

URIDIUM PLUS

von Andrew Braybrook

Der Angriff auf das Sonnensystem ist in vollem Gange! Feindliche Super-Dreadnoughts umkreisen die fünfzehn Planeten in diesem Sektor der Galaxis und zapfen die Mineralquellen an, die im Kern der Planeten lagern, um damit ihre interstellaren Energietourneen zu betreiben. Jeder Super-Dreadnought hat es auf ein anderes Metall abgesehen, das im Metallkonverter entsprechend aufbereitet wird.

Ihr Kampfflugzeug der Manta-Klasse wird der Reihe nach auf jeden dieser Planeten befördert, wo Ihre Aufgabe darin besteht, die Dreadnoughts zu vernichten. Als erstes geht es darum, die Abwehrschirme der feindlichen Schiffe zu zerstören, dann müssen die wichtigsten der defensiven Anlagen auf dem Boden neutralisiert werden, bevor Sie auf der Landebahn aufsetzen können.

SPIELVERLAUF

Ihr Kampfflugzeug greift im Tiefflug an. Spezielle Vorsicht ist geboten, um jeden Kontakt mit den Metorenschilden und den Kommunikationsantennen am Rumpf der Dreadnoughts zu vermeiden. Die Verteidigung erfolgt in Wellen. Sie erhalten bei der Landung eine Spezialprämie zugesprochen, wenn es gelingt, sämtliche Schiffe einer Welle zu zerstören. Angriffe auf Oberflächenanlagen werden ebenfalls honoriert. Aber sagen Sie nicht, wir hätten Sie nicht vor den automatisch gelenkten Minen gewarnt, die über den blinkenden Generator-Ports explodieren.

IHR MANTA-CLASS KAMPFFLUGZEUG

Joystick hoch/nach unten bestimmt die Position über dem Super-Dreadnought, Joystick nach links/rechts kontrolliert das Tempo (beschleunigen, bremsen). Sinkt die Geschwindigkeit zu stark ab, führt das Flugzeug einen halben Looping, gefolgt von einer halben Fahrtrichtung. Dieses Manöver führt auch zu einem kurzfristigen Anstieg der Flughöhe und kann benutzt werden, um Raketen und Minen auszuweichen. Ihr Manta macht eine 90° Rolle, wenn Sie den Feuerknopf drücken und festhalten, während Sie den Joystick auf- oder abwärts bewegen. Auf diese Weise ist es möglich, schmale Passagen zu durchqueren.

PUNKTEWERTUNG

Kleine, explosionsfähige Bodenanlage 10
Große, explosionsfähige Bodenanlage 25
Feindschiff auf Landebahn 100
Feindliches Kampfschiff 100-1000
Prämie für Zerstörung einer Welle je 100
Bei jeweils 10 000 Punkten erhalten Sie eine zusätzliche Manta zugesprochen.

SPIELOPTIONEN

COMMO-ÖHRE
In der Tiefssequenz haben Sie die folgenden Einstellmöglichkeiten:
f1 - 1 Spieler, 1 Joystick (beliebiger Steckplatz)
f2 - 2 Spieler an einem gemeinsamen Joystick (beliebiger Steckplatz)
f3 - 2 Spieler, 2 Joysticks
f6 - Musik: Klangvolumen hochschrauben
f9 - Musik: Klangvolumen reduzieren
f7 - Farbmodus
f8 - Monochrom

Während des Spiels
RUNS:OP - Spielpause. Zur Wiederaufnahme Feuerknopf oder RUNS:TOP drücken.
Zum Abbrechen des Spiels nach RUNS:STOP dr/home drücken.

SPECTRUM

1 - Tastatur, 1-Mann Spiel
2 - Tastatur, 2-Mann Spiel
3 - Joystick, 1-Mann Spiel
4 - Joystick, 2-Mann Spiel
Während des Spiels
P - Spielpause einlegen
Feuertaste: Wiederaufnahme des Spiels
Q - Spielabbruch

SCHNEIDER

Q - Hoch A - Ab O - Links P - Rechts Leertaste: Feuer
bzw. Bedienung über Joystick

LOADING INSTRUCTIONS

Place the tape in the Datacorder. Ensure it is fully re-wound. Press <CTRL> and the small <ENTER> keys simultaneously. Follow the prompts on the screen. Loading time is approximately 8 minutes.

USE IT - When the program runs, a main menu is displayed. Choose from this menu by pressing <G> for GRAF IT <C> for CALC IT or <T> for TIME IT.

G R A F I T

You are first asked to enter a title. Key in a title (all alpha/numerics are permissible) and press <ENTER>. If no data has been entered then selecting a graph will not be allowed. Pressing <E> takes you to EDIT mode and <U> returns to the USE IT main menu.

The BAR and LINE options will plot an appropriate graph with the number of entries along the X axis and the data values entered along the Y axis. The PIE chart will display the data values entered by occupying segments of a circle in exact ratio to the sum of ALL the data values entered. A window displays the actual data values entered and their percentage of that sum. If the number of entries exceed six then the remaining data may be viewed by pressing the cursor up/down control keys. Note: If a large amount of data entries is to be displayed on the Pie chart, then their 'Tally' numbers around the Pie may overlap.

EDIT MODE - Press <A> to ADD data. Following the "Data?" a tally number is displayed. This denotes the quantity of data values you have so far entered. Type in the data a press the <ENTER> key; Pressing any key other than the numerics or the enter key will return to EDIT mode. Notes: Maximum entries 48. Maximum value 99999. Decimal values are not allowed.

Press <D> to DELETE an entry. Enter the tally number of the data to be deleted.

Press <I> to INSERT data between two entries. enter the lower tally number then followed by the data. Note: If you have entered the maximum of 48 entries, then inserting more data will delete the last entry.

Press <C> to CHANGE the data of a specific entry. Enter the tally number then followed by the data.

Press <T> to change your TITLE. Use the delete key if required.

Press <M> to return to the GRAF IT sub-menu.

Notes: In EDIT mode any error message displayed will remain on until one of the facilities is selected. If more than six entries are made then pressing the cursor up/down control keys will scroll the data screen.

C A L C I T

Use like a normal calculator. Use the numeric cluster keys to enter numbers. The small ENTER key represents the "EQUALS" key. The cursor control keys represent the 'operands' i.e. plus, minus, divide and multiply. The empty "key" next to the main display will show the previous function (operand) used. Any message displayed must be cleared by pressing the <SPACE> bar before performing any further calculations.

The following keys provide further operations:-

NOTE - CTRL+Key requires both keys to be pressed simultaneously

Clear Entry	:
All Clear	: <CTRL>+
Memory Clear	: <CTRL>+<M>
Memory Add	: <M>
Memory Minus	: <SHIFT>+<M>
Decimal Mode	: <CTRL>+<D>
Hexadecimal Mode	: <CTRL>+<H>
Binary Mode	: <CTRL>+
Return to Use It	: <CTRL>+<U>

Percentage <P> Square Root <S> These two functions are available in Decimal Mode.

To calculate 22% of 156 press <156>,<x>,<22>,<P>. Screen displays : 34.32. Now only any <operand> key or the <=> will respond. Pressing any operand key will perform that function to 156. i.e. press <->. Screen displays : 121.68. Further calculations may now be continued on that result. If after the percentage calculation no further calculation is required then press the <=> key. You must now <ALL CLEAR> to continue with any new...

To calculate the square root of 324 press <324>, <S>. Screen displays : 18. Further calculations may continue as normal.

You may change modes (Dec, Hex or Bin) at any time by pressing the appropriate keys. However, if while in decimal mode the result (main or memory) is negative or greater than 65536 then selecting either Hexadecimal or Binary modes will result in an "OVERFLOW" error message. In this event the system will default back to Decimal mode and the result(s) will be maintained.

If when in either Hexadecimal or Binary modes, the calculated result (main or memory) is to be negative or greater than 65536 then an "OVERFLOW" message will be displayed and the last result will be maintained.

T I M E I T

As soon as USE IT runs, a real time clock (R.T.C) is initiated and maintained throughout, even when TIME IT is not actually being used. From this sub-menu press <A> for an Analogue or <D> for a Digital display. To return to USE IT press <U>. In either display you are asked to enter <T> for Time of Day or <S> for Stop Watch.

Time of Day (12 Hour Clock)

If the R.T.C. has not been set up, then the time displayed is the length USE IT has been running. To set up the current time press the <COPY> key in the middle of the cluster of cursor control keys. A prompt "SET:TIME" is displayed. Set the current time by pressing the appropriate cursor control keys:-

INCREASE/DECREASE HOURS = Cursor up/down.
INCREASE/DECREASE MINUTES = Cursor right/left.

Pressing the <COPY> key starts the clock on the minute.

An alarm may be set whilst running the Time of Day clock. To set the alarm press <A>. A prompt "SET:ALARM" is displayed. Using the same cursor keys as above, set the time for the alarm and then press the <COPY> key. When activated, an audible/visual alarm is displayed. To silence the alarm press the <SPACE> bar. To re-activate the alarm you have to repeat the alarm setting procedure. In Digital display mode the 'seconds' are not shown. Pressing <S> will momentarily display the seconds passed.

Stop Watch.

Choosing Stop Watch prompts a second menu where you press <S> for a START/STOP or <L> for a LAP TIME counter. In Digital display you may press <C> for COUNT DOWN timer.

Start/Stop Timer.

Press the <SPACE> bar to start the timer and pressing the <SPACE> bar stops the timer, resetting it to zero again. The 'marked' time is recorded in the window. This window will display the last 6 records.

Lap Times

Press the <SPACE> bar to start the timer. Now every time the <SPACE> bar is pressed the time lapsed is recorded and sent to the window. This window displays the last 6 records.

Count Down Timer (Digital Only)

Set the count down time by pressing the appropriate cursor control keys:-

INCREASE/DECREASE MINUTES = Cursor up/down
INCREASE/DECREASE SECONDS = Cursor left/right

When set pressing the <COPY> key starts the timer. When the time reaches zero, an audible/visual alarm is activated. Press the <SPACE> bar to silence the alarm. This automatically takes you back to the TIME IT sub-menu.

Whilst any of the other options, Start/Stop, Lap Time or the Time of Day clock pressing <M> takes you back to the TIME IT sub-menu.



"V" THE COMPUTER GAME

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. "V" The Computer Game runs on the Amstrad CPC 464, 664 and 6128 computers.

LOADING

AMSTRAD CPC 464 - Place the rewind cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type "TAPE" then press ENTER key. Then type "RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 - Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type "TAPE" then press the ENTER key. Then type "RUN" and press ENTER key. Follow the instructions as they appear on the screen.

THE GAME

Reptilian aliens have arrived to take over the Earth and enslave its population. The freedom of mankind rests with you, Donovan, in your attempt to disable their mother ship - the future is in your hands!

GAME PLAY

Donovan has managed to get on board the Visitor's Mother Ship. His mission is simple: set explosives at key points on the Ship and destroy it. Unfortunately, Diana, the Visitor's commander has ordered the ship's security robots to stop Donovan. They mean business. There are three types of robot to contend with:

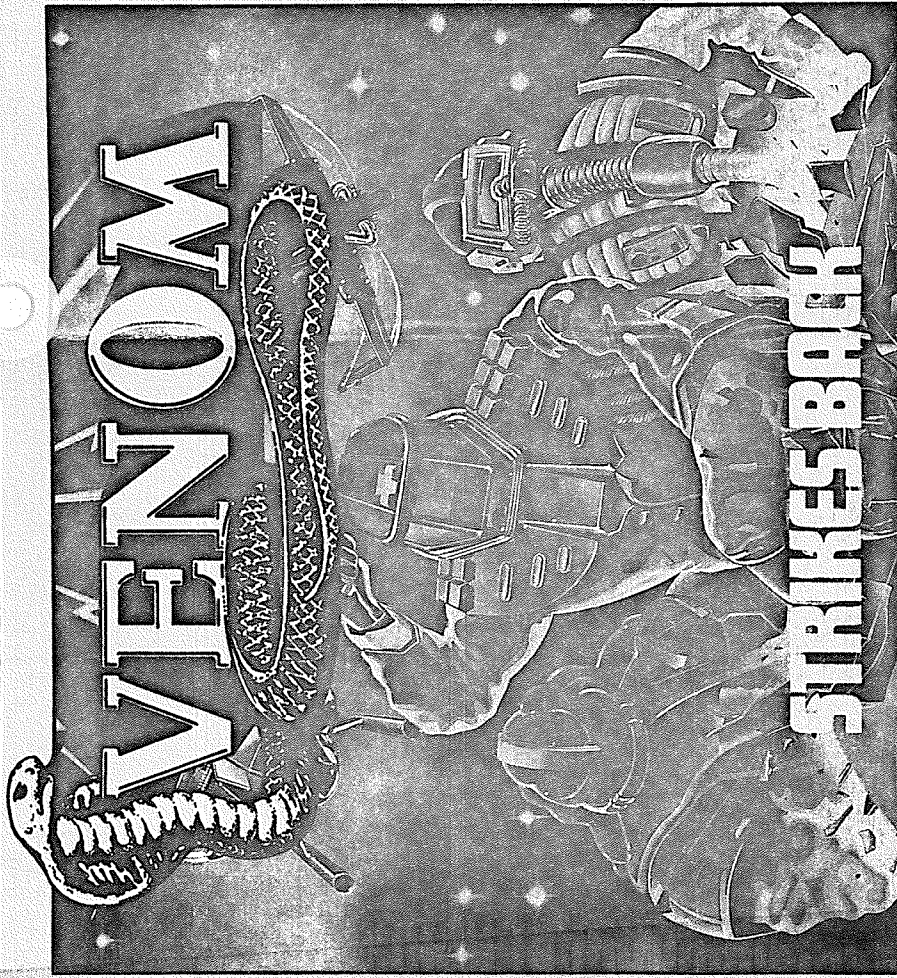
Maintenance - These robots report Donovan's whereabouts to the central computer.

Surveillance - These robots are on a suicide mission. They aim to kill.

Security - These robots are operated by a high-voltage static electricity which gives a savage jolt to Donovan's heart if they touch him. Donovan's ability to successfully complete his mission is shown on the cardiograph displayed on the Communicator. Each robot blast causes his heart beat to quicken until, ultimately, the cardiograph shows a straight line ... If, however, Donovan manages to pass some time without being hit, then his heart

might have time to recover. Donovan must set explosives at the key points of the Ship. They are the WATER INLET, the AIR PURIFICATION PLANT, the CENTRAL COMPUTER, the NUCLEAR REACTOR, and the DOCKING HANGAR. If he succeeds in setting all those explosives and then escapes, the mission will be completed. There are also laboratories, some of which contain parts of the formula for the RED DUST, which is lethal to the aliens. Donovan can find all the parts of the formula and then figure out how to dissipate the DUST

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LOADING INSTRUCTIONS

- CBM 64/128**
CASSETTE: Insert cassette into cassette unit. Press SHIFT and RUN/STOP simultaneously. Press PLAY on the cassette unit. The program will load and run automatically.
- DISK:** Insert disk into drive. Type LOAD**8**8, 1 and press RETURN. The program will load and run automatically.
- SPECTRUM 48K**
 Type LOAD*** and press ENTER. Press PLAY on the cassette recorder. The program will load and run automatically.
- SPECTRUM 128K/+2**
 Use the TAPE LOADER as normal.
- SPECTRUM +3**
 Use the DISK LOADER as normal.
- AMSTRAD**
CASSETTE: Insert cassette into cassette unit. Press CONTROL (CTRL) and the small ENTER keys simultaneously. Press PLAY on the cassette unit and then any key. The program will load and run automatically.
- DISK:** Insert the disk into the drive, label side up. Type :CPM and press ENTER. The program will load and run automatically.
- MSX**
CASSETTE: Insert cassette into cassette unit. Type BLOAD**CAS**R. Press ENTER and PLAY on the cassette player. The program will load and run automatically.

7 DEEP IN THE HEAR...ASK HO
 MATT TRAKKER AND ALEX SECTOR
 ARE FACING WHAT COULD BE THEIR
 MOST SERIOUS CHALLENGE TO DATE!

I THINK
 THEY HAVE US
 THIS TIME ALEX.
 ONLY THAT EVIL
 GENIUS MILES
 MAYHEM COULD HAVE
 KIDNAPPED SCOTT
 FROM UNDER OUR
 VERY NOSES
 WE'LL HAVE TO
 THINK OF
 SOMETHING...
 AND FAST!

I'LL RE-RUN
 THE VIDEOTAPE
 AND JUST MAYBE WE
 CAN COME UP WITH
 A SOLUTION TO THIS
 DESPERATE
 SITUATION

I HAVE YOUR SON
 TRAKKER!! IF YOU EVER
 WANT TO SEE HIM
 AGAIN LEAVE MASK
 NOW! WITHOUT YOU
 AT ITS HEAD NOTHING
 CAN STOP VENOM!

MATT SUDDENLY RESOLVES HIMSELF
 TO RESCUE SCOTT FROM MAYHEM'S
 EVIL CLUTCHES... AT ANY COST.

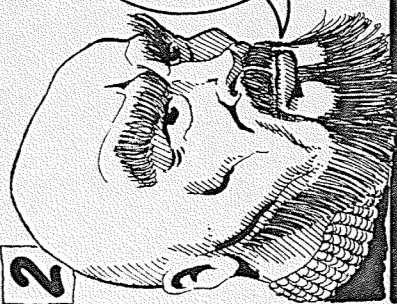
I'LL HAVE
 TO RESCUE
 SCOTT ON MY
 OWN. MAYHEM
 UNDERESTIMATES THE
 POWER OF MASK. ALEX,
 HAVE YOU HAD ANY
 LUCK IN LOCATING
 SCOTT'S POSITION
 USING THE HOMING
 TRANSMITTER
 WHICH IS BUILT
 INTO ALL MASK
 CLOTHING?

BEEP!
 BEEP!

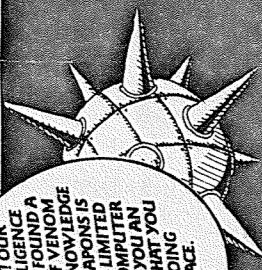
ALEX EXPERTLY MANIPULATES
 SOME CONTROLS AND IN NO
 TIME AT ALL A STEADY SIGNAL
 COULD BE HEARD.

I'VE FOUND HIM
 MATT! OUR SATELLITE
 ON THE DARK SIDE OF THE
 MOON HAS DISCOVERED A
 PREVIOUSLY UNKNOWN VENOM
 BASE. SCOTT'S SIGNAL IS
 EMANATING FROM THE INNER-
 MOST DEPTHS OF THE CENTRAL
 CORE. NO MASK VEHICLES
 OPERATE OUTSIDE ATMOSPHERIC
 CONDITIONS YOU'LL HAVE TO
 STEAL A CRAFT FROM
 VENOM!

2

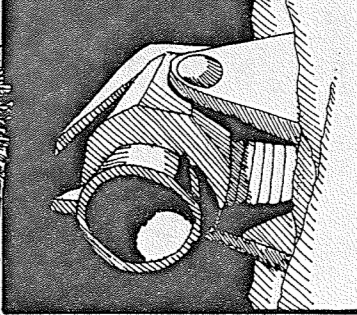


MORE BAD NEWS MATT! OUR LATEST INTELLIGENCE REPORTS HAVE FOUND A NEW SERIES OF VENOM NEW SINY KNOWLEDGE OF THESE WEAPONS IS EXTREMELY LIMITED BUT THE COMPUTER MAY GIVE YOU AN IDEA OF WHAT YOU ARE GOING TO FACE.

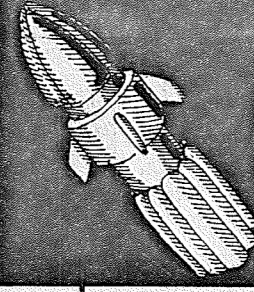


WEAPON... CLASS 4 // 3-7...
CODENAME... DEATHSPHERE...
ATTRIBUTES... TITANIUM GLOBE WITH SPIKES...
SHIELDING... UNKNOWN...
ARMOURMENT... UNKNOWN
FURTHER INFO... N/A

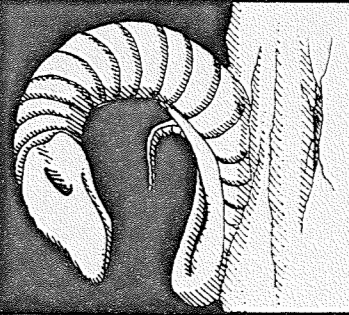
WEAPON... CLASS 4 // 3-8
CODENAME... BLOCKBUSTER
ATTRIBUTES... LARGE AUTOMATIC GUN
SHIELDING... UNKNOWN...
ARMOURMENT... TUNGSTEN TIPPED 201b SHELLS
FURTHER INFO...



WEAPON... CLASS 4 // 3-9
CODENAME... ANGEL OF DEATH
ATTRIBUTES... D.N.A. SEEKING MISSILE
SHIELDING... UNKNOWN...
ARMOURMENT... METABOLIC ACID
FURTHER INFO... N/A



WEAPON... CLASS 4 // 4-0
CODENAME... SERPENT
ATTRIBUTES... LA
SHIELDING...
ARMOURMENT...
FURTHER INFO... A CREATURE SEEMINGLY IMPOSSIBLE TO HURT IN ANY WAY

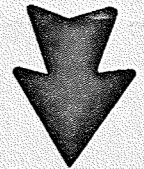
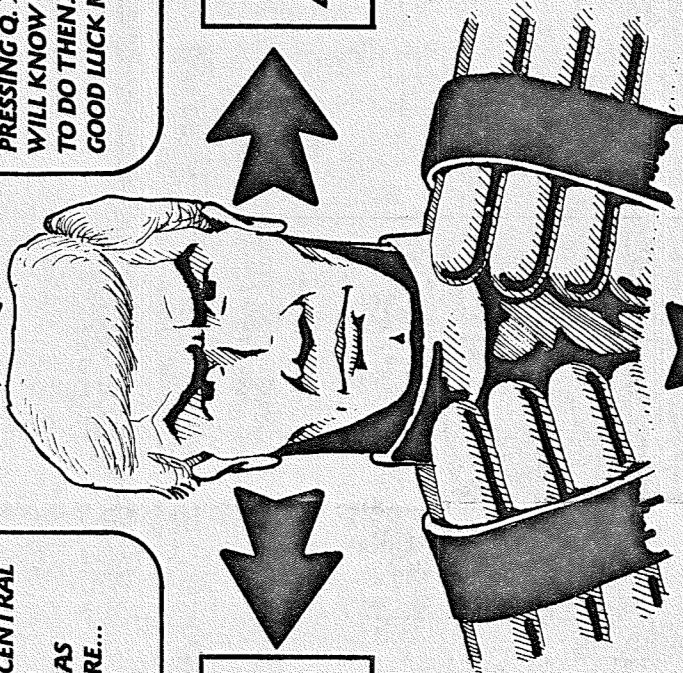
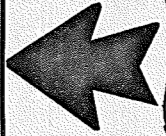
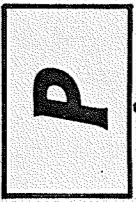


IT LOOKS LIKE I'M GOING TO HAVE TO WATCH MY EVERY STEP IF I'M GOING TO GET PAST THESE MENACES. IS THERE ANYWAY YOU CAN GUIDE ME THROUGH ALEX?

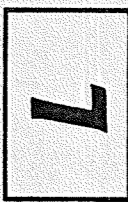
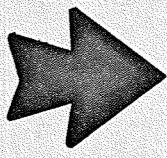


3

I CAN MONITOR YOUR PROGRESS MATT VIA WHICHEVER MASK YOU ARE WEARING. I CAN RELAY DIRECTIONS EITHER BY JOYSTICK OR BY USING THE CENTRAL COMPUTER KEYBOARD AS SHOWN HERE...



H TO HALT

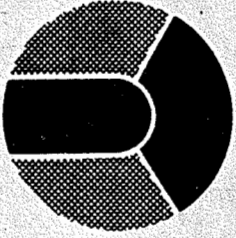


SPACE TO FIRE

YOUR CHOICE OF MASK IS RELAYED BY KEYS 1-4 ON THE CENTRAL COMPUTER. IF I WISH YOU TO ABORT THE RESCUE ATTEMPT I WILL SEND THE SIGNAL BY PRESSING Q. YOU WILL KNOW WHAT TO DO THEN. GOOD LUCK MATT!

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.
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MASK™ AND THE ASSOCIATED TRADEMARK ARE THE PROPERTY OF KENNEDY PRODUCTIONS, INC. (KPT), INC.

Programmed by Mark Rogers and Colin Dooley. Graphics by Steve and Marcos Music and FX by Benn.



**data
media
gmbh**

SOFTWARE

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Verwaltungsarchiv

VERWALTUNGSARCHIV (C) by DATA MEDIA GmbH
Ladeanweisung: RUN " " [ENTER] (Cassette)
RUN "DATA" [ENTER] (Diskette)

Verwaltungsprogramm für Telefonnummern, Archiv für Bücher, Videokassetten, Schallplatten, Musikkassetten und Disketten.

Bedienungsanleitung:

HAUPTMENUE

- V – Videokassetten
- S – Schallplatten
- M – Musikkassetten
- B – Bücher
- A – Adressen
- T – Telefonnummern
- D – Disketten
- E – Ende

Durch Eingabe des Kennbuchstaben wird das entsprechende Verwaltungsprogramm geladen.

Programm Videokassetten:

MENUE VIDEOKASSETTEN

- 1 Datei laden
- 2 Datei speichern
- 3 Eingeben
- 4 Suchen/Ändern
- 5 Sortieren
- 6 Ausdrucken
- 7 ENDE

1

Datei laden:

Dateiname: ?

Durch Eingabe des Dateinamens wird eine auf der Kassette gespeicherte Datei in den Speicher gelesen.

2

Datei speichern:

Dateiname: ?

Durch Eingabe des Dateinamens wird eine Datei auf der Kassette gespeichert.

Eingeben:

Alte Daten löschen (J/N)

Sie können die Daten im Speicher löschen, wenn Sie J drücken, sonst N und Sie können die Datei erweitern.

3

MENUE VIDEOKASSETTEN

Bandnummer:

Titel :

von – bis :

Record : (Record = Dateisatznummer)

Die Dateisatznummer gibt die laufende Nummer der "Kartel" an.

Bandnummer: geben Sie Ihre Bandnummer an. [Enter]

Titel : Titel des Films oder ähnl. [Enter]

von – bis : Angabe der Bandlänge. [Enter]

Nach den Eingaben erscheint:

Weitere Eingaben? (J/N)

Drücken Sie J, wenn Sie weitere Kassetten eingeben wollen, sonst N.

4

Suchen/Ändern

Name: ?

Den Namen der Videokassette eingeben. Auf dem Monitor werden alle Informationen aufgelistet.

5

Sortieren:

Die Videokassetten werden nach Kassettennamen sortiert.

6

Ausdrucken:

- 1 Bildschirm
- 2 Drucker
- 3 Hauptmenue

1-- Alle Daten werden auf dem Bildschirm aufgelistet.

2-- Alle Daten werden ausgedruckt

3-- Zurück zum Menue

7

Programmende:

Das Programm wird gelöscht.

Schallplatten:

Plattennamen:

Titel :

Weitere Eingaben (J/N)

Musikkassetten:

Kassettennamen: ?

Titel :

Weitere Eingaben (J/N)

Bücher:

Autor : ?

Titel :

Verlag:

Thema:

Adressen:

Alte Daten löschen (J/N)

Datensatznummer: 1

Vorname: ?

Name :

Straße :

(PLZ) :

Telefon:

Telefonnummern:

Name : ?

Telefonnr. :

Wohnort :

Bemerkung:

Disketten:

Diskettennummer: ?

Programm :

Weitere Eingaben (J/N)

VICTORY ROAD

You begin this game on the "stairway to heaven" through a weird Egyptian land. Having survived the bloodsucking monsters of the first phase, you then progress on to the actual road itself.

This is where the fun really begins! You will meet vampires, two and three headed monsters — the head will fly at you on its own, just when you think you are gaining the upper hand.

The road winds on and on, through tombs containing the bones of former seekers after fame and very much alive Eldrich horrors. Trapdoors and elevators transport you — sometimes to your surprise inside ancient buildings and under lakes and oceans. Collect icons to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more

LOADING

CPC 464

Place the reound cassette in the cassette deck, type RUN and then press ENTER. Follow the instructions as they appear on screen. If there is a disk drive attached, then type |TAPE then press ENTER. Then type RUN and press ENTER.

(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette recorder ensuring that the correct leads are attached as defined in the User Instructions Booklet. Place the reound tape in the cassette recorder and type |TAPE then press RETURN. Then type RUN and press RETURN and follow the instructions as they appear on screen.

DISK — CPC 464

Insert the program disk into the drive with the A side facing upwards. Type |DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN |DISK and press ENTER. The game will now load automatically.

DISK — CPC 664 and 6128

Insert the program disk into the drive with the A side facing upwards. Type |DISK and press RETURN to make sure that the machine can access the disk drive. Now type RUN |Disk and press RETURN. The game will now load automatically.

CONTROLS

The game can be played by either one or two players.

Player 1

Keys fully redefinable to be selected when the game loads. Follow on-screen instructions.

Joystick 1/Joystick 2

Player 2

As player 1 depending on player one's first choice.

The Cheetah 125+ rotational joystick may also be used with a special joystick interface.

Black lead plugs into joystick 1

Red lead plugs into joystick 2

Abort game — CTRL & SHIFT + ESC

Pause game — ESC & DEL (and any key to resume play)

Toggle key — (see game play) definable on menu screen

Fire button — Fires current weapon

Hold fire button — Throws grenade

Control options can be re-selected after loading by pressing '3' on the demonstration mode.

GAME PLAY

Proceed up the playfield eliminating all the aliens as you go. Collect bonuses to increase fire power. Add to score, wear armour, etc.

Use grenades and other weapons to destroy buildings, rocks, store boxes and to reveal hidden bonuses. Blast through walls to obtain access to areas behind. For extra bonus points run onto the green trapdoors, and be transported underground to face a large alien: (kill it for extra points).

Your gun will follow your movement direction to "lock" the gun to a particular direction, press the toggle key, locking the gun to the current direction, press again to release it.

STATUS AND SCORING

Player One's score is displayed in the top left hand corner of the scenery and number of lives remaining in the bottom left hand corner.

Player Two's score is displayed in the top right hand corner of the screen and number of lives remaining in the bottom right hand corner.

50 points—small alien

100 points —large alien

1000 points—large monster

200 points—bonus

* HINTS AND TIPS

* Destroy everything in your path, as useful bonuses can often be found.

* Weapons which can fire over obstructions are useful when moving through areas of buildings.

* The flame thrower is useful for clearing away large areas of screen quickly.

* Never be in too much of a hurry to move up the screen.

VICTORY ROAD

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VICTORY ROAD

Das Spiel beginnt an der "Himmelstreppe" in eine unheimliche Landschaft irgendwo in Ägypten. Haben Sie die blutsaugenden Bestien der ersten Stufe erst einmal überwunden, gelangen Sie auf die eigentliche Straße, die Sie weiter durch das Spiel führt.

An dieser Stelle fängt der Spaß erst richtig an, denn Sie werden auf Vampire und mehrköpfige Ungetüme stoßen, deren Häupter sich selbständig machen und Sie unrlötzlich angreifen, gerade wenn Sie glauben, die Oberhand zu haben.

Die Straße windet sich immer weiter; durch Höhlen, die die sterblichen Überreste früherer Abenteurer beherbergen und voller Horrorgestalten aus finstersten Zeiten stecken. Falltüren und Aufzüge befördern Sie weiter — manchmal jedoch auch ungewollt in das Innere alter Bauten oder unter Seen und Ozeane. Sammeln Sie Symbole, um Ihre Feuerkraft zu verbessern, denn nur so können Sie die immer gefährlicher werdenden Gegner besiegen.

Spannung und Aufregung werden Sie durch das ganze Spiel begleiten — und das "gewisse Etwas" dieses ungewöhnlichen Programms, das Sie immer wieder in seinen Bann schlagen wird.

LADENANWEISUNGEN

CPC 464

Legen Sie die zurückgespulte Kassette in den Recorder, geben Sie RUN ein und drücken Sie die ENTER-Taste. Befolgen Sie die erscheinenden Bildschirmweisungen. Verfügen Sie über ein Diskettenlaufwerk, geben Sie |TAPE gefolgt von RETURN ein. Danach geben Sie RUN ein und drücken die ENTER-Taste.

(Das Zeichen | erhalten Sie, indem Sie bei gedrückter Shift-Taste die @-Taste betätigen.)

CPC 664 und 6128

Schließen Sie einen geeigneten Kassettenrecorder gemäß der Computer-Bedienungsanleitung an. Legen Sie die zurückgespulte Kassette ein und gegen Sie |TAPE gefolgt von RETURN ein. Dann geben Sie RUN ein und drücken erneut die RETURN-Taste. Befolgen Sie die dann erscheinenden Bildschirmweisungen.

DISKETTE — CPC 464

Legen Sie die Programmdiskette mit der Seite A nach oben in das Laufwerk. Geben Sie |DISK ein und drücken Sie RETURN. Danach geben Sie RUN |DISK gefolgt von RETURN ein

DISKETTE CPC 664 und 6128

Legen Sie die Programmdiskette mit der Seite A nach oben in das Laufwerk. Geben Sie |DISK ein und drücken Sie RETURN. Danach geben Sie RUN |Disk gefolgt von RETURN ein

STEUERUNG

Das Spiel eignet sich für einen oder zwei Spieler

SPIELER 1

Die Tastaturbelegung kann während des Ladevorganges individuell geändert werden. Befolgen Sie hierzu die Bildschirmweisungen.

Joystick 1/Joystick 2

SPIELER 2

Genau wie Spieler 1, hängt jedoch von dessen Auswahl ab.

Mit einem speziellen Adapter kann auch der Cheetah 125+ Drehregler eingesetzt werden.

Das schwarze Kabel führt zu Joystick 1

Das rote Kabel führt zu Joystick 2

Spielabbruch — CTRL & SHIFT + ESC

Spielpause — ESC & DEL (Welterspielen mit beliebiger Taste)

Umschalttaste — (siehe 'DAS SPIEL') kann frei definiert werden

Feuerknopf — feuert die aktuelle Waffe ab

Feuerknopf halten — Granate werfen

Steuermöglichkeiten können neu eingestellt werden, wenn Sie nach dem Laden im Demonstrations-Modus die Taste '3' drücken.

DAS SPIEL

Laufen Sie durch das Spielfeld und vernichten Sie dabei alle Feinde. Sammeln Sie Bonus-Symbole, um Ihre Schlagkraft zu erhöhen, Ihre Punktzahl zu verbessern oder mehr Schutz gegen feindliche Treffer zu erhalten.

Setzen Sie Ihre Waffen und Granaten ein, um Gebäude, Felsen, Schatzkisten zu zerstören oder versteckte Bonusfelder freizulegen. Zertrümmern Sie Wände und verschaffen Sie sich so Zugang zu den dahinter liegenden Bereichen. Einen Extra-Bonus erhalten Sie, wenn Sie auf die grünen Falltüren laufen, die Sie in geheime Kammern bringen. Vernichten Sie die dort lebenden Superkreaturen, erhalten Sie zusätzliche Punkte.

Ihre Waffe folgt der Bewegungsrichtung. Wollen Sie sie in einer bestimmten Richtung fixieren, benutzen Sie die im Menü bestimmten Umschalttasten. Die Verriegelung kann durch erneuten Tastendruck wieder aufgehoben werden.

STATUS UND PUNKTEWERTUNG

Die Punktzahl von Spieler 1 erscheint unten links im Bild, seine verbleibenden Leben oben links.

Die entsprechenden Anzeigen für Spieler 2 erscheinen oben und unten rechts im Bild.

50 Punkte	—	kleiner Feind
100 Punkte	—	großer Feind
1000 Punkte	—	großes Monster
200 Punkte	—	Bonusgegenstand

TIPS UND TRICKS

* Zerstören Sie alles, was sich im Weg befindet, da Sie nur so die versteckten Bonusgegenstände finden.

* Waffen, mit denen Sie über Hindernisse feuern können, sind nützlich, wenn

Connect a suitable cassette recorder ensuring that the correct leads are attached as defined in the User Instructions Booklet. Place the rewind tape in the cassette recorder and type |TAPE then press RETURN. Then type RUN and press RETURN and follow the instructions as they appear on screen.

DISK — CPC 464

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN DISC and press ENTER. The game will now load automatically.

DISK — CPC 664 and 6128

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN Disk and press RETURN. The game will now load automatically.

CONTROLS

The game can be played by either one or two players.

Player 1

Keys fully redefinable to be selected when the game loads. Follow on-screen instructions.

Joystick 1/Joystick 2

Player 2

As player 1 depending on player one's first choice.

The Cheetah 125+ rotational joystick may also be used with a special joystick interface.

Black lead plugs into joystick 1

Red lead plugs into joystick 2

Abort game — CTRL & SHIFT + ESC

Pause game — ESC & DEL (and any key to resume play)

Toggle key — (see game play) definable on menu screen

Fire button — Fires current weapon

Hold fire button — Throws grenade

Control options can be re-selected after loading by pressing '3' on the demonstration mode.

GAME PLAY

Proceed up the playfield eliminating all the aliens as you go. Collect bonuses to increase fire power. Add to score, wear armour, etc.

Use grenades and other weapons to destroy buildings, rocks, store boxes and to reveal hidden bonuses. Blast through walls to obtain access to areas behind. For extra bonus points run onto the green trapdoors, and be transported underground to face a large alien: (kill it for extra points).

Your gun will follow your movement direction to "lock" the gun to a particular direction, press the toggle key, locking the gun to the current direction, press again to release it.

STATUS AND SCORING

Player One's score is displayed in the top left hand corner of the scenery and number of lives remaining in the bottom left hand corner.

Player Two's score is displayed in the top right hand corner of the screen and number of lives remaining in the bottom right hand corner.

50 points—small alien

100 points —large alien

1000 points—large monster

200 points—bonus

* HINTS AND TIPS

- * Destroy everything in your path, as useful bonuses can often be found.
- * Weapons which can fire over obstructions are useful when moving through areas of buildings.
- * The flame thrower is useful for clearing away large areas of screen quickly.
- * Never be in too much of a hurry to move up the screen.

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If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Coding and graphics by David Shea, Paradise Software

Music by Jonathan Dunn

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und drücken Sie die ENTER-Taste. Befolgen Sie die erscheinenden

Bildschirmanweisungen. Verfügen Sie über ein Diskettenlaufwerk, geben Sie |TAPE gefolgt von RETURN ein. Danach geben Sie RUN ein und drücken die ENTER-Taste.

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SPIELER 1

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Joystick 1/Joystick 2

SPIELER 2

Genau wie Spieler 1, hängt jedoch von dessen Auswahl ab.

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200 Punkte — Bonusgegenstand

TIPS UND TRICKS

- * Zerstören Sie alles, was sich im Weg befindet, da Sie nur so die versteckten Bonusgegenstände finden.
- * Waffen, mit denen Sie über Hindernisse feuern können, sind nützlich, wenn Sie sich zwischen Gebäuden befinden.
- * Mit dem Flammenwerfer können Sie große Bereiche schnell von Feinden befreien.
- * Gehen Sie niemals zu schnell an den oberen Bildschirmrand.

VICTORY ROAD

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DANKSAGUNGEN

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Musik von Jonathan Dunn

Produziert von D.C. Ward

Deutsche Bearbeitung von AGC Hamburg, Jürgen Mayr

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THE GAME

Many years ago, when home computers had no keyboards, black and white displays and went "Blip!" there was a game. One or two players were known to sit in front of their tellys for hours on end; meals sat uneaten and beds lay unstept in. Well, now it's 1988 and you can enjoy those days once more, revitalised with new graphics, sound and colour, and a couple of games you've never seen - Four-Bat/Blip, and Astrobliperoids...

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette into the cassette unit and press PLAY
2. Hold down CTRL and press the SMALL ENTER key.
3. The game will load and run automatically.

AMSTRAD 664, 6128 and 464+DISK OWNERS

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the user manual, and insert the rewind cassette.
3. Hold down CTRL and press the SMALL ENTER key.
4. Press play on the cassette player.

Note: Full loading instructions can be found in the manual supplied with your computer.

PLAYING THE GAME

Controls

Each player controls his or her bat using the following keys:

Player 1: Up-Q, Down-A, Left-O, Right-P, Fire-SPACE.

Player 2: Up-Up arrow, Down-Down arrow, Left-Left arrow, Right-Right arrow, Fire-COPY.

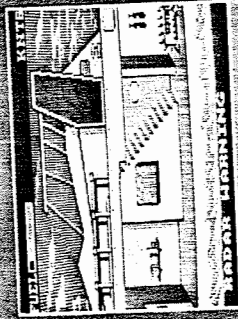
On the title page, Up & Down arrow - move game selection, Left arrow - One player, Right arrow - Two player, ENTER - Start game, ESC - Quit.

5 FREE GAMES (worth £10) will be given away to the lucky winners of the Silverbird Range. Drop us a line on the back of a postcard. The lucky winner will receive 5 titles **ABSOLUTELY FREE!**

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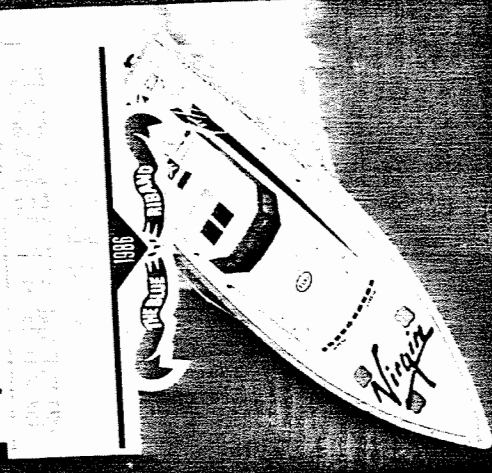
In the summer of 1986 the crew of VIRGIN ATLANTIC CHALLENGER price again attempt to win the coveted BLUE RIBBON title for Britain by crossing the ATLANTIC OCEAN in the record time of 3 days and 10 hours.

The VIRGIN ATLANTIC CHALLENGE GAME is a fun simulation of Richard Branson's part in this exciting and dangerous event.



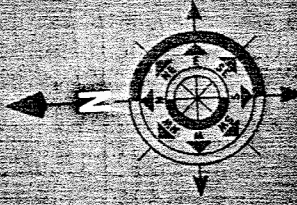
VED 9006

VIRGIN ATLANTIC CHALLENGE GAME



AMSTRAD CPC 464/664/6128

As RICHARD receives alerts from the boat's computerised systems he must respond at **BREAK-NECK SPEED** to various pieces of equipment needing his attention. He must **KEEP ON COURSE** and in good time, but not so fast the **BOAT BREAKS UP**. **REFUELLING** is also necessary and avoiding the **HAZARDS** of the deep blue sea, additionally he must take **MONEY MAKING** (or breaking) decisions that are teleaxed to him from all parts of the **VIRGIN EMPIRE**.



In the VIRGIN ATLANTIC CHALLENGE GAME you take RICHARD BRANSON'S part in crossing the Atlantic in RECORD-BREAKING time. You must respond quickly to all the tasks involved in keeping the boat at a GOOD SPEED - but not so fast that it BREAKS UP. You must keep DN COURSE, except for the occasional HAZARD in your path and you must REFUEL. Additionally there is MONEY to be made for VIRGIN, so there are still business decisions to be made.

The main area of play is over two screens and RICHARD must race from one piece of equipment to another in response to the ALEXIS reported to him by the boat's computerised system along the bottom of the screen. The status line at the top of the screen shows your FUEL SITUATION, BEARING, RUDDER, and your PRESENT SPEED in knots.

To use the equipment, stand in front of it and press FIRE or the SPACEBAR. A WINDOW will open and display the information you need. Press FIRE or the SPACEBAR when you are finished.

Opening the RADAR WINDOW shows the radar screen on the right and several panels on the left. The top box tells if it's a TANKER or a HAZARD in the path of "CHALLENGER II". If it's a TANKER it will show up as a "BLIP" on the radar screen when you are within 100 miles of it. A HAZARD doesn't show up as a "BLIP". The other panels show RANGE and BEARING. When you are within 50 miles range of the TANKER, you should make your way to the COCKPIT, where you will see the TANKER from the window. You must then steer towards the TANKER. When you are beside it you will automatically REFUEL, but you must be in the COCKPIT to do so.

If the radar shows "HAZARD", you must avoid the object in your path by SLOWING DOWN drastically or push HARD RIGHT or LEFT on the RUDDER for a while. Do this from the COCKPIT with the joystick or I and P keys.

Your ACTUAL BEARING is shown on the top line, the bearing shown in the RADAR WINDOW is the CORRECT one. When these readings differ you must go to the COCKPIT and move the JOYSTICK LEFT or RIGHT or press I

or P to adjust the RUDDER. The bearing on the top line should read the same as the reading in the radar room.

The MAP WINDOW will show the best possible course as calculated by the on-board navigation systems, including the positions of the REFUELLING TANKERS. Your position is indicated by a small, SQUARE CURSOR.

The ENGINE ROOM WINDOW will display SPEED, TEMPERATURE and STRESS readings for each engine (GREEN - STARBOARD and RED - PORT). The box at the top shows your overall average speed. EXCESSIVE HEAT and OVERHUE STRESS will need to be corrected immediately by adjusting the speed as you are driving the boat TOO HARD for the present weather conditions. You may ADJUST the speed by pushing UP or DOWN on the JOYSTICK or by pressing I or A, either in the ENGINE ROOM or in the COCKPIT. Ignoring TEMPERATURES of over 200° and STRESS of over 80% will eventually cause the boat to BREAK UP.

A healthy sailor must EAT and if you get too busy to remember regular meals your performance will suffer. You must open the GALLEY WINDOW to prepare and eat your meal. It is time consuming, but watching those calories mount up ensures you will be in PEAK CONDITION to complete the journey.

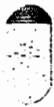
Business carries on for RICHARD, even at sea and the communications system in "CHALLENGER II" allows messages to reach him about important decisions to be taken. When you receive a message that a TELEX has arrived, the TELEX WINDOW will reveal the message. Pushing LEFT or RIGHT or pressing I or P will highlight YES and NO, pushing FORWARD or pressing I will select the highlighted answer. The cash effect on your decision will show immediately. This box shows how much money you've MADE or LOST since the boat started the journey. RED indicates you have LOST profit. Naturally, if you happen to be too busy to answer your telexes you will LOSE money anyway.

To enter the COCKPIT climb the stairs at the back of the boat. As already mentioned, you may alter SPEED and DIRECTION here. You will need to be here when you rendezvous with the TANKERS for REFUELLING, otherwise you will not be successful! TIME is displayed here in DAYS, HOURS and MINUTES.



To be a RECORD-BREAKING success you must keep up as fast a speed as weather conditions will allow. "CHALLENGER II" carries as little fuel as possible to keep weight down, so you must keep a good course so as not to WASTE FUEL. Very HIGH SPEED will burn more fuel, but you will burn some fuel at all times to keep the engines running even when at 0 knots.

TO LOAD HOLD DOWN THE CTRL KEY
AND PRESS THE SMALL ENTER KEY



KEYBOARD CONTROLS I = UP
J = LEFT A = DOWN
P = RIGHT SPACEBAR = FIRE

OR USE A JOYSTICK

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VOODOO RAGE

The man of the house has become addicted to playing computer games. Because of this serious obsession, both of you have been drawn into a huge mega-computer console that lies hidden in another dimension.

Your task is to stop him from playing with all the min-computer consoles scattered about. The action is spread across twenty exciting screens in this hi-tech nightmare.

There are two ways to stop his maniacal rampage through the console. First there is the ever-reliable rolling pin, once you have managed to locate it, which is very difficult, you then have to try and get it. Once in your possession you must strike him over the head but be careful, if you hit him when he is not playing with one of his little consoles he gets extremely upset with you and kills you.

The second method, and somewhat easier, is to have a VOOODOO RAGE. A voodoo rage is like having thirty mothers who all lose their temper at the same time. Unlike real life a voodoo rage only lasts for 10 seconds in which everything that scores counts as double and you become invincible to all attacks. You only have ten voodoo rages, an extra one is awarded for every 10,000 points you score, so don't waste them. Also don't forget the mad game player does not like to be nicked on for nothing, choose your time well.

You must progress through the screens by picking up all the household objects you come across, all the time he tries to resist playing the games, but he is only human — isn't he?

This game can be played with a joystick or from the keyboard

GO LEFT	PRESS —
GO RIGHT	PRESS —
TO JUMP	PRESS SPACE BAR OR FIRE
VOODOO RAGE	PRESS CTRL
SOUND ON/OFF	PRESS DEL
TO PAUSE	PRESS RETURN
TO CONTINUE	PRESS ANY KEY
CHANGE SCREEN	PRESS CLR

If you jump and miss, jump again as soon as possible if you can't keep you out of trouble. Also 'Whist' in flight, your direction is controllable.