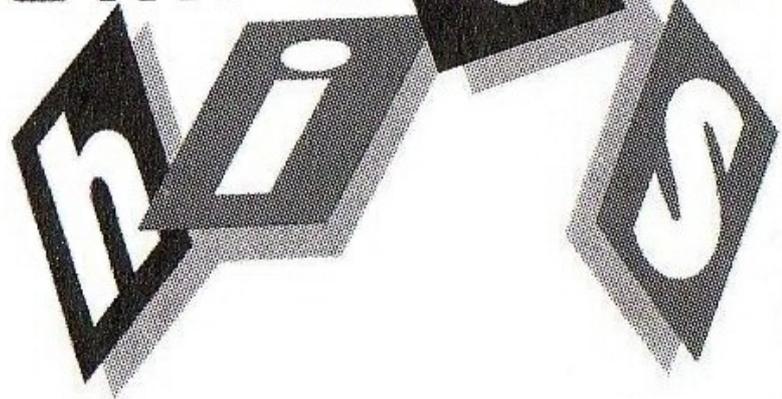


COMPUTER



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▶ **6 ORIGINAL HIT GAMES**
All programmes are duplicated on both sides of tape

1 ► DARK STAR ©Design Design

The Object Of The Game

The object of Dark Star is to liberate your galaxy from domination by the Evil Lord's tyrannical Empire. To achieve your aim you must wipe out all the enemy's military centres on the planets within your galaxy (These are shown in green on the Tactical Sector Map). The game difficulty setting will determine the degree to which the Empire has extended its sphere of influence throughout the galaxy.

Controls

Dark Star has a fully user definable game control system, which is explained by the incorporated screen instructions. Please note that the program will select keyboard control or joystick control automatically, depending on which menu was last used. Under joystick control, the accelerate and decelerate controls will remain on the keyboard as defined by the user. We do not recommend use of joysticks in playing Dark Star.

All aspects of the game are open to user control, including the display format, and can be altered by use of the highly flexible, menu driven front end.

The keys "1" to "0" cannot be defined by the user. Those that are used in the game are as follows:

- 1 Causes the display to switch between visual and tactical displays. On the surface of a planet, this will show the arrangement of defences as detailed above. Whilst the Liar is in space the tactical display will show a map of all the two hundred and fifty six sectors within the galaxy, though your battle computer will only mark those sectors containing enemy planets. The type of defence employed on a given planet is also marked according to the displayed key. The Liar's position within the galaxy is shown by a flashing square surrounding the sector it is located in.
- 3&4 When pressed together will cause the Liar to self-destruct, aborting the game and returning to the main menu or high score table on the next key press.

Features

- Universe
- Stopwatch Mode
- Full 3 Dimensional, 2 Million Way, Movement
- Colour Vector Graphics
- Full Range of Sound Effects
- Full Screen Playing Area
- Continuous Error Free Operation
- 600k of Source

2 ► EDDIE KIDDS JUMP CHALLENGE ©Martech

Playing Instructions

The ultimate aim of JUMP CHALLENGE is to jump as far as you can while still maintaining control of the bike on landing.

Before you can try your hand at jumping a motor cycle over cars, you have to prove your worth jumping a bicycle over oil barrels.

In both cases the general procedure is as follows:

- 1 Ride away from the ramp (right to left). How far you go is entirely up to you but obviously longer jumps may need a longer run up.
- 2 Stop the bike and turn to face the take off ramp.
- 3 Accelerate towards the ramp.
From here on in - you're on your own. What to do and how to do it is for you to discover, but here are a few more points to help you.
- 4 How far you jump will depend on three main factors:
 - a Speed at take off
 - b Position of bike and rider through the air
 - c Gusting headwinds
- 5 The score given to a successful motor cycle jump depends on where the back wheel hits the landing ramp.
- 6 It is possible to practice control of the bike by riding up and down the approach road. For example, to do a wheelie, lean and accelerate, but be careful - this needs practice to control.

Spectrum

- 1 JOYSTICK (→) or (←)
KEYBOARD (Break space) or (symbol shift)
Depending on which way the bike is travelling on the screen will cause Eddie to lean towards or backwards.
- 2 JOYSTICK (↑) or (↓)
KEYBOARD (Z)
Controls the throttle or, if riding a bicycle, the rate at which you pedal.
- 3 JOYSTICK (FIRE BUTTON)
KEYBOARD (CAPS SHIFT)
Controls the brake.

- 4 Any key on 2nd row, i.e. (A) up to (ENTER)
When the bike is stationary will cause it to turn and face the opposite direction. When approaching the ramp, may be used to abort the jump at the last minute - if you feel the speed is not right, for example - but more than a touch and the result could be a serious crash!

3 ► HEROES OF KHAN ©Interceptor Micros

Game Feature

- 1 100% machine code.
- 2 'Real' English command decoding.
- 3 Instant graphics.

Giving Instructions - Command Syntax

Full use of nouns, verbs, adjectives, adverbs and prepositions is allowed (and often necessary), where relevant to the game, as in standard English usage but note the following:

- 1 If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using SHIFT & DELETE.
- 2 The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous, e.g. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying 'PRESS BUTTON' would be insufficient. You would have to say 'PRESS THE GREEN BUTTON' or 'PRESS THE RED BUTTON'.
- 3 You are allowed to omit the word 'THE' if you wish.

Attacking Adversaries

Use the construct: KILL (or ATTACK) adversary WITH object, e.g. KILL THE LION WITH THE SPEAR.

Talking To Others

It may be necessary to get other characters to perform some actions for you, especially if they are specialists in that action or in some other way more suitable than you to perform that task.

To to this, use the construct: Character, command, e.g. Imagine that you are in possession of a broken sword and that you have met a character called Odin who is described as a weapon maker. In this case you could say: ODIN, REPAIR THE SWORD.

Giving To Others

Use the construct: GIVE object TO character, e.g. GIVE THE CHEESE TO THE MOUSE.

Special Commands

In addition to the words in the adventure vocabulary, there are some special commands which can be used on their own. These are as follows:

- 1 'HELP' or 'H'.
This command will give a help message, where appropriate.
- 2 'INVENTORY' or 'I'.
This will give you a list of the objects you are carrying.
- 3 'LOOK' or 'L'.
The location description will be reprinted. If there is a picture associated with the location, it will also be displayed.
- 4 DIRECTION COMMANDS.
These commands can be given in full, e.g. 'NORTH' or abbreviated to the first letter, e.g. 'N'.
- 5 SAVE.
This command is used to save your current position and status on tape.
- 6 LOAD.
This command is used to restore your previous position and status from tape.
- 7 QUIT.
Used if you've had enough. You will be given the option to save your current position and status.
- 8 SCORE.
Use this command to see how well you are doing. Your score will be displayed as a percentage of the total points available for the game.

Graphics

Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear, unless you use the 'LOOK' command.

4 ► SCUBA DIVE ©Durell

Playing Instructions

On loading the program you are asked to select the skill level. '1' is the easiest and '4' is the most difficult. Also at this stage you may press 'K' to define the playing keys. The keys selected on loading are:

Z	Rotate anti-clockwise
X	Rotate clockwise
'SPACE'	Move forwards & accelerate to full speed
'Symbol Shift'	Move forwards & decelerate to stop

After pressing 'K' you must press the key you wish to use for each direction, as it appears on your screen. This means that the game can be programmed for use with most joysticks. If the 'L' key is pressed then a previously saved score table can be loaded in the normal way. After the first game 'S' may be pressed to save the score table on the tape.

Having entered the skill level you can begin the game. The screen is divided into two parts. The right side is your status panel and shows the depth of your diver, the amount of oxygen he has, the top score, your score, the score your diver has in his hand, the current skill level and the number of 'lives' left. The left side shows a view of the sea. At the beginning of the game you will see the boat containing three divers. Start the game by moving the 'move forward' key, after which you may move your diver using the appropriate key as described above. When diving you must avoid all the sea creatures and the boat which 'kill' you on contact. As you move to the edge of the screen the scene will shift to keep your diver on the screen. When you have found an oyster on the sea bed you must wait until it opens and take the pearl by touching the oyster with your diver. The points you receive for your pearl will be added to the score and are 'held'. The oyster with the pearl removed will not open again. To climb back on the boat touch the ladder at the back with your diver. When you are on the boat the 'held' score is added to your main score and your oxygen supply is renewed. If while you are diving you accidentally touch a rock you will be knocked unconscious for a few seconds and the diver will drop the pearls and the 'held' score will become zero.

On the sea bed you will find a hollow containing an octopus which you will have to pass to enter the undersea cavern. This cavern contains more sea creatures and at the bottom there are giant clams which contain giant pearls. To obtain these pearls wait until a clam opens then touch the lower segment of the clam with your diver. If the clam closes while you are touching it you will be knocked unconscious for a few seconds. At the bottom of the cavern you will find another hollow containing another octopus which you can pass to enter the undersea caves. The first time you manage to pass the second octopus you will gain an extra 'life'.

In the caves you will find more sea creatures, more giant clams, oxygen cylinders and chests of treasure. If you find an oxygen cylinder you can replenish your oxygen supply by touching it with your diver. There may be up to three chests of treasure in the caves. You can obtain jewels by touching the chests with your diver.

If you manage to collect all the pearls and treasure from the sea then you will get bonus points and a new set of caves, clams and oysters will appear at the next skill level.

Scoring

	Skill Level			
	1	2	3	4
Oyster Pearls	20	40	60	80
Clam Pearls	50	100	150	200
Treasure chest No. 1	250	500	750	1,000
Treasure chest No. 2	500	1,000	1,500	2,000
Treasure chest No. 3	750	1,500	2,250	3,000
Bonus	2,500	5,000	7,500	10,000
Max. 'held'	250	500	750	1,000

Your diver can 'hold' the maximum points shown above before he must return to the boat. When collecting treasure from the chests your held score will be increased to the maximum and these points deducted from the content of the chest. When a chest is empty it will stop glowing and will appear a steady yellow colour.

5 ► A DAY IN THE LIFE ©Micromega

You are invited to live a day in the life. It will make you glad to be running a craft shop in the Outer Hebrides.

Keyboard controls on loading are set to:

Q - Up Z - Down P - Right I - Left 1 - Pause

If you have to be an individualist you can choose your own keys or use the joystick of your choice.

If you get into a real mess hold keys QUIT to...er...quit.

If the music really gets up your nose it can be switched on or off with ON or OFF (well, it's close enough, isn't it?).

Your score on each screen depends entirely on how quickly you complete it. Running out of time will cost you a man, except where trains are involved, where you must go to the revolting Waiting Room and wait for another one...you will score nothing, but you keep the man, so just be grateful.

For best results play this cassette into your Spectrum. Alternatively, you can really annoy other drivers if you play it loudly in a traffic jam. 9 out of 10 owners said their C5 preferred it.

6 ► SPECIAL OPERATIONS ©Lothlorien

A. Setting And Objective

This exciting adventure wargame is set during the latter days of World War 2.

The game utilises a split screen and maps of various locations. Your position is shown in such a way that you are only shown what you would be able to see if you were on the ground (except the compound scenario which is an aerial photo).

Time plays an important role.

You also have a time limit you set yourself. This is a rendezvous time for your pick up plane.

Your team members have two specialist skills, the choice of team members is up to you. There are thirty to choose from.

B. Restart Objectives And Time

"Continue saved game Y/N" - To play a saved game press Y and follow instructions.

N starts a new game

Objective 1-7 - Select from the list.

Time 1-9 - The number of hours to pickup is in tens of hours e.g. 6 = 60 hours time to pick up.

C. Team Selection

From thirty applicants choose four to accompany you, the team leader. At this stage you will only be aware of one skill per applicant. To find second skill you will have to interview. This will take a full day and only eight can be interviewed before mission commences. When asked "interview" answer "i" will reveal second skill.

Having selected your team of four the computer will create the adventure. This takes about one minute.

D. Three Main Scenarios

Although there are eighteen maps the majority of play will be around FOREST, COMPOUND and COMPLEX

- 1 Forest - You are parachuted into the centre, close to the target area. The map will depict an impression as you come down; it is NOT accurate.

Your position is shown by a flashing square. While in the forest beware of enemy patrols. A key to the forest terrain can be obtained by using "tf" command.

- 2 Compound - The entrance to the underground complex is in the centre of the compound and is constantly guarded.

The place is literally crawling with enemy personnel.

- 3 Complex - The underground complex is a series of passages and rooms. The display shows what you can see plus areas you have been in. You cannot see round corners!!

Apart from the east and west edges there are no dead ends - all passages lead somewhere.

There are three possible entrances and exits at the east and west edges. To exit use the "ou" command at these locations.

You can only exit by the way you entered apart from the MAIN entrance.

E. Time

Time elapsed will constantly be displayed in hours and minutes. Different actions and skills use different amounts of time, and also varies with the scenario e.g. movement in the forest takes twenty minutes. In the complex it takes two minutes.

Its up to you how much time you need, but for excitement don't give yourself the maximum.

F. Actions/Skills

Actions are shown in the reference tables.

Use of team skills is important.

Only three skills may be used simultaneously.

The team leader is proficient in all skills.

BUT YOU CAN SELECT HIS SKILL USE ON FIVE SEPARATE OCCASIONS.

Team skills are constantly displayed.

Team member only uses skills when instructed. This is done by the "su" command. You will then be asked "SKILL TO USE" - Enter first three letters of the skill.

If one of your team has this skill it will be used until cancelled.

For leader skill you must first select "Lea" then follow above procedure.

To cancel skill used - "sc" when asked for ACTION, and first three letters of skill.

To cancel leader skill you MUST enter "lea" and not the skill.

Note: To correct errors press z once or twice.

If you select "su" or "sc" in error, escape by keying in a skill which YOU DO NOT POSSESS in your team.

Skill use is cancelled in combat.

G. Combat

When an enemy patrol enters one of the adjacent areas to the team, combat will normally occur. During combat your men will be shown at the bottom of the screen, numbers one to five, team leader is number one.

The enemy is deployed at the top.

For each of your men you must select an enemy target, then move each man two squares by using cursor keys (5-8) or 9 for no movement.

One hit causes a wound, two hits death.

In order to hit a target there must be a clear line of sight.

When hit the man will "flash" on and off.

After combat, a status report on your team's condition will be given with the "st" command.

H. Saved Games

You may save the current game. Enter "qu". You will be asked to save the game position - If yes enter Y and follow the instructions.

Tips

- 1 Keep your leader safe.
- 2 There are at least six completely different routes into the Compound and Complex.
- 3 Be careful in the Compound and Complex - These are high security areas.
- 4 Take great care in choosing your team, get the best balance of skills.
- 5 Remember your leader can use any of the thirty skills.
- 6 Use skills to the utmost - Keep trying them and find out what they are capable of.

Objectives

- 1 Find location of the enemy compound and take photographs of it. You do not need to enter.
- 2 Find method of getting in and out of the Compound.
- 3 Find the method of getting in and out of the Complex.
- 4 Get samples of an experimental chemically based rocket fuel.
- 5 Get sample of viral agent.
- 6 Get details of the rocket guidance system.
- 7 Destroy the production area in the Complex.

Reference Table - Actions

mn, ms, me, mw, = move N, S, E, W (North is always top)

in = Enter - a terrain, feature or vehicle (Skills or equipment are sometimes used)

ou = Get out

su = Skill use

sc = Skill cancel

eq = List of equipment found

se = Search (Not in caves)

ta = Take (A piece of equipment)

hi = Hide (You, not the equipment)

at = Attack guards (Forest only)

no = Do nothing (Short periods)

w = Wait (Long periods)

st = Status report on the team

tf = Terrain features in the forest

qu = Quit the game

Skills

Acr(obat)	Act(or)	Bio(logist)	Car(tographer)
Che(mist)	Cip(hers)	Cli(mber)	Div(er)
Doc(tor)	Ele(ctronics)	Exp(losives)	For(ger)
Int(errogator)	Lea(der)	Lin(guist)	Loc(ksmith)
Mec(hanic)	Mid(get)	Nav(igator)	Pho(tographer)
Phy(sicist)	Pic(kpocket)	Pil(ot)	Rad(io operator)
Sap(per)	Sco(ut)	Sni(per)	Str(ongman)
Una(rmed combat)	Veh(icles)		

Loading Instructions

Type: RUN "SO"

Spectrum

Loading Instructions

Insert cassette and ensure tape is fully rewound. Type LOAD"" and press enter.

Spectrum

Location Index

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