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Micropower

THE NAME BEHIND THE GREAT GAMES



© Micropower

1 ▶ 3D STARSTRIKE

"...suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy, they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the federation lay on the edge of collapse...In desperation the Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

To destroy them required a direct hit on the bases reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the bases equatorial duct. To reach these however an attacker was forced to run the gauntlet of the bases heavy underground and space defences. To penetrate these a new generation of starfighter was created-the STARSTRIKE series..."

Instructions

Section

- 1 - Shoot enemy ships and fireballs.
- 2 - Shoot ground bases and fireballs, avoid hitting towers and ground bases.
- Shoot tower tops for extra bonus.
- 3 - Shoot fireballs. Avoid obstacles in trench.
- 4 - Shoot reactor pods between rotating towers to deactivate force field.

OPERATION	JOYSTICK CURSOR	KEYBOARD
Dive (down)	Forward ↓	(Shift)(either)
Climb (up)	Backward ↑	(Caps lock), (Enter)(large)
Left bank	Left ←	<, 0, 1, 4, 7 (numeric pad)
Right bank	Right →	>, *, 3, 6, 9, (Enter) (small)
Fire	Button (Copy)	(space), 2, 5, 8 (Numeric pad)

GENERAL

ESC.....Pause/Resume
DEL.....Abort game (when paused)

2 ▶ CHUCKIE EGG

© AnF

Arcade style game You have to collect 12 eggs and come to finish the screen, but watch out, there are some nasty looking ducklings chasing you. 256 screens of great action.

1 ▶ THE COVENANT

© P.S.S.

1 The Scenario Scattered about the vast subterranean complex are 64 fragments of parchment that when correctly assembled will give you all the knowledge of your people's culture - Your task as the last survivor of your ancestral race is to assemble the covenant and repopulate the desolate surface of your planet with the animals that live in the caverns.

2 Features

Joystick compatible
Fully user definable keys
256 different caverns
Globe
Stun gun
64 different creatures
Gravity momentum friction
24 different object types
High score table
Save game feature
67 passages

3 Your Equipment

- a The Globe - controlled by telekinesis - contact with creatures will cause an energy drain. Exit and Enter the Globe by pressing the fire button when stationary. NOTE: When outside the Globe you will consume twice as much energy.
- b The Stun Gun - only works when you have picked up the relevant anaesthetic to be found in each area. Contact with a stun bolt will cause an energy drain. The creatures will only be stunned for a few seconds and you must get back into the Globe, manoeuvre over them and pick them up.
- c The Key - you will find a key in each area. This will unlock a chest holding a piece of the covenant but can only be used when you have collected all the creatures in the area.
- d The Energy Points - to replenish your energy, find an energy point, exit the Globe and stand over it. You will hear an increasing sound that will tell you when your energy is replenished - be careful though, some energy points will actually drain your energy!

The Game From the depth of space come the hostile Reegs. Fly the X15 over the ragged planetoid to defend the Cannisters from the invading Reegs. Features six alien types, smart bombs, hyperspace button long range scan and demonstration mode. LANDERS follow the shape of the landscape in search of Cannisters. If a Lander grabs a cannister and succeeds in carrying it to the top of the screen it turns into a MUTANT.

Shoot the alien ship and catch the cannister as it falls. If it falls a long way it will disintegrate on impact.

CRUISERS unleash a convoy of BUZZERS when they are hit.

Activating a Smart Bomb will cause everything on the screen to disintegrate. On higher waves each MINE LAYER will launch three KILLERS, unless destroyed beforehand.

If all the cannisters are destroyed then the land disintegrates and you have to contend with a swarm of mutants.

Scoring

Lander	10
Mine Layer	20
Crawler	30
Mutant	40
Killer	40
Cruiser	40
Buzzer	50
Destroying Cannister	0
Cannister landing safely	60
Cannister caught while falling	80
Cannister returned to earth	80

A bonus is awarded for each remaining cannister at the end of every wave. An extra life and an additional Smart Bomb is awarded every 1000 points.

Game Control - KEYBOARD

A	-	UP
Z	-	DOWN
SPACE BAR	-	REVERSE
SHIFT KEY	-	TO THRUST
ENTER	-	FIRE KEY
TAB	-	SMART BOMB

Alternatively you may use a joystick.

4 The Scoring Creatures captured: 16-64 Points depending on which level.

A piece of the covenant: 400 Points.

A bonus of 3000 is awarded after collecting all the parchment and returning to the start position.

5 Status Screen Pressing SPACE at any point during the game will pause the game and display your (i) current energy level (ii) the objects held (iii) the number of pieces of the covenant collected (iv) your current score (v) the game time taken.

Press SPACE again will restart the game.

2 ▶ JACK AND THE BEANSTALK

© Thor

Game Strategy You as Jack must find the correct path through each screen and collect the objects which you will find there, but beware of insects and low flying birds.

The final screen has a time limit in which you must collect the axe and climb back up the Beanstalk to kill the giant Good luck, we think you'll need it!

To Play You are Jack and you have to collect objects as you go, but beware of the meanies. Can you collect the money and the golden goose, before the giant gets you.

Control The game may be played using either the keyboard or a joystick.

Keyboard

J – Left
K – Right
L – Fire
A – Jump
S – Up
X – Down

Joystick

Left + Fire button – Jump Left
Right + Fire button – Jump Right
Fire button only – To Fire.

3 ▶ KILLER GORILLA

© Micropower

The Game The object of the game is to climb to the top of each stage as quickly as possible while avoiding the hazards.

There are a total of four stages and if you complete all four you return to the first but with extra hazards to negotiate.

Stage four is different as you have to walk or jump over all eight yellow blocks, thus collapsing the ironwork and causing the Gorilla to plummet to the ground. You will be given an extra life the first time you complete stage three. Extra points will be awarded if you collect the heiress's belongings on the way up (handbag, umbrella etc.). It is possible to jump and grab a hammer, and then for a limited amount of time you can smash any 'nasties' you may encounter. However you cannot climb ladders or jump gaps with the hammer. You must complete each level before your bonus runs out or you will die of exhaustion.

Game controls: (Jump) Return

J ↑ = Up
Z ← = Left
X → = Right
↓ = Down

P pauses game.

Space bar resumes play.

Pressing ESC. during game returns you to the high score table.

Loading Instructions Insert disk into disk drive.

Type RUN * DISC and then press ENTER.

The title page will appear and then after a while press any key TWICE to obtain the menu.

Press appropriate key for the game required.

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