

HIGHWAY ENCOUNTER

THE ALIENS have invaded earth. There's only one road left to travel, before they reach their final goal - total world domination.

Your mission, to halt their advance. And ultimately destroy their alien stronghold, 'Zone Zero'.

Under your control are five Vortons. And the 'Lasertron' — the world's most advanced weapon system, which must be taken to Zone Zero to complete your mission.

Fail. And face the deadly consequences as the future of earth rests in your hands.

So prepare yourself for battle... Prepare yourself for the Highway Encounter.

KEYBOARD CONTROL

I - ACCELERATE
Q - DECELERATE
O - LEFT
P - RIGHT
SPACE - FIRE
H - HOLD
A+G - ABORT GAME

JOYSTICK CONTROL

Push forward to accelerate. Pull back to decelerate. Move either side to turn left or right.

Other functions use the keyboard.

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Compatible with
ZX INTERFACE TWO
KEMPSTON PROTEK/AGF.

REVOLUTION

BALL CONTROL

1. Directional Control.

The direction of the ball cannot be changed in mid-flight. It can only be altered on contact with the ground or other objects.

2. Bounce Energy

The top half of the on screen meter indicates the present bounce energy of the ball. This determines the height at which the ball can bounce. The lower half of the on screen meter indicates the desired energy setting. This can be changed by holding down the fire button or appropriate key until the required energy setting is reached. Release to activate the new setting.

KEYBOARD CONTROL

Q - FORWARD
A - BACK

K - LEFT
L - RIGHT

Use combination of above keys for diagonal movement.
Z to **N** or **SPACE** - BOUNCE ENERGY.
M - MAP, enter to return to game.
P - PAUSE, enter to return to game.
A+G - ABORT GAME

JOYSTICK CONTROL (RECOMMENDED)

Use the Joystick for directional control. The fire button sets the bounce energy.

For other functions use keyboard.

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ANDROID TWO

FEATURES

- * 100% machine code game.
 - * Full instructions on tape.
 - * Keyboard or joystick option.
 - * Total control of Android.
 - * 3D representation with super full colour graphics.
 - * 3 multi-screen wrap around zones.
 - * Advance warning radar and direction indicator.
 - * 5 lives.
 - * High speed transportation between all 3 zones.
 - * Time factor.
 - * Millitroids, Hoverdroids and Bouncers.
 - * Rapid fire photon blaster.
 - * Obstacles, land mines and mine detector.
 - * On screen scoring with high score.
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FEATURES

- * 100% machine code game.
- * Full instructions on tape.
- * Keyboard or joystick option.
- * 360° control of Tornado.
- * 3D representation with superb full colour graphics.
- * Vast multi-screen wrap around landscape.
- * Advance warning radar and landscape map.
- * Time limit.
- * On screen scoring with high score.
- * Land, refuel, take off at will.
- * Enemy targets.

KEYBOARD CONTROL

I-UP **G**-BANK LEFT
Q-DOWN **H**-BANK RIGHT
X - TAKE OFF/WING MODE
M- LANDSCAPE MAP
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LOADING INSTRUCTIONS

1. Reset the computer by disconnecting and reconnecting the power supply.
 2. Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
 3. Rewind the tape.
 4. Set the volume and tone control to a suitable level.
 5. Type **LOAD""** in 48K mode only.
 6. Press **ENTER**.
 7. Start the cassette recorder.
 8. Once loaded the program will run automatically and provide instructions.
- EACH GAME LOADS INDIVIDUALLY, FOR RUNNING ORDER SEE CASSETTE LABELS.



All games written by COSTA PANAYI.

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