

BOMB JACK

One of the most high scoring and exciting games ever!

BOMB JACK takes you across 5 different screens, collecting bombs and defeating the enemy as you go. You are JACK, can you collect all the bombs, defeat the many obstacles in your way to go through to the next scene?

A best selling 'Gallop Number 1', BOMB JACK will keep you coming back for more!

LOADING INSTRUCTIONS

Spectrum 48K Cassette
Spectrum 128K Cassette
Amstrad Cassette
Commodore 64/128 Cassette
Commodore 64/128 Disk

LOAD" in 48K mode
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

PLAYING INSTRUCTIONS

COMMOORE 64/128
Joystick in Port 2
Jump (if on platform)
Fire (if in air)
Left
Right

AMSTRAD/SCHNEIDER

One Player
Two Players
Keyboard Control
Turbo Jump Option
Turbo Jump
Turbo Sau

SPECTRUM

One Player
Two Players
Keyboard Control
Turbo Jump Option
Turbo Jump
ZX Interface II
ZX Interface II
Kempston Joystick

AMSTRAD/SCHNEIDER & SPECTRUM

Keyboard Options:
Down
Up
Right
Left
Jump

Q
N
M
X

W
A
N
X

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BOMB JACK

Un des jeux les plus stimulants

BOMB JACK vous emporte à travers 5 écrans différents, collectant des bombes et menant à la défilé l'ennemi lors de votre avancée. Vous êtes JACK, pourrez vous collecter toutes les bombes, surmonter les nombreux obstacles de votre chemin pour parvenir à l'écran suivant?

Un célèbre 'Gallop numéro 1', BOMB JACK vous gardera près de lui pendant longtemps!

LOADING INSTRUCTIONS

Spectrum 48K Version Cassette
Spectrum 128K Version Cassette
Amstrad Version Cassette
Commodore 64/128 Version Cassette
Commodore 64/128 Version Disquette

LOAD" en mode 48K
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

INSTRUCTIONS DE JEU

COMMOORE 64/128
Manette de jeu connectée au port 2
Saut (si sur plateforme)
Feu (si en l'air)
Gauche
Droite

AMSTRAD/SCHNEIDER

1 joueur
2 joueurs
Clavier
Turbo saut
Turbo saut

SPECTRUM

1 joueur
2 joueurs
Clavier
Turbo saut
ZX Interface II
Kempston Joystick

AMSTRAD/SCHNEIDER & SPECTRUM

Options du Clavier:
Vers le haut
Vers le bas
Vers la gauche
Vers la droite
Saut

Q
N
M
X

W
A
N
X

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BOMB JACK

Eines der beliebtesten und unterhaltsamsten Games überhaupt

BOMB JACK führt Sie durch 5 verschiedene Screens, in denen Sie Bomben sammeln und den Feind in die Flucht schlagen müssen. Sie sind JACK - aber können Sie alle Bomben einsammeln, die vielen Hindernissen ausweichen und zum nächsten Screen durchkommen?

Ein Game-Krönler, von dem man sich gar nicht wieder loslassen kann!

LADEANLEITUNG

COMMOORE 64/128 (Cassette)
COMMOORE 64/128 (Disk)
AMSTRAD/SCHNEIDER
SPECTRUM

SHIFT & RUN/STOP
LOAD" *8.1
RUN"
LOAD"

SPIELSTEUERUNG

COMMOORE 64/128
Joystick in Anschluß port 2
Sprung (vom Boden aus)
Schwaben (in der Luft)
Links
Rechts

AMSTRAD/SCHNEIDER

Ein Spieler
Zwei Spieler
Tastaturlagebedingung
Turbo-Sprung
Turbo-Sprung

SPECTRUM

Ein Spieler
Zwei Spieler
Tastaturlagebedingung
Turbo-Sprung
ZX Interface
Kempston Joystick

AMSTRAD/SCHNEIDER & SPECTRUM

Optionen des Joysticks:
Nach oben
Nach unten
Nach links
Nach rechts
Sprung

Q
N
M
X

W
A
N
X

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BOMB JACK

Uno dei giochi più stimolanti e con il punteggio tra i più alti, mai inventato!

Con BOMB JACK attraversate 5 vicende diverse, ed il vostro compito sarà quello di sconfiggere il nemico man mano che procedete. Voi siete JACK, riuscirete a raccogliere le bombe, a schivare i molti ostacoli che vi troverete davanti per poter passare alla vicenda successiva?

Non riuscite a smettere di giocare con BOMB JACK, un best-seller tra i giochi, il numero 1 delle classifiche dei giochi più venduti.

ISTRUZIONI DI CARICAMENTO

COMMOORE 64/128 (Cassette)
COMMOORE 64/128 (Disk)
AMSTRAD/SCHNEIDER
SPECTRUM
COMMOORE C16

SHIFT & RUN/STOP
LOAD" *8.1
RUN"
LOAD"
LOAD "BOMB JACK"

ISTRUZIONI DI GIOCO

COMMOORE 64/128
Inserite il joystick in porta 2
Tasto FUOCO per saltare quando sei sulle piattaforme
Tasto FUOCO e joystick in su per volare
Sinistra
Destra

AMSTRAD/SCHNEIDER

Un Giocatore
Due Giocatori
Controllo da Tastiera - K
Turbo Salto Option - T

SPECTRUM

Un Giocatore
Due Giocatori
Controllo da Tastiera - K
Turbo Salto Option - T
ZX Interface II
Kempston Joystick - P

AMSTRAD/SCHNEIDER & SPECTRUM

Tastiera Options:
Su
Giù
Sinistra
Destra
Saltare

Q
N
M
X

W
A
N
X

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GHOSTS 'N' GOBLINS

Ghosts 'N' Goblins is the authentic home computer version of the classic coin-operated arcade game from Capcom, authors of the best selling Commando and 1942.

Ghosts 'N' Goblins is the classic lightning fantasy story, heroic Knight to rescue beautiful maiden from clutches of sinister Overlord. Featuring some stunning effects and graphics, the technology excellent game is clearly another winner from the Elite/Capcom stable.

LOADING INSTRUCTIONS

Amstrad/Schneider Cassette
Spectrum Cassette
Commodore 64/128 Cassette
Disk

Run" at correct counter position
Shift & Run/Stop at correct counter position
Load "G*8.1

PLAYING INSTRUCTIONS

SPECTRUM
Right
Left
Up
Down/Crouch
Fire
Jump
or use Joystick

AMSTRAD/SCHNEIDER

Abort
Right
Left
Up
Down/Crouch
Fire
Jump
or use Joystick

COMMOORE 64/128

Use Joystick only

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GHOSTS 'N' GOBLINS

Ghosts 'N' Goblins originale pour micro du jeu d'arcade bien connu réalisé par Capcom.

Ghosts 'N' Goblins est l'authentique version par ordinateur du classique jeu par machine à gâchette de Capcom, producteur des meilleurs succès commerciaux "Commando" et "1942".

Ghosts 'N' Goblins est la classique fable de chevalerie entouré le sauvetage d'une belle, que à être capturée du sinistre Overlord. Présentant des effets et graphiques remarquables, ce jeu excellent du point de vue technique, contient des effets et des graphismes époustouflants. C'est un autre grand succès des créateurs Elite/Capcom.

ISTRUZIONI DI CARICAMENTO

Amstrad/Schneider Cassette
Spectrum Cassette
Commodore 64/128 Cassette
Disk

Run" al correct counter position
Shift & Run/Stop at correct counter position
Load "G*8.1

ISTRUZIONI DI GIOCO

SPECTRUM
Destra
Sinistra
Su
Giù
Fuoco
Salto
o usare Joystick

AMSTRAD/SCHNEIDER

Abbruci
Destra
Sinistra
Su
Giù
Fuoco
Salto
o usare Joystick

COMMOORE 64/128

Usare Joystick unicamente

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GHOSTS 'N' GOBLINS

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ISTRUZIONI DI CARICAMENTO

Amstrad/Schneider Cassette
Spectrum Cassette
Commodore 64/128 Cassette
Disk

Run" al correct counter position
Shift & Run/Stop at correct counter position
Load "G*8.1

ISTRUZIONI DI GIOCO

SPECTRUM
Destra
Sinistra
Su
Giù
Fuoco
Salto
o usare Joystick

AMSTRAD/SCHNEIDER

Abbruci
Destra
Sinistra
Su
Giù
Fuoco
Salto
o usare Joystick

COMMOORE 64/128

Usare solo la cloche

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THRILLTIME: © 1989 ELITE SYSTEMS LTD.

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Elite Systems Limited
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Telex 336130 ELITE G

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Elite Systems Limited
Anchor House
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Walsall WS9 8PW
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THRILLTIME

GOLD VOLUME 1

BATTY

TURBO ESPRIT

BOMB JACK

GHOSTS 'N' GOBLINS

PAPERBOY

GOLD VOLUME 2

BATTLESHIPS

SABOTEUR

SCOOBY DOO

AIRWOLF

FRANK BRUNO'S WORLD CHAMPIONSHIP BOXING

elite

T7

Elite Systems Limited

Anchor House,
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BATTY

Batty is the racket sport of the future.

The object of the game is to knock blocks out of the court by bouncing a ball off your racket and hitting them. However, it is not as easy as it sounds, some blocks require more than one hit and others spend long periods of time in the air. To make things even more interesting, strange creatures enter from the top of the court and float around causing the ball to rebound randomly when they touch it. These creatures also throw balls at your racket and you must destroy them when they come into contact with the ball. Also some blocks release happy features when they are knocked out and these must be caught by the racket to be used.

These features are:
An extended racket
A slow ball
A bomb to destroy all creatures in the court
A hand to enable you to hold onto the ball
A pistol for firing at the creatures and the blocks
An extra life
A ball that splits into three
A racket to transport you to the next court
Bonus points
A "smash" ball that destroys everything in its path

But be careful, because some features can only last for short periods of time, and in trying to catch a creature you may miss the ball. You lose a racket whenever the ball passes out of the court behind your racket. To advance to the next court you must knock all blocks out of the court.

In the double play mode, the court is divided into two halves and the players work together to clear the court.

GOOD LUCK!

LOADING INSTRUCTIONS

Spectrum Cassette
Amstrad Cassette
Commodore 64 Cassette
Commodore 64 Disk

LOAD" in 48K mode
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

PLAYING INSTRUCTIONS

SPECTRUM
Joystick or Keyboard

KEYS:
Top Row
Left & Right
Bottom Row

Pause
Left & Right
Fire

For 2-Player option split keyboard down middle.

AMSTRAD/SCHNEIDER

Joystick or Keyboard

PLAYER 1:
A
S
Enter

Left
Right
Release

PLAYER 2:
<
>
Spacebar

Left
Right
Release

COMMOORE 64/128

Joystick Port 2
Joystick Port 1
Fire Button

Player One
Player Two

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BATTY

Batty est le jeu à raquette de l'avenir.

L'objectif du jeu est le suivant: vous devez jeter des blocs hors du court en les frappant avec une balle que vous lancez avec votre raquette. Mais ce n'est pas aussi facile que cela en a l'air. Certains blocs doivent être frappés plus d'une fois alors que d'autres augmentent la vitesse de votre balle. Pour rendre les choses encore plus intéressantes, des êtres étranges pénètrent sur le court par le haut et flottent tout autour, lorsque vos balles les touchent, elles rebondissent de façon erratique. En outre, ces êtres se débattent au contact de la balle. En outre, certains blocs dégagent des dispositifs utiles lorsqu'ils sont projetés hors du court pour les utiliser, on devra les attraper avec la raquette.

Ces dispositifs sont les suivants:

Une raquette surdimensionnée
Une balle lente
Une bombe pour détruire tous les êtres sur le court
Une main vous permettant de tenir la balle
Un pistolet pour tirer sur les êtres et les blocs
Une vie supplémentaire
Une balle qui se divise en trois
Une raquette pour vous transporter dans le court suivant
Des points supplémentaires
Une balle de smash qui détruit tout sur son passage

Mais attention, certains dispositifs ont une durée limitée et en essayant de les attraper, vous risquez de rater la balle. Chaque fois que la balle sort du court derrière votre raquette, vous perdez une raquette. Pour passer au court suivant, vous devez éliminer tous les blocs du court.

En mode de jeu en double, le court se divise en deux moitiés et les joueurs travaillent ensemble pour voler le court.

BONNE CHANCE!

ISTRUZIONI DI CARICAMENTO

Spectrum Cassette
Amstrad Cassette
Commodore 64 Cassette
Commodore 64 Disk

LOAD" in 48K mode
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

SPIELSTEUERUNG

SPECTRUM
Joystick oder Tastatur

TASTEN:
Obere Reihe
Mittlere Reihe
Untere Reihe

Pause
Links & Rechts
Feuer

Für die 2-Spieler Version Tastatur trennschalt in zwei Hälften teilen

AMSTRAD/SCHNEIDER

Joystick oder Tastatur

JOUEUR NO.1:
A
S
Erre

Gauche
Droite
Relâcher

JOUEUR NO.2:
<
>
Barre d'espace

Gauche
Droite
Relâcher

COMMOORE 64/128

Manette de jeu Port 2
Manette de jeu Port 1
Bouton de feu

Joueur n.1
Joueur n.2

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BATTY

Batty is der Schläger-Sport der Zukunft.

Ziel des Spiels ist es, Blöcke aus dem Spielfeld wegzuballern, indem man die Bälle entsprechend mit dem Schläger wegschlägt. Das ist gar nicht so einfach, weil es sich vielleicht anhört. Manche Blöcke erfordern einige mehr als nur einen einzigen Schlag, andere geben dem Ball Tempo drauf. Und damit die Sache noch spannender wird, schweben seltsame Kreaturen auf dem Spielfeld herum. Eine Berührung mit ihnen hat zur Folge, daß der Ball in unvorhersehbarer Weise abgelenkt wird. Außerdem haben die Kreaturen auch die seltsame Gewohnheit, ihren Schläger mit Klugeisen zu bewehren, da nachschlagen sie können. Manche Blöcke setzen eine Reihe nützlicher Funktionen frei, wenn sie getroffen werden. Die muß man ganz schnell mit dem betreffenden Schläger einfangen.

Dazu gehören:

Ein größerer Schläger
Ein langsamer Ball
Eine Bombe zur Vernichtung aller Geschöpfe auf dem Platz
Eine Hand, die dir beim Ball fassen hilft
Ein Schießgerät zum Abschaden der Geschöpfe und der Blöcke
Ein extra Leben
Ein Ball, der sich in drei teilen läßt
Eine Rakete für den Transport auf das nächste Spielfeld
Bonuspunkte
Ein "Tunnenball", der alles zerstört, was ihm über den Weg läuft

Aber Achtung: Manche Funktionen sind nur eine kurze Zeit aktiv, und auf der Jagd nach einer Kreatur verpaßt man leicht den Ball. Sie verlieren eine Rakete, wenn der Ball hinter ihren Schläger über die hintere Begrenzung hinaus rollt. Wenn Sie zum nächsten Platz promovieren wollen, müssen Sie alle Blöcke aus dem Bereich herausbeschleunigen.

Im Zweimodus ist das Spielfeld in zwei Zonen unterteilt, und die beiden Spieler bilden ein Team, das gemeinsam versucht, das Feld freizuräumen.

VIEL GLÜCK!

LADEANLEITUNG

Spectrum Cassette
Amstrad/Schneider Cassette
Commodore 64 Cassette
Commodore 64 Diskette

LOAD" in 48K mode
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

SPIELSTEUERUNG

SPECTRUM
Joystick o tastiera

TASTEN:
Fila in alto
Fila in mezzo
Fila in basso
Fila a destra
Fila a sinistra
Fila in mezzo
Fila in basso
Fila a destra
Fila a sinistra

Pause
Spazio
Fuoco
Barra
Barra

Für die 2-Spieler Version Tastatur trennschalt in zwei Hälften teilen

AMSTRAD/SCHNEIDER

Joystick o tastiera

JOUEUR NO.1:
A
S
Erre

Gauche
Droite
Relâcher

JOUEUR NO.2:
<
>
Barre d'espace

Gauche
Droite
Relâcher

COMMOORE 64/128

Manette de jeu Port 2
Manette de jeu Port 1
Bouton de feu

Joueur n.1
Joueur n.2

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BATTY

Batty è lo sport, che si pratica con racchetta, del futuro.

L'obiettivo del gioco consiste nell'eliminare i blocchi dal campo di gioco facendo rimbalzare una palla sulla vostra racchetta in modo da colarli. Tuttavia non è così facile come sembra, perché, per eliminare alcuni blocchi bisogna colarli più di una volta, e altri blocchi fanno aumentare la velocità della vostra palla. Per rendere le cose ancora più interessanti, delle strane creature compaiono dal soffitto del campo e fluttuano in giro facendo sì che la palla rimbalzi a caso quando la toccano. Inoltre queste creature sparano delle pallottole contro la vostra racchetta facendola esplodere.

Per fortuna, queste creature vengono distrutte quando a contatto con la palla. Inoltre, alcuni blocchi liberano degli oggetti utili quando vengono eliminati e questi oggetti, per essere usati, devono essere presi dalla racchetta.

Questi oggetti sono:

Una racchetta più grande
Una palla lenta
Una bomba per distruggere tutte le creature nel campo
Una mano che vi permette di trattenere la palla
Una pistola per togliere ai creature e ai blocchi
Una vita extra
Un missile che si divide in tre
Un missile che vi trasporta nel successivo campo di gioco
Punti bonus
Una palla "smash" che distrugge tutto quello che incontra sul suo cammino

Ma dovete stare attenti, perché alcuni oggetti durano solo per brevi periodi di tempo e nel tentativo di catturarli un oggetto rischia di mancare la palla. Perdere una racchetta tutte le volte che la palla esce dal campo oltrepassando la vostra racchetta. Per passare al campo successivo dovete eliminare dal campo tutti i blocchi.

Nel modo di gioco doppio il campo viene diviso a metà e i giocatori collaborano per fare piazza pulita nel campo.

BUONA FORTUNA!

ISTRUZIONI DI CARICAMENTO

Spectrum Cassette
Amstrad Cassette
Commodore 64 Cassette
Commodore 64 Disk

LOAD" in 48K mode
CTRL & ENTER
SHIFT & RUN/STOP
LOAD" *8.1

ISTRUZIONI DI GIOCO

SPECTRUM
Joystick o tastiera

TASTI:
Fila in alto
Fila in mezzo
Fila in basso
Fila a destra
Fila a sinistra
Fila in mezzo
Fila in basso
Fila a destra
Fila a sinistra

Pause
Spazio
Fuoco
Barra
Barra

AMSTRAD/SCHNEIDER

Joystick o tastiera

GIOCATORE N.1:
A
S
Erre

Sinistra
Destra
Rilasciare

GIOCATORE N.2:
<
>
Barra spaziatrice

Sinistra
Destra
Rilasciare

COMMOORE 64/128

Joystick Port 2
Joystick Port 1
Tasto Fuoco

Giocatore N.1
Giocatore N.2

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AIRWOLF

As Stringfellow Hawk, a former Vietnam chopper pilot, and the only man in the free world trained to fly the billion dollar helicopter 'AIRWOLF' you have been assigned a dangerous rescue mission by the FBI.

Five important U.S. scientists are being held hostage deep in a subterranean base beneath the scorching Arizona desert. As Hawk, you must guide AIRWOLF using full stealth capabilities, avoiding a series of periodic night-time missions and bring about the release of each scientist in turn. Only destruction of the defense control boxes strategically positioned within the cavern will allow AIRWOLF to fly the base and the scientist are held.

LOADING INSTRUCTIONS

COMMOORE 64/128 (Cassette)
COMMOORE 64/128 (Disk)
AMSTRAD/SCHNEIDER
SPECTRUM

SHIFT & RUN/STOP
LOAD" *8.1
RUN"
LOAD"

PLAYING INSTRUCTIONS

COMMOORE 64/128
Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

Joystick in Port 2

RESTORE
SPACEBAR
Music

AMSTRAD/SCHNEIDER

Joystick only - Amstrad compatible

SPECTRUM

Kempston Joystick only

COMMOORE 64/128

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