

AGENT X II

The Mad Professor has a plan to ruin the world economy. He has set up an underground base on the moon. From this hide out, he is planning to unleash his terrible Zit Ray.

You, as Agent X, must go to the moon, fight your way past wacky Waglots, enter the sinister secret sub surface stronghold and surprise the scientist in a single stupendous showdown for supremacy.

CONTROLS

You are offered a menu at the start of the game allowing you to choose from Joystick or Keyboard control. Redefine the keys or Start play.

ZUB

Your mission is simple, you must make your way to the Planet Zub 10, steal the green eyeball of Zub and return to Zub 1. In order to travel undetected you must use the Zub Teleport Network which is no longer used due to the continuing Zub Wars.

Each planet has three teleport units which are in orbit, a mile or so above the planet surface. To reach them you must negotiate a series of floating platforms which can be moved left or right under your control. Each of the three units will transport you to a different planet within the Zub system.

Each planet is protected by its own fleet of security robots. Some of these are relatively harmless and will merely attempt to push you off the platforms. Others, however, are armed - these should be approached with extreme care. Watch out for the ZIRK BOMB, accidentally activating this could be disastrous.

CONTROLS

Keyboard controls are definable and several joystick types are catered for. Follow the on screen instructions.

KEY	FUNCTION
FIRE BUTTON	PLASMA BOLT
UP	JUMP
DOWN	CROUCH/CONTROL PLATFORM
LEFT	WALK LEFT/MOVE PLATFORM
RIGHT	WALK RIGHT/MOVE PLATFORM
FIRE	STARTS THE GAME

To move a platform crouch and push in the direction you wish to go.

RASTERSCAN

The game takes place aboard a large spaceship, the Rasterscan. After a skirmish the Rasterscan is badly crippled and drifting helplessly towards a star.

The player takes the role of a small robot by the name of M.S.B. Unfortunately M.S.B. is only remaining program is how to repair toasters and it hasn't a clue how to operate the spaceship.

The object of the game is to repair and control the Rasterscan preferably before it collides with the star!

M.S.B. can use an object to teleport from one place to another. This is done by placing the M.S.B. over the object and pressing fire, moving the M.S.B. to the object's destination and pressing fire again. The object will appear directly below M.S.B.

All machinery and instruments can (once repaired) be operated by plugging M.S.B. into them.

Locks can be opened by completing a simple logic puzzle.

The Generator must be repaired. Part of the fuel pipe runs outside the ship. M.S.B. must collect a pipe section from the store, find and repair the leak.

You must switch on the scanner which is located on the bridge of the ship. In a room near the scanner are the switches, and by using the correct combination you will switch on the scanner.

CONTROLS

Joystick or Keyboard.

Q	- UP	P	- RIGHT
A	- DOWN	SPACE	- FIRE
O	- LEFT		

DESTRUCTO

You have just seven days to prevent Dr. Destructo from carrying out his evil plans and launching a massive global attack.

Your mission is to destroy the Dr. Destructo and his island stronghold in just seven days. The buildings and fleet of the Destructo Empire are destroyed from the impact of shot down air and space craft, or by the bomb which is allocated to each player per screen. Each impact will remove a small section of the ship, island or building. When the missing sections amount to a gap through to the base, a leak is created and a water spout is formed. Most objects need three leaks in order to be successfully destroyed.

CONTROLS

Joystick or Keyboard.

Single play - joystick in port one or keyboard.

For two Players: Player one - joystick in port one.

Player two - joystick in port two or keyboard.

	JOYSTICK	KEYBOARD
Anti-clockwise	LEFT	Z
Program	RIGHT	X
Accelerate	UP	SHIFT
Launch Bomb	DOWN	SPACE BAR
Shoot	FIRE	RETURN/ ENTER
Pause/P	Resume/Return	
Quit/Q	(while in pause mode)	
Sound Swap/S	(while in pause mode)	

CURSE OF SHERWOOD

Sherwood Forest has been taken over by the evil and ruthless Cult of Sagalia. Robin and his men fight on bravely, but the odds are stacked against them. You, as Friar Tuck are their only chance of survival. Solve the clues hidden in the rhyme and destroy the evil force.

For fire protection you must amass Werewolves fangs and a Scrying glass
Then travel through the misty wood
To take them to the Witch of Good

From the man of solitary means
A parchment guide is what you need
Without it you may go astray
And in the forest lose your way

To buy the means to safety walk
A fiery monster you must stalk
He holds the price with precious metal
Convey to the hermit without much fettle

A silver cross must be found
Before you feel safe and sound
On the pentagon it must be dropped
And the portal or evil will be stopped

The solution lies in the rhyme. Study it carefully. To pick up an object walk over it.

CONTROLS

Joystick or Keyboard

LEFT	- Z	DOWN	- L
RIGHT	- X	FIRE	- SPACE
UP	- P		

180 DARTS

You are now the proud owner of the one and only REAL darts game around. 180 has eight tough computer

opponents waiting to take you on in the one player option, or a two player option for when your friends want to join in. It also has a practice game for you to improve your skills.

When you try the practice game first, it is there to help you become more skilful at throwing the darts. Practise against the clock. You have to hit each number in sequence from 1 to 20, in a limited time.

In the main game you have to see who can score 501 first, on a best of three basis. To finish you must throw a double. The bullseye in the centre of the board counts as double 25.

CONTROLLING THE THROW

Joystick is recommended, but if you use the keyboard follow the on screen instructions to define your own choice of keys, and also to choose your joystick interface.

Push to start the hand in motion. You will notice very quickly that up, down, left, and right don't work! Only diagonal movement are responded to. Press fire to throw.

LOADING INSTRUCTIONS

644: Press CNTRL and small ENTER
644/6128: Type ITAPE and press ENTER Press CNTRL and small ENTER - Tape.
Run 'Disk'

LADANWEISUNGEN

644: CNTRL und die kleine ENTER-Taste drücken.
644/6128: ITAPE eintippen und ENTER drücken. Dann CTRL und die kleine ENTER-Taste drücken.

ISTRUZIONI DI CARICAMENTO

644: Premere CNTRL ed ENTER piccolo.
644/6128: Battere ITAPE e premere ENTER Premere CNTRL ed ENTER piccolo.

INSTRUCTIONS DE CHARGEMENT

644: Appuyez sur CNTRL et ENTER minuscule.
644/6128: Tapez ITAPE et appuyez sur ENTER Appuyez sur CNTRL et ENTER minuscule.

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