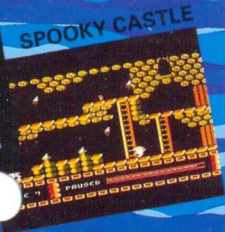
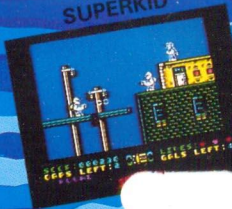
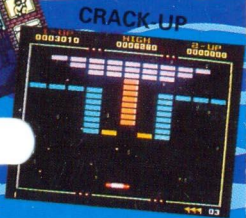
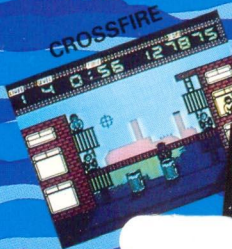
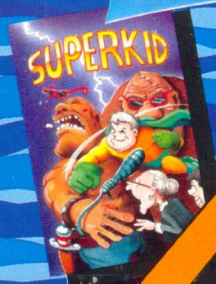


**SUPERKID****SPOOKY CASTLE****JOYSTICK  
REQUIRED****4 GREAT 'ALL  
ACTION' GAMES  
ON ONE TAPE****SCREEN SHOTS MAY BE  
FROM A DIFFERENT  
COMPUTER VERSION****ATLANTIS****AT 427****AMSTRAD  
464/664/6128****4  
GAME PACK****No.1****ATLANTIS****No.1****4  
GAME PACK****AMSTRAD 464/664/6128**

**LOADING:** To load press **CTRL** and small **ENTER** keys together. Press **PLAY** on your cassette recorder. The first programme will now load automatically.

**SUPERKID: (Side 1)**

**CONTROLS:** Joystick.

**H** = Pause, **S** = Resume, **Esc** = Quit.

**GAME:** The Mayor of New York is desperate for help. Warring street gangs have turned his city into a no-go area for ordinary citizens, young and old alike. Someone is needed to protect these citizens from the violence of the gangs, someone who has the power to defeat the gangs and make the city safe again.

His call is answered by Professor Ian Stein, an eminent scientist who has dedicated his life to finding the secret of human flight. Yesterday, the professor's young nephew, Tom Essex, wandered into the laboratory and drunk a complete bottle of the latest formula, mistaking it for a bottle of lemonade. The effect was instantaneous. Not only could Tom fly freely but he also had amazing strength. Now he has a mission in life. A superhero who can clean up the city...**Superkid**.

**INSTRUCTIONS:** The city is split into 3 areas, each of which has a number of citizens to protect. Young girls must be rescued from the roofs of tall buildings and senior citizens must be escorted safely back to the rest home. To kill the gang members you must use your new super powers to fly into them with your fists. Although your new powers give you some protection, you can still die if you are shot too often. Your strength is shown on the "Crimewave Overload" meter and if you allow this to fall too far you will lose one of your lives.

*Continued*

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When the 3 areas of the city have been completed by rescuing all the young girls and seeing the senior citizens safely back to the rest home, you must enter the areas again but this time in twilight. The gangs become even more vicious and your super powers will be tested to the full.

**CRACK-UP: (Side 1)**

**CONTROLS:** Press keys **1** or **2** to select 1 or 2 player game. Joystick **LEFT/RIGHT** to select **START SCREEN** (between 1 & 5). Remainder of 32 screens can only be accessed by completing previous screen.

**GAME:** 'Crack-Up' is a game for 1 or 2 players and features 32 action packed screens. The aim of the game is simply to destroy each wall of bricks and move onto the next screen. But be warned, some of the bricks take more than one hit to destroy them and others cannot be destroyed at all. There are 7 bonus bricks which appear at random (some will appear more than once), these are:-  
**B**, Bonus Level-moves you to next screen.  
**C**, Catch Ball- **Fire** to release.  
**D**, Double Balls-double the damage you can cause.  
**E**, Extended Bat.  
**L**, Laser Bat- **Fire** to cause extra damage.  
**S**, Slow Ball.  
**X**, Extra Life.

**SPOOKY CASTLE: (Side 2)**

**CONTROLS:** Joystick. **H** to Pause (Fire to restart)  
**Esc** to **Abandon Current Game**.

**GAME:** Deep in the heart of Spooky Castle, the beautiful Princess Clare has been imprisoned by evil ghosts. King Michael has promised her hand in marriage to anyone who can save her. You, Gormless Gary, a peasant of limited intelligence,

have volunteered to undertake this dangerous task. Your journey through the castle is fraught with difficulty and danger. Each of the castle rooms is locked, rabid bats will sap your energy and the slightest contact with fire will kill you. Naturally it is also fatal to touch one of the evil ghosts. However, fear not as help is at hand. There are keys to open the doors, the occasional cross to give you extra lives and some potion to increase your energy. Will you be able to save the beautiful Princess or will you stay a peasant for the rest of your life?

**CROSSFIRE: (Side 2)**

**CONTROLS:** JOYSTICK.

**STORY:** The town and docks of old Chicago are in the grip of the Mob. Al Capone and 'Legs' Diamond rule supreme with half the city's politicians and police force on their pay-role. As one of Chicago's bravest policemen, you have been chosen to lead 'The Untouchables', a crack squad of honest police officers whose brief is to rid Chicago of the Mob and return law and order to the city. This is war, but the battlefield is the city's streets. Beware, a face at the window, a shadow on the fire escape, is it the Mob or just an innocent citizen caught up in the **CROSSFIRE?**

**INSTRUCTIONS:** Press **E** key and enter your name. Press **FIRE** to start cleaning up the city. With accurate shooting and ultra-fast reactions, kill as many of the Mob as you can within the time available. If you are too slow or not accurate enough you will be shot and lose one of your 3 lives. Clearing a screen will move you on to the next of 8 location, each of which is more difficult than the last. Beware, shooting innocent bystanders will seriously damage your score, but missing one of the Mob could cost you your life.



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