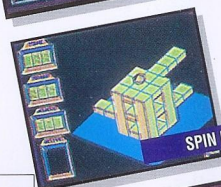




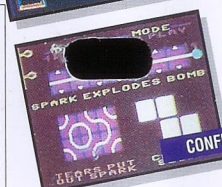
TARZAN



OINK



SPIN DIZZY



CONFUZION

SCREEN PICTURE
SHOWN MAY BE A
DIFFERENT 8-BIT
VERSION OF GAME

ALTERNATIVE SOFTWARE LIMITED
UNITS 5-7 BAILEYGATE IND. EST., PONTEFRAC, WEST YORKSHIRE WF8 2LN. FAX 0977 790243

ALTERNATIVE
SOFTWARE

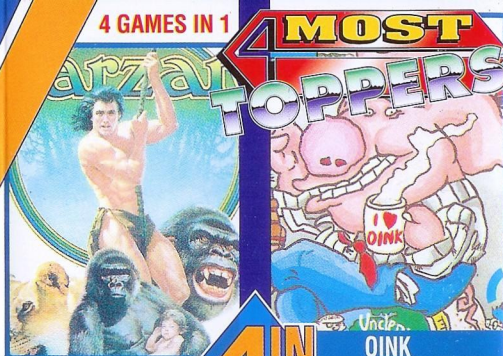
AMSTRAD

AS077

4 MOST
TOPPERS

4 IN
1

4 GAMES IN 1



TARZAN

OINK

ALTERNATIVE
SOFTWARE

SPIN DIZZY

CONFUZION

AMSTRAD

TARZAN

Legend speaks of a child captured, then raised by the Apes. The Birth of a Legend

From the Western coast of the Congo, to the palm-fringed shores of Zanzibar in the East, African folklore tells of the legendary exploits of one man - Tarzan of the Apes. Nursed at the shaggy breast of Kala, the she-ape, the white orphan child had grown to learn the ways of the jungle and the language of the beasts. Years later he claimed the inheritance that was rightfully his, as John Clayton, Lord Greystoke, Peer of the Realm, but whenever necessity demanded the polished English gentleman would revert once more to the naked ape-man. For Tarzan - or as the apes called him, Tarmangani - held a deep contempt for his native society, in which he had found greed and cruelty far beyond that which he had known in the savage land of his adoption. Where the myriad life trod the matted vegetation, or flew or swung or climbed amongst the leafy vaults of the great trees, here it was that Tarzan ruled supreme, Lord of the Jungle.

The Eyes of the Rainbow

And now, yet again, needs drove him to shrug off the thin veneer of civilization and brave the perils of the forest. Lady Jane Greystoke, she who he had won by the might of his steel thews, was in danger.

Held captive by Usanga, chief of the Wamabo, she was to be fed to the Vulture, if Tarzan failed to retrieve the seven gemstones which had been stolen from the tribal shrine. These stones, believed by the Wamabo to be the Eyes of the Rainbow, were of differing iridescent hues, one for each colour of the spectrum. In his rage at their loss, Usang had given Tarzan but three days in which to find them, or Jane would be sacrificed at sunset on the third day.

As he swung through the tangled forest, Tarzan had spoken with Manu, the monkey, as the grey-bearded creature had recounted how others of his kind had mischievously taken the precious stones, and scattered them far and wide amongst the shadows of the dark jungles.

Tarzan knew that he must travel without stint hunting the jewels in the heat of Kudu the sun and by the light of Goro the moon. His quest would take him to the dark caves of the rocky steppes, wherein dwelt bloated spiders and unearthly flames, and to the lichen-covered walls of the Temple of the Sun. He would traverse the swampy morasses and the treacherous quicksand, and find Numa the lion and Histah the snake. he must beware the poisoned spears of the Kurotawi, and the rifles of the white hunters.

However keen his senses, however mighty his muscles, he was still mortal. Though he might find numerous artifacts to help him, though he might call upon the friendly monkeys to accompany him, he was still limited by inexorable time. He knew he possessed sufficient strength and cunning to battle against Death and win, but the hazards of the jungle, the bite of Histah the snake and the clinging embrace of quicksand, all would conspire to hinder and delay.

Time was his greatest enemy. Before Kudu sunk in the West on that third fateful day, Tarzan must return the Eyes of the Rainbow to Usanga and discover the forest prison that held his beloved Jane.

His eyes narrowed, his muscles tensed, and from his mighty chest arose the savage tormented cry of the bull ape...



GAME PLAY

1. Three Days As time passes, the sun will slowly sink in the sky. The jungle will pass through sunset into shadowy night. If Tarzan survives the night, the dawn will give way once more to the heat of day.

The time it takes for three days to pass depends on how successfully Tarzan can avoid or overcome the many hazards he will encounter. For example, every time Tarzan is hit by a spear, or falls into quicksand, a period of time will pass more quickly. If Tarzan is careless, therefore three days will pass very quickly.

2. The Eyes of the Rainbow These will appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to retrieve one of these, a picture of it will appear on the bottom right corner of the screen. Tarzan needs all seven gemstones before he can hope to free Jane.

3. Objects There are various objects (both animate and inanimate) which Tarzan may come across. These will also appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to pick up any of these, then a picture of the object will appear on the bottom left corner of the screen.

Monkeys, rope, torches, different coloured shields, sunstones, are just some of the objects Tarzan may find useful to have with him. To use some objects it is necessary for Tarzan to drop them in the chosen location.

4. Exploring Tarzan can move left or right until faced by impenetrable rock. He can also move up or down through any gaps in jungle undergrowth, rocks, walls, etc (these gaps are not always easy to see, they may even be completely hidden from view).

5. Controls	SPECTRUM	AMSTRAD	JOYSTICK OR COMMODORE
left	6	Q	↑
right	7	W	↓
up	9	O	←
down	8	K	→
FIRE	0	P	FIRE
RESTART	1	Escape	RUN/STOP
PAUSE	Space	Space	Space

6. Actions

a. No FIRE button

→ move right x move down or duck

← move left x somersault right

↑ move up or jump x somersault left

b. With FIRE button

→ high punch right)

← high punch left)

↓ low punch) If Tarzan is able to punch hostile natives off the screen, they will not attack him again in that location.

↑ Enter 'object mode' or pick up gemstone or object if Tarzan is next to it.

c. Object Mode

← moves object select cursor left

→ moves object select cursor right

FIRE Drops the selected object. You cannot drop an object in a screen location which already contains an object.

The child became a man - and Lord of his jungle domain.

OINK INTRODUCTION

Across the far side of the galaxy, the deadly Moose Faced Warlocks of Thrunge are about to enter battle with the peace-loving Fried Egg People of Nostriila, legendary throughout infinity for their lack of armpit sweat...

But who cares about that anyway? You are Uncle Pigg, the porky proprietor of OINK!, the world's funniest comic, and it is your job to get the next issue out on time.

With your own two trotters you've got to assemble pages featuring the zany zitty adventures of Pete and his Enormous Pimple, Rubbushman, (The Curde Crusader), and that happy hooligan, Tom Thug.

For some reason, Mary Lighthouse, Campaigner for public morals and clean toilets has taken against OINK! and will do her beastly best to stop you!

'Butcher' back into it, and save Uncle Pigg's bacon. (P.S. The Moose faced Warlocks won on penalties!)

Once the game has loaded and before a new game, the console screen shows the high score/game start page.

Pressing M or FIRE will start the game and allow the clock to run.

The sub game scores page will drop into view. This page shows the scores of the three separate sub games and also the number of bonus panels. During play you may return to the console screen at any time. If you have any bonus panels in store you may distribute them to the required pages by using the joystick and FIRE (or the relevant keys).

By pressing keys Q/A or joystick up/down, you may view the nine magazine pages to see how full they are.

To begin play of sub games 1-3, press FIRE while on the relevant page.

This will now show the current games score etc.

Pressing FIRE again will start (or restart) the sub game.

Pressing FIRE while showing pages 4-9 will display information relating to that screen. i.e. While displaying the jokes page you may view the jokes by pressing FIRE to cycle through each panel but only those that are filled.

The panels for the three sub games can only be filled during play for that particular game. Additional bonuses panels are held in store to register on the FILL meter.

The game being over when all pages are full.

GAINING PANELS PETE'S PIMPLE

There are 12 different screens. Clearing the first 10 will fill the 10 panels on page 1 and for each screen there will be an additional 2 bonus panels with i.e. 20 bonus panels for screens 11 & 12 all 6 bonus panels will be added to the main store.

Additional panels are scored at random during play.

RUBBISHMAN

There are 6 different zones. At the end of zones 1 to 5, 2 panels per zone will be filled on page 2, with an additional 2 panels per zone going into the panel store.

Completing zone 6 will produce 4 more panels for the main store. Clearing the rubbish pile within a zone will add 2 more bonus panels. Additional bonus panels are scored at random during play.

TOM THUG

In this sub game you must search through the network of interlocking screens searching for the bonus panels.

These are indicated on screen by:-

B - Bonus panel

P - Page Panel

S - Random Score

L - Extra Life

? - Random life or bonus score

KEY - Needed to finish score.

The game must be completed before the copy date i.e. Midnight, 6th July. The main clock keeps running throughout game play/console screen display etc. If you lose all your lives on a sub game, the main clock is advanced by a number of hours.

You always return to a sub game at the screen/zone that you left it or where you lost your last life. you may leave a sub game, return to the console screen using F1 and then restart another sub game if you wish.

When you return to the original sub game it will be at the start of the screen/zone where you left it.

SUB GAME PLAY

SUB GAME 1 - PETE'S PIMPLE

The object of the game is to clear all of the blocks from a screen by using a bar to bounce the pimple around the screen. At the same time you have to avoid or destroy the oncoming nasties.

SUB GAME 2 - RUBBISHMAN

The object of the game is to navigate through each zone. The zones are split into two sections. In the first section you must control Rubbushman's altitude with the joystick in order to fly over hazards or under bridges etc.

There are a number of objects that cannot be flown over and these will cause the loss of a life if touched. In general, you should fly at ground level as much as possible. The power meter decreases faster the higher Rubbushman flies. If the meter reaches zero then a life is lost. By hitting the bonus blocks a random amount of power, a random score and occasionally a bonus page panel is awarded. At the end of a zone comes a section where Rubbushman's altitude becomes fixed and the joystick allows him to move forward and backwards as well as up and down (right/left). If the joystick is held in it's most forward position then the speed o scroll will increase. A number of objects move towards Rubbushman at varying speeds. The boxes cannot be destroyed and so must be avoided. The oil barrels can be destroyed and will increase Rubbushman's power. The nasties can be destroyed.

SUB GAME 3 - TOM THUG

You must manoeuvre Tom's Thugmobile around the screen destroying blocks that cover the exits to other screens. Bonus panels are obtained by destroying the bonus blocks. The nasties come in two forms. On entering a screen there will be a number of zombies. These move around the screen in a random manner and can be destroyed when shot. The homing drones always advance on Tom's Thugmobile.

When shot they become stunned for a random period after which they will start up again.

KEYS

Q - up

A - down

O - left

P - right

M - fire

NOTE: Due to memory limitations the sub games are recorded in this order after the game start section has loaded

It is advised that you make a note of the tape counter values in the spaces above to enable fast access to each sub game.

SPINDIZZY

As we all know, working for the corporation is a hard life and the mission you are to be sent on, this time, is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange artificial world hanging in space.

Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far from noble motivations (it's all government sponsored work you know), time is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned Geographic Environmental Reconnaissance Land Mapping Device, known as GERALD. The craft is expensive to maintain so your time is limited. If you do not move fast the mission will be terminated.

The ships computer holds the initial radar map of the surface and your task is to explore each area, collecting energy in the form of jewels, for which you will be rewarded with extra time. Since this world is hung in the infinity of space, falling off is not a good idea. Should you lose or destroy your craft it will be re-created and beamed back to the last location visited, but his will cause an enormous power drain resulting the the loss of valuable time. So there you have it - do a good job and the rewards will be great, otherwise - well, you don't want to be a Trainee Assistant Cartographer all your life - do you?

CONTROLS

Use the joystick to control GERALD; pressing the fire button

gives extra speed.

Alternatively, use the numeric keyboard.

Use the SHIFT KEY for extra speed.

Pressing the SPACE BAR ;will stop your craft on any frictional surface.

MAP Press "M" to display the map. Unexplored areas are marked in red. Visited areas in yellow. Any area where a jewel was seen but not collected is marked with a blue "J".

Press "ESC" to return to the game.

SCORE Press "S" to display your current score at any time during the game.

ABORT MISSION Hold the SPACE BAR down until your time runs out.

COLOUR Press "C" to toggle between colour and monochrome display mode.

PAUSE Press "P" to pause the game. Whilst pause the border will flash. Any other key will restart the game.

EYE STRAIN Press "I" to alter GERALD'S shape.

STATUS DISPLAY

On the left hand side of the screen, the time left to play, the areas left to visit and the number of jewels collected are displayed. The box at the bottom shows you which switches are activated.

HINTS

Due east of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment. Some screen will give a clue as to a switch to activate. This will cause some features to appear or disappear, occasionally two switches may need to be used together.

The clue appears in the bottom left hand corner of the screen.

Lifts may be used but may need to be switched on.

Ice is slippery and trampolines are bouncy!

Make a map; it will help you to find short-cuts (there are quite a few).

CREDITS

Pressing "ESC" from the title page will display the credit message.

CONFUSION

1 or 2 players

You are in a huge 64 storey automated industrial plant that is used for the production of deadly Confusion bombs. This place is considered to be one of the greatest threats to mankind. Having gained access to the computer control room, your mission now is to explode every bomb on all of the factory's 64 levels.

The only information that you have is that there are 64 levels which consist of 8 sections each with 8 floors. These are arranged as:

Section 1 = Level 1 to 8, Section 2 + Level 9 to 16 and so on up to Section 8 + Level 57 to 64.

You have authorised access to the

first level in each of the first six

sections (1,9,17,25,33 and 41).

The assembly lines consist of sliding pallets which were used for the movement of components. The pallets are left covered in sections.

Move pallets into the adjacent space using the Up, Down, Left and Right controls to lay a fuse from the spark to the bombs. The spark will then burn along the fuse and detonate the bombs. All the bombs must be destroyed before the timer fuse at the bottom of the screen burns out. Running into dead ends, solid blocks or off the edge of a pallet will shorten the life of the spark.

In certain areas of the factory, the sprinkler system releases water droplets that will extinguish the spark on contact. You begin with 5 sparks. A bonus spark will be awarded every 4th level.

You have no information on bonus levels other that the occur at every 8th level. If you have difficulty controlling the pallets, try the REVERSE option.

OPTIONS

From Title Screen

D Define keys (Default keys are

Cursor Up, Down, Left, Right and

SPACE or Joystick 1)

I Instructions

P 1 or 2 players

Space Select Level

Or Joystick Port 2

SELECT LEVEL MENU

Up key Step up level

Down key Step down level

Left and right keys Select

skill step level

R Reverse the effect of

controls

Space or fire Start game on

chosen level

At any time during the game,

Pressing < twice will abort

the game.

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