



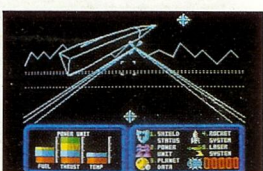
STAINLESS STEEL Join Ricky Steel, teenage super hero in his class A101 hyper alloy combat vehicle "Nightwind", to defeat the onslaught of Android Troops built and controlled by the infamous Dr. Vardos. You must stop him from achieving his ultimate goal.



FROST BYTE Deep within the caverns of the planet Cosmia, a life-time struggle for freedom is being lost. Kreezers from all over the planet are being captured by the ghoulish monster who inhabits the planet.



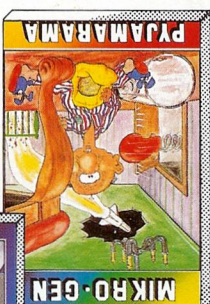
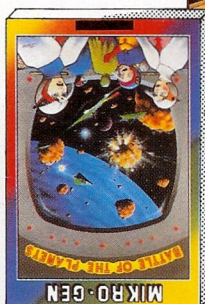
PYJAMARAMA Wally is really in trouble this time, he has fallen asleep and in his nightmare everything is enlarged to many times its normal size. To release himself from torment, he must find his alarm clock and wind it up, this however, is nowhere as simple as it seems.



BATTLE OF THE PLANETS Battle of the planets is a space adventure. Now you can join G Force in their latest adventure to defeat their arch enemy Zoltar. Featuring superb 3D vector graphics.

CLASSIC COLLECTION No1

AMSTRAD



1 Stainless Steel
2 Frost Byte
3 Pyjamarama
4 Battle of the Planets



BATTLE OF THE PLANETS

ZOLTAR has declared Galactic War in your universe.

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

Your space craft is equipped with a laser system, neutron torpedoes and a long range scanner. The long range scanner has three main indicators that appear on the screen edges.

If you are using the keyboard, the controls are:

Q to T up
A to G down
P and I right
O and U left
B to space operates lasers
Cap's shift to V operates neutron torpedo
K to increase speed
J reduce speed
1 to 5 status instruction

To load Battle of the Planets RUN"BATTLE"

For more details see enclosed Operating Manual.

STAINLESS STEEL

In ZONE 0 you must battle your way on foot until you reach your car Nightwind. (at the top of the Zone!)

In ZONE 1 you must wipe out all of the android troops before you can continue to the Second zone.

In ZONE 2 you can use your bombs to annihilate enemy submarines.

In ZONE 3 you must find Dr. Vardos and destroy him!

To start game press FIRE if using Kempston Joystick press 'ENTER'.

When using the joystick, any key on the bottom row acts as bomb/shield. The 'bomb/shield' function drops bombs when you are flying in Nightwind; otherwise this activates the shield, which lasts for a short period of time, which makes you indestructible. (Don't waste your shield - you only get one per life!).

To Pause a game - Press CAPS, 1 & 0 together
To Abort a game - Press CAPS, 1 & SPACE together
O = LEFT SPACE BAR = FIRE P = RIGHT
Q = UP P = DOWN
M = BOMB AND SHIELD

The N key on the bottom row drops bombs. (You must be in the car!)

There are 3 different stages to the game, these are:

WALKING: You can walk and fire in eight directions.
DRIVING: Press THRUST to speed up. To slow down stop thrusting. To turn around press TURN. Don't drop any bombs or you will blow yourself up. Don't drive into walls, rocks etc...
FLYING: The keys respond the same as driving however you can now use the Uranium Thunderbombs to wipe out any Enemy Submarines.

To load Stainless Steel RUN"STEEL"

FROSTBYTE

All the keys are user definable from the menu screen. Default keys:

O = LEFT M = FIRE P = RIGHT
A = USE Q = JUMP

JOYSTICK CONTROLS

FORWARDS = JUMP BACKWARDS = USE

FIRE BUTTON = FIRE

LEFT = LEFT RIGHT = RIGHT CAPSHIFT SPACE = RESET

THE GAME

You control a little character that moves by turning end over end. His name is Hickey.

Hickey is capable of using three objects to extend his range of movement during the game. These will consist of small diamond shapes "Sweets" that Hickey can eat. These come in three colours and effects.

1. Red :- Allows you to move faster
2. Blue :- Allows you to jump higher
3. Green :- Allows you fall further

You cannot use a sweet until you have picked it up and pressed the USE key. The effect generated will last until you pick up another object or use another object, after that the effect will cease.

During the game there will be times when you need to jump higher or fall further than you can, even if using a blue or green 'sweet'. In order to help you there will be spring platforms to enable you to jump higher; and mattresses to fall onto.

The display panel will be split into three windows. In the first window is the Object that you are holding; in the middle window is your Status Display and the third displays your remaining Lives.

To load Frostbyte RUN"FROST"

PYJAMARAMA

Welcome to the nightmare world of Wally Week.

Even Wallies have to sleep - the trouble is, being a Wally, nightmares are more troublesome than you would think.

For a start everything suddenly seems larger than life, so even everyday objects somehow present difficulties. And being a Wally, you may find it even harder to release yourself from your predicament. Parts of your nightmare may repeat themselves, repeat themselves, repeat themselves.

This however is nowhere near as simple as it may sound because many objects are needed to achieve different tasks which will become apparent as the game progresses. Only two objects can be carried at one time. To change an object, pass over the one required and it will be exchanged automatically (to avoid exchange, jump over the unwanted object).

There are many rooms in the house and a wide variety of "distractions" to overcome. Keys will be required to open some doors, to open others, just jump at the handle.

Even though you are asleep, energy is also a factor in this game. At the top of the screen you will see a glass of milk with "Snooze Energy". A short while after the start of the programme this will begin to decrease. It will also decrease if you are hit by an object or you hit an object. To replenish this lost energy there are items of food in the house, which will appear singly and in different locations. Once it has been consumed the next will appear elsewhere, but always in its same location. When your Snooze Energy has run out 3 times, losing 3 lives, you will have to start the game again.

To Load Pyjamarama RUN"PYJ"