

Film and characters copyright Yellowbill Services Ltd & W E Johns Publications Ltd with music by Stanislas Sounds by WE Music Side A Designed and programmed by Dalali Software Ltd Side B Designed and programmed by Rod Hyde

The program

This computer program is for the Amstrad CPC 464, 664 and 6128. Side A contains the first game, TIMEWARP, and Side B contains the second game THE SOUND WEAPON.

Loading Instructions

Hold down CTRL and press the small ENTER key. Press PLAY on the cassette recorder, then press any key.

GAMEPLAY - Full details inside the pack.

CONTROLS

TIMEWARP

Joystick options

Standard joystick movement controls.

Keyboard controls

Quit game Hold on/off

H

Biggles in the Air

Press FIRE repeatedly to shoot down enemy planes

Hold down FIRE to release bombs

Biggles on the Battlefield

Repeatedly press FIRE to shoot enemy soldiers Hold down FIRE to throw a grenade Biggles in London

Press FIRE and DOWN together to switch control between Biggles and Jim.

Press FIRE as you run near the edge to leap between buildings.

THE SOUND WEAPON Keyboard controls

Bank left Z Bank right X Nose down (forward) Nose up (backward)

Fire Spacebar
The equivalent joystick positions apply.

Other keys used

Increase altitude + Decrease altitude ? Take T

Drop D Make choice RETURN

Map M
Sound on/off S
Quit Q
Hold on/off H

To enter code see manual.

Press any key to start.

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