**Jocky Wilson's Darts Challenge** has all the features that you would expect from a Darts game endorsed by one of the World's finest players - Jocky Wilson. Round the Clock, Head-to-Head and Tournament modes allow up to FOUR players to compete at once!!
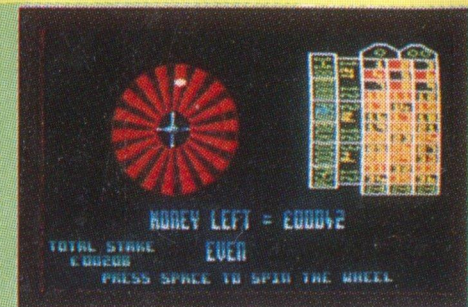
Monument

A group of hardened fighters, armed with high firepower weapons, blast their way through the enemy forces in a skilful combat simulator.
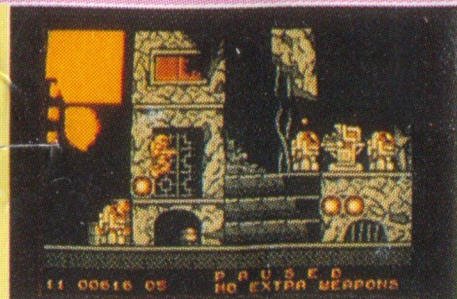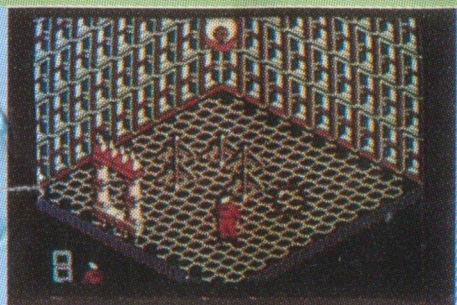
Las Vegas Casino

Blackjack, Craps, Baccarat, Roulette: these are the games which conjure up the exciting atmosphere of the Las Vegas Casino - a glittering world of big stakes and fast money.

Sabotage

is fast-paced action. Featuring a tutorial mode, clever icon control, intelligent opposition craft, eight massive levels, seek-and-destroy missions, and lots more!!

AMSTRAD SCREENSHOTS!!!

MADE IN UK

Zeppelin 4x4
HIT PACK #2
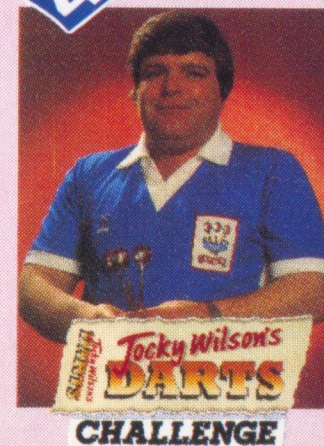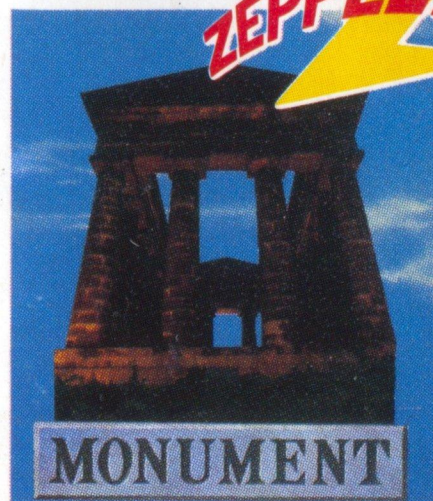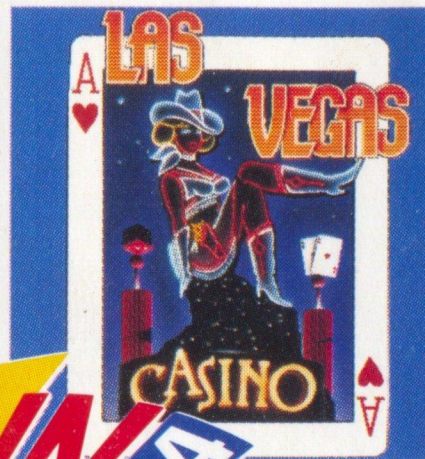4 GREAT GAMES IN ONE PACK!!

AMSTRAD/SCHNEIDER

4 GAMES IN 1 PACK

SABOTAGE

LAS VEGAS CASINO

Zeppelin 4x4

MONUMENT

Jocky Wilson's DARTS CHALLENGE

HIT PACK #2
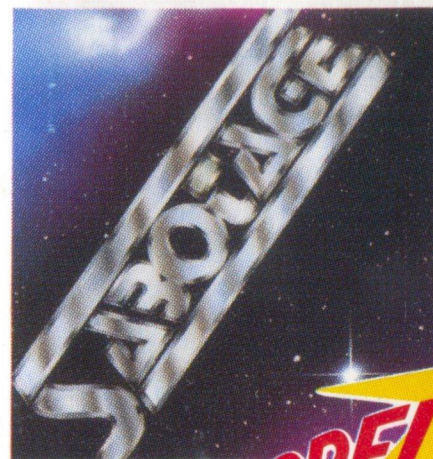
Zeppelin 4x4
HIT PACK #2

JOCKY WILSON'S DARTS CHALLENGE

JOCKY WILSON'S DARTS CHALLENGE features three separate games combined into one package. Selection of the events and the actual games themselves are controlled by use of a KEYBOARD/JOYSTICK plugged into the relevant port on the Computer.

Moving the pointer to "S" on the main screen and firing allows you to select from the three games on the screen. Your selection is indicated by a flashing highlight in the background of the following graphics:

Dartboard & Cup - Tournament Play
Two Players Facing Each Other - Two Player Head-to-Head
A Watch - "Round the Clock" Game

Once the event has been selected, moving the pointer to the Number Icon beneath the "S" and firing allows you to set variables in the individual game:

Tournament Play - The number of dots indicates the number of players in the Tournament.

Two Player Head-to-Head - The dots indicate the number of sets in the game, each set consisting of five legs.

"Round the Clock" - Although a one player game, you can select whether you want to aim at doubles, singles or trebles. This is represented as follows:

x 1 = Singles   x 2 = Doubles   x 3 = Trebles   ALL = Any Sector

Once the game and the variables have been selected, moving the pointer to the upward arrow and firing allows you to start the event.

JOCKY WILSON'S DARTS CHALLENGE also features a Tutor mode which can be activated by pressing "T" in the matchplay games. The Tutor then indicates which score is required to finish on a double or a bull in the easiest or quickest manner.

TOURNAMENT

The latest results in the Tournament are then displayed so that tactics can be planned and rivals' results studied. Match play will then begin, against a series of Darts Champions from around the World.

HEAD-TO-HEAD

Two players come face to face in a grudge match to decide the best player. Each set consists of 5 legs, and the number of sets must be long enough to rule out any fluke victories.

ROUND THE CLOCK

In this game, which is ideal for refining playing style, the numbers ascending from one to twenty have to be hit in direct order. As the game is played against the clock, skill must be matched with speed to gain maximum points.

LAS VEGAS CASINO

KEYBOARD CONTROLS

K - UP, **M** - DOWN, **Z** - LEFT, **X** - RIGHT

To quit a particular game, press 'Q' when on stake screen.

You begin with £250 and your target is to increase it to £50,000. Minimum stake is £1 and maximum is £5,000. Select 1-4 for the table you wish to visit.

STAKE SELECTION:

Use left and right to select thousands, hundreds, tens or units. Use up and down to select amount required. Press **FIRE** when selection is made.

BLACKJACK

Select stake. You are dealt two cards. Use HIT to obtain another card or STAND for dealer to play his hand. If player and dealer both have same number then dealer wins, unless it's Blackjack (Ace and ten value card), in which case it's a draw.

CRAPS

Select stake. Press **FIRE** to throw dice. There are 7 types of bet:

FIELD BET - 5,6,7,8 - lose; 3,4,9,10,11 - even money; 2,12 - double money.
BIG 6 - Throw 6 before 7 to pay even money.
BIG 8 - Throw 8 before 7 to pay even money.
PASS LINE BET - First roll is "come out roll". Subsequent rolls are "point rolls".
DON'T PASS LINE BET - This is the opposite to the Pass Line Bet. After come out roll and if a point has been obtained, you can make:
COME OUT BET - as Pass Line Bet, or
DON'T COME BET - as Don't Pass Line Bet.

BACCARAT

Select stake. Place bet on either player or dealer using left, right and fire. The game plays automatically under the following rules:

Player: 0-5 - player must draw 6 and 7 - player must stand 8 and 9 - player wins

Dealer: 0-2 - bank must draw 3-6 - varies according to what player drew 7 - bank must stand 8 and 9 - dealer wins

ROULETTE

Select the odds you require using left, right and fire. Use left, right and down to move chip around board. Press **FIRE** when bet type is selected. Now select stake, and press **FIRE** to place another bet or **SPACE** to spin wheel (maximum number of bets is 8). If wrong bet type is made, press **FIRE**, then move cursor to top of unwanted bet and press **ENTER**.

MONUMENT

The Monument Fighter is controlled by a **JOYSTICK** connected to the Amstrad machine. Pressing **FIRE** starts the action.

ESCAPE -	Pause
ESCAPE + ESCAPE -	Quit
FIRE -	activates Super Conductor Weapon

HOSTILE FORCES

Expect life threatening activity from....

AUTOMATED CONTACT UNITS -	Zero Firepower.
AUTOMATED FIRE UNITS -	High Firepower.
RADIATION HOT SPOTS -	Discharge lethal dose of radiation.
ANTI-PERSONNEL MINES -	Rise from floor.
ROOF DEFENCES -	High Firepower units.
TARANTULA DROIDS -	Kill on contact.

ALLIES

I -	timed invincibility
R -	rapid Super Conductor Fire.
T -	triple Super Conductor Fire.
G -	Guardian.

Smart weapon that identifies and eliminates aggressive units.

SABOTAGE

JOYSTICK

Choose between **JOYSTICK** or **KEYBOARD**. Do not engage **AUTOFIRE** on sophisticated joysticks. Use icons to select alternate one or two player, one or two joysticks OR keyboard. The **GO** icon leads into the game.

Press **FIRE** to activate any icon. (Default is one player, keyboard)

Your blue space ship blasts the approaching aliens as they swoop about you. Your craft can pick up a forcefield for a few precious moments of invulnerability, or can run into a pocket of gravitational acceleration where the craft shoots ahead in a flash of speed.

When a sector has been cleared of alien craft your ship's computer guides you in for an automatic landing. It is here you meet the rebels, who are held out in a disused droid service hold. Beware the bare live wires which run throughout the mosaic of cracks along the length of the floor.

Collect one piece of blueprint here and it won't be long before you figure out a use for the key. After each level a password is revealed for the next level, up to level Six, after which levels Seven and Eight must be completed each time. At the end of the game all eight pieces of the blueprint are assembled and the secret computer code revealed.