

LOADING

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. After a short delay a game selection screen will appear.

GAME SELECTION

When the game titles appear on the selection screen there are three modes for choosing which game to load:

- (a) Use the left and right cursor keys (\leftarrow \rightarrow) to move the flashing highlight and large arrow to the required game. Press the SPACE bar to load.
- (b) Use joystick left and right to move the flashing highlight and large arrow to the required game. Press the fire button to load.
- (c) Press 1, 2 or 3 to move the following highlight and large arrow to the required game. Press the SPACE bar to load.

Once your selection has been made your chosen game will automatically load.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

SHORT CIRCUIT™

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THE GAME

Number 5 is alive! - a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire.

A million to one chance has resulted in a lightening bolt striking the automaton and bringing it conciousness.

Now the scientist who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the weapons he is carrying kill millions of civilians - and the security chief wants to blow him up so that he can get home in time for dinner.

You are Number Five...You are alive and you aim to stay that way!

CONTROLS

The game is controlled by either keyboard (redefinable) or joystick and is compatible with most interfaces.

KEYBOARD

PART I

Default selection
A - Select
S - Up
X - Down
N - Left
M - Right

PART II

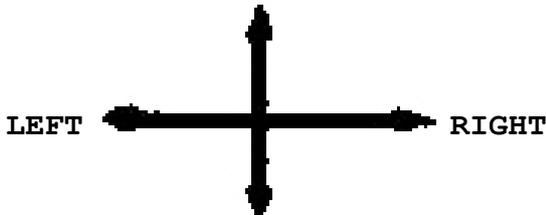
Default selection
A - Lazer Fire
S - Jump
X - Duck
N - Backward
M - Forward

Symbol Shift and Q simultaneously to quit.

JOYSTICK

PART I

UP

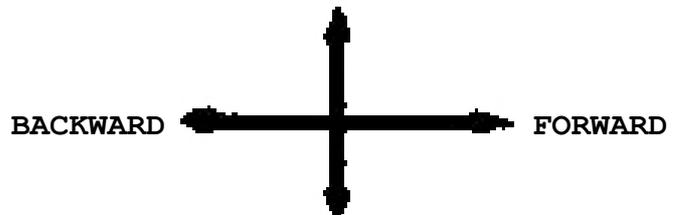


DOWN

FIRE - SELECT

PART II

JUMP



DUCK

FIRE - LAZER

Symbol Shift and Q simultaneously to quit.

GAME PLAY

PART I

The action is divided into two parts...First you must help No. 5 escape from the Nova complex having collected the 3 essential "Jump" and "Lazer" accessories. To achieve this you must solve a variety of problems - opening doors and duping the security robots.

COMPUTER LINK

To aid this task you are equipped with the ability to "Log on" to a computer terminal and load in six additional function programs (only three per terminal). Find a terminal and, while in contact with it, press select. Now download function programs by following the prompts of the printer display.

SELECT FUNCTION

Pressing select while NOT in contact with any furniture will change the function program to be used (which appears between two arrows on the status display).

Pressing select while IN contact with any furniture will run the function program (These programs are easy to use and it is helpful to follow the prompt on the printer at all times). E.G. pressing select whilst in contact with a palm tree, with the search function

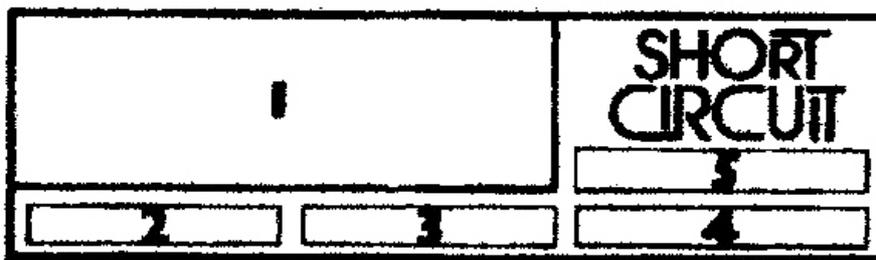
```
Printer display      ..... Searching
                   Palm
                   Found a .....
                   £1 coin take Y/N
```

Now press Y or N to obtain the £1 coin, which may be used elsewhere in the program.

PART II

Having escaped from the Nova complex flee for your life and shake off your pursuers by jumping over obstacles and wildlife in the cross country chase. Avoid contact with the guards and security robots at all costs - remember they're out to disconnect you! Use your lazer if you have to but remember the Robot Code and keep a wary eye on the conscience level.

STATUS AND SCORING



- | | |
|-------------------------------|--|
| 1. Scrolling message display. | 4. Score |
| 2. Conscience (Part II only). | 5. Currently active program (Part 1 only). |
| 3. Clock (Part I only). | |

PART I

Points are awarded for the completion of tasks that need to be overcome to escape from the factory.

PART II

Points are given for distance travelled, disabling security guards and pursuing robots. Extra points for avoiding damage to the wildlife.

ROBOT	2000
GUARD	1000

In this game there is only one life...your own!

HINTS AND TIPS

PART I

- There are 3 terminals which are special.
- Reading can be an enlightening experience.
- Most objects have logical uses.
- Make a map...you'll probably need it.
- Patience is a virtue.

PART II

- Jumping while moving forward enables two obstacles to be cleared.
- Duck to avoid the birds.
- You can get through this whole section without hurting any wildlife or hitting any obstacles...Practice makes perfect.

GOOD LUCK NO. 5.

CREDITS

Designed and programmed by Paul Owens. Produced by D.C. Ward.

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GREEN BERET

THE GAME

RESCUE THE CAPTIVES!

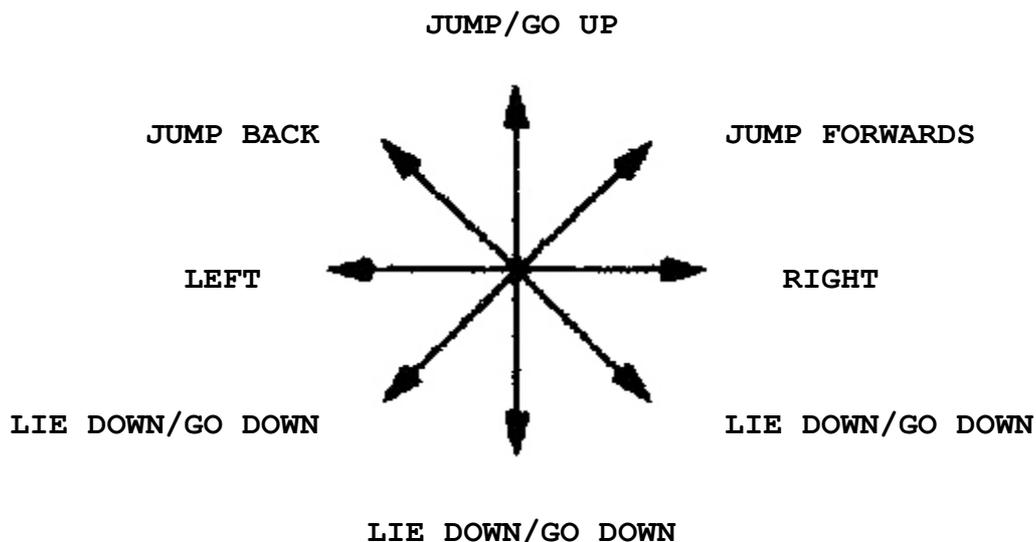
You are the GREEN BERET, a highly trained combat machine. Your mission: infiltrate all four enemy Strategic Defence Installations - you are alone, against immeasurable odds. Have you the skill and stamina to succeed?

CONTROLS

The program is controlled by either joystick or keyboard which is redefinable. Most types of interface are compatible and on screen instructions indicate the correct procedure.

JOYSTICK

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button - KNIFE FUNCTION

With keyboard control a separate key is defined as "Shoot". With joystick this feature is activated by pressing any key on the keyboard (with the exception of the top row).

PLAYING

RED ALERT!

Use the platforms and ladders to advance through four defence stages: Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick, shoot and bite! to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets, missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant.

Weapons are: Flame Thrower, Grenade, Rocket Launcher.

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

STATUS AND SCORING

On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.

Any weapons that you may be carrying are graphically displayed at the bottom left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

HINTS AND TIPS

- Avoid the bullets/missiles by lying down or jumping.
- Weapons can be used to destroy more than just the enemy.
- Keep moving or you may have a lot of company.
- Try to save weapons for the end of each stage.
- Watch the skies!

GREEN BERET

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Program and graphics design by Jonathan Smith. Produced by D.C. Ward.



COBRA

THE COBRA STRIKES!

As vigilante cop, Marion Cobretti of the 'Zombie Squad', you must rescue top fashion model Ingrid Knutsen from an army of psychotic killers and the evil clutches of 'The Night Slasher'.

THE GAME

THIS IS WHERE THE LAW STOPS...AND YOU START

Advance through three playfields.

CITY SCENE (night-time), RURAL AREA (day-time) and FACTORY. Use platforms and levels to locate and protect Ingrid from her attackers in each stage.

Use 'HEAD-BUTT' feature to defend yourself and collect limited weapons hidden inside BEEF BURGERS to thwart the attack. Beware - each weapon only lasts a short while!

Weapons are: INVINCIBILITY PILL
 KNIFE
 PISTOL
 LASER SIGHTED MACHINE GUN

To move to the next section you must:

1. Collect 'all four' beef burger weapons.
2. Rescue Ingrid (she will follow you if you touch her).
3. Clear the section of killers.

Be careful - Ingrid gets upset. If you try to kill her she may wander away. She may also get abducted by the enemy.

Once the factory has been cleared you will have to confront The Night Slasher himself.

CRIME IS THE DISEASE... YOU'RE THE CURE!

CONTROLS

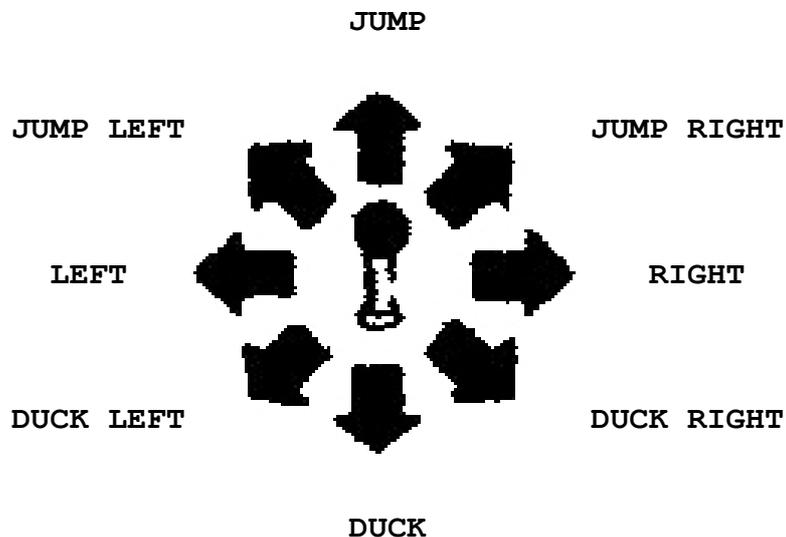
The program is controlled by either joystick or keyboard which is redefinable. Most types of interface are compatible and on screen instructions indicate the correct procedure.

NOTE

If using a Sinclair Plus 2 computer, select the joystick option "Sinclair" when using an Amstrad or Cheetah + joystick.

You unleash the Cobra as follows using a combination of UP, DOWN, LEFT and RIGHT.

JOYSTICK



Press the FIRE button to use the current weapon type.

STATUS AND SCORING

On screen information show current score and lives remaining (boxing gloves) at the bottom left of the screen.

Any weapons you may be carrying are graphically displayed at the bottom right of the screen.

When using a weapon the 'QUACKOMETER' is displayed in the lower central part of the screen. This realistically indicates the time remaining before losing that weapon.

You begin your mission with 3 lives and gain bonus lives at 10,000 points and every 20,000 points thereafter.

HINTS and TIPS

- Avoid hurting Ingrid, she runs away.
- Duck down to avoid flying objects.
- Remember the location of each beefburger and the weapon type it contains.
- Save 'the best' weapon till last as the action heats up towards the end.
- Don't stay in any one place too long!

CREDITS

Musical scores by Martin Galway.

Program coding and graphics design by Jonathan Smith.

Produced by D.C. WARD.

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YIE AR KUNG FU

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THE GAME

Yie Ar Kung Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung fu master before him.

Your ultimate goal is to become a Grandmaster but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

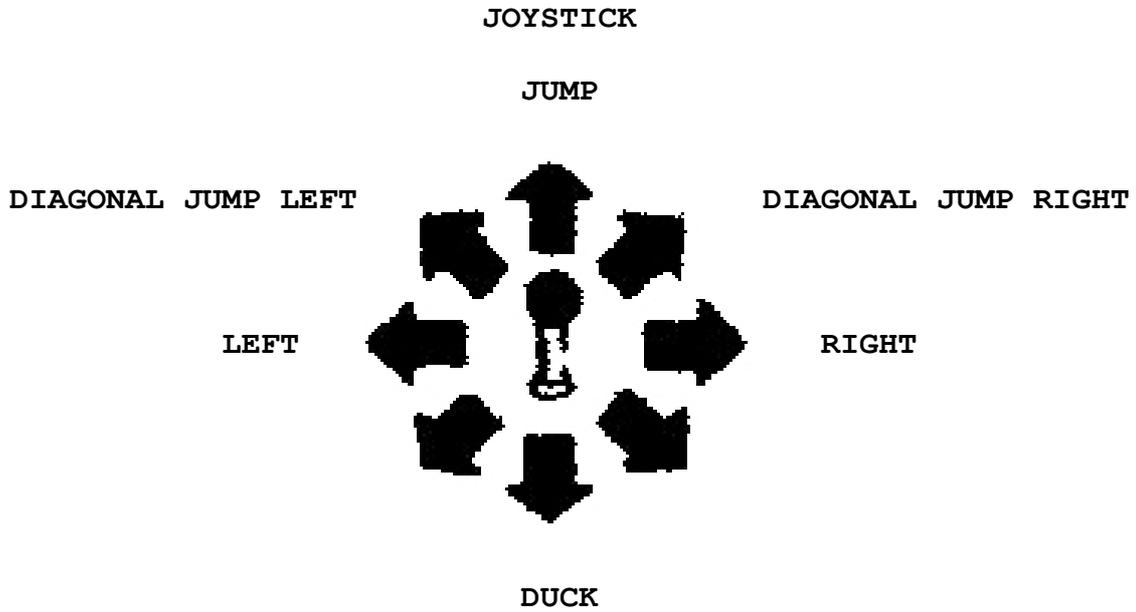
The fun and excitement of kung fu is about to begin as you face your foe. Your honourable opponents are...

- BUCHU** - A huge kung fu fighter who can attack by flying through the air.
- STAR** - A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.
- NUNCHA** - Master of the NUNCHAKU. Beware his reach.
- POLE** - Attacks with the ancient rod or BO.
- CLUB** - This fighter is armed with a shield to deflect your blows and a club to strike back.
- FAN** - Another female adversary, this time an exponent of the NINJAFAN.
- SWORD** - Sword carrying opponent, a firesome and deadly foe.
- TONFUN** - Skilled in the art of fighting with flailing sticks or TONFA.
- BLUES** - The kung fu master himself. Has all the moves and skills of Oolong, but faster. If you can win this final battle you truly will become a Grandmaster.

CONTROLS

Oolong is controlled as follows:

Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH.



KEYBOARD

Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.

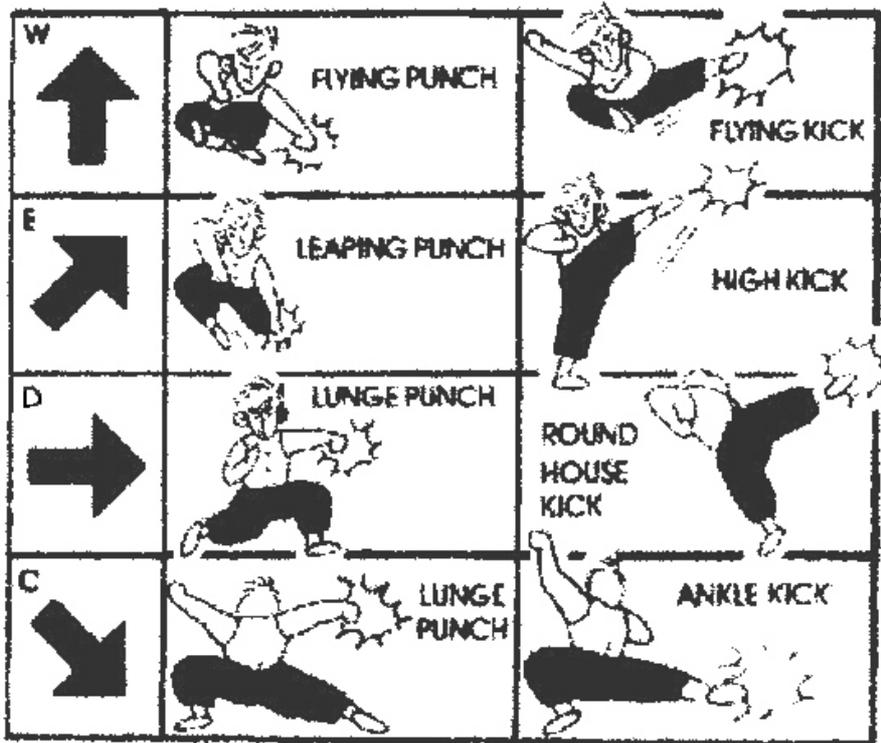
CAPS SHIFT	Pause
BREAK	Return to Menu
SPACE	Restart

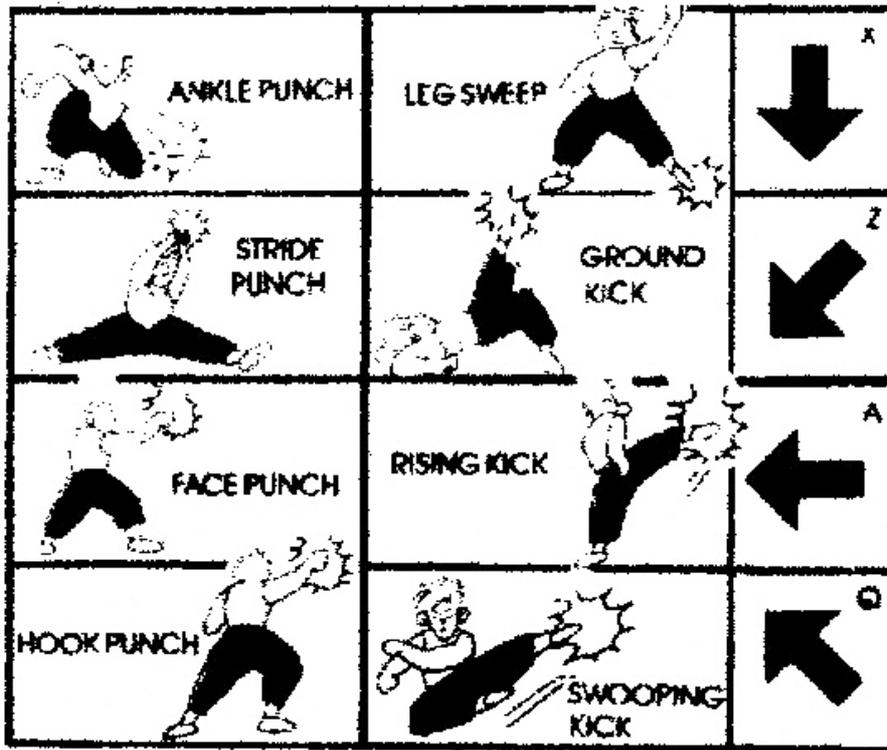
STATUS AND SCORING

On screen scoring indicates your current score, the high score and number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows:

FLYING PUNCH	2000	FLYING KICK	2000
LEAPING PUNCH	1500	HIGH KICK	1000
LUNGE PUNCH	500	ROUND HOUSE KICK	500
LUNGE PUNCH	1000	ANKLE KICK	1000
ANKLE PUNCH	1500	LEG SWEEP	500
STRIDE PUNCH	1500	GROUND KICK	1000
FACE PUNCH	500	RISING KICK	1500
HOOK PUNCH	1500	SWOOPING KICK	1000
LEAPING PUNCH	1500	HIGH KICK	1000

ATTACK MOVES





KO Meter



When KO meter reaches 0 player is knocked out.

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

HINTS AND TIPS

- Seek and attack each opponent's weak point.
- Remember Oolong can jump over his foes and put them offguard.
- Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

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The Great Escape

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the the walls looking for any sign of movement.

The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes.

In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees. It could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

1. THE COMMANDANT

This daunting figure controls the camp. It is he who chooses the number of soldiers to place on particular patrols and the observation positions. At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become.

The Commandant is the least predictable of the security forces. He often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine.

Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time. At first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.

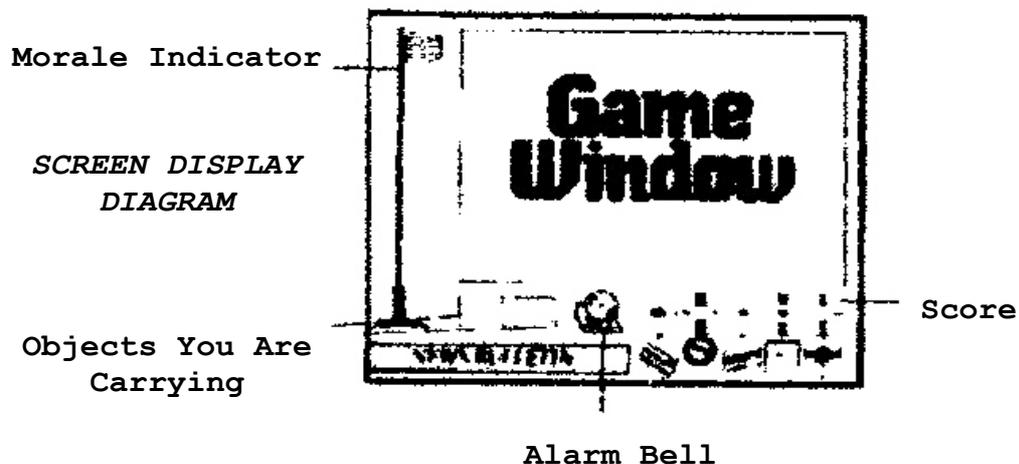
Their life is ordered by alarm bells. These tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

4. THE ESCAPE - "OUR HERO"

You control him by joystick or keyboard, putting in several patterns of behaviour. If you are in bounds i.e. the morale flag is green you will follow the routine like any other prisoner and this allows you to become familiar with the camp and camp life without having to follow the other characters around manually.

You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale flag will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.



MORALE

The flag on the left of the screen is the morale indicator, its height on the flagpole denoting the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly. However, each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

CREDITS

Produced by D.C. Ward.

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Game Design Copyright Denton Designs 1986.

MUTANTS

The game is set in a distant future, when man has colonised the remote star systems and matter can be manipulated with ease. Unfortunately man's political and moral development has remained stagnant since the second millennium and Inter-stellar War has raged for the last 600 years.

You are a member of a thinly spread group of dissenters who are opposed to the weapons research carried out by the Survivor Zero Corporation, have discovered that the weapons used by all sides in the war are supplied by the Corporation, and that they are currently experimenting with a new generation of weapons called Macro-Genetic Mutoids.

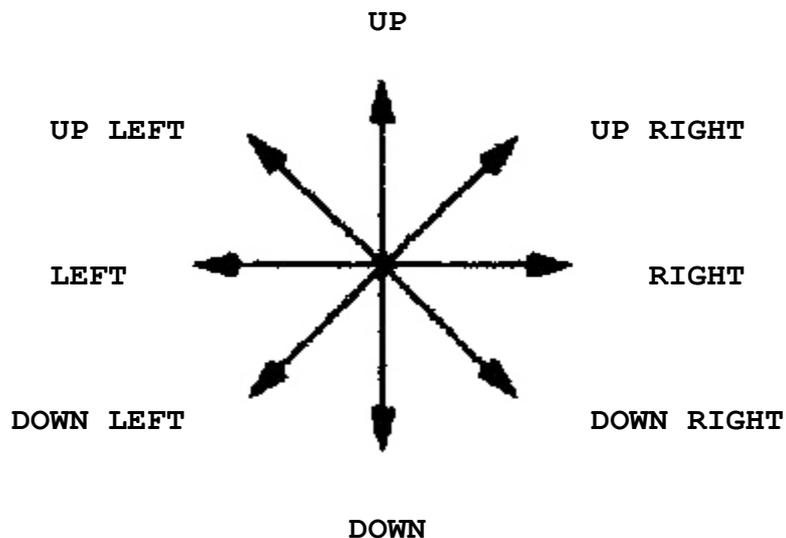
MGM's are the first large scale biological weapons capable of mutating into ever more virulent and robust species, hence the name "Mutants" - your task is to eliminate this deadly system...it will not be easy.

CONTROLS

The game may be controlled by the keyboard which is redefinable, Kempston or Sinclair joystick.

JOYSTICK

Moves the ship (or cursor).



FIRE - Emits the selected weapon from the ship OR selects the icon under the cursor.

KEYBOARD

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

To select an icon move the cursor over the top of it and press FIRE.

To leave a zone place the ship on the pad in the middle and press FIRE.

THE GAME

You control the "Rainbow Warrior", a single man patrol ship.

Your task is to enter the 15 deep-space test zones of the Survivor Zero Corporation and find the components of a self destruct mechanism.

All 15 of these components must be collected and assembled in a 16th zone called the control zone to destroy the system, and gain access to level 2 of the game.

Each test zone contains a different strain of mutants.

You have four lives and no time limits to complete your task.

The game begins with your ship coupled to the mothership, waiting to be telebeamed into a zone of your choice.

MOTHERSHIP MENU

The menu on the left of the screen contains four icons.

The first three icons are weapons available.

To select an icon move the cursor over the top of it and press FIRE.

The white arrow points to the weapon currently selected.

MISSILES

These are high-yield explosive devices that have an effect over a large area, but can only be fired one at a time.

BARRIERS

These are degradable defensive weapons that can be used to erect a temporary shield against the mutants. They have no effect on the ship.

The supply of these devices is limited, so after ejecting the full load the ship's weapon systems automatically switches to photon torpedoes.

PHOTON TORPEDOS

These are rapid fire low yield optical weapons. (The weapon system classifies these as the default selection.)

The last icon is a picture of the ship and selecting this icon switches to the zone map. Holding down fire instead of releasing it will bypass the zone map and switch directly to the zone last visited.

ZONE MAP

The zone map is a 4 by 4 grid representing the 16 zones of the research establishment.

The top left zone is the control zone, the others are the test zones.

Pressing fire with the cursor in one of the zones telebeams the ship into that zone.

TEST ZONES

The ship materialises on a telepad in the centre of the zone.

The zone is bounded by a high energy barrier. Collision with the barrier will destroy the ship.

You must battle your way through the mutant colony to collect the self destruct component.

Any number of components may be carried at once, but will of course be lost at the end of the game.

Landing on a telepad in the centre of the zone and pressing FIRE telebeams the ship back to the mothership.

CONTROL ZONE

The ship materialises on a telepad in a maze of corridors.

You must find your way to the assembly point for the self destruct mechanism without coming into contact with any of the walls.

Flying over the assembly point will automatically deposit any components you are carrying. A successful delivery of any number of components will give you BONUS LIVES up to a full complement of 3 lives.

ZONE STATUS DISPLAYS

While in the test or control zones the screen displays the following information:

Chemical Analyses of mutant components.

Score this game.

Highest score since loading.

Number of lives left.

Direction to centre of mutant colony.

Shield energy level.

Size and energy level of mutant colony.

Status and self destruct components.

Circle - Still in test zone.

Triangle - Being carried.

Square - Assembled in control zone.

NOW ON WITH THE MISSION!

HINTS AND TIPS

- Certain screens can only be completed by using one specific weapon - determine which is the best to use.
- Collect as many tokens as you can until you have only one life - these can then be deposited in the maze and your lives replenished.

MUTANTS

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CREDITS

Game concept by Denton Design.
Programming by Choice Software.
Produced for Ocean by D.C. Ward.
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