



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	Q
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.