

WHO DARES WINS II

8 FIELDS OF BATTLE

Armed with an automatic rifle and a few grenades you must single handedly fight your way through eight Battlefields to rescue your captured battalion. Collect random grenades along the way.

Fight your way to the top of the screen for glory.

Rifle fire press **FIRE** repeatedly.

Launch grenade hold down **FIRE**.

KEYS

C64 Joystick only
Amstrad Joystick only
Spectrum Redefine Keys or Joystick.

INDOOR BOWLING

Spectrum & C64

- 6 skittles
- 2 player game

2 throws for each round, 10 throws for the game. Press **SPACE** to bowl (or **FIRE** on C64).

Amstrad

- 10 skittles
- 2 player game

2 throws for each round, 10 rounds per game. Press **SPACE** or **FIRE** to bowl.

KETTLE

C64 & AMSTRAD VERSIONS ONLY

30 levels C64.
26 levels Amstrad.

GAMEPLAN

Your Kettle is trapped in a complex underground system and you have to break free. There are 30 levels each getting bigger as you progress to higher levels. On loading you are offered two start levels – level 1 and level 4. Should you reach higher than level 4 a third option of this level will be offered as your next start point.

To escape from each level you must locate the tin opener hidden in one of the bubble emitting bowls. Collision with bubbles drains energy. Your only protection is your orbiting "Crizza", 10 hits on the bowl (crizza) and this changes to a diamond, one more hit will reveal either a tin opener; an alien; a bonus) an energy giving jug of water. An alien is destroyed by 10 hits of the crizza.

Your split screen view allows you to monitor your opponent's progress and to help him, hinder him or if you're clever watch him do all the work then nip in to collect the spoils.

Once the tin opener has been collected you move towards the exit, which will open as you approach. In the 2 player mode the 2nd player can follow the player in possession of the tin opener through the already opened exit.

TO MOVE Joystick only

Player 1 – Joystick Port B (Top screen) (C64)
Player 2 – Joystick Port A (Bottom screen) (C64)

PLAYING OPTIONS

2 PLAYER MODE

1. Just see your own bubbles.
2. See both players bubbles a) Kill all bubbles
b) Kill your bubbles only.

1 PLAYER MODE

1. One Kettle a) Kill all bubbles
2. Two Kettles a) Kill all bubbles
b) Kill your bubbles only.

Select options by using joystick to move pointer to required option and press fire to accept option.

NOTE

Crizza Mode
Proceed – doesn't return until fire is released.
Retreat – Crizza returns to its orbit.

OCTAGON

SPECTRUM VERSION ONLY

Select

Load old game – position cassette at start of recording and press **PLAY** or run new game – then choose how many players 1, 2, 3 or 4.

GAMEPLAN

You have been granted secret power derived from the octagon symbol and awake as an OCTON trapped within the confines of a 4 level complex of 60 cells. Your quest is to rebuild your octagon symbol from pieces deposited at the core of your complex. Up to 4 OCTONS may compete against you in your quest. The most skillful players keep the highest "count" on completion of their quest.

TO START PLAY

R – returns you to the indicated cell position.
S – starts play in that cell.

KEYS

Keyboard	Cursor	Joystick
FIRE SPACE		
UP Q	cursor keys	kempston
DOWN A	0 or 1 FIRE	or select cursor

Keyboard cont

LEFT N

RIGHT M

R Return to cell

S to start cell

F Flashes all standons on the current level

O Displays all the OCTON scores

G Saves the game to tape

To be able to change cells you need to collect 4 or more Tokens – Take Standon is then displayed. Press **T** after choosing your next direction standon.

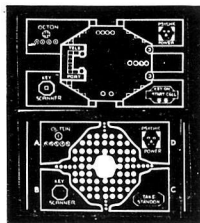
STRATEGIC INFORMATION

1. You start with a "count" of 99999 and this is decremented every time you enter a cell.
2. There are 4 levels and you are transported between them using the special teleports.
3. Move from the start point to the entry cell of the central zone (e.g. player 1 moves from cell 28 to 31) and make sure you have the key to gain transportation to the next level.
4. Your 8 Octagon symbol pieces are situated at the core of your complex after level 4. You are only able to carry 1 piece at a time and must make your way with your piece to your entry cell on level 1 where you may gain access via the teleport to the outer cell.
5. You may only use a teleport of your own colour and only if you hold a key.
6. Your gun will stun the aliens but any contact saps your psychic power.
7. To move to another cell you must remain at least 4 tokens to your standon and you may only exit from white standons or standons of your own designated colour.
8. To build your octagon return from the central core on level 4 to your outer "home" cell on level 1 and you will materialise in an outer cell (all keys could be held and will be displayed on this journey). Move to the position where your collected piece fits and return via the same strategy to collect the remaining pieces.

FINER POINTS

Octagon A indicates the player in control 1, 2, 3 or 4 and the current "count"

Octagon B is the information section and displays **T** tokens collected, keys held and octagon symbol pieces held. Keep your eye on this section for messages.



Octagon C is the key scanner. As each new player starts a new level the cell holding the teleporter key for that level is indicated. It is necessary to collect this key for passage through to the next level. The central number indicates the current level being played.

Psychic power D is reduced by contact with aliens. Once all psychic power is lost all tokens are lost together with a further "count". It is now the turn of the next player if more than 1 player.

Extra tokens (**T**) can be collected (up to 6) and used in subsequent cells.

Watch out for opponents in your cell which could block your exits.

Level 1 has 2 aliens/screen
Level 2 has 4 aliens/screen
Level 3 has 6 aliens/screen
Level 4 has 8 aliens/screen

On completion by 1 player, the others continue and if you decide the winner is the player with the highest count after completion, then the other can still win.

Alternatively the first player to complete could be called the winner. You choose.

TRAP

Guide your spacecraft through 2 tortuous levels of asteroids and alien fire in order to land and proceed by foot to collect the magical ORB which gives you extra fire power on your next mission.

Possession of ORBS is the key to spacecraft selection. To collect an ORB guide your astronaut to it.

On your flying mission it is essential to destroy all aliens, boats and lasers. Failure to do so will make landing impossible.

On screen you will see letters **A, B, L** with a number alongside each. When the number is 0 all are destroyed.

Take your craft to the landing pad and proceed on foot. Collect cargo by flying over it, extra life for dropping cargo onto man.

Refuel by dropping bomb onto fuel dumps – F.

Bomb the "eyes" and the police craft will not appear.

Keyboard

	C64	Spectrum	Amstrad
increase speed	;	Q	K
decrease speed	/	A	M
left	S	O	Z
right	C	P	X
fire	space	space	space
Zapp	A	0	tab
drop cargo	=	1	shift
drop bomb	/&space	A&space	M&space

KEYS

Joystick		fire FIRE
increase speed ▲		Zapp
decrease speed ▼		drop cargo
left ◀		drop bomb ▼ and FIRE
right ▶		

C64 version has a secret demo mode.

Get top score and enter **DEMO** on high score name.

LOADING INSTRUCTIONS

SPECTRUM

Wind tape to the start of the game you require then, **LOAD**™ <**ENTER**>
Press **PLAY** on tape.
+2 COMPATIBLE

AMSTRAD

Wind tape to the start of the game you require then, hit **SHIFT** and small **ENTER** Keys together.
Press **PLAY** on tape.

CBM 64/128

Wind tape to the start of the game you require then, hit **SHIFT** **RUN STOP** Keys together.
Press **PLAY** on tape.

4 IN 1 ▶ AMSTRAD

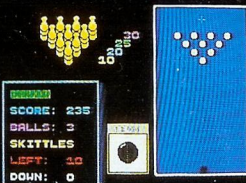
WHO DARES WINS II



KETTLE



TRAP



INDOOR BOWLING

PRODUCED EXCLUSIVELY FOR

WHSMITH

BY



Action pack 3



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4 IN 1 ▶ AMSTRAD

Action pack 3



ACTION PACK 3

AMSTRAD

