from the middle of his path and only if he is showing on the preview screen. Grog doesn't move while Thor is in a cave.

5. Caves

In caves Thor turns on his headlight. Collect clams and avoid stalagmites. Some caves have forked paths. Where you come out depends on which side of the screen you were on at the end of the tunnel. In each level the caves have only so many clams. The more you collect in caves the harder they are to find.

Tiredactyls

Tiredactyls are another fun foe... prehistoric beasties that eat tires as their bread and butter. They may decide to pursue you as you drive by. Tiredactyls are afraid of the dark and hair-pin turns. So you can always shake one by going into caves or around a corner. If you just go ploughing through you will have a hard time not feeding the little critter. If you manage to outrun one, he will not pursue you but will sit on the path and wait for you to go by again. Learn where they sit on each level.

If you meet with a Tiredactyl travelling toward you in the same lane, turn around and travel in the opposite direction. OR go around him by changing lanes and going faster. If you are not in the same lane as he is, to escape him just speed up. The Tiredactyl may change lanes or turn around and pursue sometimes.

At higher levels, the Tiredactyls are smarter. They can change lanes or direction more often than they do at lower levels. Thor will have to do some fancy riding to avoid them. If you meet one on a corner your best position is to be in his lane as near to the middle of the path as possible. This will put the Tiredactyl in the LOWER lane. Then drive towards the Tiredactyl and, at the last moment, speed up and go up and around him. Continue on quickly until you have lost him.

Tips

- Try to choose paths where Grog is gathering clams and pick up a few clams while you can. Grog is greedy and leaves none to chance.
- Leave a few clams lying around. If a path has no clams at all Grog moves faster.
- When Grog is on the same path as you, he forgets about clams and goes for you. Try to lead him astray.
- Grog is afraid of dead ends, so use them as hiding places. But if he traps you he will not leave his side of the mountain.
- Study the caves on all sides of the mountains. Remember where you've been.

TRAVEL NOTES

Mountain One - The easy mountain

The secret warp cave is always the first cave to your right on
Thor's starting path.

To warp from Level A - Hit number **2** key twice.
To warp from Level B - Hit number **3** key twice.
To warp from Level C - Hit number **4** key twice.
To warp from Level D - Figure it out!

Mountain Two - Six Levels of Challenge

Level A - Enter the first cave on Thor's starting path. To warp to
           Level B hit number **2** key twice.
Level B - Every cave goes one way. To warp to Level C press number
           2 key, then number **3**.
Level C - Deadend Paths, Deadend Caves. Hit number **4** key twice to
           get to Level D.
Level D - Some caves to two ways. Go around the corner, through the
           cave, out of the cave, back in, stay left, back in again
           and press two keys, numbers **4** and **5**.
Level E - Drive down the path, around the corner, into the cave.
           Out and back into that cave and get to Level F by
           pressing keys **6** and **2**.
Level F - Good luck!

Mountain Three - The True Meaning of Life
(This one will leave you PIE EYED)

Level A - "The Flying Buttress".
Level B - "Cave of Caves".
Level C - "Double Vision" or "One bad turn deserves another".
Level D - "Utter madness".

END OF GAME

Whenever you have finished playing the game (you have lost all your
tires or reached The Meaning of Life) your score will be checked
against the High Score List. If you have a new high score, you will
be asked to enter your name using the keyboard. You may use letters
or numbers. If you make a mistake, use the **DEL** key.

When you have finished, press **RETURN**.

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GUNFRIGHT

GUNFRIGHT LAW BOOK

1. Prices of bullets may vary during your term of office at Black Rock. You will have to pay the going rate at the time of reloading.
2. During gun fighting, should any of the townsfolk be inadvertently shot by either yourself or the baddies, then the Sheriff will have to pay the consequences.
3. Salary must be collected to provide funds to buy further ammunition.
4. Bandits may be shot on sight, but hardened wanted criminals and gunfighters will want to fight the fast draw way.
5. The townsfolk will point the way to the nearest baddie.
6. Sheriff's horse Panto must be used to make chase, for any fast moving horse mounted bandits.
7. Rewards can be collected for any baddies successfully apprehended during gunfighting.
8. Special bonuses are available for complete gangs successfully brought to justice.
9. When in fast draw combat beware of hardened and fast draw criminals, the likes of Quick Draw McGraw, Fastest Gun in the West.
10. Read your telegram wires and stay in touch with the rest of the town.
11. Your super-slung six shot slinger will reload as soon as the chamber is empty.

GUNFRIGHT KEYBOARD CONTROLS

Gunfright Mode

LEFT -   Sheriff Quickdraw will rotate left using the **Z, C, B** or **M** keys.

RIGHT -   Sheriff Quickdraw will rotate right using the **X, V** or **N** keys.

WALK -   Sheriff Quickdraw will walk forward using the **A, S, D** and **F** keys.

DRAW/FIRE -   Sheriff Quickdraw will draw/fire using the **Q, W, E, R** or **T** keys.

PAUSE -   The whole game can be continuously paused using the **CAPS SHIFT** key.

CHANGE VIEW - You can change the angle of the view using the **Z** and **SYMBOL SHIFT** keys.

Fast Draw Mode

LEFT - Sheriff Quickdraw will move left using the **Z, C, B** or **M** keys.

RIGHT - Sheriff Quickdraw will move right using the **X, V** or **N** keys.

UP - Sheriff Quickdraw will move up using the **Q, W, E, R, T,** etc. row.

DOWN - Sheriff Quickdraw will move down using the **A, S, D, F, G,** etc. row.

FIRE - Sheriff Quickdraw will fire using the **1-9** keys.

PAUSE - The whole game can be continuously paused using the **CAPS SHIFT** or **BREAK SPACE** key.

Joystick Controls

Your adventurer can be fully controlled by using the joystick, by replacing the left, right, forward and fire controls.

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AUF WIEIDERSEHEN MONTY

Can you help Monty in his last fight for freedom? He must flee for his life across Europe in an effort to raise enough money to buy the Greek island of Montos. On Montos, Monty will at last escape extradition, as no one else even knows of its existence.

Travel across the continent with our mole 'acquiring' travellers cheques and any other valuables on your way. Could Monty make a few francs from fencing the Mona Lisa? Can our intrepid Mole repair his car in time to compete in the Grand Prix? The prize money could come in handy. The Mafia may help if he can avoid the 'heavy duty footwear'.

Romance awaits Monty in "Pizza" in the form of "Mole Fatale", the fair Juliet. Her heart begs to be captured by a daring muscle mole - is Monty her mole?

Can Monty tempt the palate of the German wine connoisseurs by delivering a very special bottle of Château Blanc from one of the finest vineyards in France.

Collect the plane tickets at the airports to enable Monty to travel from one country to another. While in flight try to nibble the back of the other planes to increase your score.

When all the objects have been collected a complete island will be displayed at the bottom of the screen. Then and only then should you go to Montos, as arriving earlier may seriously damage your chances of finishing the game.

CONTROL KEYS

Q – Left	**P** – Up	**SPACE** – Jump
W – Right	**L** – Down	Or use a joystick

Use **CTRL** key at an airport   Use **CTRL** & **ESC** together
to break.   to fly.

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LOADING INSTRUCTIONS

` CBM 64/128 `

HOW TO LOAD

Cassette:

Insert cassette into cassette unit. Press **SHIFT & RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load automatically.

Disk:

Insert disk into drive. Type **LOAD"*",8,1,** and press **RETURN**. The program will load and run automatically.

` SPECTRUM `

HOW TO LOAD

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

` AMSTRAD `

HOW TO LOAD

Cassette:

Insert cassette into cassette unit. Press **CONTROL (CTRL)** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then press any key. The program will load and run automatically.

Disk:

Press **SHIFT** @ and then type **CPM.**

TO LOAD

Cassette:

Insert cassette into cassette unit. Type **BLOAD"CAS:",R.**