



AMSTRAD CASSETTE

1

SIDE A

LOADING INSTRUCTIONS:

The games recorded on the two tapes all have the same loading instructions.

If you have a disc system then type: I (shifted@) TAPE (Enter) then type RUN" (Enter).

To help you find the start of each game we have provided the table printed below. Play through each game making note of the tape counter reading at the beginning of each game. Remember to reset the counter at the beginning of each side of the tape.

TAPE 1, SIDE A	TAPE COUNT
Barry McGuigan's Boxing	000
Marsport	
Monty On The Run	
TAPE 1, SIDE B	
Nightshade	000
Night Gunner	
TAPE 2, SIDE A	
Super Sleuth	000
Starion	
Starstrike	
TAPE 2, SIDE B	
Thing On A Spring	000
Xeno	

BARRY MCGUIGAN WORLD CHAMPIONSHIP BOXING

WELCOME TO THE WORLD CHAMPIONSHIP

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship-Boxing. Raw, iron-twisting strength is definitely an asset but for a shot at the title you'll need more than that...like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher and introduce you to the World Championship circuit.

THE WORLD CHAMPIONSHIP CIRCUIT

"The air was electric when the two boxers climbed into the ring. But by the time the bell sounded the end of the sixth round, the electricity was gone and a startled hush had fallen over the crowd. Sonny Robinson, the seemingly undefeatable world champion, was falling prey to an unknown Irish powerhouse named Barry McGuigan. The challenger established his intentions early in the fight. Late in the third Robinson released a left hook that would have knocked out most men. He stood a second, waiting for the tough Irishman to fall to the canvas. Instead, McGuigan came back with a powerful body shot that drove Robinson against the ropes. The champ was stunned. His right crosses didn't seem to slow the Irish attack and his vaunted left jab simply could not keep the aggressive McGuigan at bay. By the end of the seventh round it was clear that Robinson would have to unload his best punches and win by a knockout or not at all. But the effort just tired the champ and with 32 seconds left in the ninth round the powerful Irishman unleashed an explosive uppercut that sent Robinson down for the count".

ACTIVISION GAZETTE, August 5, 1985

Truly an historic day in computer sports. You're probably quite anxious for a shot at Barry and the title, but so are the other boxers on the circuit.

Here are some names to keep an eye on as you move up the ranks: **Sonny Robinson**; the number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with McGuigan, so he won't be easy to beat.

Thunder Thompson, a newcomer to the circuit. He picked up an easy gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt. **Lucky Lou Lyndon**; another newcomer to the circuit who has such tremendous strength that most of Lucky Lou's opponents are still nursing their bruises from their fight with him. Supporters say he has flawless style and execution.

Flash Fenwick; an extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)

Bashin' Bill Snow; a powerful fighter with many years of experience in the ring. Weakens other fighters with his incredible body blows.

BoomBoom Barnett; another powerhouse with a wicked right cross. BoomBoom is an imaginative fighter who often outwits better boxers-quite unusual for a powerhouse.

BOXING STYLES

Dancer; likes to "stick and move". Rarely goes inside.

Boxer; sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.

Mixed; very unpredictable. Hard for your opponents to "read".

Sluggo; no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.

Bulldog; likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

GETTING STARTED

1. The first player is asked to select keyboard or joystick. Use the cursor keys to indicate your choice, and press ENTER to select it. Choosing the joystick option takes you straight to the 'number of players' selection screen, otherwise Player 1 is asked to choose which keys he wants to use for controlling his boxer. If Player 1 selects Joystick, Player 2 must use the keyboard.

2. The keyboard selection menu allows each player to choose which keys represent Up, Down, Left, Right and Fire. Press the keys corresponding to your choice for each one, and then press Y to confirm your choices. Pressing N takes you back to Stage 1, to begin again. You are not prevented from choosing the same key for more than one function, but obviously this is rather pointless! You cannot choose the SHIFT key.

3. When Player 1 has made his selection of control method, he is asked to choose a one or two player game. Player 1 uses his Up/Down and Fire button keys to select and enter the required game. If a One Player game is selected, the program continues as described under the heading ONE PLAYER GAME below.

4. If a two player game is selected, Player 2 is now asked to select his control mode in the same way as Player 1, bearing in mind that only one player may use the joystick. If both players select joystick, Player 2 is forced to use the keyboard with a default choice of keys. Player 2 is not prevented from choosing the same keys as Player 1, but again, this is obviously not advised!

5. At any point in the above procedure, pressing the CTRL, SHIFT and ESC keys together will return you to Stage 1 above, for a fresh start. Once both players have made their selections, the two-player game commences as described below.

6. To pause the game (during the fighting sequence only), press ESC. Pressing any key except SHIFT will restart the game.

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers or World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

1. If you choose a ONE PLAYER game, you'll go to this screen:



GET BOXER
NEW BOXER



Pushing the fire button will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON.

2. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

3. First you use the keyboard to type in the letters and the DELETE key to erase any mistakes. Press RETURN when you are finished.

4. Now, you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through available choices. When you're happy with your boxer point to CONTINUE an push the button to go on.

5. When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER, (rank number 10).

6. This is your fighter's PROFILE screen. When you've analyzed the information press your fire button to continue.

7. Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push the fire button.

8. This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push the button. If you ACCEPT the challenge push the fire button to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes* and notice how they can affect the outcome of each fight:

Endurance

*weak *erratic *average *tough *mighty

Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kessin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT.) Endurance goes down when you are hit and when you miss! The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! Endurance is indicated in the corners of the fight screen.

Stamina

*sluggish *slow *average *quick *lightning

The "toughness" register. Stamina may be thought of as a percentage. When a boxer rests between rounds he gets back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better the chance he will be knocked out. Stamina goes down every time you are hit.

Strength

*feeble *weak *average *strong *awesome

This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw - hit or miss - will drain your strength register.

Agility

*poor *average *good *massive

Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied the strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

Road Work; hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag; the light bag is an agility builder. It also helps produce stamina.

Weights; pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

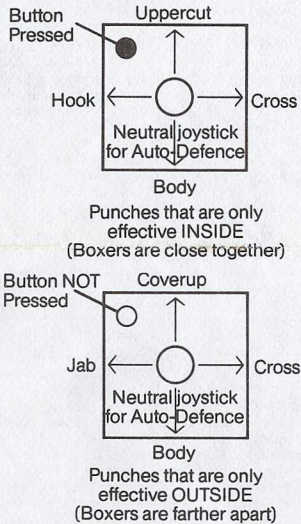
Spar Time; practice in the ring will build all your registers but is especially good at boosting your stamina.

Heavy Bag; punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

To train your boxer simply move the glove to an area and press the joystick button. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press the button.

FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



OFFENCE

Jab; the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook; the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut; the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross; the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head shots - Jab, Hook, Uppercut and Cross - will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots; the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup; the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

Auto-Defence; leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.

2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan...personalized artificial intelligence makes each boxer uncannily lifelike.

3. Create your own boxer...choose race, style, look and image.

4. Take your boxer to training camp to fine-tune his skills...light bag, heavy bag, road work, and more.

5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.

6. Realistic ringside atmosphere...from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

TIPS FOR STARS

We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies midbout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of a knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.

2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.

3. A good defensive strategy if you are INSIDE and in COVERUP is to push your button. Your boxer will throw an uppercut and go right back to COVERUP.

4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push the joystick button because the boxers are definitely INSIDE.

5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.

6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more; so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

Marsport

The Story so far...

The year is 2494. For seventy years, the Earth has been under siege by the Sept, a hive-culture race from the Galactic centre. Since the siege began, the Sept have been kept at bay by a huge sphere of force, which surrounds both the Earth and the Moon. Following the loss of Calcuta, it is obvious that the Sept will shortly have the capability to breach the sphere unless the force field can be strengthened according to the instructions contained in the original plans.

Unfortunately, these plans are thought to be hidden somewhere amongst the City Computers of Marsport, beneath the great Elysium Dome on Mars. Evacuated shortly before the start of the Siege, it is now occupied by Sept of the Warrior and the Warlord castes as a command post. It is also known that the main control computer of Marsport, M-Central, has spent the last seventy years incorporating its own deterrents into the city architecture, making the recovery of the sphere plans highly improbable.

However, to this end, Commander John Marsh, of the underground Terran liberation organisation, HASP, now stands in Marsport, on Level C, at the exit of the access tube to the Space Field, in the belief that a determined man can sometimes achieve more than an army...

How Marsport Works

The Option Screen is presented at the start of the game or when Commander Marsh is unfortunate enough to be killed; it can also be accessed during the game via a keyboard request. The screen offers the following choices:

1. Enter the Game
2. Save the current Game
3. Restore the Game
4. Demo Mode

Note that returning to the option screen from a current game will leave the game-world intact - upon re-entry, nothing will have changed unless a previously saved game has been restored. This allows a game to be saved at a critical point without destroying it. If you wish the option of restarting the game with all the objects in their original positions, save a version immediately after loading the game.

When saving or restoring a game a version number will be asked for - this is to ensure that the right game is restored, so keep a note of version numbers.

The Keyboard controls the actions of the main character.

The following actions may be performed:

- walk left or right
- change camera angle 90 degrees left or right; this is necessary if you wish to turn a corner or view the other side of the road
- enter a doorway; to achieve this on any computer, position Commander Marsh in front of the door and press the enter button
- pick up or drop a specific object; note that objects may only be dropped in certain places - i.e. Lockers, Factor Units, Key Stations, etc.

- select an object being carried for dropping, etc. - the currently selected object is indicated by an asterisk

Note that Commander Marsh can only carry 3 separate objects at any one time.

- fire a Power Weapon, if one is being carried and it is charged

In addition, there are some special function keys available while in the game:

- enter/exit Autorun mode
- freeze/unfreeze frame
- return to Option screen

How to play Marsport

Although Marsport is a real-time adventure, it can be considered as consisting of three distinct objectives:

- locate the M-Central computer; Marsport is a 3-dimensional city, where levels are connected by express tube, which will take you up or down, but probably not both. In addition, many sections of the city cannot be reached until specific problems have been solved

- gain access to Muller's original Sphere plans, held in M-Central's inner sanctum. This will require exploration of Marsport for you find many parts of the city unreachable now open to you

- leave the city of Marsport with the plans intact, which may prove the hardest task of all...

There follows a list of some of the beings and city elements you will encounter as you explore Marsport:

ALIENS are all hostile and deadly to Mankind; you can fight them or run away from them, but you can't ignore them!

ROBOTS have been deployed by M-Central to assist it in guarding the plans - some are harmless information gatherers, some are warden robots that may mistake you for the Sept...

SUPPLY units are the prime source of objects in the game and are continuously replenished.

LOCKERS can be used for storing objects once they are gained.

REFUSE units can be used to dispose of unwanted objects.

CHARGE units are a source of power.

FACTOR units will assemble two or more objects to manufacture a new object.

Note that components of a factoring process are all logically linked so that random attempts at manufacturing objects should be unnecessary; note also that an assembly will not complete while there is an irrelevant object present in the factor unit.

KEY stations will normally require the insertion of a key object to release a nearby wall unit or door. However, note that not all locked doors and units can be opened in this manner - some may require a more active or remote solution...

VIDTEX units provide 'useful' information which is displayed on the large video screen in the status area.

Other wall units are the resting place of M-Central's remote Servorobots and should be approached with care.

Playing Suggestions

1. Map the game carefully - the playing area is vast and the 3-dimensional nature of the city will quickly disorient you.

2. Get a weapon - combat can be avoided but a little aggression will make progress easier, and reduce tension!

3. Examine problem situations carefully; often what is required for a solution will need to be assembled from other objects. All problem situations contain clues to the solution - trial and error methods will normally be fatal!

4. Save the Game regularly - the Save and Restore features take less than a minute!

Keyboard Assignments.

Walk Left/Right - Alternate keys on the bottom row, Z to /

Enter a Door - The ENTER key.

Camera Left/Right - Alternate keys on the second row, A to]

Pick Up/Drop - Alternate keys on the third row, Q to [

Select Object - Top Row, 1 to CLR

Fire - The SPACE bar.

Autorun on/off - The 4 key, on the separate Numeric/Function Block.

Freeze/Unfreeze - The 5 key, on the separate Numeric/Function Block.

Return to Options - The 6 key, on the separate numeric/Function Block.

MONTY ON THE RUN

INSTRUCTIONS TO PLAY

Gameplan

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

The Freedom Kit:

1. Compass
4. Rope
7. Watch
10. Gun
13. Gas Mask
16. Barrel of Rum
21. Torch
2. Jet Pack
5. Generator
8. Ladder
11. Floppy Disc
14. Telescope
17. Axe
19. Map
3. Disguise
6. Laser Gun
9. Hand Grenade
12. Passport
15. Tank
18. Kit Bag
20. Hammer

General tips for object selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

Freedom Kit Selection

On the opening screen, use the Left and Right keys to place the required item in the central position (item will flash) and press the Down Key to select. When five items have been selected, press Fire to start. The numbers on the items correspond with the numbers on the inlay card.

How to Move

Keyboard:

Q - Up

O - Left

SPACE - Jump

A - Down

P - Right

ESC - Abort Game

H - Pause On/Off

or use Joystick

JOYSTICK CONTROLS

Your Adventurer can be fully controlled by using a JOYSTICK, by replacing the LEFT, RIGHT, FORWARD and FIRE commands.

DIRECTIONAL CONTROLS

PICK UP operates automatically when passing over the object.

SOFTLOCK SECURITY CODE RESPONSE

1 203	101 648	201 81	301 28	401 921
2 605	102 141	202 388	302 769	402 856
3 662	103 855	203 414	303 968	403 90
4 978	104 714	204 970	304 799	404 324
5 210	105 159	205 344	305 211	405 399
6 726	106 390	206 717	306 666	406 281
7 645	107 91	207 218	307 642	407 601
8 726	108 521	208 411	308 897	408 276
9 346	109 974	209 586	309 909	409 667
10 585	110 649	210 92	310 530	410 75
11 595	111 320	211 397	311 157	411 330
12 604	112 320	212 22	312 72	412 518
13 206	113 84	213 469	313 979	413 725
14 201	114 280	214 258	314 454	414 789
15 734	115 410	215 713	315 272	415 975
16 287	116 157	216 593	316 150	416 853
17 718	117 651	217 282	317 794	417 735
18 205	118 390	218 656	318 793	418 837
19 284	119 966	219 328	319 975	419 475
20 281	120 73	220 787	320 151	420 988
21 218	121 220	221 923	321 327	421 534
22 589	122 582	222 522	322 145	422 7
23 390	123 897	223 663	323 258	423 386
24 339	124 394	224 18	324 75	424 965
25 536	125 731	225 275	325 646	425 897
26 206	126 459	226 266	326 328	426 350
27 790	127 1	227 136	327 671	427 26
28 346	128 14	228 794	328 669	428 784
29 466	129 142	229 325	329 728	429 202
30 970	130 973	230 391	330 989	430 973
31 855	131 774	231 605	331 213	431 792
32 147	132 971	232 4	332 532	432 335
33 402	133 203	233 593	333 964	433 598
34 146	134 768	234 837	334 645	434 987
35 272	135 851	235 664	335 735	435 786
36 769	136 219	236 477	336 587	436 384
37 350	137 855	237 26	337 194	437 591
38 536	138 768	238 531	338 452	438 844
39 450	139 794	239 474	339 26	439 654
40 925	140 839	240 785	340 324	440 923
41 456	141 469	241 517	341 656	441 87
42 727	142 785	242 3	342 859	442 259
43 778	143 262	243 129	343 837	443 985
44 979	144 455	244 909	344 332	444 394
45 532	145 534	245 411	345 529	445 322
46 196	146 12	246 476	346 531	446 919
47 781	147 477	247 924	347 973	447 662
48 72	148 204	248 650	348 526	448 4
49 348	149 271	249 543	349 205	449 142
50 405	150 984	250 478	350 842	450 29
51 279	151 19	251 25	351 131	451 280
52 261	152 143	252 351	352 347	452 531
53 787	153 964	253 526	353 473	453 844
54 395	154 154	254 193	354 343	454 541
55 971	155 834	255 267	355 280	455 907
56 280	156 276	256 92	356 153	456 643
57 397	157 412	257 469	357 586	457 520
58 922	158 330	258 90	358 583	458 768
59 605	159 471	259 400	359 391	459 541
60 464	160 82	260 24	360 159	460 333
61 641	161 339	261 412	361 132	461 200
62 862	162 413	262 283	362 529	462 779
63 660	163 31	263 389	363 586	463 135
64 89	164 204	264 647	364 727	464 641
65 217	165 659	265 849	365 655	465 969
66 149	166 786	266 967	366 200	466 159
67 94	167 200	267 348	367 347	467 10
68 974	168 339	268 3	368 925	468 713
69 206	169 774	269 155	369 720	469 583
70 541	170 20	270 146	370 536	470 660
71 590	171 457	271 384	371 129	471 131
72 464	172 7	272 922	372 449	472 726
73 604	173 448	273 990	373 390	473 145
74 205	174 94	274 21	374 82	474 905
75 215	175 919	275 774	375 662	475 832
76 721	176 537	276 655	376 399	476 82
77 67	177 781	277 6	377 900	477 405
78 277	178 142	278 144	378 1	478 321
79 770	179 12	279 467	379 327	479 143
80 323	180 533	280 660	380 348	480 348
81 658	181 3	281 411	381 415	481 584
82 157	182 465	282 459	382 723	482 332
83 332	183 913	283 71	383 330	483 332
84 451	184 987	284 659	384 776	484 149
85 0	185 846	285 285	385 582	485 131
86 151	186 2	286 983	386 785	486 846
87 860	187 453	287 339	387 976	487 791
88 909	188 261	288 217	388 989	488 146
89 198	189 596	289 476	389 903	489 208
90 708	190 596	290 213	390 979	490 521
91 284	191 926	291 285	391 832	491 843
92 861	192 28	292 835	392 713	492 148
93 981	193 156	293 975	393 140	493 647
94 138	194 261	294 413	394 842	494 73
95 23	195 462	295 2	395 153	495 341
96 211	196 983	296 322	396 402	496 967
97 466	197 215	297 344	397 276	497 731
98 5	198 971	298 972	398 980	498 339
99 391	199 920	299 918	399 347	499 927
100 215	200 989	300 286	400 326	500 2

NIGHT GUNNER

NIGHT GUNNER is an action packed arcade game based upon a Second World War scenario. You are the gunner and bomb aimer whose task is to defend your plane against enemy attack and destroy the ground forces in each of the challenging missions. The rewards are high for the expert marksmen, but beware, the battle becomes tougher with each new mission.

LOADING:

When the program has loaded the user is prompted for a Softlock security code. The response code is found in the table after the instructions, and the reply is entered using keys 0 - 9 and ENTER. The program allows 3 attempts for the number to be entered correctly. The game is now ready for playing.

OPTIONS

The game options are set using the number keys during the title page.

1. Number of players: 1 or 2
2. Player 1: 4 skill levels
2. Player 2: 4 skill levels

CONTROLS

Plane/sight movement: Joystick or cursor keys

Fire: Fire button or space bar

Hold: Tab

Abort: Escape

SCREEN DISPLAY

The score and number of lives for each player is shown at the top of the screen, player 1 on the left and player 2 on the right. The high score is displayed in the centre of the panel.

PLANE INFORMATION

The status panel at the bottom of the screen displays the following information:

The time remaining for each mission is displayed in the left most window, 'T' indicates the time to target, 'B' indicates bombing time. The next window indicates a hit which is accompanied by a red border. Damage is displayed on the plane in the centre of the panel:

Green - all clear, Yellow - damaged, Red - destroyed.

Plane height (when applicable) is shown to the right of the status plane. Ammunition stocks are shown on the right.

Two warning lights are available, the 'TUR' light indicates when the turret has been damaged or destroyed, whilst the 'ALT' light provides a quick guide to the height.

GAME PLAY

Plane defend: You must defend your plane against the attacking fighters on the flight to and from the bombing target by shooting them down. The gun sight is moved by using the keyboard or joystick and guns fired by using the space bar or fire button. Just like a real gun, there is a time delay from when the bullet is fired to when it hits the target. This has to be allowed for by aiming the gun in front of the moving target. Points are scored for enemy planes, barrage balloons and the bonus plane.

Bombing or rocket ground attack: Each mission alternates between high level bombing targets and low level rocket attacks. The bombing/rocket sight allows for your plane's movement when aiming at the targets but you have to make allowances for moving targets. The amount scored depends upon the distance the bomb or rocket is from its target.

Flak will be fired at you during ground attack missions, its accuracy dependent upon how much you weave about the sky. Long periods of straight and level flight during a bombing mission will result in you being illuminated by a searchlight. This will obscure your target and put you under very heavy fire from flak. Escape from the searchlight by manoeuvring your aircraft. During high-level bombing, control your plane using the left, right, up and down controls. Climbing and diving will affect your aircraft speed. During rocket attacks, the pilot continually gives your height. Climb to get sufficient height and then dive onto your target, release a rocket and pull out of the dive. If you hit the ground you will lose a life.

The sight on the ultimate mission is different from all the others. Adjust your height so that the two spots on the screen from a figure 8, line up the two bars onto the centre of the towers and release your bomb.

PLANE DAMAGE

This is caused by attack from the enemy planes or being hit by flak on the bombing runs. The amount of damage being indicated by the aircraft status symbol. Yellow areas on the status plane indicate where it has been damaged and red areas where it has been destroyed. If the damage is serious you will crash and lose a life. The damage can be divided into five areas: the flight deck, engines, wings, tailplane and gun turret.

Flight deck: Damage will result in random movement of the plane during ground attack missions, making bomb and rocket aiming difficult. When the flight deck is destroyed the plane will crash. Engines: If enough engines are destroyed or damaged before the bombing run then the bombs will be dropped. If 3 or more engines are destroyed then the plane will crash.

Wings or tailplane: If these are damaged it has no effect on the performance of the plane, but if they are destroyed then the plane will crash.

Gun turret: If this is damaged the sight will not move as quickly as normal. When it is destroyed the sight has no movement but the guns can still be fired.

Although the concept of NIGHT GUNNER is based upon the Avro Lancaster four-engined bomber, it is not intended to be a simulation.

SIDE B

NIGHTSHADE

THE LOST VALLEY

Somewhere between the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.

All remained peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.

Death and hunger spread, and all who remained within the walls of the village became stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control by darkness.

THE PLAGUES

The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fairs, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.

THE STORY TELLER

Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village. The old story teller's eyes widen into fiery gems as he recalls and relives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever."

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village. This story is continued by playing this most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL

CONTROLLING YOUR ADVENTURER

LEFT Your Adventurer will turn Left using the Z, C, B, M, . and \ keys.

RIGHT Your Adventurer will turn Right using the X, V, N, , and / keys.

MOVE FORWARD Your Adventurer will Move Forward using any key on the second row A, S, D, F, G etc.

PAUSE The whole game can be continuously paused using the SHIFT Keys.

FIRE Your adventurer will Fire his antibodies using any key on the third row Q, W, E, R, T etc.

VIEW You can alter your view of the game by using the SPACE key.

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KIDPLAY

AMSTRAD CASSETTE

2

SIDE A

LOADING INSTRUCTIONS:

The games recorded on the two tapes all have the same loading instructions.

If you have a disc system then type: I (shifted@) TAPE (Enter) type RUN" (Enter).

If you have a tape system then only type RUN" (Enter).

To help you find the start of each game we have provided the table printed below. Play through each game making note of the tape counter reading at the beginning of each game. Remember to reset the counter at the beginning of each side of the tape.

TAPE 1, SIDE A	TAPE COUNT
Barry McGuigan's Boxing	000
Marsport	
Monty On The Run	
TAPE 1, SIDE B	
Nightshade	000
Night Gunner	
TAPE 2, SIDE A	
Super Sleuth	000
Starion	
Starstrike	
TAPE 2, SIDE B	
Thing On A Spring	000
Xeno	

GRUMPY GUMPHREY SUPERSLEUTH

Gameplan

You take the role of Gilbert 'Grumpy' Gumphrey, the ageing store detective who, as well as catching shoplifters, has lots of other tasks to fill his day. A scrolling message appears on screen to tell you what your next job is to be: it is then up to you to complete the task. Eg: A gun located in the Manager's office on the top floor to shoot the ducks (for hints on object selection - see 'How to Move'). Each job must be completed within the time limit, (this varies for each task depending on the difficulty). Once the task has been completed within that time, a bonus is awarded, but be warned - if you should fail to finish it in time you will have to report to the Manager's office. Once there, a warning letter will be issued, and, failure to report to his office within half an hour will result in instant dismissal! When you get a message from the Manager, you must stop what you're doing and immediately do as he asks, only returning to your original task once he is happy, as long as you have not already run out of time for that task. You will become used to the daily routine: keep an eye on the digital clock on the screen so that you can be ready for your regular jobs! The store opens at 9 o'clock in the morning and you will be told to be out of the store when it closes at 5.30. You will have about half an hour to leave but don't linger for too long otherwise you'll be sacked! However, you must use your common sense; for instance, if you're busy putting out a fire, you must stay and finish the task otherwise you'll be sacked for letting the store burn down! You just can't win! Watch the arrow at the bottom of the screen carefully; the more it decreases, the nearer you are to getting a warning letter - four of those and you're out of a job! If you should fail to complete your tasks on the first day, you will go through the next few days until you manage to complete them all - or until you get sacked! On completion of all the tasks you have been set, you are given the option to end the game. Or perhaps you'll risk another day at the store...

How to Move

Q Left W Right P Up L Down SPACE Fire
D Drop/Pick Up T Re-Read Message S Scroll Objects
(Use this function to move the object you want to discard to the right of the 'Objects' box)

Joystick:

Keys 'D', 'S' and 'T' are still needed when using joystick.

Features

Ducks, Gorilla, Hippo, Policeman, Children, Old Women, Female Shoppers, Manager, Pipe Smoker, Lost Baby, Fires, Floods, Bugs, Thief, Toy Soldiers.

Useful Items

Toolbox, Castor, Lollipop, Tea Cup, Handcuffs, Skateboard, Banana, Gun, Glasses, Umbrella, Key, Aerosol Can, Money, Fire Extinguisher, Hammer, Fire Bucket, Cage, Wooden Box (can be stood on to reach certain items).

Scoring

Shooting ducks 250 points
Killing bugs 250 points
Picking up Object 100 points
Extinguishing fire 250 points
Completing a day 10000 points
Bonus points for completing task

STARION

INTRODUCTION

STARION is a multi-dimensional 243-zone space-time travel simulation requiring reflex skills, analytical powers, stamina and a keen sense of adventure.

The game utilises the most advanced vector graphics system ever developed for a home computer, and will run on any Amstrad CPC 464 or 664. Control may be by either the keyboard or joystick.

SCENARIO

The year is 2010 and your name is Starion. Fresh out of Space Academy, you have been selected as their brightest pupil to pilot the world's first timeship, the S S Stardate. Your mission: to boldly go back in time and correct the devastation wrought in the Space-time continuum by evil aliens from all the other worlds that have achieved time travel before you.

As you progress through the game, your ability as a pilot increases. You are rewarded with promotion through the ranks from Novice to Supreme Commander. If and when you finally reach Event Zero before the beginning of time (event one), then you become the earliest thing to exist and must by default assume the ultimate title of CREATOR of all that follows.

CONTROLS

The main controls for your ship are as follows:

Bank Left - I
Bank Right - P
Dive - W
Climb - C
Accelerate - E
Decelerate - Q
Fire Laser - N

In addition the following controls may be useful:

Target sights on/off - T
Sound on/off - S
Hold action/continue - H
Status report - R
Abort Game - ESCAPE

You may also select your own choice of control keys or joystick.

THE NATURE OF SPACE-TIME...

The space-time continuum is constructed of 3 'time blocks' and each time block is a 3x3 array of 'time grids'. Each time grid is a 3 x 3 arrangement of time zones. Taking into account the 3 dimensions of space itself, there are thus 243 time zones in 8 dimensions.

Each time zone represents the state of the observable universe during a given year in earth history. The time-travelling aliens have wrought havoc on your past by removing items of historical significance from their correct time zone to one of the eight neighbouring time-zones in the local time grid, by means of their heavily-armed timeships.

THIS IS WHAT YOU DO...

To save the universe from chaotic collapse you must proceed as follows...

Engage and destroy the enemy ship in your time zone by space combat. The dead alien's cargo will materialise in the form of an alphabetical letter. Collect this letter by coming to a complete halt in its centre. It will be stowed in your hold and attacks will continue until you have destroyed the enemy fleet and collected all the letters.

The on-ship computer will now ask you to unscramble the letters to identify the original cargo dislodged in time by the enemy. Having done this, you must locate the entrance to a time warp and fly into it. The time-grid will be displayed. Now decide which of the eight neighbouring time zones is the year in which your cargo belongs.

The jump is made and you appear in a new time-zone. Your first task is to land on earth (fly straight into it) and see if your cargo will solve the historical problem. If you have the correct cargo, then it will be ejected, your oxygen and fuel will be replenished and you may do battle with a new breed of enemy for the next item.

If you have jumped to the wrong time zone, then you will still have to destroy enough ships, mines and enemy missiles to liberate sufficient energy to create a new time warp, but no enemy cargo will appear. Only then will you be able to escape, still carrying the same cargo.

Once you have corrected history in all nine zones in the time-grid, the warp formed after the next battle will take you to one of the eight neighbouring time-grids in the current time-block. You must take the first letter of each of the nine items you have moved and unscramble THESE to form a password which, when entered into the flight computer will convince it that you are capable of inter-grid time travel.

Having completed all nine time-grids in the current block, you must unscramble the initial letters of the nine grid passwords to form the password for inter-block time travel down the next time warp. At this stage just one third of history has been corrected. When all three time blocks (and hence all 27 time-grids and all 243 time zones) have been corrected, you will have three inter-block passwords. Take the first and last letters of each, unscramble them, and you will have the six letter master password which will permit exit from the space-time continuum. You will then yourself become event zero, and have achieved the title of CREATOR

RANKINGS

Your achievements for mankind are rewarded with ascending rank as follows:

ACHIEVEMENTS:

None
One complete time zone
Line of 3 time zones
One complete time-grid
Line of 3 time grids
One complete time block
Two complete blocks
Three blocks and Event Zero

RANK:

Novice
Chronotourist
Trizoner
Grid Master
Triple Grid Master

Space Admiral Supreme Commander CREATOR

INSTRUMENTS

Looking from left to right at your instrument panel, you will see: the speedometer, measuring the magnitude of your velocity. Next, the hull thermometer. This registers higher at high speeds, and the hull is also heated by excessive laser fire. Next there is a display of the letters in your cargo hold, followed by the essential biplanar scanners, which provide all-round detection.

The first (X-Z) scanner gives you a view around you in the horizontal plane in which you are flying. You are in the centre and flying 'up' the screen, so an enemy a long way to your left and behind would be in the bottom-left corner of the display.

The second (Y-Z) scanner lets you know how far above or below you the enemy is, by providing a view around you in the vertical plane, in which you are flying at centre towards the right. Thus an enemy ahead and above would be towards the top-right corner of the scanner.

Enemies are indicated by plus (+) signs, their missiles and mines by dots (.), while everything else is indicated with minus (-) signs. With practice you will become skilful enough to locate anything anywhere in 3-D space just by glancing at the scanners. Adjacent to the scanners you will see a set of pitch/yaw/roll indicators, and above them a calendar giving the year of the current time-zone. The final two gauges give your fuel (hydrox) and oxygen levels, and below them you will find a display of the remaining hulls on your ship.

Your ship is a multi-hulled vessel, and impacts with mines, rocks and missiles will increase the outer hull temperature. The more potent weapons will destroy a hull completely.

PLAYING TIPS

As with most arcade games, your ability to control the S.S. Stardate, your combat skills, and your sense of position will improve with practice.

Rocks, binary rocks and other space debris will not be destroyed by laser fire, so you must avoid them.

As your historical knowledge grows, you will soon be able to take the fastest route around each time-grid, in nine steps, thereby gaining points for conserved fuel and oxygen. You will also gain points for destroying enemy ships, mines and missiles.

STARSTRIKE

"...suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these, however, an attacker was forced to run the gauntlet of the base's heavy ground and space defences. To penetrate these a new generation of starfighters was created, "the STARSTRIKE series".

INSTRUCTIONS

Section

- Shoot enemy ships and fireballs.
- Shoot ground bases and fireballs, avoid hitting towers and ground bases. Shoot tower tops for extra bonus.
- Shoot fireballs. Avoid obstacles in trench.
- Shoot reactor pods between rotating towers to deactivate force field.

Operation	Joystick	Cursor	Keyboard
Dive (down)	Forward	↓	[Shift] (either)
Climb (up)	Backward	↑	[Caps lock] [Enter] (large)
Left bank	Left	←	< ,_ 0,1,4,7, (numeric pad)
Right bank	Right	→	> ,* 3,6,9, [Enter] (small)
Fire	Button	[Copy]	[Space] *2,5,8,(numeric pad)

GENERAL

ESC Pause/Resume
DEL Abort game (when paused)

SIDE B

THING ON A SPRING

Instructions to Play

The evil toy Goblin is creating havoc amongst the children by casting spells on their beloved toys and ordering them to go to his factory, deep in the earth.

How can he be stopped? What can we do? Who can do it? There's only one capable - our hero - THING ON A SPRING!!

Our hero has infiltrated the Goblin's factory. He doesn't know what to expect or where to go. All he knows is that there are nine pieces of jigsaw he must collect so that when they're put together, he will have a clue as to how he can kill the evil Goblin. The Goblin has laid many traps and has forwarned his guards and ghouls that an unwelcome visitor could soon be in their midst. All THING needs to keep going is oil for his spring, which can be found in the factory complex, but beware - as the ghouls and guards are intent on seeing THING seize up and rust!

The Goblin has disguised 5 switches which control gadgets that you must use to explore the whole complex and ensure the demise of the Goblin. Good luck!

Scoring

Collect Jigsaw 400 points
Oil 100 points
Switch 200 points
Kill Goblin 1000 points
+ Time Related Bonus

Re-Start Game: ESC You'll find it necessary

Music - ON/OFF F1 Pause on F2 Pause off F3

How to Move Use Joystick

Keyboard

Left Z Duck and Leap ?/ Right X Somersault Space

To Re-Define Keys - Press R when on the Title Page

Xeno

Souvenir Programme for the

2386 Earth Congress Xeno Championship Games

The flat face of Io stretched into the distance. The only buildings were a scattering of E.A. (Earth Atmosphere) huts, and the only lifeforms a small crowd of miners and pioneers. Across an improvised field two suited men pursued an ice puck, pushing, kicking and propelling in any other way they could think of, two large blocks of solidified methane gas. They were not too gentle about it, either. If a block hit a man instead of the puck, it was just too bad.

Then one kicked his gas block into the puck hard and accurately enough to ricochet it between two metal poles stuck into the iron-hard ground. He danced clumsily in the air, encumbered by his suit and the uncertain gravity. His pleasure was not very long lived. His opponent rushed at him and knocked him over. Before long a full-scale brawl had broken out, involving players and spectators. Even the referee joined in.

The game we now know as Xeno, named after the Earth colony on Io, began as a rough and almost ruleless pastime among that colony's platinum miners. Labouring long hours in harsh conditions, making big money but having nothing to spend it on, they found that Xeno provided the dual attraction of exciting activity and something uncertain on which to gamble their wages. In the game as played in this pioneer community, almost anything went, although actually killing your opponent was considered unsporting.

That was almost a century ago. Our modern game is a more sophisticated and humane affair, though still a tough test of reflexes and athletic ability, not to mention courage. Using the technology of our age, the players now set atop ground saucers, harnessed and protected, their vital signs electronically monitored to pick up early evidence of physical damage. Danger and accidents are unavoidable, but the methane blocks and the unbridled brutality are gone, thank goodness!

Today, versions of Xeno are played by children on frozen lakes and at ice rinks. There are computer and table-top versions, enjoyed

by all age groups. The great players, such as Kroen, the current Earth Champion - are folk heroes. This series of Championship Games will be watched by tens of billions throughout the inhabited galaxy, and revenues from advertising, vidicast and stadium receipts alone run into trillions of credits every season. In the mining camps and the trading stations, though, Xeno is still played with the same 'vigour' and disregard for the niceties as in it's early days on Io.

THE OBJECT

Xeno has one- or two-player, keyboard or joystick options. Each player controls a manoeuvrable disc in an attempt to push a smaller puck through his opponent's goal. The winner is the player who scores most goals in the game.

SETTING THE GAME VARIABLES.

You can vary certain aspects of the game to suit your level of playing ability. This facility gives Xeno infinite variability.

DEFINING KEYS

If you take the keyboard option, Xeno will ask you to define each key function in turn. If you also choose two-player mode, be sure to define your keys carefully so that both players can easily operate them without getting in each other's way during the course of the game.

SETTING THE SHOT TIME-OUT

Control of the cursor showing the direction your saucer/disk will travel switches automatically from player to player after a pre-set time interval. This interval is the time-out period. It is entered as a single number of seconds, from 1-9. By entering 0 you can disable the time-out facility.

SETTING THE LENGTH OF QUATERS

Xeno is played in four quarters of equal duration, which may be varied from 1-9 minutes.

SETTING THE COMPUTER HANDICAP.

You can handicap the computer by slowing down it's response to your shot. The handicap values range from 0-9. The Xeno program has default settings. Follow the screen instructions if you wish to change these.

You are now ready to play Xeno.

GAMEPLAY HINTS The rules of Xeno are very simple. Play proceeds in turns from one side to the other, each player moving his disc in such a way that the puck is deflected in the desired direction.

You may knock your opponent's disc out of position, or retreat to cover a possible shot at goal. In either case it is not necessary to make contact with the puck.

When setting the variables, give some thought to the consequences. With a very short time-out, you may have insufficient time to react. Also, if a quarter is too long, you will have to maintain your concentration for a considerable time.

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