LOADING INSTRUCTIONS

Both cassettes are recorded on each side. Tape one has Beach Head on side one and Daley Thompsons Decathlon on side two. Tape two has Sabre Wulf on side one and Jet Set Willy on side two.

Ensure that the lead is connected between the EAR socket on your computer and the EAR socket on your cassette recorder, and that the MIC lead has been disconnected. Rewind the side you require and follow the instructions below.

Type LOAD"" (LOAD is found on the J key. Note that there are no spaces between the two sets of "). The " are obtained by presing the SYMBOL SHIFT key and the P key simultaneously. Press the PLAY key on your cassette recorder. The message will appear, and the game will load and run automatically. If it does not alter the volume on your recorder and repeat the procedure. When the game has loaded press the STOP key on your recorder and follow the instructions on the screen.

BEACH HEAD

1. Using The Menu

The menu screen displays four status boxes: one for the present number of players; one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions:

"S" to start;

"I" to go to the instructions pages;

"P" to change the number of players (this is a toggle putting 1 to 2 or 2 to 1);

"L" to change skill level (this loops through "easy", "fair" and "hard");

"K" to define the game keys - you are asked to press your key selections with the option to reselect should make an error;

"J" to make a joystick selection (keep pressing to loop through selections);

If the machine is loaded and left unattended the game will self-demonstrate.

When you press "S" to start the game you are asked to input your name, which can be up to eight characters. This input routine has an erase facility using the normal Spectrum "Delete" keys. When you are finished inputing your name press "Enter" to start the game itself. From now on the program will refer to each player by name - a unique feature of this game.

2. The Map Screen

Guide your fleet around the aerial reconnaissance screen by using left, right, up and down. The Hidden Passage is shown by the flashing square in the top left. Kuhn-Lin base is shown by the flashing square in the bottom left and the enemy fleet by the four dots in a square formation.

3. The Hidden Passage

Use left and right to rotate direction. To accelerate use up and to decelerate use down. There are five speeds from Full Ahead to Engines Stop. Avoid all rocks, torpedoes and mines.

When a ship has passed through safely it is displayed in blue on the status lines.

Skill level controls the speed of the torpedoes - Skill level "easy" is slow, skill level "hard" is fast.

4. General Quarters - Fighters at 12 O'clock
Planes will take off from either end of the aircraft carrier and will come towards you. When they are close enough they will launch bombs at you then swoop off. Use left and right to move your gun turrets left and right. Use up and down to alter the elevation of your guns up and down. Press fire to release a burst of anti-aircraft fire.
For each hit you receive the damage rating will increase by one. When the damage rating reaches a certain level you will lose a ship - the figure at which this occurs is dependent on the skill level.
Ten planes must be shot down to proceed to the next phase if you have gone through the Hidden Passage or thirty planes if you attacked the fleet head on.

5. Battle Stations
Move and fire as instructed in GENERAL QUARTERS. Use the Degree of Elevation to estimate the distance (a 1° change in elevation represents 200 metres in distance).
Enemy ships are more accurate if you have attacked the fleet head-on. For each hit taken you lose a ship.

6. Beach Head
Use up and down to move up and down. Avoid all obstacles. Completion of phase promotes you to the Final Battle.

7. Final Battle
Move turret and fire as in BATTLE STATIONS. Shoot each white target one after another. Once all ten targets are shot the big gun will explode and the enemy will surrender.

Scoring
Even if you destroy the fortress, Beach-head allows you to compete for high scores.
Game scoring is as follows:
Ships navigated safely through passage...3,000/ea
Airplanes..400/ea
Reconnaissance Plane..2,000/ea
Carrier..10,000
Other Ships..2,000/ea
Enemy Tank..1,000/ea
Machine Gun...400/ea
Bunkers..800/ea
Towers...600/ea
Targets..2,000/ea
Kuhn-Lin Destroyed...20,000
Extra Ships (over 4)..2,000/ea

Winning Strategy Tips
1. Learn to navigate the secret passage. It is difficult to get your ships through initially, but if you take the time to learn to get your ships through it, you score will be higher in the overall game.
2. When the enemy fighters are approaching aim for the body of the airplane and do not use rapid fire until you zero in on the plane.
3. In the artillery sequence, make small changes in elevation by gently tapping the joystick.
4. When your tanks start down the beach, the enemy defence installations will usually lie in the only clear path to the fortress. You must anticipate where they will be to get a clear

shot at them. When enemy tanks attack you they will try to stay in front of you. In order for your shell to hit them, you must stay in their line of fire until your shell is about to hit their tank before moving out of the way.

5. Attacking the Fortress - If there are only a few targets left on Kuhn-Lin and you have a number of tanks left, you can increase your point total by using all your tanks before destroying the fortress. Be careful, because each time a tank succeeds in reaching the fortress the following tanks have a much more difficult time.

DALEY THOMPSON'S DECATHLON

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcasted in any form whatsoever without the written permission of O.S.L. All rights reserved worldwide. Daley Thompson's Decathlon simulates all 10 events in this gruelling test of skill and stamina. The game runs on the 48K Sinclair Spectrum and is controlled by the keyboard or a number of joystick options.

Loading

When you have completed DAY 1 switch off your machine and repeat the loading procedure for DAY 2.

Playing

The most gruelling event in the history of the Olympiad- all ten events are reproduced and each builds up the points necessary to gain the winners medal.

1st Day - 100 metres, Long jump, Shot-put, High jump and 400 metres.
2nd Day - 110 metres Hurdles, Discus, Pole-vault, Javelin and finally the energy sapping 1500 metres.

Controls/Strategy Tips

Most running events and the Javelin require continuous left to right joystick movement or continuous left and right alternative key depression to increase speed. For Hurdles press fire button to jump.

The Long jump and the three throwing events:- Try to achieve a launch of as near to 45° and as close to the take-off line as possible.

The High jump:- On take-off get as close to 90° as you can and then press the fire button to manoeuvre over the bar.

The Pole vault:- Press the fire button to position the pole and release button to let go.

1500 metres:- Operate the running controls to accelerate and the fire button to decelerate - remember to conserve energy for the end of the race.

Discus:- Press the button to start man turning. Press fire button to release the discus.

GO FOR GOLD! GOOD LUCK!

Status and Scoring

On-screen scoring shows the number of attempts, points scored, world records, qualifying times and distances. (You begin with three lives which are lost through failing to qualify). A table showing the day, type of event and remaining lives is displayed between each discipline.

SABRE WULF

The Happening
Down and down I plunged, through Rocky Glades, Steep Ravines and Shady Hollows... No grip, no footholds, slipping, tumbling, spinning, darker and darker, deeper and deeper. Glinting eyes, clutching hands, clasping claws, clawing my all, as I swiftly twist and tumble onwards.

Darker and darker, deeper and deeper. It is the end that I fear, of this untroden voyage... to where I do not know... AARRRGGGG... THUDDD...

Fall and end meet on soft mossy soil... with weapons drawn and senses full I move quickly and quietly around the mounded clearing... All safe except a message... An ancient warning etched deep into the lifeless stone.

The Warning
Thy path is long so tread with care beware the wulf and pass his lair danger threatens all around so take ye from this hidden mound to free thee from this sunken gate by way of cave or meet thy fate an amulet to seek thy will 'twas split by quad and hidden still pass the keeper wrought with hate to gain an entrance to the gate the pieces lost must thee amas for if no charm then none shall pass.

The Exploration
I edge through the shady mounded clearing and on through the dense thickets of hot house rain forest undergrowth, of sorts I cannot tell, and wait...and listen... Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble, to fight and kill.

I stay hidden... The rumblings grow louder and louder, as a huge Goliath animal crashes past, horns swiping and tail lashing, still I hide as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow. Danger threatens so I should move quickly... But Where???

The Expedition
Wide eyed, I stare, as the dense surroundings reveal their hidden secrets... Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very ground, swimming, slithering, diving and crawling... I must hide... Stay safe... With weapon strong and cunning nature, I will survive...

Controlling your explorer
KEYBOARD CONTROLS
LEFT Your Explorer will move left using the Q key.
RIGHT Your Explorer will move right using the W key.
DOWN Your Explorer will move down using the E key.
UP Your Explorer will move up using the R key.
STAB/SWORD FIGHT Your Explorer will fight using the T key.
PAUSE The whole game can be paused by using the CAPS SHIFT or SPACE/BREAK keys.
JOYSTICK CONTROLS
Your Explorer can be fully controlled by using the KEMPSTON
INTERFACE, CURSOR CONTROLLED INTERFACE or the SINCLAIR INTERFACE II
and joystick, by replacing the LEFT, RIGHT, UP, DOWN and STAB/SWORD FIGHT
commands.

PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

Features
SABREMAN
Realistic Fighting
WULVES
Hippos, Rhinos, Wart Hogs, Tarantulas, Fruit Bats, Parrots, Gorillas, Scorpions, Snakes, Lizards, Natives, Gem Stones, Dubloons, Supplies, Amulets, Medallion, Chalice, Voodoo Potion, Spears, Treasure Chests, Water Flasks, Supplies, Statues, Temples, Lakes, Trees, Jungle, Native Huts, Cliffs, Magic Rings, Yellow Sickness Orchids, White Cure Orchids, Red Zombie Orchids, Blue Super High Energy Orchids, Purple De-Orientation Orchids, 3-Dimensional Scenario, Full 8 Way Movement, On-Screen Scoring, Superb Graphics, Multi Lives, Amazing Animation, Combat Button, Incredible Sound Effects, Explosions, Keyboard/Joystick Select, Automatic Collection, Continuous Pause, Materializations.

JET SET WILLY
To move use keys:
Q, E, T, U, or O = MOVE LEFT
W, R, Y, I, or P = MOVE RIGHT
SHIFT TO SPACE   = JUMP
Jet Set Willy can also be played using AGF and Protek and Kempston joystick interfaces, Interface II and Hardware Projects sound stik.
Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who REALLY know how to enjoy themselves at a party.
His housekeeper, Maria, however, takes a very dim view of all his revelry and finally, after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road on the beach if I were you.

Good luck and don't worry, all you can lose in this game is sleep.