SUMMER GOLD

10th FRAME

Loading Instructions

CBM64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together, then press **PLAY** on the cassette recorder. Game will then load and when the 'Select League' or 'Open Bowling' screen appears, the tape has finished loading. (Plug joystick into port #2).

NOTE: You must leave the PLAY, FAST FORWARD OR REWIND button down while playing. (The FAST FORWARD key is recommended). You may remove the cassette if you wish, but this must be done while in the 'Select League' or 'Open Bowling' screen. At any other point one of the above buttons must be down or the game will not operate.

Spectrum 48/128K Cassette

Type **LOAD** and press **ENTER**. Press **PLAY** on your cassette recorder.

Amstrad CPC Cassette

Press **CTRL** and small **ENTER** and press any key. Press **PLAY**on your cassette recorder.

Keyboard Controls (Spectrum and Amstrad)

Q = Up; **A** = Down; **O** = Left; **P** = Right.
CAPS = Fire (Spectrum); **SHIFT** or **CTRL** = Fire (Amstrad)

Adjust your Sound (CBM only)

10th FRAME™ is designed to provide the highest quality sound possible on the C64/128 sound chip. However, some machines have variations in the sound filter hardware which may cause your sound to be either muffled or scratchy. If the sound on your computer is unsatisfactory, you may modify the filter settings for optimum clarity. While in the 'Select' screen, press the + key to make the sound brighter, press the – key to make the sound softer. The maximum adjustment is approximately 64 increments in each direction. The sound you hear is the sound of the ball hitting the pins.

Setting Up for Game Play

10th FRAME™ can accommodate up to eight players in league or open bowling. When the 'SELECT LEAGUE OR OPEN BOWLING' prompt appears, press **L** for league play or **O** for open bowling. If league play is chosen, you will have to supply the following information:

1. Team Names.
2. Number of players on each team (up to 4).
3. Player names and ability levels.
4. Number of games to play (up to 3)

If open bowling is chosen, you will be asked to supply the following information:

1. Number of players (up to 8).
2. Player names and ability levels.
3. Number of games to play (up to 5).

Entering Player Names and Ability Levels

Type in the name of a player (up to 9 characters) and press **RETURN** (Spectrum **ENTER**). Now select the ability level for the first player. Each player can compete under conditions that match his or her level of ability and experience. Press **K** for Kids, **A** for Amateur or **P** for Professional. Below is a description of each level.

Ability	Description
Kids	This level has been designed so that younger children (4 – 8) can play the game. When a ball is thrown on this level, the amount of speed is automatically set and the ball will go straight where the shot is aimed with no hook. Kids level **should not** be considered the beginning level as most of the elements of skill have been eliminated.
Amateur	This can be considered the 'Beginning Level'. Throws are affected by your selected speed setting and the amount of 'hook' you put on the ball.
Professional	Advanced Level – On this level your accuracy using the speed/hook indicator is critical. Any error made will greatly increase the chances of making a poor throw. This is the level you should work toward for true tournament play.

Playing the Game

Aiming Your Throw

Before the ball is thrown, both the bowler and his 'mark' must be positioned. Pushing **FORWARD** on the joystick will activate the 'mark'. While the 'mark' is active it may be positioned by moving the joystick **LEFT** or **RIGHT**. To position the bowler, pull **BACK** on the joystick to de-activate the 'mark'. Now moving left or right will move the bowler.

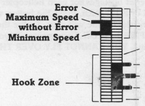
Throwing the Ball

Once the bowler has been positioned and the direction set, there are only three more things to do before the ball is on its way; start the approach, set the speed and throw the ball straight or with a hook. The control is accomplished during the approach of the ball and requires timing and concentration. The sequence can be viewed by watching the Speed/Hook Indicator.

STEP 1 — Start the approach by pressing the joystick button. To help your timing, three short bars will appear on the Indicator as the bowler starts his delivery. After three bars, the Indicator will move quickly toward the speed zone (see below). To set the speed, release the button when the indicator reaches the desired level within the zone.

STEP 2 — The speed zone is noted on the left side of the Speed/Hook Indicator. Releasing the button at the bottom will give you minimum speed. If you release the button in the red area, a direction error will occur. The indicator moves quickly so maximum concentration is needed to hit the desired level of speed. When the button is released, the setting you have chosen will be locked on the indicator.

Speed Hook Indicator



STEP 3 — Set the Hook by pressing the button when the indicator is within the hook zone. Pressing the button near the top of the hook zone will cause the ball to be thrown straight. The amount of hook increases as the indicator moves downward. Pressing the button at the bottom of the hook zone will produce a curving shot with maximum hook. As in the speed zone, stopping the indicator in the red area will produce a direction error.

The overall sequence is **PUSH** THE BUTTON TO START – **RELEASE** THE BUTTON TO SET THE SPEED – **PUSH** THE BUTTON AGAIN TO SET THE AMOUNT OF HOOK.

NOTE: Your speed setting affects the amount the ball will curve as it travels down the alley. When you throw with less speed, it maximizes the hook's effect. The greater the speed, the less the ball will hook.

Scoreboard

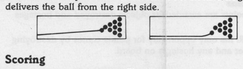
When each player bowls, a line score will appear on the top portion of the screen. The line score will show the last five frames of a bowler's score. An overall scoreboard will appear after bowlers have completed a frame (2 or more players). When the scoreboard is displayed, press the joystick button to continue play.

Bowling Strategies

Bowling pins are set up in a form of triangle. Each pin has its own number. Spares and splits are named by the number of pins left standing after a ball has been rolled. **10th FRAME**™ bowlers can throw two kinds of balls – a straight ball or a hook. No matter what kind is used, a bowler should aim for the pocket between the one and three pins.

Bowling for Spares

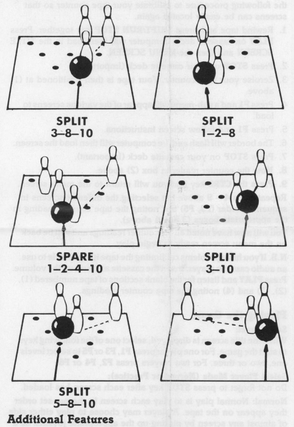
A successful bowler must be able to make spares, which means to knock down with his second ball all the pins left standing after his first ball in a frame. An arrangement of pins with more than one pin space between is called a split. A bowler usually rolls from the left side of the lane if the remaining pins are on the right side of the lane. If the pins stand on the left side of the lane, he generally delivers the ball from the right side.



Scoring

While scoring in **10th FRAME**™ is automatic, the fundamentals of scoring need to be understood in order to fully enjoy the game. A bowling game consists of 10 frames. Each bowler rolls the ball twice in each frame, unless a strike is scored. A STRIKE counts 10 pins, plus the total number of pins the bowler knocks down with the next two balls that are thrown. On a strike, the scorer marks an X in the small square in the corner of the larger square on the score sheet. (Shown as ■ on the scoreboard). A SPARE counts 10 pins, plus the number of pins the bowler knocks down with the first ball thrown in the next frame. The scorer marks the diagonal line / through the small square for a spare. (Shown as a ▶ on the scoreboard). When a bowler fails to make a strike or spare, only the pins knocked down count, and no scoring is carried over to the next frame. A bowler must roll 12 consecutive strikes to score 300, a perfect game. This includes one strike for each of 10 frames, plus one strike for each of the two extra, or bonus, chances that a bowler receives for scoring a strike in the 10th frame.

Typical Spares and Splits



Additional Features

ABORT FEATURE – You can return to the 'Select' screen from almost any point in the game by pressing / (Commodore), **CAPS/SHIFT** and **BREAK** (Spectrum), **ESC** (Amstrad). This will cancel the game in process.

REPLAY FEATURE – If you wish to start over at the First Frame without changing names, etc, press **P** from the 'Select' screen.

AUTOMATIC DEMO – If left unattended for one minute, the computer will start the demo. You may start it manually by pressing **D** from the 'Select' screen.

SCORE PRINTOUT (Commodore only) – At the end of a game, a hard copy printout is available. When 'Print Score Sheet?' appears, type **Y** for Yes and **N** for No.

IMPOSSIBLE MISSION

Mission Briefing

TO: Special Agent 4125

1. Subject: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.

2. Situation: During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer.

Only one person is capable of computer tampering on this scale: Professor Elvin Atombender (hereafter referred to as 'Elvin')

We believe that Elvin is working to break the computers' launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world.

3. Mission: You must penetrate Elvin's underground stronghold and stop him. To succeed you will have to evade the scientist's robot guards, break his security code and find his control centre. Your precedessors, Agents 4116 and 4124 (may they rest in peace), were able to send back some information about Elvin's installation. It is detailed below.

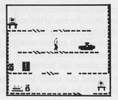
Your only weapons will be your keen analytical mind and your MIA9366B pocket computer. Good luck. The world is depending on you.

Intelligence Report

Elvin's Stronghold

Using a fortune he amassed by raiding the computer systems of various financial institutions, Elvin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computers estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you will have to complete your mission.



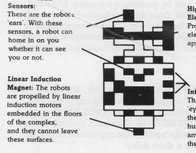
Elvin's stronghold has 32 rooms. Some of them are used as living quarters and others are computer rooms. But (here comes the strange part) our intelligence indicates that each room has a series of floors, or catwalks, which are connected by lifts. The last agent who tried to crack Elvin's stronghold gave the following report:

(excerpt) "I have just entered what appears to be a living room... (static)... peculiar. All of the furniture seems to be on catwalks high above the floor... not sure how to get up there... (static)... I can see a fireplace and a sofa directly over my head... how can anyone live here like this? Hold it... (static)... I think a robot may have seen me... aaarrgh!!!" (transmission terminated).

Clearly, Elvin has constructed the rooms of his stronghold in such a way that only he can negotiate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Elvin's nasty, human-seeking robots. Devilishly clever, that Elvin.

Elvin's Robots

HEIGHT: 1.57 metres. WEIGHT: 67 kilos.
ARMOUR TYPE: ablative (AC–4)
VCC: 5 megavolts
WEAPONRY: high-voltage ionic plasma generator.
ENERGY RESERVES: 3.14 megajoules (estimated).
MAXIMUM ANGULAR VELOCITY: 1.2 megaradians/fortnight
LONGITUDINAL VELOCITY:
ALPHA CLASS: 2.5 x 10–³c — GAMMA CLASS: 5.9 x 10–⁵c
BETA CLASS: 1.2 x 10–⁴c — OMEGA CLASS: 0c
PHOTOVOLTAIC THRESHOLD: 0.12 lumens
ENTROPIC CONVERSION RATE: 2.71828 ergs/nsec
THERMIONIC COEFFICIENT: 6.07 therms/hour



Elvin's Security System

Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

Now comes the REALLY strange part.

We believe that Elvin hides his passwords in his furniture.

Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardly around the house. You can find one of his passwords in the sofa. Or the stereo. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (but we don't want to think about that, do we?)

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. This should present no problems. However, the control room password is another matter. Realising the importance of this particular code, Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form the password.

With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

Objective

To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and put a stop to his plans.

You score points by finding puzzle pieces and putting them together, and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged, and the puzzles will be different.

Starting Play

CBM 64/128

After the game is loaded, Elvin will welcome you to his underground chamber (in his nastiest, most fiendish voice). He does this as a favour, to allow you to adjust your volume. This is the last kindness Elvin will show you.

Spectrum 48/128K – Amstrad CPC

After the game is loaded, a score board is displayed. This screen also allows keyboard/joystick selection. You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

Loading Instructions

CBM64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. The game loads in 5 sections and will start automatically after the last section has loaded.

Spectrum 48/128K

The program supports KEMPSTON and INTERFACE 2 joystick interfaces. Please ensure joystick is connected otherwise use keyboard controls shown below.

Type **LOAD**"" and press **ENTER**. Press **PLAY** on the recorder.

Keyboard Controls:
P – Up **L** – Down **CAPS SHIFT** – Left **Z** – Right
B to **SPACE** – Fire

Amstrad CPC

Reset your Amstrad by pressing the *CNTL/SHIFT/ESC* keys simultaneously.
Press **CNTL/SMALL ENTER** keys simultaneously.
Type | **TAPE** and press **RETURN**.

NB press **SHIFT/@** for |

CPC664 – Press **CNTL/SMALL ENTER** keys simultaneously.
CPC6128 – Press **CNTL/ENTER** keys simultaneously.

The game will load automatically after pressing any key.

Impossible Mission is located as the second game on Tape 1 Side 1. It is recommended that you zero the tape counter so as when the first game has completely loaded, take a note for future reference.

[ ] **Impossible Mission counter reference**

Controls

- IN THE ELEVATOR: Push the joystick **FORWARD** or **BACK** to go up or down. Push the joystick **LEFT** or **RIGHT** to move in either direction alongthe corridor. Running off the edge of the screen takes you into a room.
- IN THE ROOMS: Push the joystick **LEFT** or **RIGHT** to move in either direction. If you press the **FIRE BUTTON**, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over spooky robots).
- ON LIFTING PLATFORMS: If you're standing on a striped lifting platform in one of the rooms, you can push the joystick **FORWARD** or **BACK** to go up or down.

Game Play

As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room you should conduct a search.

Searching for Codes

Search every object or piece of furniture in the rooms for codes and password puzzle pieces (if you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "Searching" will appear in a box on the screen. You will also see a horizontal bar indicating the length of time it will take to search the object.

You must continue holding the joystick forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room or commence searching another object you'll have to start the search from the beginning.

When you have finished searching the object, one of four things will appear in the box.

- The words "Nothing here".
- A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.
- A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

Using the Security Terminals

You can use the SNOOZES and LIFT INITS at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick **FORWARD**. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the **FIRE BUTTON** when the arrow points to the function you want):

- RESET LIFTING PLATFORMS: To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITS you have.)
- TEMPORARILY DISABLE ROBOTS: To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)
- LOG OFF.

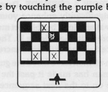
Code Rooms

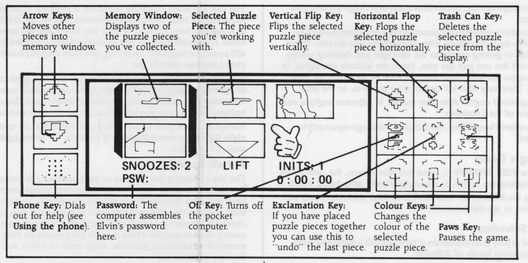
Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick foward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in sequence so that the notes are sorted in ascending order (from low to high).

If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar.

Pocket Computer

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.





To activate your pocket computer, you must be **standing** in one of the elevators or corridors. Press the **FIRE BUTTON** to turn on the pocket computer. *Note: You can't use the pocket computer in any of the rooms. Pressing the FIRE BUTTON in a room will cause you to do a somersault.*

When the computer is activated, the map of Elvin's stronghold will vanish and a glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

Using the Glove

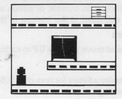
- TO MOVE THE GLOVE. Move the joystick in the desired direction.
- TO ACTIVATE A FUNCTION KEY: 'Point' to it with the glove and press the joystick button.
- TO PICK UP A PUZZLE PIECE in the memory window, 'point' to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- TO DROP A PUZZLE PIECE: Press the joystick button.
- TO MAKE A COPY of the selected puzzle piece, 'point' to it with the glove and press the joystick button.
- TO PUT BACK A COPY of the selected piece, 'point' to the desired window and press the joystick button.
- TO SELECT A PUZZLE PIECE that isn't selected, 'point' to it with the glove and press the joystick button.
- TO FIND OUT IF TWO PIECES MATCH, 'point' to the desired window and press the joystick button.

Solving the Puzzles

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.
- Pieces must be the SAME colour, or they won't match. If two pieces with different colours look like they should match, then use the colour keys to change them.
- A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).
- There are FOUR pieces in each completed puzzle, and NINE puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.
- When you have all nine of the letters in the password, you can open the door to Elvin's control centre and save the world.

Control Room

The door to Elvin's control room is one of the green rooms. When you have completed the password, position your agent directly in front of the door and push the joystick **FORWARD**. The door will open, and you'll finally have the last laugh.



Using the Phone

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices. Select the one you want with the glove, then press the **FIRE BUTTON**.

CORRECT ORIENTATIONS OF LEFTMOST PIECES. The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear to the left of each piece that has been flipped.

HAVE WE ENOUGH PIECES TO SOLVE THE UPPER LEFT PUZZLE? The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

HANG UP. Hangs up the phone.

Continuing Play CBM64/128 Only

You can start a new game at any time by pressing the **RESTORE** key. The rooms and robots will be rearranged, and the computer will generate a new set of puzzles.

Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. *Each time you fall off the bottom of the screen or get zapped by a robot, you are penalised ten minutes.* Each time you use the phone, you are penalised two minutes. When the game ends, you are awarded points as follows:

1 point for each second remaining on the clock.
100 points for each puzzle piece found.
100 points for each SNOOZE or LIFT INIT found.
500 points for each puzzle solved (400 points Amstrad)
1,000 points for completing the mission. CBM64/128 Spectrum 48/128K only.

Hints

Here are some playing hints from the authors of IMPOSSIBLE MISSION:

- Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
- Each type of robot has a different behaviour program. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
- Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.
- You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping over it. But don't let up on the joystick until you get to the other side or you'll fall.
- If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need.

Well, that's all you'll get out of me. The rest is up to you. After all, saving the world isn't supposed to be easy.

REBEL PLANET

Mission Background

As the mighty alien Arcadian Empire tightens its hold on the galaxy, the leaders of the secret earth organisation SAROS, gather their slender resources into one last daring and foolhardy mission to strike at the heart of the invaders' home planet.

Preparing for your secret mission has been a long and patient task. The Search And Research Of Space organisation (SAROS) has had to change; although it seems to be just an earth-based institute, in fact it has been doing all it can to overthrow the strangle-hold of the Arcadian Empire.

A full scale military attack is out of the question and the only hope of success is a solo mission to destroy the Arcadians' queen computer which controls and organises the minds of the Arcadian troops.

You are the perfect choice for the mission; you are courageous, resourceful and dedicated to liberation.

Your cover is excellent; you will travel as a merchant to the planets Tropos, Halmarus and Arcadion all of which form part of the Arcadian Empire.

On board the merchant ship 'Caydia' you will discover many useful items for your mission, not least of which is a laser sword (warning – de-activate the laser when not in use).

SAROS has been able to send spies on ahead to gather information before your arrival – find these contacts for new data.

The building that houses the queen computer on the planet Arcadion can be entered by using a numerical code of nine binary digits, (binary digits are either 0 or 1, so, 110 would be three binary digits) the underground spy networks may know something to help you discover these digits.

You must locate the rebel leaders, learn the digits, then destroy the queen computer, before it destroys you!

Conducting your Mission

Rebel Planet has an extensive vocabulary of words (approx. 400), which you can use to enter player COMMANDS.

To enter a COMMAND just type in what you want to do, to give you an example, some possible commands are listed below:–

GET SCANNER	DROP THE CARD
EXAMINE THE SCREEN	WEAR THE LIMCOM
GO WEST AND EAST	REMOVE THE LIMCOM
THEN OPEN THE DOOR	CLIMB THE STAIRS
PRESS THE RED BUTTON	DROP WRENCH IN THE KUBE
ATTACK THE POLICER	TALK TO THE HOTELIER
WITH THE LASER	GET CAPSULE FROM KUBE
ASK THE DROID FOR HELP	

These are just a few sample COMMANDS but as you can see they range from simple two word (VERB/NOUN) instructions to multiple action COMMANDS.

Phrases of multiple nouns should be separated from each other with the use of AND or by a comma:–

GET THE DELTRACTOR AND THE DISK
GET THE WRENCH, THE CRYSTAL AND THE BOOK

Several separate actions may be included in one COMMAND but actions should be separated by a comma or the word THEN. If a noun is repeated in an action the noun may be replaced with the word IT:–

GET THE BATTERY THEN EXAMINE IT
DROP THE LASER AND THE TICKETS THEN GO DOWN
DROP ALL THEN GO SOUTH
OPEN THE DOOR, GET THE GRENADE AND THEN PULL THE PIN

The use of the word THE is optional, no full stops are needed to end a COMMAND.

If you are new to playing adventures then stick to two word (VERB/NOUN) COMMANDS until you get the feel of the game, you will find that the computer will soon tell you if you type a COMMAND it doesn't understand.

Special Command Words

LOOK – This will redescribe your current location. (For a close inspection of an object use the word **EXAMINE** then the name of the object).

I OR INVENTORY – This will tell you what you are carrying.

WEAR – This together with an object name allows you to wear an item.

REMOVE – You can remove a worn item with this command.

QUIT – This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.

SAVE GAME – This allows you to save a current game position. The saved game position may be reloaded by using the quit command, then answering YES, to "Do you want to restore a saved mission?"

WAIT – There are times in the game when being able to wait has distinct advantages. This command will let the game move on one move – longer waits can be entered by WAIT 5: WAIT 10: WAIT 20: These commands can be useful when you have missed the pneuma-tube on Halmurus.

ADVANCE CT & RETARD CT – See hints on play.

Travelling and Exploration

We have already seen examples like GO NORTH AND THEN WEST but to save on the old fingers abbreviations can also be used for directions:–

N, **S**, **E**, **NW**, etc. also **U** for up and **D** for down.

Hints on Play

The Caydia has a pre-programmed flight plan (examine screen for further data) which is controlled by CAYDIA TIME or CT for short. So; not only are you fighting to accomplish a dire mission but you have the CT factor to consider as well, the Caydia could take off without you!

You will find that you have the means to monitor CT but you also have two special COMMANDS that could be invaluable as the game progresses:–

ADVANCE CT & RETARD CT

The ship's clock can, at certain times be adjusted to speed up or slow down the CAYDIA'S countdown sequence. Advance CT will move time on, Retard CT will move the clock back.

WARNING: Retard CT can only be used once during your mission to delay the ship's take-off to the next planet! This is due to the Zorton crixium configuration or put another way, we don't want to make things too easy, now do we?

Ensure that both personal status levels are replenished before leaving the ship, carrying a spare HCAP is recommended.

The ARCADIANS have banned humans from carrying weapons, therefore unless you plan on using a weapon keep it out of sight of the Officials.

Remember to TALK to people (even some Arcadians might listen to you) at times this can give you valuable clues.

Finally, examine everything for clues or information on use etc. Brains can sometimes be more effective than brawn and let's face it, SAROS reckon you are their number 1 agent, so take it away MAESTRO!

CBM 64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on your cassette recorder with an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a Saved game, respond appropriately, remove the Game cassette from the recorder, replacing it with the cassette of your Saved game (fully rewound) and follow the instruction of the screen to press **PLAY** on the recorder and then return.

If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** then follow the screen prompts which tell you to ready your cassette and press **RETURN** – Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program before attempting to load a Saved game.

Spectrum 48/128K

Type **LOAD**"" and press **ENTER**. Press **PLAY** on your cassette recorder.

When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press **PLAY** and then press **RETURN** as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.

If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type **SAVE GAME** and **RETURN** on your Spectrum. Follow the instructions on the screen to ready your cassette, press **PLAY & RECORD**, then press **RETURN**. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

Amstrad CPC

When loading REBEL PLAJET on an Amstrad computer use the command **RUN**" and follow the instructions on page F1.10 of your user manual. Save game instructions as for CBM 64/128

FREE REBEL PLANET HINT SHEET

To receive your free Rebel Planet Hint Sheet please send a stamped, self addressed envelope

Aventure Soft (U.K.) Ltd.,
PO Box 786, Sutton Coldfield,
West Midlands B75 7SL.

BRUCE LEE

An opulent, mysterious and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible). Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the ninja brandishing their bokken sticks. Even more dangerous is the Green Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping – the Green Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, pan lights streaming across the floor, and exploding t'sung-lin (bushes) appearing from nowhere.

When you finally reach the wizard keep away from the fireballs streaming from his eyes. Press the button which destroys the wizard – and his fortunes are yours! Enjoy them, because your next foray into the fortress will be more difficult.

Loading Instructions

CBM64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

Joystick Port 1 (one player); Port 2 (two player).

Spectrum 48/128K

Type **LOAD**"" and press **ENTER**. Press **PLAY** on the cassette recorder. Joystick(s) use with Kempston, Protek or Interface 2 joystick interface.

Amstrad CPC

Type **RUN**" and press **ENTER** then press **PLAY** on the cassette recorder.

One player game: Keys **A**, **Z**, «,» and **SPACE** or 1st Joystick into the computer to control BRUCE.

Two player game: One player to use 1st joystick with other player using keyboard or 2nd joystick.

We recommend you to zero the tape counter at the beginning of side 2 of the tape. After loading the first game make a note of the counter reference in the box provided.

[ ] **BRUCE LEE**

Options

NUMBER OF PLAYERS: Press **A** key (Spectrum/Amstrad) **F5** (CBM64/128) to indicate number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT: Press **B** key (Spectrum/Amstrad) **F5** key (CBM 64/128) to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (**A** Spectrum/Amstrad, **F3** CBM64/128) and the computer/opponent indicator (**B** Spectrum/Amstrad, **F5** CBM 64/128).

One Player vs Computer

You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

One Player vs Opponent

You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

Two Players vs Computer

You and another person take turns being Bruce competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

Two Players vs Opponent

You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. The computer keeps track of each player's score.

Select the Keyboard or Joystick Interface Type by pressing key **C** (if the keyboard is selected then the following keys will be used to control your players. **O** = Left; **P** = Right; **Q** = Up; **A** = Down, any key in the row **Z** – **M** to chop or kick.)

For one player vs opponent or two players vs opponent games, select the keyboard or joystick interface type for the second player by pressing **D**. Spectrum only.

BEGIN PLAY by pressing **ENTER** Spectrum/Amstrad, **F7** CBM 64/128.

RUN left and right by moving the joystick left and right.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and cross it by moving the joystick left or right.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck but the Green Yamo cannot).

PAUSE the game by pressing **ENTER/SPACE BAR** key. Press the **ENTER/SPACE BAR** key to resume play.

QUIT GAME and go to title page by pressing the **CAPS SHIFT** and **BREAK** keys together Spectrum/Amstrad, **F1** CBM64/128.

SOUND can be turned on or off by pressing the **SYMBOL SHIFT** key (Spectrum only).

INDICATORS are shown on the top line of the screen. From left to right you will find player 'up', that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

Points

Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 ponts after that) you get an extra Bruce Lee.

THE DAM BUSTERS

Game Description

Options

The options that may be selected are:– Practice Dam Run – starting near the dam, with no enemy action.

Flight Lieutenant – starts from the English Channel.

Squadron Leader – takes off from Scampton Airfield.

The "Squadron Leader" option requires more skill in game play.

Rolls (Screen Descriptions, Joystick, Fire Buttons)

All flight crew positions (points of view) are controlled by the player. The positions and their associated numbers are:–

1 – Pilot
2 – Front Gunner
3 – Tail Gunner
4 – Bomb Aimer
5 – Navigator
6 – First Engineer screen
7 – Second Engineer screen (in Squadron Leader option)
8 – Status and damage report

To select a position, press the appropriate number on the keyboard.

When a specific position is in trouble or needs attention, the corresponding number will flash at the bottom of the screen.

Pilot

The pilot screen is used to control the direction of the aircraft: left, right, up, down. The joystick control behaves like a real Lancaster. When you pull back the aircraft goes up, push forward the aircraft goes down, left = left, right = right.

The pilot's screen contains a view of the horizon lights, enemy barrage balloons, searchlights and ME110 night fighters. (This view also appears in the Front and Tail Gunners' screens). It also includes several instruments (see Fig. 1).

The left side of the pilot's screen contains the altimeter that measures how far the aircraft is off the ground. The altimeter shows two indicators. The smaller indicator measures 100-foot increments while the larger measures 5-foot increments (Fig. 2). When 'Intercom' blinks 1 (pilot's position) you are too low. Fly over 100 feet.

The second instrument from the left is the Directional Compass for the aircraft. This tells the pilot what direction the aircraft is heading relative to magnetic North. The small red marker that moves on the top of the compass is the direction that the navigator has selected the aircraft to fly (see NAVIGATOR).

The next instrument is the Artificial Horizon Indicator (second right) which shows which direction the aircraft is turning. (This instrument is useful at night when the real horizon is not visible). The far right instrument is the Airspeed Indicator (Fig. 3). The dials are shown in the figures below.

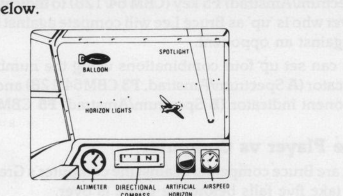


FIGURE 2

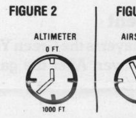
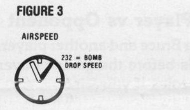


FIGURE 3

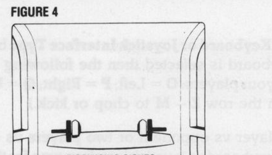


Front Gunner

The Front Gunner controls the twin 303 calibre F.N.5 machine guns by guiding the cross hairs with the joystick, and pressing the **FIRE BUTTON**. The guns fire 20 rounds per second. Every fourth round fired from the guns is a tracer bullet which 'glows' as it travels away from the aircraft, so that the direction and target of fire can be determined.

If the bomb rotation switch in the Bomb Aimer screen has been turned on and the bomb has reached the specified 500 rpm, the gun cross hairs will be replaced by the bomb distancing sights (see Fig 5). The sights are used to determine the distance from aircraft

FIGURE 4



to dam. To release the bomb, the front gunner should press the **FIRE BUTTON** when the distancing sights are aligned with the dam towers. Align the sights with the dam by moving the joystick **LEFT** or **RIGHT** (see Fig 5).

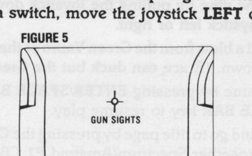
Tail Gunner

The Tail Gunner controls four F.N.20 303 calibre machine guns, two mounted on either side of the turret. The guns are controlled in the same way as those of the Front Gunner (see Fig. 5.)

Bomb Aimer

In the Lancaster, the Bomb Aimer is also the Front Gunner. The Bomb Aimer need be accessed only on the dam approach. The instruments at the bottom of the screen are the Bomb Rotation switch (left) and the Aircraft Altitude Spotlight switch (right) (see Fig. 6). To select a switch, move the joystick **LEFT** or **RIGHT**.

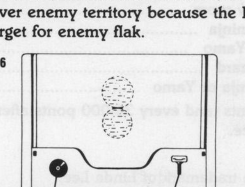
FIGURE 5



Under the selected control, a black control dot will appear. Press the **FIRE BUTTON** on the joystick to grab control of the switch. With the fire button pressed, move the joystick **UP** to turn the switch on or **DOWN** to turn it off. Releasing the fire button releases the control of the switch.

When the spotlight switch is on and the altitude is less than 100 feet (at higher altitudes the spotlights cannot be seen), use the joystick to adjust the altitude, just like the pilot's joystick control (**FORWARD** is less altitude, **BACK** is more altitude). Avoid turning on the spotlights over enemy territory because the Lancaster will become an easy target for enemy flak.

FIGURE 6



Just before the dam approach, turn on the Bomb Rotation switch. When the bomb has reached maximum rotation, the Front Gunner will no longer control the front gun, but will be looking at the distancing sights in preparation for the bomb release. Turning off the bomb rotation frees the Front Gunner to man the two 303's.

Navigator

The Navigator has the most important job of the whole mission, the responsibility of plotting the course through enemy territory to the dams. The Navigator's screen shows a map on which there are two moveable objects (see Fig 12). One shows the current aircraft position. The other shows the navigational cursor that is used to set the compass heading. The joystick controls where the navigational cursor goes on the current map. There are six maps comprising most of Northern Europe, each selected by moving the cursor toward a map edge. As the map boundary is reached, the next map, if there is one, will be displayed. Press the **FIRE BUTTON** to switch between the map showing your current location and the map showing your destination. As you move the cursor around the screen, the heading of the compass at the top of the screen will change. This new heading will be reflected in the pilot's screen and indicated by the red directional marker on the top of the pilot's compass. Thus if the cursor is directly above the position of the aircraft, the navigator's compass heading will read N (north). The pilot then should bank (turn) until the aircraft direction compass is aligned to the red marker which will also be N (north).

FIGURE 7

The maps of Europe contain different coloured symbols representing the location and types of landmarks (see Fig. 7). The symbols are classified as follows:

Green circles – military installations
Red aircraft – military airport
Violet diamonds – population centres
Blue smoke stacks – industrial complexes

The size of the symbol is an indication of the concentration and magnitude of the installation. The novice should look over these maps carefully before choosing a course to fly.

Engineer

The engineer controls one or two screens, depending on whether Flight Lieutenant option (one screen) or Squadron Leader option (two screens) has been chosen. The first screen (Fig. 8) is associated with the control of the engines. It is the same for both options. The second screen (for Squadron Leader option only) is associated with take off and controlling trim on the rudder.

The first screen contains four throttles (bottom left), four booster controls (bottom right), and four engine fire extinguishers (top right). The booster gauges are the upper four dials. The lower four dials are the rpm gauges for the throttles. A fire in an engine is indicated by a blinking rpm gauge for that engine.

FIGURE 8

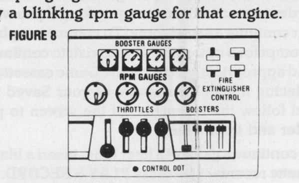


FIGURE 9

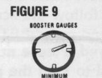


FIGURE 10

To access an instrument move the joystick **LEFT**, **RIGHT**, **UP** or **DOWN**. Under the selected control a black dot will appear. Press the **FIRE BUTTON** on the joystick to grab control of the instrument. With the fire button pressed, move the joystick **UP** or **DOWN** depending on what you want to do. Releasing the fire button releases the control of the instrument. The four throttles may be controlled simultaneously, as may the four boosters. To do this select the position between the second the third throttles or boosters and press the **FIRE BUTTON** as before.

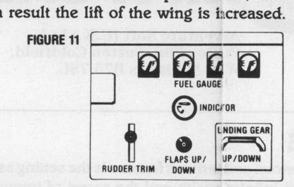
The upper right section of the screen controls the fire extinguisher for each engine. Each fire extinguisher may be used only once, so be careful using them. Press the **FIRE BUTTON** and move the joystick **DOWN** to extinguish an engine fire. This action permanently disables the engine.

The throttles control the rpm on a specific engine much like an accelerator pedal on a car. The booster controls the pitch of the propeller blades in relation to the airstream near the propeller. Thus a larger pitch takes a larger bit of air. Setting a booster is similar to selecting a gear in a transmission. Thus the speed of the aircraft can be set by any combination of booster/throttle settings. The fastest airspeed is achieved by a combination of boost (high gear) and maximum throttle (pedal to the floor).

Damaged engines can be a result of 'reving' the engines too high and using the throttle without adjusting the appropriate booster (putting it in gear). Too much boost with a low throttle setting will result in inefficient engines and low power, reducing the airspeed. If the boosters are set higher than the throttles, too much force is required from the engines and the rpm's will drop. Conversely, if the boosters are set lower, the engine are free to rotate and will spin out of control. They will eventually over-rev and burn out. An engine is over-revving if the rpm needle is in the red zone of the dial. It will flash. Reduce the throttles immediately. If the throttles will not reduce, it is too late – the engine has caught fire. Use the fire extinguisher. Thus individual gauges should be watched when increasing/decreasing the booster and throttle (see Fig. 9 and Fig. 10).

The Second Engineer's screen (see Fig. 11), which is only displayed for the Squadron Leader option, shows the flap control with indicator (bottom centre), landing gear (bottom right), and rudder trim (bottom left). These instruments are controlled in a similar manner to the First Engineer's screen. The flap switch will turn on/off the flaps. The flaps are retractable extensions of the wing of the Lancaster, thus when the flaps are down, the wing area is larger and as a result the lift of the wing is increased.

FIGURE 11



The landing gear control activates the hydraulic motor control that lifts the gear.

The rudder trim adjusts the direction of the aircraft to the left or right. Moving the stick **UP** introduces a small positive yaw in the aircraft, guiding it slightly to the right. Moving the stick **DOWN** introduces a negative yaw that turns the aircraft to the left.

Status and Damage

This screen provides you with status information on how many flak hits, Me110 night fighters, searchlights, and barrage balloons you have been attacked by and how many you have destroyed. The searchlight counter counts how many searchlights found your Lancaster.

Also provided is information about damage to various parts of the Lancaster – the four engines, altitude spotlights and the trim. Being hit by flak or getting caught in the spotlight and drawing enemy anti-aircraft fire can jam the trim, break the altitude spotlights, or cause engine damage. Your engines may be damaged by night fighters. They may also kill one of your gunners, or the pilot.

Unextinguished engine fires may spread to adjacent engines and to the rest of the Lancaster.

When you have been killed, the status and damage report will be displayed.

Playing a Game

Press the **FIRE BUTTON** to leave any title screen, the dam scene after dropping the bomb, or the status screen after being killed.

Pressing the **RUN/STOP** and **RESTORE** keys simultaneously will return you to the title screens.

Level Selection

The level of play is an indication of how difficult a game you want. There are three levels of difficulty.

1 – Practice Dam Approach
2 – Flight Lieutenant
3 – Squadron Leader

To choose a level, press the number on the keyboard associated with the selected option.

Practice Dam Approach Option

This option allows you to try the dam approach without worrying about Me110's, flak searchlights, or barrage balloons.

Flight Lieutenant Option

The Flight Lieutenant Option is to choose to start over the English Channel.

Squadron Leader Option

In order to take off, set the flaps down, and give the engines full throttles and about half boost. Select the pilot screen and wait for the airspeed to build up.

You will be able to pull up the nose of the Lancaster once the take-off speed is reached. (Airspeed indicator will point straight up).

Retract the landing gear and the flaps to increase airspeed. It is important that the throttles and boosters are lowered as soon as possible after take-off so as not to over-rev the engines. Pull back slowly on the joystick to start increasing altitude, and you're off.

For Flight Lieutenant and Squadron Leader Options

When flying over enemy territory at night there are a number of considerations:–

- If you fly at an altitude over 1,000 feet you will give the night fighter radar something to lock onto. If you fly under 100 feet you risk hitting an object on the ground. The pilot's number will start to flash in the status screen if you start to fly too low.
- Searchlights may be knocked out by firing at the base of the light on the ground.
- Me110 attacks may be avoided by either trying to shoot it down or by performing a 'corkscrew' in an attempt to out-manoeuvre the fighter.

Dam Approach

Three parameters must be set exactly during the approach for the bomb to skip properly over the water (see Fig. 12):

Speed – must be 232 mph
Altitude – must be exactly 60 feet
Distance – must be exactly 800 yards from the dam (indicated by distancing sights)

FIGURE 12

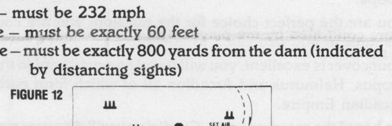


FIGURE 13

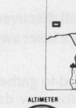
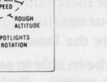


FIGURE 14



When making the dam approach make sure that the aircraft takes a long run down the lake to the dam so that all of the parameters (airspeed, distance and altitude) may be set (see Fig. 12). In order to set the approach parameters examine the following points:

- **SPEED** – Set the speed by adjusting the throttles. When the blue airspeed indicator hides the red needle, then your airspeed is correct. The red needle only appears when the bomb rotation switch is ON (see Fig. 14).
- **Altitude** – Make sure you are over the lake before reducing your altitude under 100 feet. Bring the aircraft down and fly level. Select the bomb aimer screen. Turn on the bomb rotation and the aircraft altitude spotlights. Adjust the aircraft's altitude so the spotlights converge and are just touching. The aircraft is now at exactly 60 feet (see Figs. 6 and 13).
- **Distance** – When you are heading directly at the dam going down the lake, the dam should appear on the horizon. Use the pilot screen to gently adjust the direction of the aircraft so the dam is near the centre of the screen. Then using the Front Gunner distancing sights (see Fig. 4), wait for the exact moment that the dam towers align with the distancing sights. When they align, push the bomb release (the **FIRE BUTTON**).

It is useful to keep checking the parameters (altitude, speed, distance) after they are set because of drift and error in the setting.

Results of Bomb Release

If the bomb is not released under the proper conditions, one of two things can happen:

Coming in too fast, too low, or releasing the bomb too late will cause the bomb to hit the crest of the dam and skip into the valley beyond the dam.

Coming in too slow, too high, or releasing the bomb too soon will result in the bomb dropping short of the dam causing a harmless explosion in the water in front of the dam.

If the release of the bomb is within the acceptable limits described by Barnes Wallis, the bomb will skip across the water above the torpedo nets, hit the crest of the dam and sink to the prescribed depth of 300 feet, igniting the hydrostatic pistols which will detonate the bomb, destroying the dam (see Fig. 15).

FIGURE 15

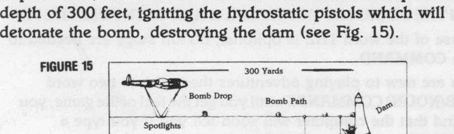
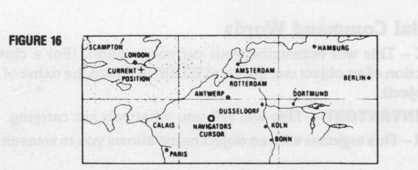


FIGURE 16



You can still reach bombing speed on 3 engines. However, this requires care, since they must be over over-revved. Set the throttles to maximum near the end of your run to get anough speed. After about 10 seconds the over-revved engine(s) will catch fire, but can still power the Lancaster. However, you must drop the bomb before your Lancaster catches fire.

Ground installations such as searchlights and flak guns can be dodged by banking hard left or right. Other objects such as barrage balloons can be shot out using the front machine guns. If barrage balloons get too close you will get caught by the cable and crash.

Always re-check your heading and position if you try to dodge night fighters or searchlights. It is possible for searchlights to be shot out of action.

For all Options

The key to playing the game is to keep switching between views that are useful at the time. For example over enemy territory flip back and forth between the front and rear gunner and now and then examine the pilot and navigator to make sure you are on course. Remember to examine the map before things get hot over enemy territory and plot a path that will keep you as far away from enemy installations as possible. Keep track of where you are on the map at all times.

Always keep checking the Front and Tail Gunner screens for fighters as sometimes there is little warning of their attack. Always answer a call from a gunner.

There are two ways of trying to deal with night fighters, firing at them and dodging them. Using the machine guns, fire a spray of bullets moving left and right as soon as you see a night fighter. Keep firing until it explodes, then stop and look for more. You can dodge night fighters by using a 'corkscrew' manoeuvre. The 'corkscrew' is a standard Lancaster manoeuvre that traces a horizontal corkscrew through the air. It is performed by diving left, pulling up, climbing, then diving from the right to the left. However, if you don't kill the night fighter, he will attack you again, until he runs out of fuel and leaves. If you miss too many, your gunners will be killed.

In order to fly straight after extinguishing a fire, decrease a throttle on the opposite side of the Lancaster (i.e. turn off engine 1, reduce throttles on 3 and/or 4), or adjust the trim (Squadron Leader Option only). Setting the trim to the highest position will compensate for losing both engines 1 and 2.

Notes for Use with Spectrum 48/128K

There are some changes to the instructions for the Spectrum version and additional enhancements to increase your enjoyment of this superb simulation. Please read these notes carefully.

Loading:

Attach a suitable cassette player type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette and the program will load and run automatically.

OPTIONS:

Options are available to change the skill level, the readout mode and the starting mode of the game.

The skill level can be altered by pressing **L**. Three skill levels are available: Easy, Fair and Hard. These alter the skill level by adjusting the amount of enemy activity.

The readout mode can be altered by pressing **R**. The readout from instruments can be digital or analogue depending on the preference of the player.

Three staring modes are available: a Practice mode, an In-Flight mode and a Take-Off mode.

Roles :

All flight crew (points of view) are controlled by the player. The positions and their associated keys are:

Q – Pilot
W – Front
E – Tail Gunner
R – Bomb Aimer
Y – First Engineer Screen
U – Second Engineer Screen
I – Status, Damage Report and Score

To select a position, press the appropriate letter on the keyboard. When a specific position in trouble or needs attention, the corresponding letter will flash at the bottom of the screen.

Fire Extinguishers

Press **FIRE BUTTON** and move joystick **UP** to extinguish the fire.

Digital Display:

When using digital display a figure for revs over 9,600 means that the engine is over-revving.

Pause:

To halt action press **H**.

Abort:

Pressing **CAPS SHIFT** and **SPACE** during the game will return you to the menu.

Level Selection:

Three starting modes are available from the menu.

Practice Mode:

This allows you to practice the dam approach with little enemy activity.

In-Flight Mode:

This places you over the English Channel and so eliminates the need for take-off.

Take-Off Mode:

This option places you on the runway at Scampton Airfield.

Dam Approach:

Speed:

Set the speed by adjusting the throttles. When the airspeed indicator needle is at approximately '2 o'clock' the airspeed is at 232 mph.

Altitude:

Make sure you are over the lake before reducing your altitude under 100 feet. Bring the aircraft down and fly level. Select the bomb aimer screen. Turn on the bomb rotation and the aircraft altitude spotlights. Adjust the aircraft's altitude so that the spotlights *converge* and remain so *(NOT a figure of eight as shown in diagram)*. The aircraft is now at exactly 60 feet (see Figs. 6 and 13).

Spectrum 48/128K Final Briefing

Vital Information for Your Operation

Addition scoring facilities are as follows:

Spotlights – 200; Barrage Balloons – 300; Enemy Planes – 500.

On Dam approach the bonuses are as follows:

For dropping the bomb at the correct height – 2,000
For dropping the bomb at the correct distance – 4,000
For dropping the bomb at the correct speed – 4,000

CBM 64/128 Cassette

To load the cassette version, turn off all hardware and remove any cartridges from the computer. Insert the rewound cassette into the player. Hold the **SHIFT** key down then press the **RUN/STOP** key then release both keys and press **PLAY** on the cassette unit. When the computer finds the game press the **COMMODORE** key.

Amstrad CPC Cassette

Loading

Press **CTRL** and small **ENTER** key.

Selection Levels indicated on screen are:

1 – Practice Dam Approach   2 – English Channel
3 – Scampton Field

Keys: Cursor keys can be used as joystick in addition:–

H – Pause; **ENTER** – Release Pause; **ESC** – Abort Game

At take-off (Scampton Field option) airspeed indicator will be at 10 o'clock.

Designed by Sydney Development Corporation.

BEACH-HEAD II

The Dictator Strikes Back!

July, 1947

BEACH-HEAD II is a true "Head-to-Head", two player multisequence game that allows you to play against another person or the computer. You can choose to play either of the following characters:

Player 1 : The Allied Commander (J.P. Stryker)

PROFILE: Youngest man ever to reach rank of Chief Commander. Fought courageously during World War II and was awarded the Medal of Honour for heroism. Quickly rose through the ranks during the war and gained respect and admiration from his colleagues for his integrity and leadership abilities.

Player 2: The Dictator (known as "The Dragon")

PROFILE: Evil, bloodthirsty, power crazed maniac. Fought savagely against the allies during World War II in the Pacific, disappeared and formed his own renegade army after the war. "The Dragon" demands (and gets) blind obedience from his followers who worship him as a demigod. He is a brilliant military tactician who has been trapped and outnumbered in battle many times, but has managed to turn the tables on his opponents through cunning and ruthlessness. His current objective is to obliterate the forces that gave his army a stinging defeat and destroyed his fortress.

Sequence I "Attack" Overview:

Allied forces have moved inland by helicopter and are ready to begin their assault against "The Dragon's" sanctuary to rescue men captured during previous battles. The full weight of the Dictator's arsenal will come to bear on Allied troops in a war of attrition.

Allied Controls in Sequence I

The Allies control the helicopter in the background as the scene starts. The controls of the helicopter are as follows:

PUSHING THE JOYSTICK **LEFT** OR **RIGHT** will move the helicopter left or right.

PUSHING THE JOYSTICK **FORWARD** will increase the height of the helicopter.

PUSHING THE JOYSTICK **BACK** will decrease the height of the helicopter.

PUSHING THE **FIRE BUTTON** will release the paratroopers to begin their assault.

If the helicopter is too low the parachutes will not have enough time to open, so killing the paratroopers.

After the paratroopers have landed they will advance to that first wall.

The helicopter cannot move towards you and cannot be hit by the machine gun, but the airborne paratroopers can be hit.

Make sure when dropping paratroopers that you distribute them as evenly as possible (a maximum of six behind each section of the first wall). Placing more than six behind any wall will overcrowd that area causing the extra men to desert, leaving you short-handed.

On the three skill levels the number of paratroopers is varied. On EASY skill level 24 paratroopers are available. On FAIR skill level 16 paratroopers are available and on HARD skill level the number of paratroopers available is 8.

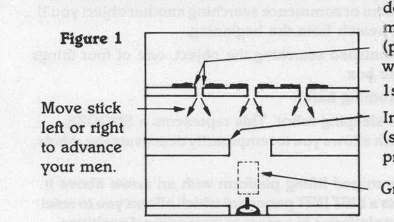
After your men have reached the first wall, they must then advance to the second wall. The control sequence is as follows:

a) Press the **FIRE BUTTON** to stage your men.

b) Move the joystick **LEFT** or **RIGHT** to advance them to the second wall.

The white indicator light determines which wall they will be taken from (Refer to Figure 1).

Figure 1

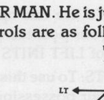


The men that reach the second wall will try to scramble to safety, out of reach of the machine gun. If a single man gets past the gun, he will be able to blow the door and thus proceed to the next sequence. If any soldiers reach the second wall they will be joined by reinforcements which will double the number of men.

All your men, however, will have to challenge the gun. The control sequence for this segment is as follows (Refer to Figure 1).

a) SELECT A WALL by pressing the **FIRE BUTTON** when the indicator light is on for that wall. Move the joystick left or right to turn off the light and activate a man behind the wall. If the light does not stop alternating then there are no more men behind that section of the wall.

b) CONTROL YOUR MAN. He is just behind the wall that you have selected. His controls are as follows:



Press the **FIRE BUTTON** to throw a grenade.

The men cannot retreat at a diagonal, but they may charge at a diagonal.

c) SEND A MAN OVER THE WALL (OPTIONAL). You may send a man over the wall to act as a diversion and draw enemy fire. This man is completely computer-guided and counts the same as your controlled man. (If he makes it, of course). To start a man over the wall you must position your computer controlled man behind the wall and press the **FIRE BUTTON**. If nothing happens then there is no one behind the wall but your controlled man.

d) THROW A GRENADE. Destroying some of the machine guns will significantly enhance your score. Your controlled man can throw at anytime, but his feet must be within the "grenade window" to score a hit. (See Figure 1). The size of the "grenade window" is reduced as the skill level increases.

When all men have faced the gun, the sequence will end. If at least one man has made it past the gun the game will continue and move on to the next sequence.

Dictator Control in Sequence I

The Dictator controls the machine gun in the foreground. The joystick controls the direction of the fire (left, right, up and down). To fire the gun push the **FIRE BUTTON** on the joystick. When the bullets are fired you will see the tracer effect of each shot leaving the barrel. There is no limit to your supply of ammunition. Firing your machine gun slows the rate of movement of the gun. Because of this, it is better to stop firing when you need to quickly move the machine gun to another target.

Your score is based upon the number of soldiers killed. The machine gun cannot hit the helicopter but can hit the parachutes. Obviously the closer the Allied soldiers are the easier they are to hit.

The Allied men can move out of range of the machine gun by moving past the front wall to the extreme left or right. If they reach these points you will not be able to stop them unless they come back into range. If no Allied men make it to safety, the game will end.

Notes

IF ANY ALLIED SOLDIERS reach the second wall they will be joined by reinforcements which will double the number of men remaining.

Sequence II "Rescue"

Overview

Allied forces are inside the sanctuary and are attempting to rescue the hostages. "The Dragon's" men are low on ammunition but are still determined to prevent the rescue of the hostages. The hostages face the formidable task of having to cross the open courtyard with "The Dragon's" men throwing anything they can find at them.

Allied Forces:

The Allies have captured the Dictator's machine gun to protect the hostages as they come out. The hostages will appear on the far left of the screen and attempt to cross the courtyard to a point where the helicopters are waiting to take them out. Your mission is to protect the ten hostages from "The Dragon's" men.

"The Dragon" has four weapons which can stop the hostages: one soldier dropping stones from the top of the wall: one man who can place mines through trap doors along the hostage pathway: a tank which has no shells, but which comes straight at a hostage in an attempt to run him down and finally a truck with a small calibre machine gun which can shoot the hostages.

The tank must be hit behind the small box located in the middle of the tread. The truck must be hit in the window and the men must be hit directly.

When the hostages are on screen they can be speeded up by shooting either of the three doors along the wall of the compound. Your machine gun fire can accidentally hit the hostages, but it will not harm them. They will however stop for a moment, and then resume at a slower speed.

Remember, the machine gun moves quickly when the fire button is pressed.

The Dictator

The Dictator controls the following four weapons:

Soldier on top of the wall

To use this soldier, push the joystick **FORWARD**. With the stick in the position, move it **RIGHT** or **LEFT**. This controls his movements along the wall. This soldier is now under your control. When he is in proper position over the hostage, the soldier can drop objects to stop the prisoner. When he is positioned correctly push the joystick **FORWARD** and press the **FIRE BUTTON** to lift the object. Once his arms are extended push the joystick **FORWARD** and press the **FIRE BUTTON** again to release the object. If the soldier is shot he will be replaced after a short delay.

Tank

To deploy the tank push the joystick to the **RIGHT** and press the **FIRE BUTTON**. Once the tank has started moving it is computer controlled. Every time a tank is destroyed a new tank can be deployed by following the same procedure. The only time a tank cannot be deployed is if the hostage has passed the door farthest to the right.

Truck

The truck can be deployed by pushing the joystick **LEFT** and pressing the **FIRE BUTTON**. Once the truck has started moving it is computer controlled. When a truck is destroyed another can be sent by following the same procedure. The hostage must have passed the door farthest to the left before the truck can be activated.

Trap Door

To use this soldier **PULL BACK** on the joystick. With the joystick pulled back move it **LEFT** or **RIGHT** to move the trap door along the ground. When you wish to set a mine **PULL BACK** on the joystick and press the **FIRE BUTTON**. A men will then appear and set a land mine in the hostage's path. If the trap door soldier is hit he will be replaced after a short delay.

Note:

The best strategy for the Dictator is to keep as many items on the screen as possible. This keeps the Allied gunner occupied. For example, once a tank or truck has been destroyed you should immediately deploy another. Co-ordinate your use of the trap door soldier and the soldier on the wall. The key to success is keeping the machine gun moving around and busy.

Sequence III "Escape"

Overview:

The rescue helicopter now must get the hostages off the island by running "The Dragon's" gauntlet. In addition to an automated defence system, "The Dragon" controls the tanks on screen. There are four helicopters. Each is capable of taking all or some of the prisoners out. The Dictator, however, determines which level of difficulty each helicopter will face. There are four directions in which the helicopter can travel (North, South, East and West). Each of the courses are different, some being more difficult than others. Each course can only be flown once. For example, if you try to take out all the hostages on the first run and the Dictator selects a difficult course the chances of making it are slim. However, if you do escape you will be awarded a number of bonus points.

Dictator

The Dictator controls the course of the individual escape run and the tanks located throughout the enemy terrain. The player must be ready to move his tank into position as soon as it becomes visible on the screen. The tank must be lined up directly in front of the helicopter to destroy it. When you are properly lined up push the **FIRE BUTTON** to fire a shell at the helicopter. Tanks are located throughout the escape run.

Note:

It is the Dictator's advantage to prevent his opponent from seeing the course selection.

Allied Forces:

You must select the number of hostages for each helicopter by pushing the joystick **BACK** or **FORWARD**. Press the button when the helicopter is loaded, and the engine will start. To fire the helicopter rockets push the **FIRE BUTTON**. To get past walls you must fly through the opening. YOU CANNOT FLY OVER THE WALLS.

Sequence IV "Battle"

Overview:

Before "The Dragon" invaded the island, the bastion he chose as his sanctuary was an ancient temple where islanders would worship their gods. Underneath the temple is a series of caves. These caves were used in ancient times for combat between natives in ritualistic ceremonies.

Commander Stryker has finally tracked down the Dictator in his last hiding place. Far beneath the sanctuary, the stage is set for a showdown between madman and liberator – only one will survive.

Allied and Dictator Controls:

The only weapons remaining are heavily sharpened sticks known as poontas. The poontas were used by natives in ceremonies long ago. The natives would stand across from each other and attempt to knock their opponent off his platform by hitting him with a poonta. If the opponent was hit enough times it often caused unconsciousness and death. "The Dragon" has challenged Stryker to a final contest of superiority. The players are isolated on platforms and face each other across an underground river. To control movement along the platform push the joystick **BACK** or **FORWARD**.

Both players can jump or duck to avoid being hit. To jump push the joystick towards the cave wall. To duck push the joystick towards the water. When you feel you are in the proper position to throw the poonta push the **FIRE BUTTON**. You can control the direction of travel by doing the following:

STRAIGHT THROW – **PUSH THE FIRE BUTTON.**

CURVED THROW – **PUSH THE FIRE BUTTON.** When the throwing motion has started **PUSH THE JOYSTICK BACK OR FORWARD** in the required direction and then release.

The battle will be fought over five rounds. A round ends when a player has been hit four times. After each round the score will be displayed. To start a new round push the **FIRE BUTTON**. In addition to points scored for each hit a player can get bonus points for winning by a blitz (4 – 0 round).

Scoring Tips

In general, higher scores will be obtained at higher player levels.

Attack Scene

ALLIES: can significantly increase their points total by throwing grenades and destroying the gun.

Escape Scene

ALLIES: points are awarded for objects destroyed and hostages saved.

DICTATOR: his only opportunity for points comes by destroying the chopper and any hostages on board.

Allies – CBM 64/128

Points are awarded for objects destroyed and hostages saved. During the scene, three different difficulty levels are encountered. Points awarded at the levels 2 and 3 will be two and three times higher than level 1. A player is given 2 chances to make the run at each level, thus six total runs are possible. A confident pilot may choose to crash intentionally at the end of the first try in order to have another run at more objects. The on board hostages are lost only if the pilot fails at the second attempt.

Dictator – CBM 64/128

His only opportunity for points comes by destroying the chopper and any hostages on board. The difficult on the run has the reverse effect on the Dictator's points. Points awarded at levels 2 and 1 will be 2 and 3 times higher than level 3.

Loading CBM 64/128

When you are loading your program for the first time we suggest the following procedure to calibrate your tape counter so that screens can be easily located again.

1. Rewind tape and press **SHIFT/RUN STOP** key together. Press **PLAY** on cassette deck. Computer will then load in the TITLE SCREEN and then the MENU SCREEN.
2. Press **STOP** on your cassette deck (Important).
3. Zeroise your tape counter. Your tape is then positioned at (1) above.
4. Press **F1** and a sub-menu will appear of the various screens to load.
5. Press **F1** and follow screen instructions.
6. The border will flash and the computer will then load the screen.
7. Press **STOP** on your cassette deck (Important).
8. Note the counter reader in box (2) above.
9. Press the **CTRL** key and you will return to the menu screen.

Repeat steps 4 – 9 above but selecting the different screens in sequential order (**F3**, **F5**) and noting the tape counter reading in the appropriate boxes (3 and 4 above).

You will now have noted all the counter readings and will be back on the menu screen ready to begin play.

N.B. If you have problems calibrating the tape it is possible to use an audio cassette player. Insert the cassette and turn up the volume. Press **PLAY** and listen for the blank sections of tape numbered (1), (2), (3) and (4) noting the tape counter readings.

Playing the Game

Select level:

When the title screen is displayed, select one of the following keys to start the game. For one player press **F1**, **F3** or **F5** to select levels one, two or three. For two players press **F2**, **F4** or **F6**.

Select Player Mode (Normal or Practice):

Do not forget to press **STOP** key after each screen has loaded.

Normal: Normal play is to play each screen in the pre-set order they appear on the tape. A player may choose to play either side of almost any screen by picking up the appropriate joystick as a new screen starts. If you do switch sides during play, your score for each screen will be kept on the side you play. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Practice: In practice mode you can choose any screen on the tape and try to improve your play before you play all through the game as normal. A single player can play either side (the Allies or Dictator) by simply moving the appropriate joystick when the screen appears. The computer will automatically take the opposite side. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Select Joystick: The joystick in Port 1 controls the Dictator. The joystick in Port 2 controls the Allies. If you are playing against the computer, wait until the screen appears, then move the stick with which you wish to play. (This does not apply to the "ESCAPE" screen where the computer must play the Dictator).

Options – Cassette:

There are numerous options in Beach Head II to make your playing time more enjoyable.

Score:

You may observe your score by pressing **S** from the title screen and following on-screen instructions.

Demo:

From the title screen you may demonstrate any screen which is already loaded by pressing **D**. During demo you can play against the computer (on level 3) by taking control of one of the sticks at any time. N.B. you must have loaded a screen before demo is operable. The program will self-demo if left inactive for a period of time. You may return to title screen by pressing **CTRL**.

High Score:

The highest score attained during any play is stored on the title screen.

Abort Feature:

If you wish to cancel the game, you may return to the "Menu Screen" screen by pressing the **CTRL** key.

Voice Suppression:

Press **O** for OUT or **I** for IN during the screen to control voice suppression.

All game-play on each screen is described in detail in the section beginning SEQUENCE I – "ATTACK".

Loading – Amstrad CPC

Cassette: Press **CTRL** and small **ENTER** (464).

Press **SHIFT** type @ **TAPE** and press **ENTER** (664/6128).

Controls:

Keyboard:

Q – Up
A – Down
O – Left
P Right
SPACE – Fire

Joystick – As normal.

Skill Levels:

	LEVEL 1	LEVEL 2	LEVEL 3
One Player	1	3	5
Keys	2	4	6

Loading Spectrum 48/128K

Type **LOAD""ENTER** (Note there is no space between the two quotes). The " is obtained by pressing **SYMBOL SHIFT** and the **P** key simultaneously. For further instructions consult the chapter of your manual concerned with loading programs.

Now press **PLAY** on your recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading takes place.

Using the Menu

Pressing any key during the title screen or demonstration mode will bring up the menu screen.

There are three status bases: one displaying the choice of Allies or Dictator, or if a two player game has been selected, another displaying the skill level and finally the largest, displaying the current control option for the Allies (-A-) and the Dictator (-D-)

Further to this, there is a list of keys which perform various functions when pressed:

S – to start play.
P – to toggle the choice of Allies, Dictator or two players
L – to alter the skill level (this loops through easy, fair and hard)
C – to go to the controls editor.

Controls Editor

When **C** is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: **ENTER** when the new selection is complete; **J** to select a joystick (continue pressing to loop through option); or **D** to define the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key you wish to define.

Note 1

When a two player game is selected, Player 2 has the opportunity to use the controls editor after Player 1 has pressed **ENTER**.

Note 2

The game hold button is defined as **H**. This cannot be changed nor can either player define H as a control key.

Note 3

In a one player game, Player 1 has a complete freedom to select any control key except H and T, but in a two player game either player may not select a key already selected by the other.

Note 4

With a Sinclair ZX Interface 2 the port to be used is indicated by LHS (Left Hand port) and RHS (Right hand port).

Note 5

During play the game can be aborted at any time by pressing **T** and **H** (T must be pressed or the game will HOLD).

"Signing On"

When you press **S** to commerice play you will be asked to input your name. Simply type in your name up to 8 letters. There is a delete facility using the Spectrum delete keys or the Spectrum Plus delete key.

When you complete the process press **ENTER**. The computer will now initialise the screen.