

Fairlight

by
Bo Jangeborg

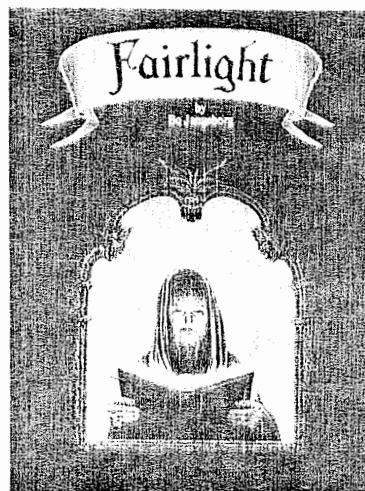


ACKNOWLEDGEMENTS

Storyline by Bo Jangeborg with Cheri and Tim Langdell.

Graphics by Bo, with assistance from the inimitable Jack (with special thanks for the start screen, Jack). All graphics made possible entirely by The A and Grax (also by Bo).

Our very many thanks to 'Clever Music' for the music, and to Stuart Hughes for the 'Fairlight' cover artwork.



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Published in Britain by The Edge, 12/13 Henrietta Street, London WC2E 8LH.

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No one could explain exactly what had gone wrong, although there was no shortage of village story tellers more than willing to try. There had been Gerion, a great and powerful leader standing 8 feet tall, it's said, who led the land into a costly and wasteful war. Ogdar had then replaced the mighty Gerion only to promptly ban all study of science, music and the magical arts.

There followed a succession of weak rulers from Reeth to Leoline, who all allowed the once pristine order to slip into chaos and darkness. And even when a seemingly good leader finally appeared many bad harvests later, his own people murdered him. It was the final sign of a decaying land, and there were many at that time who despaired and left Fairlight for lands far beyond the Cynwall mountains.

Only the Castle Avars stood alone and silent on the plains of Avarslund. The last dwelling place of a King of Fairlight, the King Avars who some say was King when the Land was still full of magic, before the fall . . .

As long as anyone could remember no one had succeeded in gaining entrance to the last vestige of the land as it once was. Legends about it were to be heard everywhere; with some saying that inside still lived the tall ancestors of Fairlight's people, some saying that a perpetual summer shone within, and yet some saying that within is Segar the Immortal awaiting his moment to bring the Lathi back to the Land.

But few alive in these times could believe that, as mysterious as this Castle might be. For this was an age of feudalism and a time when Merchants and Barons ruled, if any can be said to rule in such a fragmented land.

A Trespass; A meeting; An unexpected guest

Nothing was further from Isvar's thought than tales of his ancestors, less still of the myths surrounding the Castle of Avars.

now. Er, the path was just behind me here, just . . . where's the path gone! It's so dark in here, but even so there's no sign of the path at all! Help!"

"Don't be afraid young master", came a voice so soothing that Isvar thought for a moment that an angel had spoken. "This is Ogri's wood and Ogri's friend; quite safe here, yes, and Ogri like young master, not let harm come to him, no no harm. Long time since Ogri saw young master, why young master not come again sooner, why leave Ogri here so long on own? Hum? Not like Ogri young master? Huh?"

Isvar's mind and body were both equally frozen by what stood before him. Part of him was still desperately trying to run away, and another part was totally fascinated by this woman-like creature that stood half bent before him. I seemed to know him! But how? And those eyes, those eyes, so soothing, so welcoming so . . .

Isvar sank into a blissful loss of consciousness, and as he did so he felt Ogri lifting him up and starting to carry him away . . .

Isvar woke up what seemed to him to be an eternity later. He was sprawled on the floor of a cave and the faint glimmer of a typical Fairlight day was easing in through the entrance. There too stood a figure, that of an old man in hooded cloak. Before Isvar could piece his thoughts together, the old man spoke in a deep, resonant voice.

"Arise Isvar, we have much to do, and if you do not move fast I fear that Ogri will be returning to feast upon you as her breakfast!"

Hardly knowing what to think, Isvar's body almost automatically rose and found himself following this old man out of the cave and into the glade outside. Still dazed, Isvar managed to stammer, "Who are you? Where am I? Where do you come from?", and another part of him was saying, "moreover how do you know my name?"

"Isvar, you have strayed. You have ignored the warnings of your Elders; entered Ogri's Wood. But I can lead you to safety. Come, this way. Just do this slope and then we're almost out of Ogri's way. You'll be safe then. Go boy! Don't dawdle."

Isvar followed, quite mesmerised by the old man's voice. Down the slope; along a path which suddenly turned sharply and ran alongside a wall.

"This must be an outer wall of the Castle Avars", thought Isvar, "I had realised I was so close to it."

"This way boy! Hurry, we must move fast if we are to get well away from Ogri — she's far more dangerous than you might think. In here, quick boy, in here."

The old man had found an opening in the wall that Isvar could have sworn not there a moment before. Entering, Isvar had the shock of his life . . .

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AN INTRODUCTION

to the Land of Fairlight. You are about to enter a world of wonder and magic. Fairlight represents the 'state of the art' in 3-dimensional graphics. What makes Fairlight rather special is a programming environment called the 3-D Worldmaker Technique.

This technique allows a level of graphic and 3-dimensional realism never seen on a home computer. Every object that you come across in this game has its own special attributes. You can move most objects around at will and stack them into piles if you wish.

Characters in general have 'real world' features, such as weight, strength and sometimes a degree of intelligence, too. Although, for instance, the hero 'Isvar' has 5 'pockets' to carry things in, you may not be able to carry as many as 5 — what you can carry also depends on the weight of the objects.

And as you'd logically expect, pushing a lightweight object like a key is much easier than pushing a heavy object like a barrel.

This revolutionary technique has also allowed (as you'll see) an unrivalled level of detail to be added to the 3-D rooms and caverns. The net result is a 'real' castle and accompanying cave system which you can feel free to explore. But keep your eyes open! As in real-life not everything which you can see is as easy to spot! Many objects have, well, 'magical' uses. All is not as it seems.

It may take you several months to solve — so do not sit down expecting to complete the game on the first evening!

We sincerely hope that you have as much pleasure playing Fairlight as Bob the Programmer had in creating it. Keeping your eyes peeled for Fairlight II, coming soon from Bob, via The Edge.

© 1986, Spring 1986.

PLAYING FAIRLIGHT

Fairlight

Commodore versions: If you have a Commodore 64, then Fairlight is loaded by pressing the SHIFT and RUN/STOP keys together and allowing the tape to play. Please ensure that the tape is fully rewound before loading begins. If you have a Commodore 128 then you will need to load Fairlight in '64' mode. Otherwise the instructions are as for the '64'.

Ad-Schneider owners: The game is loaded and run by holding down the spacebar and the small ENTER keys at the same time. You should see a request to PLAY on the tape deck and then to press any key.

LOADING: Commodore owners should simply enter the following:

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but, this is the Castle Avars! We're on the inside! But no one has ever got out — at least the Elders tell us that no one has ever been in here since the King Avars died over 3,000 years ago."

as he spoke, Isvar was aware that the wall behind him was quite seamless, was not the slightest sign of a doorway of any kind. He was trapped in Isvar turned to face the old man and found that he was about to speak, but an almost pathetic apologetic face.

"I must admit that I have lured you inside this castle. You are wrong to think that no one has ever been in here since the King Avars. I myself live here, have done so for many many years. Lived did I say? Huh! I should say ended! For I am a prisoner and what you see before you is merely a projection of myself that I have created by force of my will. I am a prisoner Isvar, in that I am over there. Yes, I was once the court sorcerer to the King Avars, yes I was old! But the King's slayer entrapped me here all that time ago.

He waited Isvar, oh how I have waited! Only one has come before you, and only I gave the same quest that I give to you this day. But he failed me Isvar, must not! Do not fail me Isvar.

"I must be freed! The only way I can be free is if you can find somewhere a book — 'The Book of Light'. This book is magic, nay it is more than that, it is the only way in which there can be any hope of magic returning to our fair land. You find it! Bring it to me and my invisible bonds will be broken, and I can give you Isvar that upon that moment I will be able to give you the means to escape this castle. But only then!

are, though, Isvar, for those who entrapped me here did not leave me undisturbed. You will see guards, trolls and many other creations which they have found this castle to ward off anyone who may succeed in gaining entrance! He came before you was almost successful — he may have even found the book. I don't know. But this I do know, that the guards got him and ended him too in the dungeons of this place.

Quickly Isvar. Hurry, the future of Fairlight depends upon you! And remember this, the book could only be approached by the King Avars! More than that I cannot help you in locating it. But hurry, there is no time to lose!" with that last phrase, the vision of the old man seemed to fade and in a moment he had disappeared altogether.

"I said wait!" cried Isvar. "You must know more about where I can find the book! You must know more about how I can find my way around this castle! Surely you can tell me more!"

to answer came.

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LOAD "FL".8.1. Amstrad owners should enter: RUN"FL".

In all cases, Fairlight will automatically start when loading is complete.

Game controls:

Commodore 64/128

Key	Function
Y.U.I.O.P.@	UP & RIGHT
G.H.J.K.L.:	DOWN & LEFT
O.W.E.R.T	UP & LEFT
A.S.D.F	DOWN & RIGHT
/SHIFT (right)	JUMP
comma.N.M.:	FIGHT
X.C.V.B	PICK UP
SHIFT(left).Z	DROP
1-5	OBJECTS/POCKETS
7,8,9,0	USE
RET/ORE	RESTART GAME
RUN/STOP	PAUSE

Amstrad

Key	Function
P	UP & RIGHT
L	DOWN & LEFT
O	UP & LEFT
S	DOWN & RIGHT
SHIFT	JUMP
SPACE	FIGHT
1-5	OBJECTS/POCKETS
6	PICK UP
7	DROP
8	USE
TAB/ESC	RESTART GAME
CTRL	PAUSE

Joystick:

Both Commodore and Amstrad versions are designed to operate with a joystick. In the case of the Commodore, please use the joystick in PORT1.

Objects in the Land of Fairlight:

To help you to identify some of the objects in Fairlight, here is a short list of some of the most common ones that you'll encounter in your quest: Stool, Book, Barrel, Decanter, Keys, Goldbag, Potion, Plant, Bread, Chicken and Scroll. Most objects have a use and some may not be just what they seem!

PS: Clues to solving Fairlight are scattered everywhere. Not only in the game, but look closely at the cover, start-screen, and the following text, too!

CHRONICLES OF THE LAND OF FAIRLIGHT

I. A Prelude: The Light Revealed

A dying land

It did not happen overnight. The Land of Fairlight had once been a beautiful place, peopled by a fair race, led by mighty and worthy Kings and Queens. But the beauty had faded. The leaders had grown weaker and weaker. The Light had all but gone . . .

The history books written by the Elders of days long gone by, talked almost solely of a land of peace, a land of music and jollity. A land where it seemed the sun shone brightly everyday, in clear blue skies.

A land in which magic was everywhere, in everything and in everyone . . .

3

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Join The Edge Connection. For just £6 you get an Edge T-Shirt, a Poster, and a year's subscription to the 'Connection'. You will be entitled to discounts on all The Edge games, and you'll get regular copies of The Edge Connection news sheet, giving advance information about new Edge games and hints and tips on playing Edge games. Remember! The Edge's office gets very busy, so help to Edge game players who are 'Connection' members will get priority!

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Address: _____

Age: _____ (if under 18)

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XL L M S (circle one)

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I also own the following Edge games: _____

My favourite Edge game is: _____

I buy software from: _____ (shop/town)

My favourite type of game is: _____

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Television: _____ Other: _____

Other comments: _____

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If you want to join the 'Connection', then send in the above anyway, and we'll rush you a free poster!

FAKTURA

D.9.b Erstellen Eingabemaske:

Bestellnummer:
Ausstellungsort:

Unter der Bestellnummer kann die Bestellung gespeichert werden.
Die 7-stellige Bestellnummer wird automatisch mit dem Kennbuchstaben-B- versehen
Die weitere Anwendung ist nach dem gleichen Schema wie unter D.2.b - D.6.b fortzu-
führen.

D.10. Preiskalkulation

D.10.a Menue Preiskalkulation

- (1) - Erstellen
- (2) - Drucken
- (3) - Bestellmenue

D.10.b Preiskalkulation erstellen

- (1) - Einkauf
- (2) - Verkauf

D.10.c Preiskalkulation Einkauf

Eingabemaske:

Artikel:
Verkaufspreis:
Verkaufsspanne in %:
Mehrwertsteuer in %:

Nach der Eingabe wird der kalkulierte Einkaufspreis ausgeworfen.
Wie vorher beschrieben, kann der Datensatz abgespeichert und ausgedruckt werden.

D.10.d Preiskalkulation Verkauf

Eingabemaske:

Artikel:
Einkaufspreis:
Verkaufsspanne in %:
Mehrwertsteuer in %:

Nach der Eingabe wird der kalkulierte Verkaufspreis ausgeworfen.
D.11 Beachten Sie bitte, daß verschiedene Datensätze geladen werden können. Zum
Beispiel kann der Datensatz Auftragsbestätigung (Auftragsbestätigungsnummer) in das
Programm Rechnung eingeladen werden. Die Rechnung kann dann direkt ausgedruckt
werden.

Weitere Möglichkeiten sind z.B. Datensatz Rechnung in das Programm Lieferschein;
Datensatz Rechnung in das Programm Mahnung
usw.

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Telefon (0231) 125071-3

FAKTURA

System Schneider CPC 464

Ladeanweisung:

RUN "DATA" [ENTER] (Diskette)
RUN " " [ENTER] (Cassette)

A Programmnutzung

Das Programm kann »privat« oder »kommerziell« genutzt werden. Geben Sie (P) für private oder (K) für kommerzielle Nutzung ein. Die Eingabe mit [ENTER] abschließen.

Haben Sie ein (P) eingegeben, so wird im Briefkopf der Quittung, Rechnung etc. als Absender der Nachname und Vorname aufgeführt, sonst erscheint als Absender: Firma.

B Briefkopf

Zum Programmstart können Sie den Briefkopf (Absender) einmalig eingeben. Der Briefkopf wird dann auf dem Datenträger (Diskette oder Cassette) gespeichert.

Briefkopf erstellen (J/N)

Eingabe Briefkopf (Privatnutzung)

1. Name
2. Vorname
3. Straße
4. PLZ
5. Zeichen
6. Bankverbindung
7. Bankleitzahl
8. Kontonummer

Eingabe Briefkopf (kommerziell)

1. Firma
3. Straße
4. PLZ
5. Zeichen
6. Bankverbindung
7. Bankleitzahl
8. Kontonummer

Datensatz richtig (J/N)-----zurück zu Punkt B

Der Briefkopf wird gespeichert.

C Hauptmenue

Nach Eingabe des Briefkopfes erscheint das Hauptmenue:

- (1) - Rechnung
- (2) - Mahnung
- (3) - Quittung
- (4) - Bestellung
- (5) - Lieferschein
- (6) - Auftragsbestätigung
- (7) - Preiskalkulation
- (8) - Programme

D Auftragbestätigung/Rechnung/Lieferschein/Mahn

D.0.a Eingabe des Datums: .../.../....

Geben Sie Tag Tag / Monat Monat / Jahr Jahr ein.

Beispiel: **15.3.1985** oder **15.03.1985** Die Jahreszahl muß größer als 1970 sein!

D.0.b Nach der Datumeingabe kann die Dateneingabe korrigiert werden.

Datensatz richtig (J/N)

Eingabe (J) weiter im Programm

Eingabe (N) zurück zur Eingabe Datum
Im weiteren Verlauf wird die Datenkorrektur nicht mehr behandelt. Alle Eingaben sind nach dem gleichen Schema korrekturfähig.

D.0.c Zwischenmenue

- (1) -- Auftragsbestätigung
 - (2) -- Rechnung
 - (3) -- Lieferschein
 - (4) -- Mahnung
 - (5) -- Hauptmenue
- wähle 1-5

D.1 Auftragsbestätigung

D.1.a Nach der Wahl (1) Auftragsbestätigung haben Sie die Möglichkeit, Adressen aus dem DATA MEDIA-Adreßverwaltungsprogramm zu verwenden. Sie können die Auftragsbestätigung an einen bestehenden Adressenstamm versenden. Legen Sie die Adreßdatei in das Laufwerk und drücken Sie (J).

Sie werden jetzt nach dem Dateinamen für die Adresse befragt. Geben Sie die Adreßdatei ein. Z.B. -Kunde- [ENTER]. Danach wird der Adreßname eingegeben. Eingabe des Firmen- bzw. Nachnamens. Der Computer lädt die Adresse.

D.1.b Möchten Sie keine Daten aus DATA MEDIA ADRESS verwenden, so geben Sie (N) ein.

Auf dem Bildschirm erscheint: Adressen aus Faktura verwenden (J/N)

Eingabe (J): Sie können Adressen aus dem Fakturaprogramm verwenden, die Sie nach der Eingabe abgespeichert haben. (Siehe D.1.c)

Eingabe (N): Auf dem Bildschirm erscheint die Adressenmaske:

1. Name: (oder Firma)
2. Vorname:
3. Straße:
4. Haus Nr.:
5. PLZ:
6. Stadt:

Geben Sie den Adressensatz ein. Nach der Adresseneingabe werden Sie nach der Anrede gefragt. Mögliche Eingaben sind: Herr, Frau, Fräulein, Firma etc.
Den kompletten Adressensatz können Sie danach auf dem Datenträger speichern. Beachten Sie, daß der Dateiname nicht länger als 8 Buchstaben sein darf aber mindestens aus 2 Buchstaben bestehen muß.

D.2.a Menue Auftragsbestätigung

- (1) -- Auftragsbestätigung erstellen
 - (2) -- Auftragsbestätigung speichern
 - (3) -- Auftragsbestätigung laden
 - (4) -- Auftragsbestätigung drucken
 - (5) -- Hauptmenue
- wähle 1-5

D.2.b Auftragsbestätigung erstellen

Eingabemaske:

1. Auftragsbestätigungsnummer:
2. Ausstellungsart:
3. Steuersatz in %:
4. Rabatt in %:
5. Auftragsdatum: .../.../....
6. Lieferdatum: .../.../....

zu 1. Unter der Auftragsbestätigungsnummer kann die Auftragsbestätigung gespeichert werden. Die 7-stellige Nummer wird automatisch mit dem Kennbuchstaben -A- vor der Auftragsbestätigungsnummer versehen. Beispiel: Eingabe 25643 ergibt die AB-Nummer A25643. Durch den Kennbuchstaben können verschiedene Dateien voneinander unterschieden werden. Die einzelnen Dateien werden mit diesen Kennbuchstaben versehen:

- A 25643 -- Auftragsbestätigungsnummer
- R 25643 -- Rechnungsnummer
- L 25643 -- Lieferscheinnummer
- B 25643 -- Bestellnummer
- M 25643 -- 1. Mahnung
- N 25643 -- 2. Mahnung
- O 25643 -- 3. Mahnung

zu 2. Eingabe des Ausstellungsartes [ENTER]

zu 3. Eingabe des Mehrwertsteuersatzes in % [ENTER]

zu 4. Eingabe des Rabattsatzes in % [ENTER]

zu 5. Eingabe des Auftragsdatums. Die Eingabe erfolgt wie unter D.0.a besprochen.

zu 6. Eingabe des Lieferdatums wie Punkt D.0.a

D.2.c Eingabemaske

1. Artikel:
2. Anzahl:
3. Nettopreis:

zu 1. Eingabe der Artikelbezeichnung [ENTER]

zu 2. Eingabe der Anzahl der Artikel [ENTER]

zu 3. Eingabe des Nettopreises [ENTER]

D.3.a Auftragsbestätigung speichern

Datenträger in das Laufwerk legen! (Tasche)
Die Auftragsbestätigung wird unter der Auftragsbestätigungsnummer (Siehe D.2.b.1.) auf dem Datenträger gespeichert.

D.4.a Auftragsbestätigung laden

Datenträgerinhalt anzeigen (J/N)

Eingabe (J): Datenträgerinhalt wird angezeigt.

Eingabe (N): weiter im Programm.

Auftragsbestellnummer:

Eingabe wie unter Punkt D.2.b.1 erklärt. Eingabe mit [ENTER] abschließen.

D.5.a Auftragsbestätigung drucken

Drucker bereit (J/N)

Eingabe (N): zurück zum Menue Auftragsbestätigung (D.2.a)

Eingabe (J): die Auftragsbestätigung wird ausgedruckt.

D.6 Rechnung

Wie unter Punkt D.1.a und D.1.b beschrieben, können Adreßeingaben durchgeführt werden.

D.6.a Menue Rechnung

- (1) – Rechnung erstellen
 - (2) – Rechnung speichern
 - (3) – Rechnung laden
 - (4) – Rechnung drucken
 - (5) – Hauptmenue
- wähle 1–5

D.6.b Rechnung erstellen

Eingabemaske:

- 1. Rechnungsnummer:
- 2. Ausstellort:
- 3. Steuersatz in %:
- 4. Rabatt in %:
- 5. Rechnungsdatum: .../.../...

zu 1. Unter der Rechnungsnummer kann die Rechnung gespeichert werden.

Die 7-stellige Rechnungsnummer wird automatisch mit dem Kennbuchstaben –R– vor der Rechnungsnummer versehen.

weiter wie unter D.2.b beschrieben.

Die weitere Anwendung ist nach dem gleichen Schema wie unter D.3.a – D.6.b erklärt fortzuführen.

D.7 Lieferschein

Wie unter Punkt D.1.a und D.1.b können Adreßeneingaben durchgeführt werden.

D.7.a Menue Lieferschein

- (1) – Lieferschein erstellen
 - (2) – Lieferschein speichern
 - (3) – Lieferschein laden
 - (4) – Lieferschein drucken
 - (5) – Hauptmenue
- wähle 1–5

Unter der Lieferscheinnummer kann der Lieferschein gespeichert werden.

Die 7-stellige Lieferscheinnummer wird automatisch mit dem Kennbuchstaben –L– vor der Lieferscheinnummer versehen.

Die weitere Anwendung ist nach dem gleichen Schema wie unter D.2.b – D.6.b fortzuführen.

D.8. Menue Mahnung

- (1) – Mahnung erstellen
 - (2) – Mahnung speichern
 - (3) – Mahnung laden
 - (4) – Mahnung drucken
 - (5) – Hauptmenue
- wähle 1–5

D.8.a Untermenue Mahnung

- (1) – 1. Mahnung
 - (2) – 2. Mahnung
 - (3) – 3. Mahnung
- wähle 1–3

D.8.b Mahnung erstellen

Eingabemaske:

- Rechnungsnummer:
- Ausstellungsort:
- Mahnbetrag:
- Lieferdatum:

Unter der Mahnungsnummer kann die Mahnung gespeichert werden.

Die 7-stellige Mahnungsnummer wird automatisch mit einem Kennbuchstaben vor der Mahnungsnummer versehen:

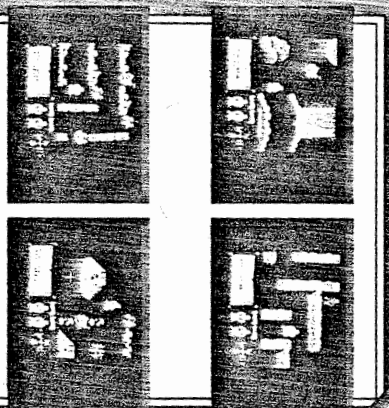
- 1. Mahnung Kennbuchstabe M
- 2. Mahnung Kennbuchstabe N
- 3. Mahnung Kennbuchstabe O

D.9. Bestellung/Preiskalkulation

- (1) – Bestellung
 - (2) – Preiskalkulation
 - (3) – Hauptmenue
- wähle 1–3

D.9.a Menue Bestellung

- (1) – Bestellung erstellen
 - (2) – Bestellung speichern
 - (3) – Bestellung laden
 - (4) – Bestellung drucken
 - (5) – Hauptmenue
- wähle 1–5



To win this ancient feud you must "out-spell" your rival Wizard Learmore.

PUBLISHED BY MASIEKTRONIK

"The Best of British"

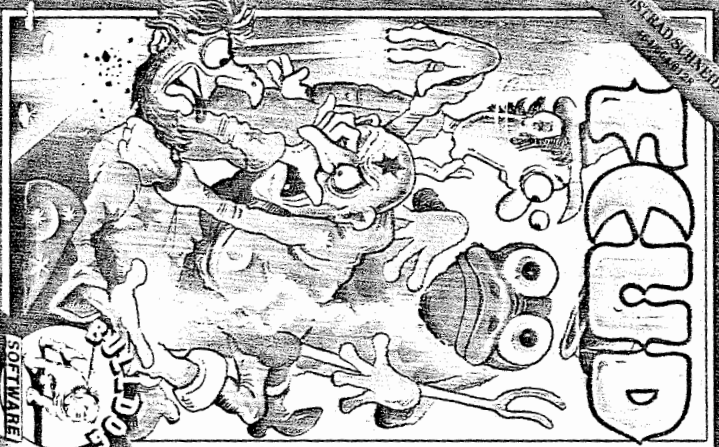


SOFTWARE



012967800260

BA 0157



"No one knows how long they have been here; even old Albert don't recall 'em comin' in 'e reckons 'e might be over undid. We didn't mind when they kept themselves to themselves. I mean, all we wants is a bit o' peace an' quiet an' leave to go about our business. We're simple folk, we're in Little Baddford and we can be done with magic an' spells. We'd see old folk meddlin' in things best left alone. We'd see 'em o' course, in the forest pickin' blackberries an' suchlike, or P'patoos 'ow would pop into Tubby Hicker's shop for 'erbs an' stuff, but by an' large, they left us normal folk alone, and that's 'ow we like it."

They'd do arguments before, we all know that. Well, reading their magic books all day they can't be right in the head can they? Anyway, two summers back, or maybe three (I can't remember because that was the year Albert's donkey died), old Leonard the 'n's the oldest one I think, he turned his brother Lennie into a toge! His own brother! but he turned 'im back after a week an' at least they didn't bother us.

Two weeks back, all this changed: first the forest went quiet for a few days, not even a sparrow dared to make a sound. Then the noises began, first shouting, then all manner of banging, explosions and things best not thought about. Yesterday, old Leamontt pulled an old man moved to another hut on t'other side o' village. Hink o' knows an better'n most, reckons they 'bout to start a war 'an we betwixt the poor soul who gets in there way. That as maybe but there's a strong thing going on in this village, an' no mistake. I don't like to fancy book learnin' to figger we ain't seen the last o' this, you mark my words.



SOFTWARE

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THE GAME

You take the role of Learic and playing the game is simply a matter of moving through the Kingdom collecting ingredients to make spells. You are able to mix these spells and use them against your opposing Wizard LEANORIC. But remember LEANORIC is doing the same and is out to destroy you.

LOADING INSTRUCTIONS

Amstrad 464

Press CTRL and small ENTER

Amstrad 664/6128

Type I TAPE and press RETURN

Press CTRL and small ENTER

CONTROLS

Joystick or Keys:

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

HINTS

Mixing Spell

Stand behind your cauldron. Press fire button and move the joystick left and right to turn the pages of the spell book. When the book is open to the required spell release the fire button. If you have both the ingredients, this is shown in red lettering in the spell book, the spell will be mixed and you will be armed with it.

Casting Spell

To cast a spell you need to be armed with it. This is done at the mixing stage. Pressing the fire button will cast the spell. Some spells may be used only once whilst others may be used a number of times. Different spells can be cast by turning the spell book pages whilst holding down the fire button, similar to mixing spells.

Spells and their Ingredients

SPELL

INGREDIENTS

- | | |
|-----------------|--------------------------|
| 1. TELEPORT | DANVOLIAN & BUBBOK |
| 2. PROTECT | PIELMORT & MACKORT |
| 3. SPIRITS | SNAPEBACON & TOADFLAX |
| 4. ZOMBIE | DEVILSHIT & BONES |
| 5. SWIFT | SPEEDWELL & MAUSAGE |
| 6. FREEZE | BINDWEED & BOCWEED |
| 7. DAPPLECANCER | FOX GLOVE & CATSPAR |
| 8. INVISIBLE | CHUDWILLOW & HERLOCK |
| 9. REVERSE | THISTLE & SKULLCAP |
| 10. HEAL | BALM & FEVERFEW |
| 11. FIREBALL | DRAGONSTEETH & MOUSETAIL |
| 12. LIGHTNING | CUDWEED & RAMPWEED |

COLLECTING HERBS

Stand in front of the herb and walk towards it. The Wizard will bend down and pick it up. Successful picking of the herb will be shown on the spell book.

SOME IMPORTANT POINTS

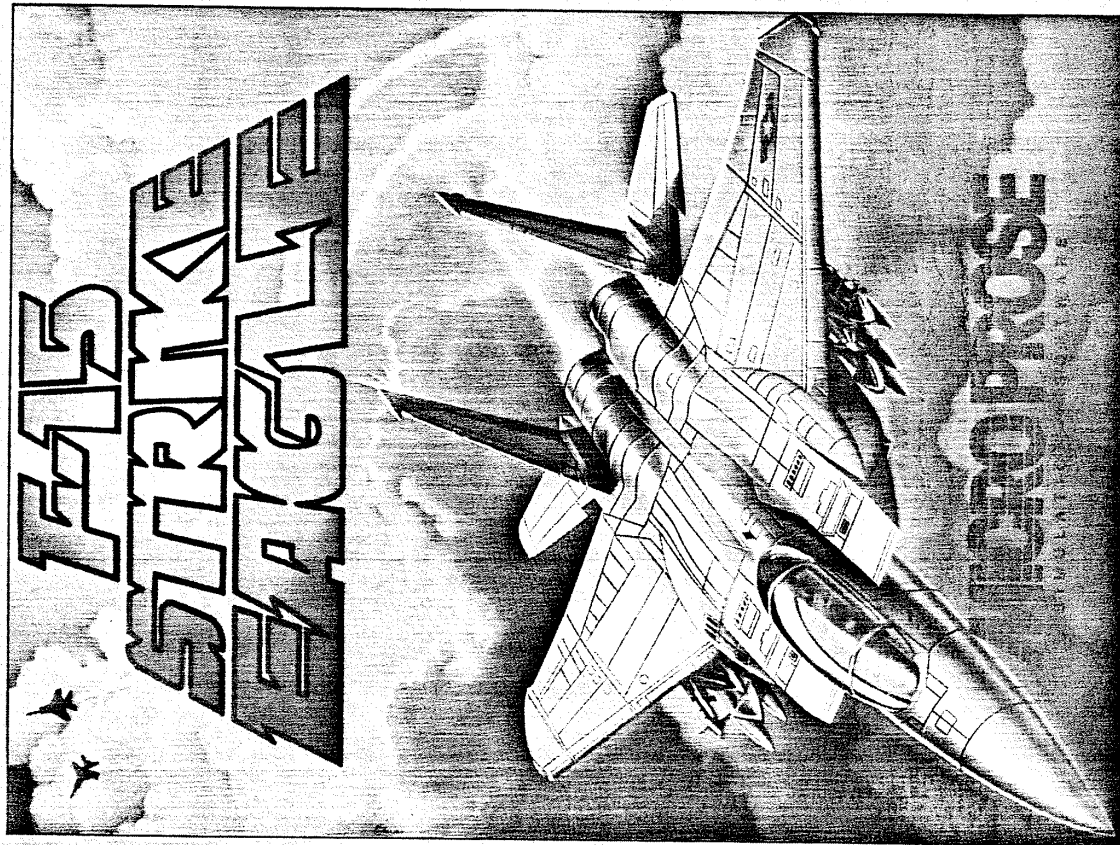
1. You can only teleport when other characters cannot see you and always teleport to your cauldron.
2. Pressing Return centralises your character on the screen.
3. Offensive spells (Sprites, Fireball, Lightning) can be dodged, but you cannot simply run away from the attack. ... You are not a coward.
4. Villagers and Travelers can be changed into Zombies. Travelers always walk along the road and being strong willed, even as Zombies, do not obey your commands. Villagers being of low intelligence are more susceptible to orders when in a Zombie state and will walk in the direction you indicate but won't leave the limits of their own territory.
5. Compass points to Leanoric.



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15 JULY 1986
CHANGE 6



FLIGHT OPERATIONS MANUAL

AEROPROSE
SIMULATION • SOFTWARE

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Tel: (0666) 54326

Fax: (0666) 54331 Tlx: 43422MPS UK G



**LOADING INSTRUCTIONS RUN " F15.
FOR CASSETTE PRESS CTRL + ENTER
THEN PRESS PLAY ON THE CASSETTE RECORDER**

**THE AUTHENTICATION CODES FOR BOTH
AMSTRAD & SPECTRUM ARE AS FOLLOWS:**

D	G	F	M	P	K	J	A	B	I	L	O	N	E	H	C
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

**THE FOLLOWING COMMANDS ARE FOR THE
SPECTRUM:**

**TO LOAD YOUR F-15 TYPE LOAD " " AND PRESS
ENTER F-15 WILL NOW LOAD IN TO YOUR
COMPUTERS MEMORY**

**SOUND ON / OFF
JOYSTICK SELECT**

**<SYMBOL SHIFT> + V
FIRE BUTTON**

**POWER
NAV CURSOR
BAIL OUT SWITCH
RESTART
REVERSE VIEW**

**<SYMBOL SHIFT> + 0-9
U H J N
<CAPS SHIFT>
ENTER
<SPACE>**

**THE ABOVE AUTHENTICATION CODES APPLY
FOR THE SPECTRUM ALSO.**

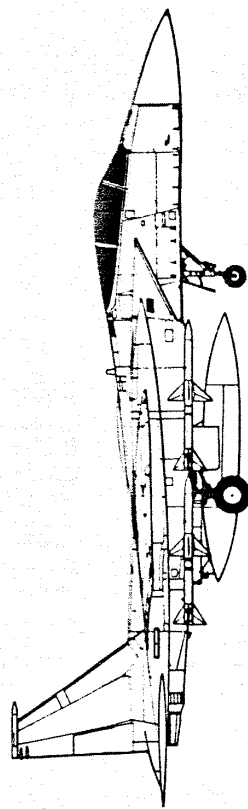
**ALL OTHER COMMANDS ARE THE SAME FOR
SPECTRUM AS IN THE MANUAL FOR
COMMODORE.**

*...Dedicated to the men and women who build,
maintain, and fly one of the world's greatest
aircraft at McDonnell Douglas and in the U.S.
Air Force. Remember the next time you hear a
fighter jet go by — You are hearing the
"Sound of Freedom."*

Major Bill

FLIGHT OPERATIONS MANUAL

F-15 STRIKE EAGLE



SECTION I PROGRAM MANUAL

1.0 INTRODUCTION

Air combat has advanced dramatically in speed, technological sophistication and complexity in a few short decades to the age of today's supersonic jet fighter. The modern fighter pilot must not only demonstrate the traditional combat flying skills, he must also master offensive and defensive weapons systems, energy management, navigation, and fuel conservation. Fortunately, the pilot is assisted by an impressive array of computer-controlled information displays. The "Heads-Up-Display" projects target and threat tracking information, navigational cues, and status messages directly onto the plane's windscreen.

A graphic weapons status display provides instant, easy to read information as to the availability of missiles and bombs. A variable resolution radar, combined with radar and infra-red emission detectors displays the location of all active threats. A ground map and navigation cursor tells the pilot where he is and guides him to the selected target. But in spite of these sophisticated aids, the pilot is still the most important system in the aircraft; his ability in selecting the appropriate offensive weapons and defensive countermeasures, his judgement in selecting the optimal flight path to and from the target, his skill at piloting the plane in high speed aerial dogfights, and his courage in pressing on through concentrated enemy defenses remain the keys to success.

F-15 is a faithful simulation of the high-tech F-15 all weather air superiority and ground attack fighter, including all major flight, weapons, and information systems. F-15 also simulates the modern air combat environment with numerous enemy aircraft, radar guided missiles, infra-red missiles, air-air missiles, and ground targets. F-15 puts you in the cockpit of the world's most advanced fighter airplane to plan your strategy and make the critical split-second decisions which spell the difference between success or failure! Good Luck.

This Flight Manual provides a wealth of detail on the F-15, its flight and weapons systems, aircraft performance, and modern air combat tactics. You may wish to skip some of these sections and proceed as quickly as possible to flying the simulation. In this case, you should review the following sections:

SECTION I	2.0	LOADING THE SIMULATION
	3.0	COMPUTER CHART
	4.0	OPTIONS
	5.0	AUTHENTICATION CODES

SECTION II	1.3	CONTROLS
	1.4	CONTROL STICK
	2.1.2	MISSION PROCEDURE
	4.0	MISSIONS

2.0 LOADING THE SIMULATION

2.1 COMMODORE 64

Note only one Joystick is used in the Commodore 64 version. The Joystick should be placed in joystick port #2 (nearest the back of the computer).

DISK: Place the program diskette in your disk drive. Type: **LOAD** "...", **8**, **1**. The program will boot automatically. Leave the disk in the drive.

CASSETTE: Place the program cassette in your program recorder (rewind if necessary). Press **RUN/STOP** while holding down the "**COMMODORE**" key. Press **PLAY** on the cassette recorder. Loading requires at least 10 minutes.

2.2 APPLE AND IBM VERSIONS

Note that only one joystick is used in these versions. (IBM versions may use keyboard only. See UFC keyboard.)

DISK: Place the program diskette in your disk drive and turn on your computer. The program will boot automatically. Leave the disk in the drive.

IBM Requires Color Card.

CASSETTE: Not available.

2.3 ATARI 400/800/1200/600XL/800XL

REQUIRES: 48K RAM, 1 or 2 joysticks.

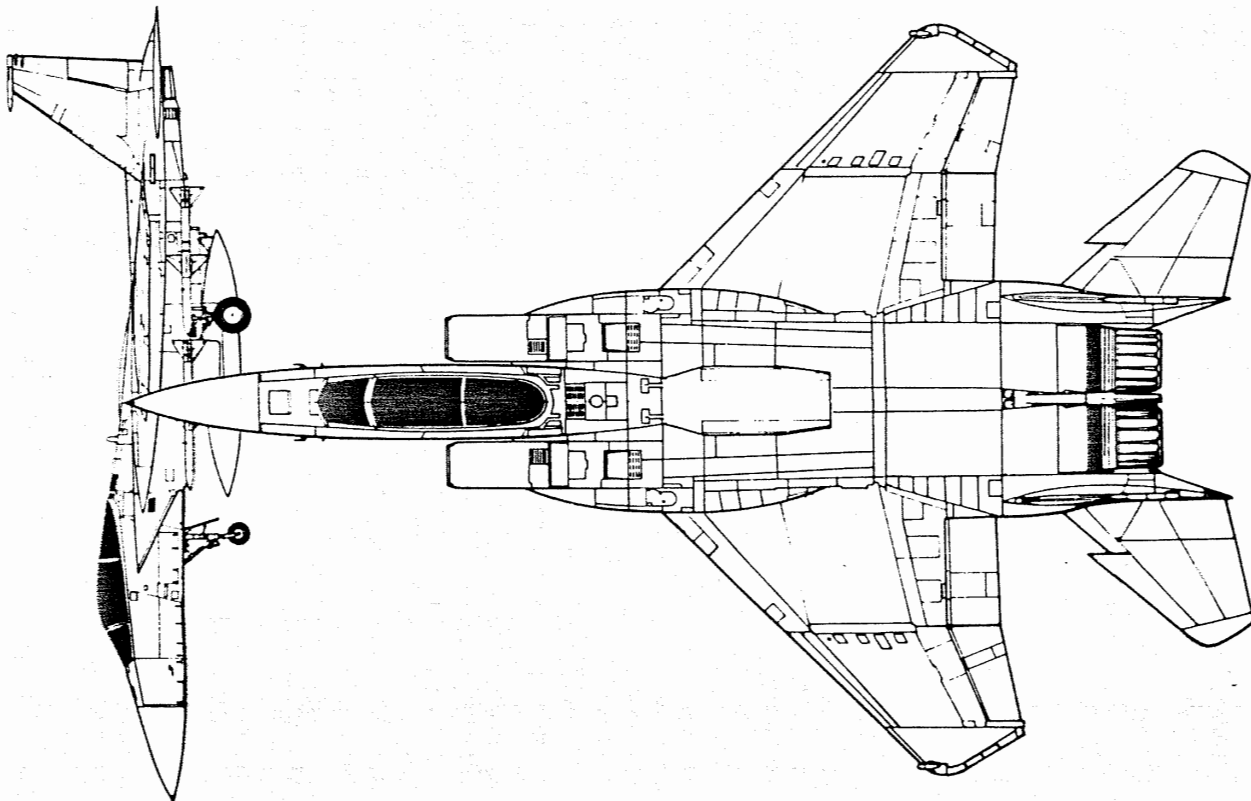
REMOVE: All cartridges.

DISK: Place the program diskette in your disk drive and turn on your computer. The program will boot automatically. Leave the disk in the drive.

CASSETTE: Place the program cassette in your cassette recorder. (Rewind if necessary) Press **START** and power the computer on. Depress **PLAY** on the cassette recorder and hit the **RETURN** key. The program will load automatically and start after 6-8 minutes.

3.0 COMPUTER CHART

F-15 Strike Eagle is available for the Commodore 64, Apple, IBM and Atari computers. To accommodate the differences in keyboards, the following convention is used.



Documentation	C64	Apple	Atari	IBM
"OPTION"	"F1"	"1"	OPTION	"F2"
"SELECT"	"F3"	"2"	SELECT	"F1"
"START"	"F7"	CONTROL@*	START	ESC
Nav Cursor:				
Left	←	← or K	+	K
Right	→	→ or L	*	L
Up	↑	↑ or O	-	O
Down	↓	↓ or ,	=	,

*or button Ø on joystick

4.0 OPTIONS

4.1 SKILL LEVEL

This simulation has four skill levels: **ARCADE, ROOKIE, PILOT, and ACE**. The **ARCADE** level does not faithfully simulate flight because the aircraft does not roll. It provides an introduction to the aircraft's systems for those with no prior flying experience.

As you progress from **ROOKIE** to **ACE**, it is more difficult to destroy both enemy aircraft and ground targets and there are more numerous and effective enemy aircraft and ground launched missiles that seek to destroy your aircraft. The skill level may be changed by use of the **"OPTION"** key.

4.2 MISSIONS

F-15 STRIKE EAGLE contains seven different missions. To select your initial mission, type a number from **1 to 7** (Apple: **A-G**). Your objective is to complete each mission by destroying the Primary Targets and returning successfully to your base. Once you have successfully completed your mission, you will fly the next mission, which is more challenging. You may return to your base before destroying all Primary Targets in order to refuel, repair damage, and reload weapons. In this case you will remain on the same mission until all Primary Targets are destroyed. (To Return to Base, (RTB), you must fly below 3000 feet over the base.)

SECTION II

F-15 STRIKE EAGLE FLIGHT MANUAL

1.0 AIRCRAFT AND SYSTEMS

1.1 F-15 STRIKE EAGLE SPECIFICATIONS

1.1.1. GENERAL

TYPE: Single-seat, all-weather, air superiority and ground attack fighter.

DIMENSIONS: Wing span 42 feet; length 63 feet; height 18 feet.

ENGINES: Two Pratt & Whitney F100-PW-100 turbofans each rated at 14,375 pounds thrust unaugmented, 23,930 pounds with afterburner.

FUEL CAPACITY: 13,455 pounds internal, 11,895 pounds in external drop tanks.

1.1.2. PERFORMANCE

MAXIMUM LEVEL SPEED: 1440 knots at 36,000 feet, Mach 2.5+; 800 knots at sea level, Mach 1.2.

STALL SPEED, LEVEL FLIGHT: 100 knots.

INITIAL CLIMB RATE: Over 50,000 feet per minute.

SERVICE CEILING: 62,000 feet.

COMBAT RADIUS: 1000 miles.

DESIGN G LIMITS: +7.33/-3.0.

FUEL CONSUMPTION: 0.7 pounds of fuel per hour per pound of thrust.

1.1.3. TARGET/THREAT DETECTION

RADAR: Hughes APG-63 X-band pulse-doppler, providing long range detection and tracking of targets at all altitudes.

WEAPONS CONTROL: Radar data and weapons status processed by computer and displayed on a Heads-Up-Display (HUD) and other displays.

TACTICAL ELECTRONIC WARFARE SYSTEM (TEWS): Radar Warning Receiver (RWR), Infra-red Warning Receiver (IRWR), Westinghouse ALQ-119 (V) active radar jammer, chaff dispenser, flares.

1.1.4. ARMAMENT

GUN: M-61A1 six-barrel 20mm rotary cannon firing 6000 rounds per minute; 1000 rounds of ammunition.

MISSILES: AIM-9L Sidewinders (four). Short range (effective range 1000 feet to 10 miles), Mach 3.0, all-aspect (able to home on airframe heat from any angle) passive infra-red (heatseeking). AIM-7F Sparrows

4.3 NUMBER OF PLAYERS

Up to four players may participate. Use the "SELECT" key to choose the number of pilots. In multi-player games, each pilot's turn consists of one mission. Note that if a pilot returns to base without completing the mission or bails out and is rescued, the same pilot continues to play. The aircraft symbol after each pilot's score indicates which pilots are still active.

Two players may also play simultaneously, with one using the joystick to take the role of pilot and the other the role of weapons systems officer at the keyboard. (ATARI ONLY)

4.4 START

After option selection is completed, press "START" or the joystick trigger to begin the simulation.

5.0 AUTHENTICATION CODES

At the start of the simulation, you will be asked to enter your secret F-15 authentication code. It is important to enter the correct code in order to gain access to all flight and weapons systems. Consult the Authentication Code charts in this manual and type the countercode letter which matches the number displayed. (Example: if you have an Atari computer and the programs ask you to "Authenticate (1)", you type "A".) (On the Apple only, press RETURN after entering your code.)



TOP SECRET

6.0 SCORING

LEVEL	ARCADE	ROOKIE	PILOT	ACE
PRIMARY TARGETS	500	1000	1500	2000
AIR TARGETS	150	300	450	600
GROUND TARGETS	200	400	600	800

IMPORTANT: If you don't enter the proper code response, you will not be able to launch missiles or drop bombs!!

(four). Medium range (maximum range 62 miles, optimum range 30 miles), Mach 4.0, all-weather, semi-active radar homing.

BOMBS: Six groups of three bombs each (18 bombs), 500 pound, MK-82 low-drag, general purpose.

1.2 F-15 STRIKE EAGLE COCKPIT DISPLAYS

The F-15 STRIKE EAGLE cockpit is a complex and stressful working environment. Aircraft designers make special efforts to help reduce the load on the pilot to make him more effective in combat and improve his chances for survival. This simulation provides you many of the same devices provided the real F-15 pilot. (See center illustration)

1.2.1. FORWARD AND REAR VIEW

You may select the view rearward by pressing the space bar, and return to the view forward by pressing the space bar again. The forward view includes the HEADS-UP-DISPLAY and the instrument panel. The rear view is only of the sky, the ground or sea surface, and any other aircraft or missiles. When over ground, the surface is green; when over water it is blue.

1.2.2. HEADS-UP-DISPLAY (HUD)

The following essential flight and aircraft systems information is projected on a glass plate in the pilot's forward line of sight directly above the instrument panel.

AIRSPEED: "SPD:600" indicates that you are flying at 600 knots. A knot is one nautical mile per hour (100 knots equals approximately 115 miles per hour).

ALTITUDE: "ALT:9000" indicates that you are flying 9000 feet above the ground.

AIRCRAFT LINE OF FLIGHT: A circle containing an AIRCRAFT SYMBOL is in the center of the HUD. It displays the line of flight of your aircraft. Your guns will shoot to the aircraft's line of flight and the cannon shells will converge on the AIRCRAFT SYMBOL.

AIR-TO-AIR RETICLE: The stationary reticle surrounding the AIRCRAFT SYMBOL is used for aiming the guns and missiles. For the highest probability of hits with the guns, get directly behind the enemy aircraft with his wing span filling the aiming circle. If the enemy aircraft is flying at an angle to your line of flight, you must lead the enemy aircraft by aiming in front of it to allow for your weapons time of flight: for a 45 degree deflection shot, lead by one aiming circle radius; for a 90 degree deflection shot, lead by two aiming circle radii.

AIR-TO-GROUND RETICLE and LINE OF IMPACT: The smaller flashing/moving reticle that appears when you are in the BOMB mode indicates the projected impact point of the bombs. The line that connects the AIR-TO-GROUND RETICLE to the AIRCRAFT SYMBOL is the LINE OF IMPACT. It displays the line along which the bombs could impact by changing the pitch of the aircraft. By placing the target on the LINE OF IMPACT by turning, you can roll level and then place the AIR-TO-GROUND RETICLE on the target by pitching up or down.

PITCH LINES: The horizontal lines indicate how many degrees your aircraft is pitched up or down. When the horizon is on the longest pitch line, the one that is level with the aircraft symbol, you are in level flight. Each pitch line represents 10 degrees. When you are diving to line-up with a ground target, you should be in a 30 degree dive, and the horizon should be on the third line above the aircraft symbol.

TARGET DESIGNATOR BOX: The TARGET DESIGNATOR BOX indicates the position of an enemy aircraft that has been detected by the search and tracking radar or by your radar or infra-red warning receiver. The TARGET DESIGNATOR BOX aids you in planning and positioning yourself for an attack before the target is within visual range. When the enemy aircraft is within visual range, it will appear inside this box. When you have selected either the MEDIUM RANGE MISSILE or the SHORT RANGE MISSILE mode, the letter "M" will appear in the TARGET DESIGNATOR BOX to show that a missile is armed.

MISSILE DESIGNATOR BOX: The MISSILE DESIGNATOR BOX indicates the position of air or ground launched missiles. It aids you in evading missiles launched against you which are small and therefore difficult to see.

STEERING CUE: The flashing letters "NAV" indicates the direction of flight corresponding to the location of the NAVIGATION CURSOR on the HORIZONTAL SITUATION DISPLAY. By flying to this indicator, you will fly toward the area on the map under the NAVIGATION CURSOR.

1.2.3. MESSAGES

In addition to the information that is always displayed in the HUD, the following messages may be flashed in the lower left corner of the HUD:

WEAPONS SYSTEM MODES:

"GUN 900" indicates that you are in the GUN mode and that you have 900 rounds remaining. In the GUN mode, when you press the trigger on the control stick, you fire a burst of 25 shells.

"MISSILE ARMED" indicates that you have armed either a SHORT RANGE MISSILE or a MEDIUM RANGE MISSILE. In a missile mode, when you press the trigger on the control stick, you fire the type of missile that you armed.

"**BOMB ARMED**" indicates that you have armed a "stick" of three 500 pound bombs. In the BOMB mode, when you press the trigger on the control stick, you release the "stick".

WEAPONS RESULTS:

"**ENEMY PLANE HIT**" indicates that you have achieved a lethal hit by cannon shells or missiles on an enemy aircraft.

"**BOMBS RELEASED**" indicates that the stick of bombs has been released and that you may pull up or take evasive action.

"**BOMBS MISS**" indicates that you have missed your ground target.

"**TARGET HIT**" indicates that you have destroyed the ground target.

WARNINGS:

"**ALERT: SAM LAUNCH**" indicates that a surface-to-air missile (SAM) has been launched against your aircraft.

"**DAMAGE WARNING**" indicates that your aircraft has been damaged by a missile.

"**ALERT: AIR MISSILE**" indicates that an air-to-air heatseeking missile has been launched against your aircraft.

DEFENSIVE SYSTEMS:

"**LONG, MEDIUM, SHORT RANGE RADAR**" indicates what scale your RADAR-ELECTRONIC WARNING DISPLAY is on. The short range scale displays an area of 400 square miles (10 miles in each direction from the aircraft), the long range scale displays an area of 1600 square miles (40 miles in each direction).

"**ECM JAMMING**" indicates that your electronic countermeasure active radar jamming device is operating and that you have released "chaff" to decoy ground launched radar homing missiles.

"**FLARE RELEASED**" indicates that you have released a flare to decoy heatseeking missiles.



1.2.4. MAXIMUM SPEED

If the aircraft is approaching the maximum "red line" speed, the top of the HUD (Atari) or the screen border (C-64) or the sides of the radar screen (Apple) flash red to warn you to immediately reduce your airspeed by pulling back on the throttle, extend your speedbrakes, pull up, or any combination to reduce your speed and prevent pulling the wings off your aircraft at Vmax.

1.2.5. INSTRUMENT PANEL

Additional information is displayed on the aircraft's instrument panel.

MACH NUMBER: "**Mach: .9**" indicates that you are flying at .9 (90%) of the speed of sound (661 knots at sea level, decreasing with altitude). Note that the decimal point is not displayed.

HEADING: "**HDG:180**" indicates that you are flying on a heading of 180 degrees (south).

ENGINE POWER: "**RPM: 90**" indicates that your engines are at 90 percent of maximum RPM. "**AFT**" indicates that your afterburners are engaged, giving you approximately 60 percent more thrust than at 100 percent RPM.

FUEL REMAINING: "**FUEL: 20000 LBS**" indicates that you have 20,000 pounds of fuel remaining (one gallon of jet fuel weighs approximately six pounds). Fuel capacity is 13,500 pounds in on board tanks and 10,000 in external tanks. Fuel consumption depends on engine power, with afterburners consuming fuel at about a 60 percent higher rate than at the 100% RPM level.

WARNING INDICATORS: There are four warning indicator lights: the first indicates that you are being tracked by radar and the target of a radar homing missile; the second indicates that your infra-red warning system has detected an intense heat source such as that produced by a missile; the third indicates that you are at a low altitude (below 6100 feet); and the fourth indicates that your fuel remaining is low (less than 5000 pounds) and you should begin to return to base.

1.2.6. WARNING HORNS

In addition to visual information, there are two warning horns which indicate impending contact with the ground (based on altitude and rate of descent) **PULL UP IMMEDIATELY**; or approach to stall speed (based on airspeed and bank angle) apply more power.

1.2.7. HORIZONTAL SITUATION DISPLAY (HSD)

The HSD displays a map of the area over which the mission is to be flown. It depicts the primary target or targets, secondary targets, which are airfields and surface-to-air missile sites, your base, and geographic features such as rivers and coast lines.

Your aircraft's position and direction of flight are indicated by the position and orientation of the flashing aircraft symbol.

The **NAVIGATION CURSOR** is tied into your aircraft's inertial navigation system and can greatly reduce the workload on the pilot. Simply pick the location you want to fly to; use the computer cursor control keys (see the computer chart) to move the cursor square over your desired target; bank the aircraft to put the nose of the aircraft pointed directly at the flashing "**N**", "**A**", "**V**" letters projected on the HUD; the aircraft will now fly directly to your desired target. Great for locating a target or returning to base.

1.2.8. RADAR-ELECTRONIC WARFARE DISPLAY (REW D)

The REWD displays targets in the airspace and on the ground surrounding your aircraft. You can change the scale by pressing the "R" key. Each grid line represents 10 miles. Your aircraft is always in the center of the display pointing up. The REWD displays the returns from your radar, from your Radar Warning Receiver (RWR), which alerts you that a ground-based or airborne radar is tracking your aircraft, and from your Infra-red Warning Receiver (IRWR), which alerts you that a surface-to-air or an air-to-air missile has been launched) is also displayed.

The position and direction of enemy aircraft are shown. They are displayed if they are detected by your search and tracking radar, by your Radar Warning Receiver (RWR) which detects other aircraft's radar emissions, or by your Infra-red Warning Receiver (IWR) which detects the heat of other aircraft's engines. Primary ground targets are depicted as well as airports, surface-to-air missile (SAM) sites, and your base.

1.2.9. WEAPONS STATUS DISPLAY (WSD)

The WSD provides the combat pilot with a quick visual reference of his available weapons stores. It displays all remaining three bomb "sticks" of bombs, medium range missiles, short range missiles, flares, and the status of the fuel drop tanks.



(TOP SECRET)

1.3. CONTROLS

1.3.1. UP FRONT CONTROL (UFC)

The UFC is immediately below the HUD in the F-15. In this simulation it is your keyboard. You select weapons modes, control the radar, activate defensive systems, and operate all controls necessary for combat that are not operated by the CONTROL STICK and THROTTLE. It is also a backup for the controls activated by the THROTTLE if joystick 2 is not used. The UFC's functions are as follows:

ACTIVATE GUN MODE: Press "G" to arm the guns. When within 1000 feet of your target, press the trigger on the CONTROL STICK to fire a burst of 25 cannon shells. Gun mode is automatically selected at the beginning of the simulation and whenever no bombs/missiles are armed.

ACTIVATE SHORT RANGE MISSILE MODE: Press "S" to arm a short range, heatseeking Sidewinder missile and lock its seeker head into the AIR-TO-AIR RETICLE on the HUD. Press the trigger on the CONTROL

STICK to launch the missile when the target is between one half mile and ten miles away and is within the reticle. You may not launch a missile until the previous missile has completed its flight.

ACTIVATE MEDIUM RANGE MISSILE MODE: Press "M" to arm a medium range, radar homing Sparrow missile and lock its homing device into the AIR-TO-AIR RETICLE on the HUD. Press the trigger on the CONTROL STICK to launch when target is between 10 and 40 miles away.

ACTIVATE BOMB MODE: Press "B" to arm a stick of three 500 pound bombs and activate the AIR-TO-GROUND RETICLE on the HUD.

Press the trigger to release the "stick" when the BOMB AIMING RETICLE is inside the target triangle. You should be in a 30 to 40 degree dive for best results. Release at 2000 feet and pull up immediately.

THROTTLE: Press numbers "0" (55%) through "9" (100% RPM) for aircraft power and adjustment.

AFTERBURNER: Press "A" to engage. Any throttle command will cancel. The afterburner increases thrust (and fuel consumption) by 60 percent over the unaugmented thrust at 100 percent throttle.

SPEEDBRAKE: Press "X" to extend. Any throttle command will retract. The speedbrake reduces your aircraft's speed to approximately 75 percent of whatever speed it would have with the speed brake retracted.

DEFENSE AGAINST RADAR HOMING MISSILES: Press "E" to activate the electronic countermeasures radar jammer and to release chaff to decoy a radar homing missile. Electronic countermeasures are effective for a short period of time. They also become less effective each time they are used.

DEFENSE AGAINST HEATSEEKING MISSILE: Press "F" to release a flare. The heat of the flare will decoy a heatseeking missile away from your aircraft. If the heatseeking missile is within range it may explode on the flare. Flares burn for 5-10 seconds.

DROP EXTERNAL FUEL TANKS: Press "D" to drop your external fuel tanks when empty (when fuel remaining is less than 13,500 pounds) for extra speed and range.

NAVIGATION CURSOR: Press cursor control keys (see Computer Chart) to move the cursor.

FRONT OR REAR VIEW: Press the space bar to change from front to rear view and back again.

BAIL OUT: Press Esc (C64: "←"; IBM: "TAB") to eject. You may be rescued and go on to fly other missions or be captured and end the simulation.

RADAR RANGE: Press "R" to change the range scale of the RADAR-ELECTRONIC WARFARE DISPLAY. (Note: Joystick must be centered prior to pressing "R" on C-64 or bailout may result.)

PAUSE: Press "P" to pause the simulation. Press any other key to resume.

START: Pressing "START" during the game will abandon the current game and return you to the initial selection screen.

1.4. CONTROL STICK

1.4.1. Joystick 1 is the CONTROL STICK

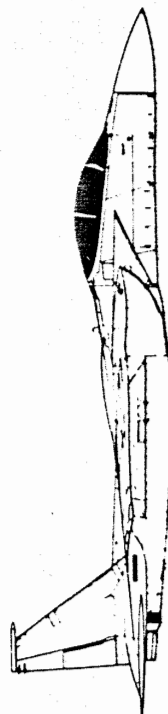
It is used to control the altitude of the aircraft and to activate the weapons — to fire the gun, launch missiles, or drop bombs.

Moving the control stick left or right causes the aircraft to bank and begin a turn in that direction. Left and right movement is used to maintain wings level flight and to establish the required bank angle for turning. Moving the Control Stick forward or back changes the pitch (nose up or nose down) of the aircraft. This generally results in a climb or descent with corresponding airspeed changes. See section 2.1 on Basic Flying for a more detailed discussion of Control Stick movements and effects. The trigger on the Control Stick is the fire button. Pressing the trigger will fire the gun, launch an air-to-air missile, or drop a stick of bombs.

Pushing the stick forward pushes the nose of the aircraft down, (unless the aircraft is inverted, in which case it pushes the nose up.) Pushing the nose down will cause the aircraft to dive, the altitude to decrease and the airspeed to increase (unless engine power is decreased or the speedbrake is extended). **CAUTION:** If the airspeed is allowed to climb to the maximum speed for your altitude, your aircraft may suffer structural failure (usually the separation of a wing or stabilizer). The speed brake can be used to rapidly reduce speed and should be used for steep dives.

1.4.2. THROTTLE

The keyboard keys 1-9, and 0 are used as the F-15 THROTTLE. "0" (zero) is idle thrust. "A" activates the afterburners. Moving the THROTTLE forward increases the engine RPM in 10 percent increments; moving it back decreases the engine RPM in 10 percent increments. (Atari only - Joystick 2 can be used as the throttle. It controls engine RPM, the afterburner, the speedbrake, and the weapons mode. Moving it to the left activates the afterburner; moving it forward or backward deactivates the afterburner. Moving it to the right extends the speedbrake; moving it forward or backward retracts the speedbrake. Pressing the trigger on the THROTTLE changes the weapons mode, from GUN to SHORT RANGE MISSILE to MEDIUM RANGE MISSILE to BOMB and then back to GUN. Note that all Joystick 2 functions may be performed using the keyboard.)



2.0 FLYING THE F-15

2.1 AIRCRAFT CONTROL

Moving the stick forward or rearward changes the pitch (up or down) attitude of the aircraft. Pulling back on the stick pulls the nose of the aircraft up (unless the aircraft is inverted, in which case it pulls the nose down). Pulling the nose up will cause the aircraft to climb, the altitude to increase and the airspeed to decrease (unless engine power is increased). If the airspeed is allowed to fall to the stall speed (100 knots in level flight at sea level), the aircraft will stall. Therefore, you must add engine power when climbing to maintain airspeed and to avoid a stall if the climb is steep and sustained.

Moving the stick to the right or left controls the roll motion of the aircraft and thus the aircraft's bank angle. For example: a right turn would be accomplished as follows. 1) Move the stick to the right to roll right. 2) Neutralize the stick when the bank angle is achieved for the desired rate of turn (the steeper the bank angle the higher the rate of turn, a 45 degree bank is a normal bank angle). 3) Add throttle to maintain airspeed (because of the extra drag created by turning) and be careful not to stall (stall speed is higher in a turn than in level flight because of the higher "G" loading on the aircraft). (See section 2.3 for an explanation of the aerodynamics of a turn.) 4) When you are near the desired heading, roll to the left until you are level and reduce throttle.

In an aircraft it is necessary to coordinate your ailerons (the control surfaces in the wings that control bank angle) with your rudders (the control surfaces in the vertical stabilizers that control yaw — the right and left movements) and your elevators (the control surfaces in the tail that control pitch attitude). The F-15 simulator automatically interconnects these control surface movements to apply the correct amount of up elevator to keep the nose from dropping. This permits turns of any bank angle without the need to pull the stick back to maintain altitude. Pulling the stick back will raise the nose in a shallow bank and increase the turn rate in a steep bank.

2.1.2. MISSION PROCEDURE

Once you have the basics of turning, climbing, diving, and level flight, you are now ready for your first real combat mission. As each mission begins, you are flying at a medium altitude and a high cruise airspeed appropriate for combat engagement. When cruising toward a target, use Cruise Power, 90 percent RPM, to conserve fuel while retaining sufficient speed to respond to threats.

You should first plan your mission flight path. Use the Horizontal Situation Display to identify your current position and the location of your primary target(s). Select a flight path to and from the target. You may wish to avoid major SAM and Airport concentrations, or you may

select an aggressive flight plan and knock out some of these installations. You may also decide on a high-altitude penetration to minimize the effectiveness of SAM missiles, a medium altitude penetration to save time, or a low altitude penetration to neutralize radar-guided missiles. For the more difficult missions you might select a multiple flight strategy and return to your base to re-fuel and re-arm as necessary.

When you have determined your flight plan, place your **NAVIGATION CURSOR** on the first objective. The **STEERING CUE** will guide you to your target. You might climb to 36,000 feet for best speed and range. Higher altitudes can be used to evade surface-to-air missiles or less capable enemy aircraft. Or, to avoid surface-to-air missile (SAM) radars, stay below 1500 feet. However, note that at these low altitudes turbulence affects your altitude. Don't fly into the ground!

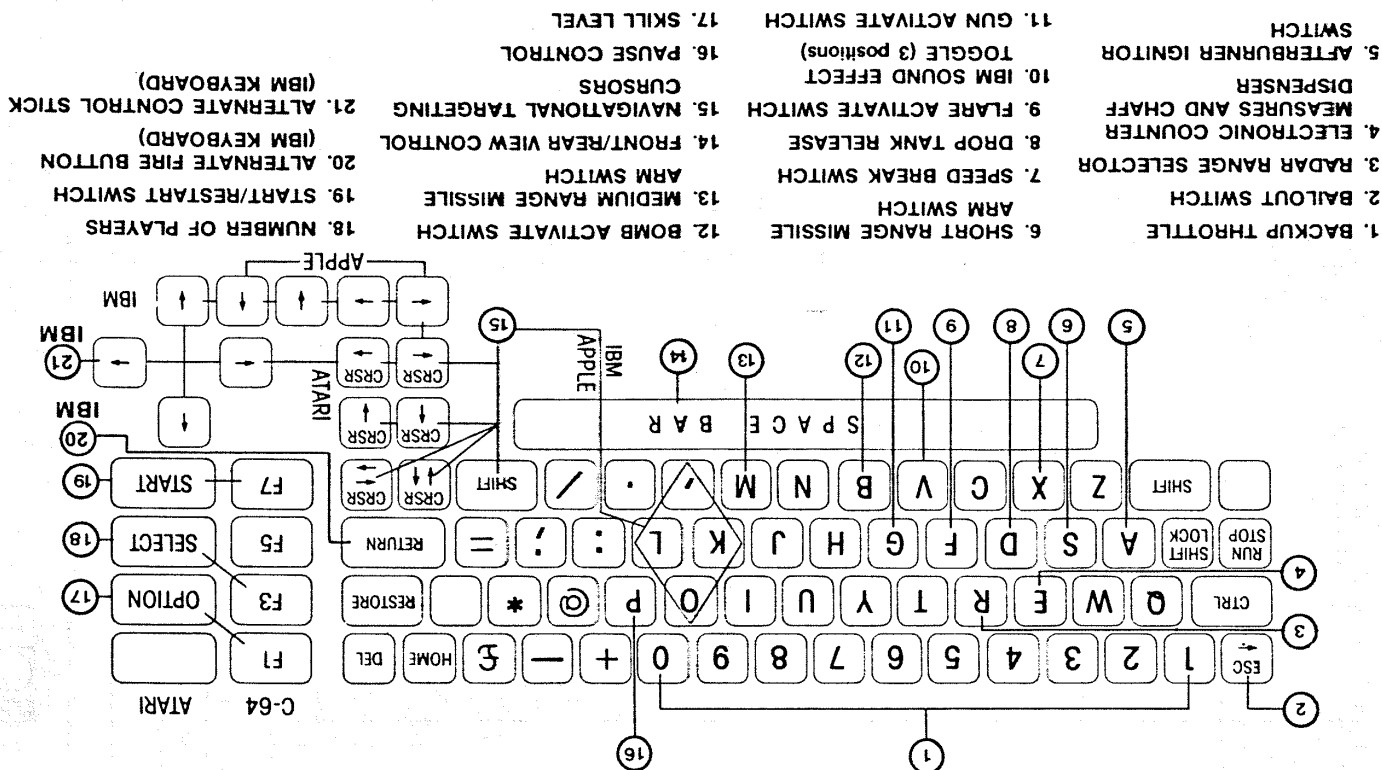
On your way to the target you will need to defend yourself against heatseeking missiles, radar-guided missiles, and enemy aircraft. Each of these threats has different flight characteristics and must be dealt with by appropriate countermeasures. The first requirement is to identify threats as soon as possible. All missile launches will be reported by a HUD message. Locate the missile on the Long Range Radar scan. Use the radar and infra-red warning indicators to identify the missile as radar-guided or heatseeking. (All air-launched missiles are heatseeking; ground-launched missiles may be either heatseeking or radar-guided.) Enemy aircraft may be identified via the Long Range Radar or by the appearance of the Target Designator Box.

There are a number of countermeasures available to decoy heatseeking missiles. You may turn toward the missile (to present your cold side to the heatseeker). If this is not effective you may release a flare to fool the heatseeker into attacking the flare instead of you. Your IR warning light will indicate the effectiveness of your countermeasure. As a last resort you may punch up the Short Range Radar Display and try to out-fly the missile. Remember that the missile is faster than your plane but you may be able to out-turn the missile in a high-G turn.

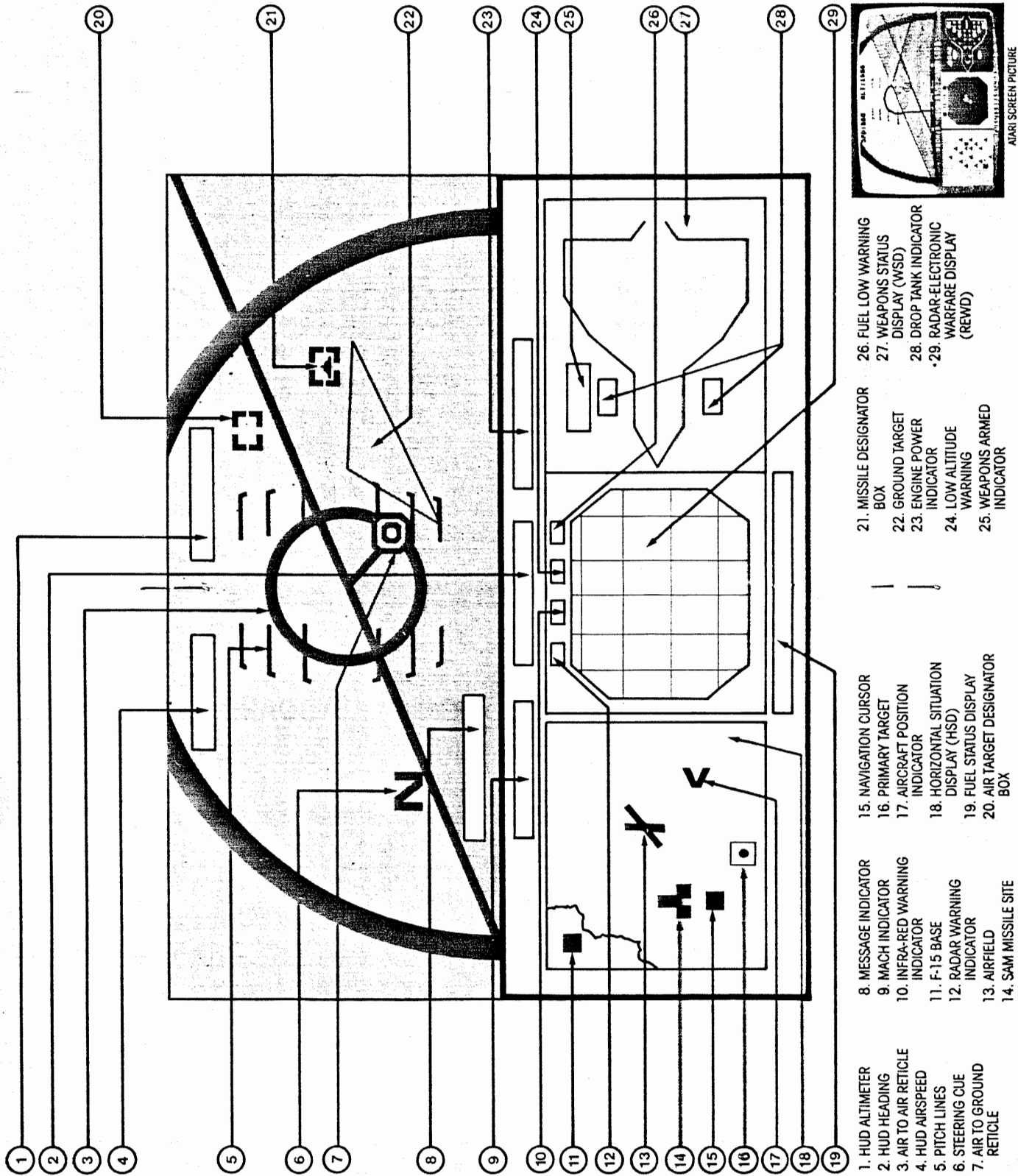
If a radar homing missile is approaching your aircraft, press "E" to activate your radar jammer and to release chaff (radar reflective material) to fool the radar homing missile into attacking the chaff instead of you. Activate your countermeasures when the missile is about three to five miles away, then take evasive action.

The best defense against enemy aircraft is to destroy them before they come close enough to be a threat. Use a medium range missile for targets more than 10 miles away. Since the guidance system on the **MRM** requires about 10 seconds to acquire the target, you should fire your missile towards the Target Designator Box. For targets at ranges of less than 10 miles, use a Short Range Missile. An **SRM** locks on to the target immediately and does not require careful aiming. (You may even fire an SRM at a target behind you with a reasonable hit probability!)

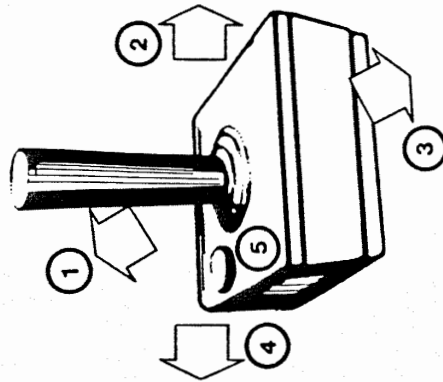
UP FRONT CONTROL (UFC) KEYBOARD



F-15 TRIKE EAGLE COCKPIT LAYOUT



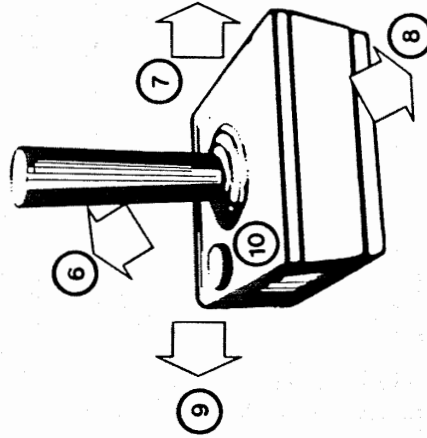
CONTROL STICK (FLIGHT CONTROLS) JOYSTICK #1



1. NOSE DOWN
2. BANK RIGHT
3. NOSE UP
4. BANK LEFT
5. WEAPONS TRIGGER
6. INCREASE THROTTLE

TOWARD
SCREEN

THROTTLE (OPTIONAL) JOYSTICK #2



7. SPEED BRAKES EXTEND
8. DECREASE THROTTLE
9. AFTER BURNERS
ON SWITCH
10. WEAPONS SELECTOR
SWITCH

For close range visual targets, use your cannon. Note that you must lead the enemy aircraft to obtain a hit. Although one missile hit will destroy an enemy aircraft, a couple of gun hits are generally required.

Keep your radar on long range scan unless you are already engaged and need an uncluttered look at your immediate vicinity. The long range radar will give you the most warning of threats and ground targets.

Use a 45 degree bank angle for most turns. Establish your desired heading before climbing steeply because you may lose sight of the horizon. Use pitch angles of 30 degrees or less to avoid major airspeed changes.

Use a 70-90 degree bank for high turn rate combat maneuvering, pull back on the stick in a 90 degree bank for the maximum turn rate. Use the afterburner to maintain airspeed for a sustained high rate turn.

To maximize your probability of a bomb hit, line up for a straight-in run using the Navigational Cursor and your Long Range Radar. Make your bombing pass at moderate speed and less than 5000 feet. When the target triangle appears, begin a shallow dive. As the triangle grows, maneuver to place your air-to-ground reticle in the middle of the triangle. Press the trigger (be sure your bombs are armed). Of course a slow, straight bombing pass leaves you a sitting duck for SAM missiles and enemy aircraft.

If you do get into trouble and your plane is damaged, your best bet is to try to return to base for repairs. If this is not possible, bail out; you have a 50/50 chance of being rescued.

Section 3.0 (Air Combat) provides more detail on combat tactics and techniques. Good planning, skillful flying, and the proper use of all of the F-15's sophisticated systems is the key to a successful mission. This simulation accurately rewards the pilot who masters these skills.

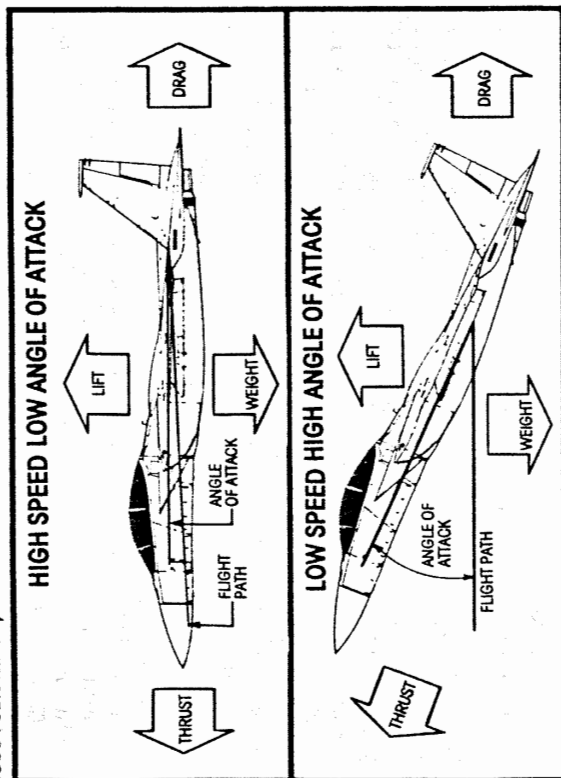
2.2 BASIC AERODYNAMICS

There are four forces acting on an aircraft in flight: lift, weight, thrust, and drag.

Lift increases with: 1) increased angle of attack (the angle between the wing and the aircraft's flight path) up to the maximum angle of which the wing is capable without stalling; 2) increased air density (air is denser at lower altitude); and 3) the square of an increase in airspeed (at twice the airspeed a wing will produce four times as much lift). Weight decreases as fuel is burned and as missiles and bombs are released.

At constant throttle, thrust increases with increased airspeed (because of the ram effect of high speed air entering the engine, raising its pressure even before it enters the engine's compressor) and decreases with increased altitude (because the air is less dense). Drag increases with the square of an increase in airspeed (form drag, created by the aircraft's cross section forcing its way through the air and by skin friction) and with increased angle of attack (induced drag, created by

the pressure differential between the low pressure air above the wing and the high pressure air below the wing that generates lift); drag decreases with increased altitude (because the less dense air offers less resistance).



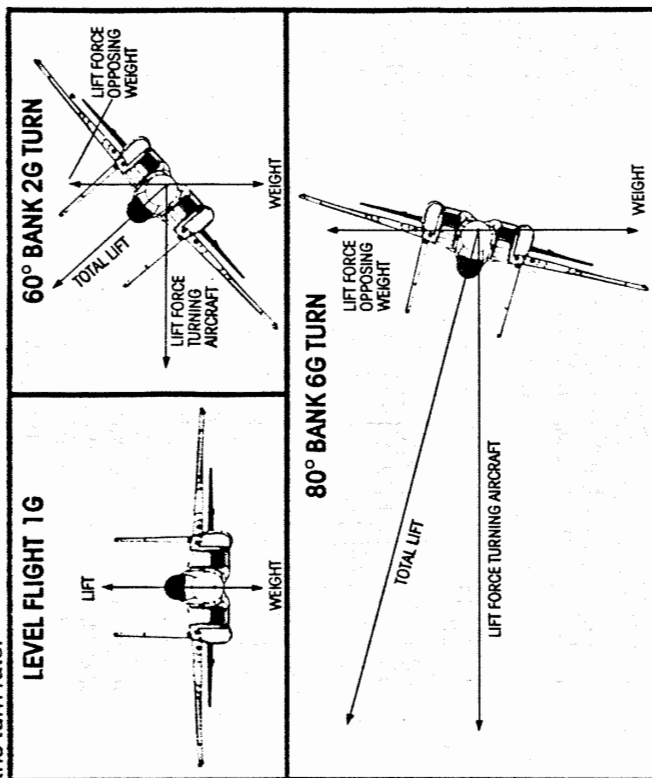
When lift equals weight and thrust equals drag, the aircraft's altitude and airspeed will remain constant — the aircraft is in equilibrium. If lift is increased or weight reduced, the aircraft will climb; if lift is reduced it will descend. If thrust is increased, the airspeed will increase; if thrust is decreased or drag increased, the airspeed will decrease.

Lift acts perpendicular to the wing; weight acts vertically, straight down. When an aircraft banks in order to turn, lift acts at an angle to the vertical.

In a bank, part of the lift acts to the side, providing the turning force, and the rest of the lift acts vertically, to oppose the aircraft's weight. To maintain altitude in a turn, the vertical component of lift must equal the aircraft's weight. Since part of the lift is acting to the side, the total lift must exceed that required for level flight. At steep bank angles, total lift must be several times larger than in level flight for the vertical component of lift to oppose the aircraft's weight. (At 60 degrees of bank, 2G's or twice the normal lift is required to hold level flight).

In a turn, lift is increased by increasing the angle of attack. This is done by pulling back on the stick. In a sustained turn, the pilot can remove the stick force necessary to maintain the proper angle of attack by "trimming" the controls to provide the necessary back pressure on the stick. In this simulation, the appropriate trim is automatically applied,

relieving you of the need to apply back pressure in a turn to maintain altitude. In a shallow bank, pulling back on the stick will primarily cause the nose to pitch up; in a steep bank, it will primarily increase the turn rate.

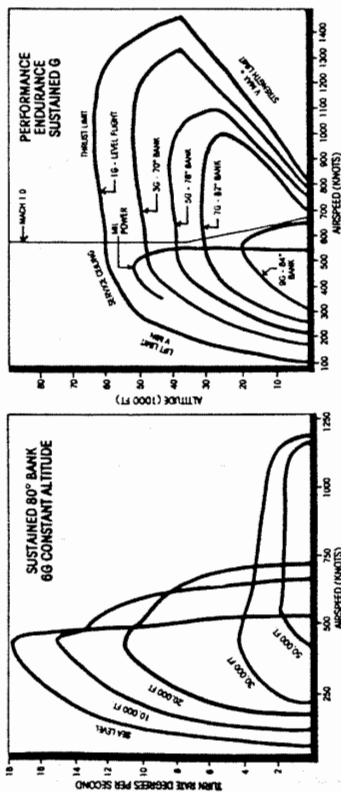


Increasing the angle of attack increases drag, increases the G force on the aircraft (as the total lift increases above the amount necessary to oppose and thus support the aircraft's weight in level flight, 1 G), and increases stall speed (the minimum speed at which the wing generates significant lift) by the square root of the G force (stall speed is doubled in a 4G turn). To avoid stalling and spinning out of control in a steep bank, you must maintain an airspeed above the stall speed for your bank angle and altitude (stall speed increases with increased altitude because the less dense air has less lifting capacity). In steep turns, full throttle or even afterburner may be required to maintain altitude without stalling.

2.3. TURNING PERFORMANCE

One of the most important performance attributes of a fighter aircraft is its rate of turn. A rate of turn higher than that of your opponent enables you to turn with and lead your opponent for a gun or missile attack and to prevent him from leading you if he is behind you in a turn. You lead a target by aiming in front of it so that your bullets or missile and the target arrive at the same point in space at the same time.

An aircraft's turn rate increases with bank angle (and therefore with G force) and decreases with altitude (because the less dense air has less capacity to produce the high lift needed to steep banking turns). At low altitude in a steep turn, the turn rate increases as airspeed increases from stall speed to approximately Mach 0.8, then it decreases sharply. At higher altitudes, the maximum turn rate is less, is reached at a higher speed, and does not decrease as sharply with increased speed. Best turning performance is always below Mach 1.0, and generally is in the Mach 0.8, 500 knot range.



2.4. PERFORMANCE ENVELOPE

An aircraft's performance envelope is the boundary that separates the airspeed/altitude combinations where it can fly from those where it cannot fly. The larger the envelope, the more capable the aircraft.

The aircraft's minimum speed (V_{min}) is governed by the ability of its wings to generate lift at high angles of attack — this is the "lift limit" of the envelope. At higher altitudes, V_{min} decreases because the less dense air has less capacity to support the weight of the aircraft and flight, and therefore requires a greater angle of attack. At any given altitude, V_{min} increases with increased bank angle because of the extra lift that must be generated not only to overcome the aircraft's weight but also to provide a large turning force.

The top of the performance envelope indicates the aircraft's service ceiling. It is limited by the ability of the engines and wings to produce sufficient thrust and lift to keep the aircraft flying. The right side of the performance envelope indicates the aircraft's maximum speed (V_{max}). The maximum speed at altitudes over 36,000 feet is limited by the ability of the engines to generate thrust in the thin air of high altitudes in excess of drag; this is the "thrust limit." An aircraft's maximum possible speed generally increases with increased altitude up to 36,000 feet. This is because up to this altitude, as altitude increases, air temperature and density fall in such a proportion that thrust decreases less than drag.

Above 36,000 feet, air density continues to fall but air temperature remains constant, resulting in a greater decrease in thrust than in drag. At altitudes below 36,000 feet, maximum speed is limited by the structural strength of the aircraft; this is the "strength limit." Exceeding the V_{max} speed for your altitude below 36,000 feet will result in the destruction of your aircraft. CAUTION: You must reduce engine power and sometimes extend your speedbrake to avoid exceeding V_{max} in steep dives.

3.0 AIR COMBAT

3.1. THE PHASES OF AIR COMBAT

3.1.1 DETECTION AND IDENTIFICATION

Early detection and positive identification are the keys to surprise, and surprise is the most important contributor to success in air combat.

Aircraft (and SAM sites) that emit radar signals may be detected by your Radar Warning Receiver (RWR), which alerts you to their presence by lighting the first warning indicator on the instrument panel. The hot exhausts of air or ground launched missiles may be detected by your Infra-red Warning Receiver (IRWR), which alerts you to their presence by lighting the second warning indicator on the instrument panel.

Your search and tracking radar detects all aircraft up to 60 degrees to the right or left of your flight path and out to 160 miles. Aircraft and missiles detected by your RWR, IRWR, or radar are displayed on the RADAR-ELECTRONIC WARFARE DISPLAY on the instrument panel.

Radar targets may be identified as friendly or hostile electronically, and visual targets may be identified based on the shape of the aircraft. In this simulation, however, all aircraft are hostile and there is no need to identify before engaging. You should, therefore, try to detect hostile aircraft and missiles as far away from your aircraft as possible. You can do this by keeping your radar on the long range scale (unless it is necessary to use the greater resolution of the medium or short range scales to locate close in targets and threats) and continuously scanning the RADAR-ELECTRONIC WARNING DISPLAY for threats.

3.1.2. ATTACK

Once a target has been detected, the attack is planned based on the flight characteristics and offensive and defensive weapons systems of your aircraft, and on the hostile aircraft and the tactical situation. Your aircraft is at least as maneuverable and fast as any adversary aircraft. Some adversary aircraft have performance and weapons systems similar to your F-15, so you generally will not enjoy a significant advantage based solely on your aircraft. Therefore, your analysis of and response to the tactical situation is the key to success.

When you detect a hostile aircraft at long range (over 10 miles), make a Medium Range Missile attack. If the target is heading toward you, launch the missile at a range of 30 miles. If the target is flying across your flight path, launch at 20 miles. If it is flying away from you, launch at 10 miles. If you launch at a greater distance, your missile will run out of propellant before it reaches the target. If you launch at a shorter distance the radar homing system will not be fully effective when the missile reaches the target.

When you detect a target at medium range (1000 feet to 10 miles), make a Short Range Missile attack. A stern shot is most effective because the heat of the target aircraft's engine exhaust will present the best target. Do not fire when the sun is behind the target.

When you engage a target at short range (less than 1000 feet), the gun is most effective. Your closing speed from astern should be about 50 knots, and not more than 150 knots to avoid overshooting your target. A head-on attack may be made at longer range, up to two miles.

3.1.5 MANEUVER AND DISENGAGEMENT

The first principle of air combat maneuver is energy management. An aircraft at a given altitude and airspeed has an amount of energy equal to the sum of its potential energy (which is proportional to its altitude) and its kinetic energy (which is proportional to the square of its speed). Total energy is increased by increasing engine thrust and is reduced by increasing drag (from steep bank or climb angles or from extending the speedbrake). You may convert potential energy (altitude) into kinetic energy (airspeed) by diving, and you may convert kinetic energy into potential energy by climbing.

Maintaining a high cruise speed (Mach .9) enables you to climb quickly by pitching up; flying at high altitude enables you to accelerate quickly to high speed by diving. Maintain your energy for greatest combat effectiveness.

3.2 AIR COMBAT MANEUVERS

In the maneuver phase of air combat, the attacker seeks to stay behind the defender and to get into position for effective use of his weapons. The defender seeks to disengage or to reverse roles and get behind the attacker. Some common offensive and defensive maneuvers are described below.

3.2.1 OFFENSIVE AIR COMBAT MANEUVERS

HIGH SPEED YOYO: Use when the defender breaks (rolls into a steep bank and turns rapidly) and your speed is too high for you to stay on the inside of his turn to lead him properly (aim ahead of his position).

Reduce your bank angle, pull up into a steep climb, roll inverted over the top of a half loop. When you are in a dive, roll to a steep bank in

the direction of the turn, then pull up to a level turn behind the defender and inside his turn.

LOW SPEED YOYO: Use when you are unable to close within gun range in level flight because the target is as fast as your aircraft.

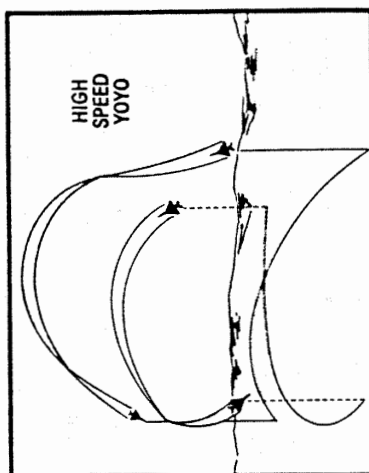
Push the nose over into a shallow dive, trading altitude for airspeed and gaining on the target. When you are below the target, pull up and fire.

LAG PURSUIT: Use when the defender breaks and your closing speed is too high for you to turn with him.

Maintain your higher speed and your position behind the target, but slide outside his turn, with the same turn rate as the target (in degrees per second), but with a larger turn radius. Be prepared to shoot if he reverses in front of you and be prepared to follow him into a spiral dive.

IMMELMAN: Use to position yourself above the defender or in the proper relation to a ground target.

Pull up into a vertical climb, roll when flying vertically to place yourself in the desired plane of flight, pull back on the stick until you are in level flight inverted, and then roll upright.



3.2.2 DEFENSIVE AIR COMBAT MANEUVERS

BREAK: Use when an attacker is close behind you with some closing speed.

Roll 90 degrees into the attack (roll to the left if the attacker is on your left) and pull back on the stick to achieve a maximum rate of turn. This will force the attacker to make a maximum angle deflection shot and will be possible to overshoot and fly in front of you. You may use the speedbrake briefly to discourage an overshoot, but be careful not to lose too much energy.

REVERSE AND SCISSORS: Use when your break forces the attacker to overshoot and fly in front of you.

With full power, quickly reverse your turn by rolling into a 90 degree bank in the opposite direction from your break. This may position you behind the attacker. You and the attacker may continue to reverse until one of you is in firing position behind the other or disengages.

JINKING: Use when the attacker is within gun range but with little closing speed.

Go to full throttle and afterburner, pull back on the stick briefly, then roll to a different angle and push forward on the stick briefly. Continue this until the attacker has dropped back far enough for you to disengage.

SPIRAL DIVE: Use to disengage when all else has failed, or when you have no remaining offensive weapons.

Maintain the maximum rate of turn (with a 90+ degree bank) in a dive steep enough to maintain a minimum airspeed of 450 knots.

SPLIT S: Use to disengage.

Roll inverted and pull into a vertical dive, then pull out in the opposite direction. Do not exceed maximum speed.

3.2.3. BOMBING TECHNIQUES

DIVE BOMB: Use when flying at medium altitude (4000 to 6000 feet).

Press "B" to arm a stick of bombs and activate the AIR-TO-GROUND RETICLE on the HUD. Maneuver the aircraft to place the target directly ahead of you. When the target is on the AIR-TO-GROUND RETICLE, roll inverted and pull the nose down (if at 6000 feet), or push the nose down (if at 4000 feet) to approximately 30 degrees below the horizon, place the reticle on the target, then roll upright if inverted, keeping the reticle on the target. Release bombs at 2000 feet and pull up immediately.

POP UP: Use when at low altitude (below 1000 feet).

Line up on the target and pull up to 45 degrees above the horizon. Roll inverted at 3000 feet, pull the nose down to 30 degrees below the horizon, place the reticle on the target, then roll upright, keeping the reticle on the target. Release bombs at 2000 feet and pull up immediately.



3.3 THREATS

3.3.1 AIRCRAFT

MIKOYAN/GUREVICH MIG-21: (Fishbed)

TYPE: Single-seat day fighter.

MAXIMUM SPEED: 1200 knots at 36,000 feet, Mach 2.1; 700 knots at sea level, Mach 1.06.

STALL SPEED: 140 knots.

SERVICE CEILING: 60,000 feet.

RADAR: 16 mile range.

THREAT DETECTION: RWR.

COUNTERMEASURES: None.

ARMAMENT: 23mm gun; four AA-2 Atoll heatseeking missiles.



MIKOYAN/GUREVICH MIG-23: (Flogger)

TYPE: Single-seat, all-weather air superiority fighter with secondary ground attack role.

MAXIMUM SPEED: 1260 knots at 36,000 feet; Mach 2.2; 730 knots at sea level, Mach 1.1.

STALL SPEED: Estimated 100 knots.

SERVICE CEILING: 50,000 feet.

RADAR: 50 mile search range, 30 mile tracking range.

THREAT DETECTION: RWR, IRWR.

COUNTERMEASURES: Active radar jammer, chaff, flares.

ARMAMENT: 23mm gun; four AA-2 Atoll heatseeking missiles, or AA-7 Apex heatseeking or radar homing missiles, or AA-8 Aphid heatseeking missiles.



SUKHOI Su-22: (Fitter-C)

TYPE: Single-seat, all-weather, fighter-bomber.

MAXIMUM SPEED: 1380 knots at 36,000 feet, Mach 2.4; 750 knots at sea level, Mach 1.06.

STALL SPEED: 140 knots.

SERVICE CEILING: 60,000 feet.

RADAR: No search radar.

THREAT DETECTION: RWR.

COUNTERMEASURES: Chaff, flares.

ARMAMENT: 30mm gun; four AA-2 Atoll heatseeking missiles, or AA-7 Apex heatseeking or radar homing missiles, or AA-8 Aphid heatseeking missiles.



3.3.2 SURFACE TO AIR MISSILES

SA-2: (Guideline)

TYPE: Ground radar guided.

SLANT RANGE: 20 miles.

SPEED: Mach 3.5.

ALTITUDE: 60,000 feet.



SA-4: (Caret)

TYPE: Ground radar-guided and semi-active radar homing in terminal phase.

SLANT RANGE: 30 miles.

SPEED: Mach 2.5.

ALTITUDE: 80,000 feet.



SA-7: (Grail)

TYPE: Hand-held, infra-red.

SLANT RANGE: 5 miles.

SPEED: Estimated Mach 2.

ALTITUDE: 32,000 feet.



4.0 MISSIONS

The F-15 STRIKE EAGLE simulation contains seven missions. Once you have successfully completed one mission, you may fly the next mission, which is more challenging. To complete a mission you must **destroy all primary targets and return to your base**. You may return to base before destroying all primary targets in order to refuel, repair damage, and reload weapons. To return to base, fly over your base at low altitude. (The higher the skill level, the lower you must fly.) The later missions are more challenging because they have more targets and more capable enemy aircraft and SAMs.

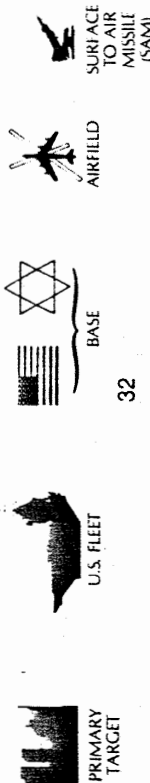
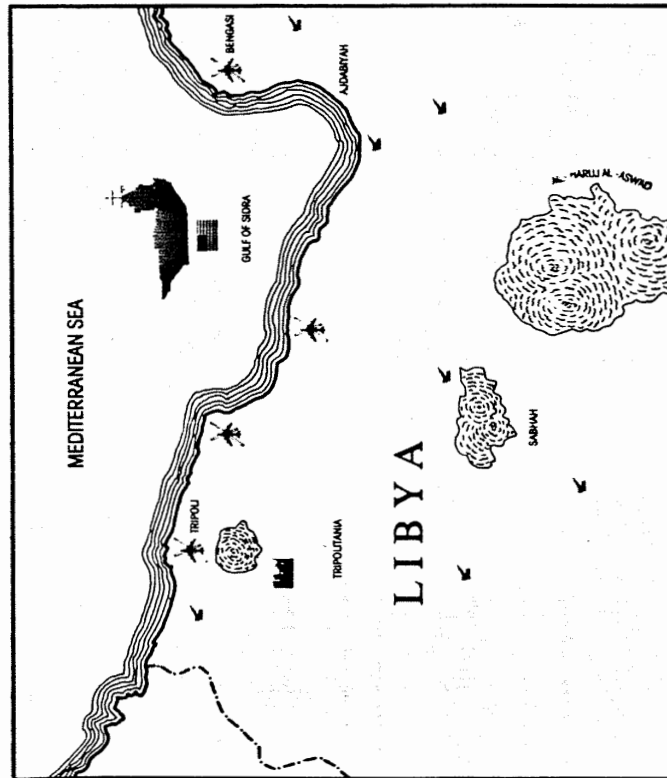
4.1 MISSION: LIBYA August 19, 1981.

SITUATION: A U.S. Navy task force including the carrier Nimitz is conducting exercises in the Gulf of Sidra off the coast of Libya. Libyan aircraft have made numerous harassment flights towards the task force in support of their claim to the Gulf as territorial waters. The U.S. disputes this claim.

FLIGHT PLAN: 1) Daytime, climb to 10,000 feet and fly combat air patrol station; 2) it attacked, engage Libyan aircraft and bomb the air command center (primary target) and airfields; 3) return to base.

THREATS: MiG-21; MiG-23; Su-22.

SIMULATION: You have been attacked by a Su-22 firing a heatseeking missile.



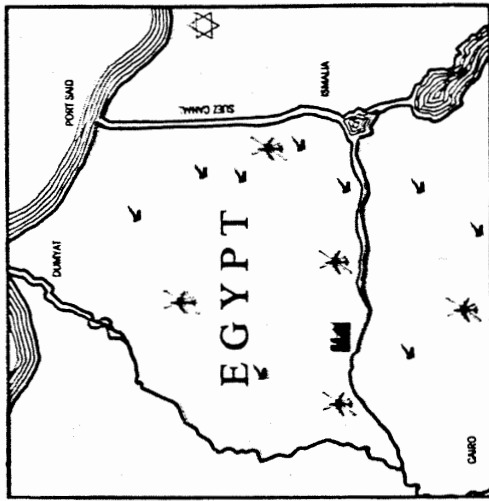
MISSION 2: EGYPT October 6, 1973.

SITUATION: The Egyptian Army launches the Yom Kippur attack across the Suez Canal. Intelligence has located the Third Army command center. Numerous SAM sites protect the Egyptian front lines and rear areas. The Egyptian Air Force is still active. A risky attack mission has been ordered to disrupt the Third Army HQ.

FLIGHT PLAN: 1) Penetrate air defenses; 2) bomb the command center primary target; 3) bomb as many airfields and SAM sites as possible; 4) return to base.

THREATS: MiG-21; MiG-23; SA-7 (heatseeking SAMs only).

SIMULATION: You are approaching the Suez Canal, you are attacked by a MiG-21 fighter.

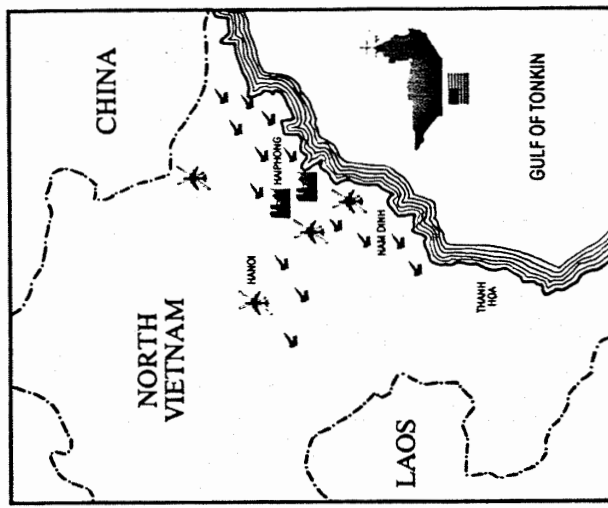


MISSION 3: HAIPHONG April 15, 1972.

SITUATION: After a four year pause, the U.S. resumes intensive bombing of North Vietnamese targets, including military and industrial targets around the port of Haiphong. During the pause, North Vietnamese defenses have been strengthened with radar guided Surface-to-Air missiles and flak batteries. The North Vietnamese air forces are still small. You have been ordered to undertake a precision night bombing raid.

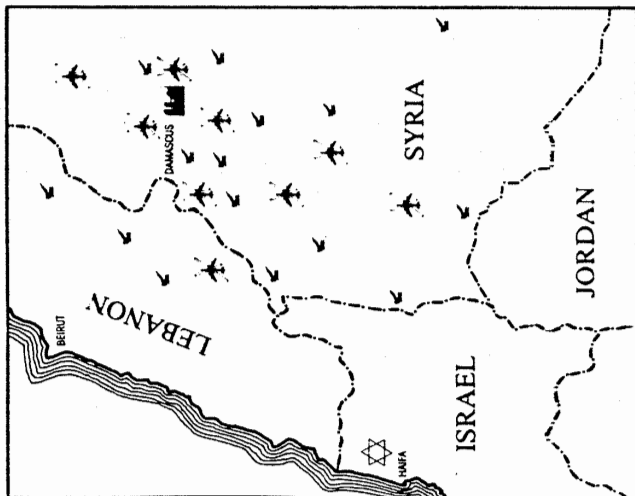
FLIGHT PLAN: 1) Night, penetrate air defenses at 1000 feet or at high altitude; 2) bomb two, primary targets, rail yards, in harbor area; 3) bomb as many SAM sites as possible and any airports if the opportunity arises; 4) return to base.

THREATS: SA-2 and SA-3 radar homing SAMs.



SIMULATION: You are approaching the coast of North Vietnam.

TOP SECRET



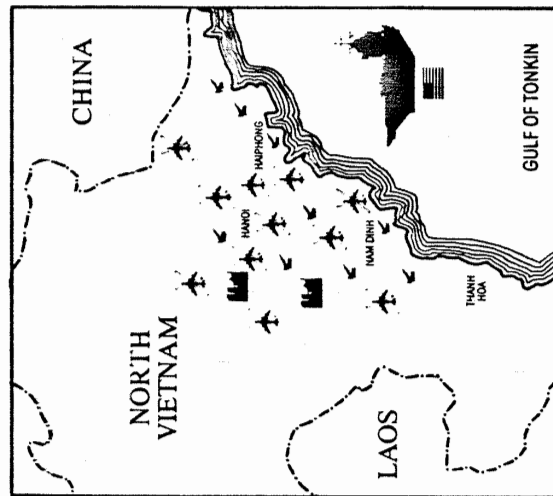
MISSION 4: SYRIA March 12, 1984.

SITUATION: Modern SAM-9 missiles are being deployed by the Syrian army. These dangerous missiles must be identified and destroyed before they become effective. Smaller SAM installations protect these sites as well as Syrian air patrols.

FLIGHT PLAN: 1) Daytime, overfly the Lebanese-Syrian border and identify SAM-9 emplacements; 2) if attacked engage the enemy and bomb the air command center; 3) bomb any SAM sites that fire on you or any air bases that launch aircraft against you; 4) return to base.

THREATS: MiG-21; MiG-23; SA-2 and SA-3 radar homing and SA-7 heatseeking SAMs.

SIMULATION: You have been attacked.

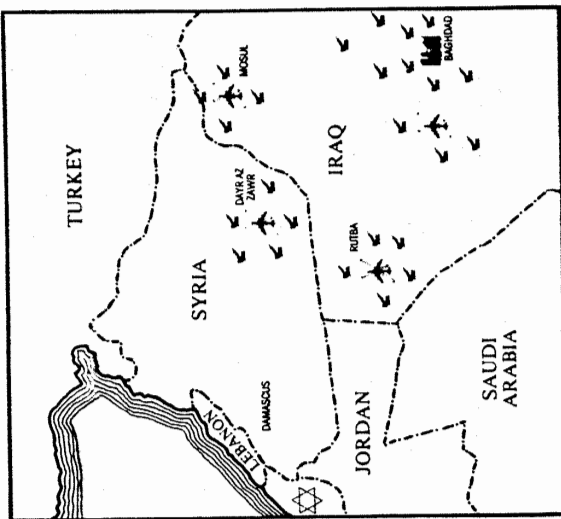


MISSION 5: HANOI May 10, 1972.

SITUATION: Reconnaissance photographs have identified two high priority ground targets deep inside North Vietnam. Defenses include SAM sites and air patrols. A high speed fighter-bomber penetration raid has been ordered.

FLIGHT PLAN: 1) Night, bomb both primary targets, oil storage depots; 2) bomb SAM sites and airfields in the area; 3) return to base.

THREATS: MiG-21; MiG-23.
SIMULATION: You are approaching the coast of North Vietnam.



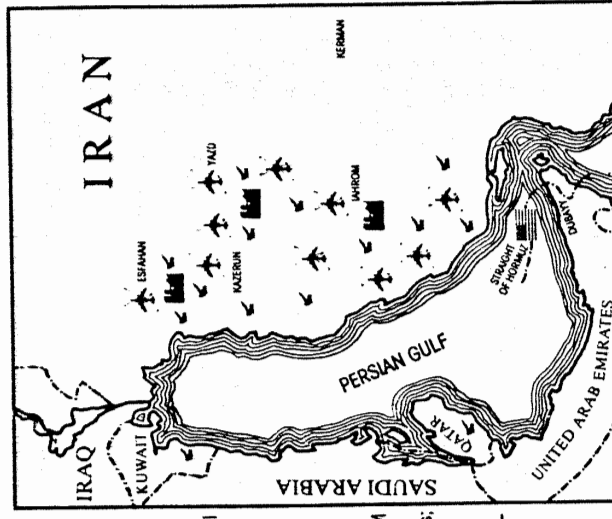
MISSION 6: IRAQ June 7, 1981.

SITUATION: The Iraqi nuclear reactor complex, capable of producing weapons grade nuclear material, is nearing completion. A secret strike is planned to eliminate this facility.

FLIGHT PLAN: 1) Penetrate air defenses below 1500 feet to avoid radar detection; 2) bomb reactor; 3) bomb any SAM sites or air bases that could endanger this or a follow-up mission; 4) return to base.

THREATS: SA-2 and SA-3 radar homing and SA-7 heatseeking SAMs.

SIMULATION: You are approaching the border of Iraq.



MISSION 7: PERSIAN GULF June 5, 1984.

SITUATION: Iranian aircraft have been attacking vital Persian Gulf shipping and Saudi Arabian shore installations. Your mission is to patrol the Gulf and intercept hostile aircraft.

FLIGHT PLAN: 1) If attacked, engage enemy aircraft; 2) penetrate airspace at medium altitude; 3) bomb primary targets; 4) bomb SAM sites and airbases endangering this or follow-up missions; 4) return to base.

THREATS: MiG-23; Su-22; SA-4 and SA-6 high performance radar homing and SA-7 heatseeking SAMs.

SIMULATION: You are approaching an Iranian aircraft.

To The Shores of Tripoli, 1986

The Anti-Terrorist Airstrike

At 1:30 a.m., April 15, 1986, eighteen US Air Force F-111 bombers streaked around Cape Bon, Tunisia, and began the final leg of their 2,800 mile flight. Dropping to just 200 feet above the waves, they lined up for their final approach to the North African coast. Their mission: to attack the Libyan naval station at Sidi Bilal, the military section of Tripoli International Airport, and the military compound at Bab al Azizia, the personal headquarters of Libyan leader Muammar Kaddafi himself.

Meanwhile, five hundred miles to the east, the US Navy carriers America and Coral Sea were launching their A-6, A-7, and F/A-18 attack aircraft. The A-7's and F/A-18's carried HARM and Shrike anti-radar missiles. The A-6's, like the F-111's were equipped with state-of-the-art electronic bombing sights that would enable them to hit targets with pinpoint accuracy in the dead of night. Their mission: to destroy the Libyan's advanced MiG-23 fighters based at Bengasi airfield before they could scramble against the F-111's.

At precisely 1:54 a.m. the A-7's and A/F-18's rose to 500 feet. As Libyan radar locked on to them, they released their missiles, which rode down the radar beams to blind the defenders' electronic eyes. Six minutes later, at precisely 2 a.m., the F-111's and A-6's roared across the coast toward their targets. America's first anti-terrorist airstrike had begun. These pilots were not the first Americans to fight the

Libyans, however. Relations between the US and that Arab nation began to sour as soon as Kaddafi took over the government in 1969 and nationalized American oil interests. They became bitter when the Libyan leader used the profits to finance both expansionist schemes and terrorist activities. Further conflict resulted when Kaddafi laid claim to the entire Gulf of Sidra, a claim rejected by the American government.

In 1981 Libyan fighters attacked American fighters over the Gulf, which led to the clash that inspired F-15 STRIKE EAGLE's first scenario.

The Americans shot down the two attackers and, for the moment, the Libyans ceased to contest control of the Gulf. Kaddafi continued to meddle in the affairs of his neighbors, though, and he continued to sponsor international terrorism. By early 1986, his troops were fighting in Chad, and Libyan backed terrorists had conducted a series of grisly attacks on innocent travellers. They shot up airline ticket counters in Rome and Athens, and amongst their victims were a number of Americans.

The outraged American government resolved to make the sponsor of these assassins pay, and stepped up naval maneuvers in the Gulf of Sidra. When Libyan missile boats attacked, the Americans retaliated by sinking the ships and striking support installations ashore.

A week later, the Libyans responded in turn. A terrorist bomb exploded in a disco full of American soldiers in West Berlin, killing two people and injuring over one hundred others. When America's European allies refused to impose sanctions despite direct evidence of Libyan involvement, the Americans determined to act on their own.

As American preparations for the airstrike began, the British government did agree to allow the F-111's to fly from English bases, but the French and Spanish refused to permit the American bombers to fly over their territory, the direct route to Libya. Consequently, the American planes had to travel an extra 1,500 miles to reach their target.

As the F-111's and A-6's began their bombing runs, the Libyans fired a barrage of SAM-2, -3, -6, and -8 missiles and a hail of shells from ZSU-23-4 anti-aircraft guns. Fortunately, with their radar destroyed, the air defense weapons lost most of their effectiveness. Using precision guided munitions, the F-111's bombed terrorist training facilities, IL-76 transport aircraft that had been used to support terrorist activities, and Kaddafi's personal compound, the nerve center of his government. While Kaddafi himself was not an official target, the Americans hoped at least to unnerv him and perhaps to eliminate him.

As chance would have it, Kaddafi was in a tent somewhat removed from the main compound when the bombs hit, and so escaped injury. Nevertheless, the damage to his headquarters was extensive, and the other airstrikes achieved

similar success. The A-6's destroyed four MiG fighters and two helicopters on the ground, while the F-111's destroyed five transports and damaged the naval facilities at Sidi Bilal. Civilian casualties were relatively light due both to the sophisticated electronics and munitions the bombers used and to the American's instructions not to release their ordinance unless they could identify a target with absolute certainty. American losses were also light: just one F-111 went down in flames, and a second was damaged badly enough that it was forced to make an emergency landing in Spain.

While the airstrike's long term effects are uncertain, it clearly constituted a major technical accomplishment that demonstrated the global reach of American air and seapower.

MISSION 8: THE ANTI-TERRORIST AIRSTRIKE

Libya, April 14-15, 1986

F-15 STRIKE EAGLE was designed long before the anti-terrorist airstrike, yet playing it can give you an appreciation of the skill and bravery exhibited by the American airmen. The mission had three primary features: it was a low level attack, it met intense anti-aircraft defenses, and it was conducted at night. By selecting the scenarios indicated below and following the special instructions, you can recreate each of these essential features of the raid. For maximum realism, try working your way up to a skill level of ACE!

8.1 THE BOMBING RUN

To recreate the bombing run conducted by the American F-111's against Kaddafi's compound, select Mission 1, Libya. Refer to page 32 in the Flight Operations Manual and follow the following flight plan:

- 1) Defeat Libyan interceptor with either your cannon or a short-range missile; 2) turn right to head north and descend to below 5,000 feet; 3) proceed north until you are well out over the Mediterranean Sea; 4) make a descending left hand turn to head south at 1,000 feet; 5) set the navigation cursor on Kaddafi's Command Center, the primary target; 6) as you cross the coast, drop to 200 feet and engage your afterburner; 7) as you approach the target, reduce power to 100%, climb to 500 feet and arm your bomb targeting system; 8) release your bombs, rearm your bomb

sight, and release a second stick of bombs on the target; 9) immediately engage afterburners, pull the nose up and climb to 1,200 feet to avoid the blast from your own bombs; 10) to escape and return to the carrier, remain in afterburner and climb to above 40,000 feet or descend again to 200 feet and race northeast toward the carrier.

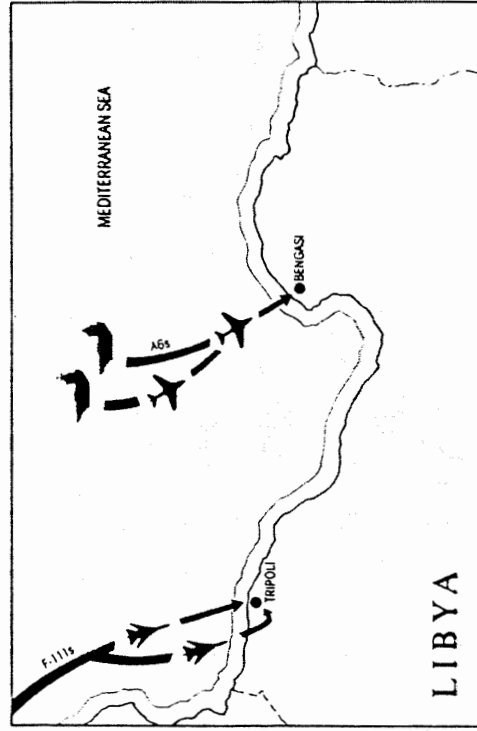
You can use the same basic approach to recreate the airstrike against the airfield at Bengasi. For the greatest realism, you should return to base after each mission in order to repair and replenish your plane.

8.2 THE ANTI-AIRCRAFT ENVIRONMENT

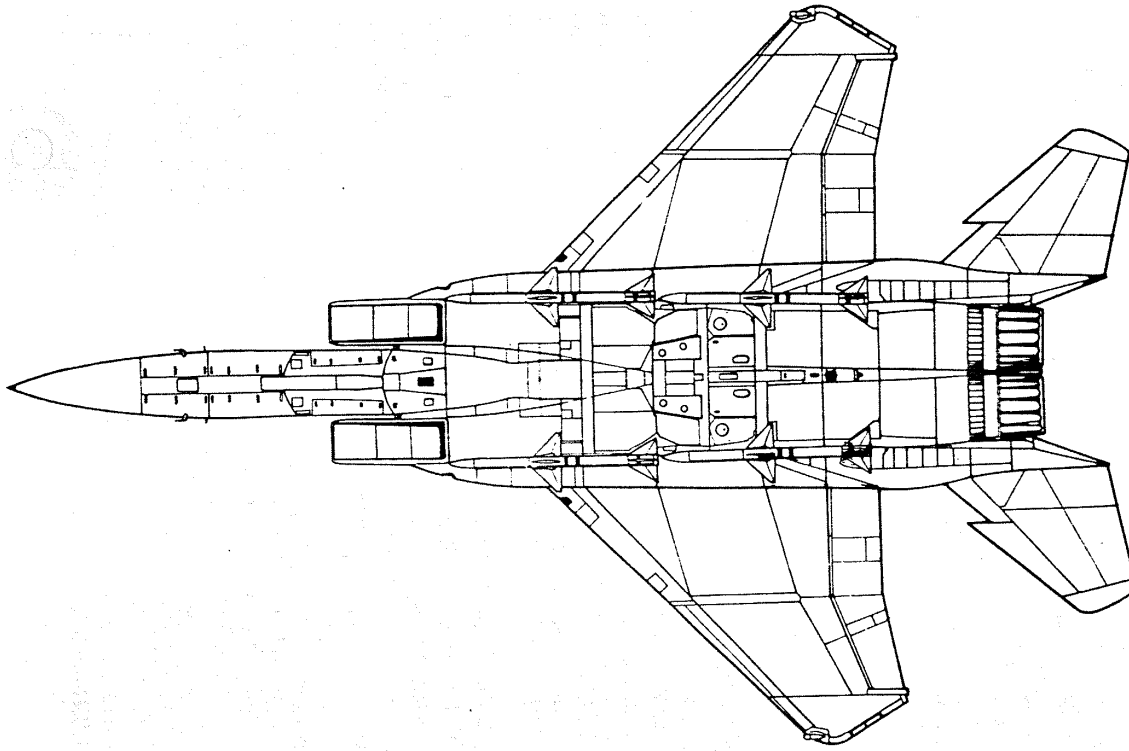
To experience the intensity of the anti-aircraft defenses the American airmen encountered, select MISSION 6 and attack the primary target as Baghdad using a bombing run similar to that described above in section 8.1.

8.3 NIGHT BOMBING RUN

To conduct a night precision bombing raid like the one the raiders actually carried out, select MISSION 3 and execute a bombing run similar to that described above in section 8.1.



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The Aim of the Game

Some objects will react with each other to form either more or less valuable objects, to sell or collect.

Controls:
Use cursor keys or joystick to guide Magic Knight and keys

G to GET
T to TRADE
D to DROP
E to EXAMINE

Controls:
Use cursor keys or joystick to guide Magic Knight and keys
G to GET
T to TRADE
D to DROP
E to EXAMINE

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1985

1985

Made in Great Britain
Design & Artwork: Words & Pictures Ltd., London

Instructions de Chargement
Load sur la touche de controle
maintenez la tout en appuyant sur la petite
touche "ENTER"

Contrôles: Utilisez les tours en cours ou la manière de jeu pour guider le chevalier magique.

Et les tourterelles.

G — Pour obtenir quelque chose
I — Pour enlever quelque chose
D — Pour laisser tomber quelque chose

PROCEDIMIENTO DE CARGA
Manteniendo opimida la tecla "CTRL", pulsar la teclla "ENTER"

Mandos
Empalear las trefas curvas o planas a de modo para guiar al
"Cavallero Magico"

Y treas
G - Toma
- Correr
I - Caber
E - Enmendar

Mandos
Empalear las trefas curvas o planas a de modo para guiar al
"Cavallero Magico"

Y treas
G - Toma
- Correr
I - Caber
E - Enmendar

Istruzioni di Caricamento
Tenere premuto il tasto CTRL e premere il piccolo tasto ENTER

**I comandi usano i tasti a cursore oppure una
leva giroscopica per guidare il "Cavaliere
Magico"**

E i tasti
G - Per Prendere
T - Per Scambiare
D - Per Far Cadere
E - Per Esaminare

LADEANWEISUNG
CTRL-Taste halten und kleine ENTER-Taste drücken

[illegible]

Zur Steuerung des Mäglichkeiten Kursors-Testen oder benutzen

- G - Eindämmen
- T - Handeln
- D - Fallen lassen
- F - Untersuchen

3 - THE STORY :

Conflicts and wars threaten to destroy the world. Unity must be restored in order to avoid a nuclear holocaust. The Government has selected YOU to be the pilot of THUNDER MASTER, the ultimate weapon.

THUNDER MASTER, a four wheel drive vehicle equipped with a triple turbo engine, will allow you to cross enemy territories and fight to destroy mines, bunkers and helicopters.

This could very well be your last mission. If you refuse, there will be no hope left.

The only units we have left which are still able to fight have prepared tanks of Omega-Kerosene for you along the way; there will be sufficient fuel for you to reach our bases; however, will you be able to fill up while in mission ?

The weapons at your disposal are the most sophisticated ever conceived by our Techni-Robots : tetranuclear propulsion missiles guided by undecodable oral frequency and magnetic sustentation MV module with a firepower of 117 Giga Watts per second.

The future is in your hands. Fire and forget ! Never look back, you won't have time. You are our last chance...

4 - YOUR MISSION :

THUNDER MASTER leaves its base, led by its calculator (Pico-computer with a T8006809080986 Transprocessor 128 bits INMOTOPEL at 4.77 GHz).

Along the way you will come across tanks which will try to destroy you, barbed-wire fences, mines, rocks to stop you, bunkers on the sides of the road, waiting for you to fire... THUNDER MASTER is practically indestructible, but like all triple-turbo vehicles, its fuel consumption is very high

and not related to speed. Therefore it is in your interest to go as fast as possible in order to be able to fill up before you run out of Omega-Kerosene and not fall in your enemies' hands and become helpless. Each time THUNDER MASTER explodes, 10000 points will be deducted from your score, and if your score reaches zero, the game will be lost.

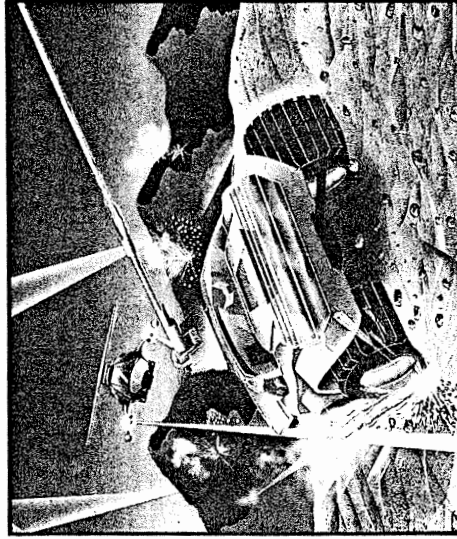
SCORE :

rock	5000 points
blue cone	5000 points
green cone	5000 points
barbed wire	2000 points
bush	2000 points
mine	10000 points
helicopter	20000 points
bunker	30000 points
tank	50000 points

If you safely reach your base, a bonus related to the number of cones you have collected will be awarded to you. On the world map a white dove will indicate the site of your victory (disk versions only).

FIRE AND

F O R G E T



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FIRE & FORGET

BY

TITUS

1 - COMPUTER LOADING INSTRUCTIONS :

AMSTRAD CPC Cassette :

Turn on your monitor then your computer and press CTRL and small ENTER keys. Press PLAY on the cassette recorder.

AMSTRAD CPC Disk :

Turn on your monitor then your computer, insert your FIRE & FORGET disk in your floppy disk drive and type RUN "FIRE" and press ENTER. Skip presentation according to message if desired, then wait till music ends to start the game.

SPECTRUM Cassette :

Insert your FIRE & FORGET cassette in the recorder. Type LOAD "" and press ENTER key. Press PLAY on your recorder.

SPECTRUM + 2 Cassette :

Turn on your monitor then your computer. Insert your FIRE & FORGET cassette in the recorder and press ENTER.

SPECTRUM + 3 Disk :

Turn on your monitor then your computer. Insert your FIRE & FORGET disk into your floppy disk drive and press ENTER.

CBM 64/128 Cassette :

On COMMODORE 128, type : GO64, then press SHIFT and RUN/STOP keys together.

On COMMODORE 64 and SX64, turn on your screen, verify that there's no cartridge plugged into your computer. Turn on your computer, insert your FIRE & FORGET cassette in your recorder and press SHIFT and RUN/STOP keys together. The joystick can be plugged into either port 1 or port 2 on the computer.

CBM 64/128 Disk :

On COMMODORE 128, type : GO64, then LOAD "" , 8, 1. On COMMODORE 64 and SX64, turn on your floppy disk drive, then your monitor, verify that there's no cartridge plugged into your computer. Turn on your computer and insert the FIRE & FORGET disk into your floppy disk drive and type LOAD "" , 8, 1. The joystick can be plugged into either port 1 or port 2 on the computer.

WARNING :

Do not remove the FIRE & FORGET disk (COMMODORE 64 and 128) while in use.

2 - CONTROLS :

AMSTRAD CPC :

ESC key hold/pauses the game.

During the game, you are controlling your vehicle with a joystick or one of the arrow keys.

UP accelerate
DOWN brake
LEFT left
RIGHT right
SPACE BAR FIRE

SPECTRUM :

P key hold/pauses the game.

During the game, you are controlling your vehicle with a joystick or one of the following keys : Q, A, Z, and X.

Q UP accelerate
A DOWN brake
Z LEFT left
X RIGHT right
CAPS SHIFT FIRE

COMMODORE 64, SX64 and 128 :

F3 key switches the sound on/off.

F7 key hold/pauses the game.

During the game, you are controlling your vehicle with a joystick or one of the following keys : A, Z, <, and >.

A UP accelerate
Z DOWN brake
< LEFT left
> RIGHT right
SPACE BAR FIRE

At the end of the game, you can put your name beside your score. Do this by choosing the letters of your name one by one, positioning yourself with the arrow keys on the keyboard or the joystick and storing each letter with the space bar or the fire button of the joystick.



CHRISTMAS WITH HEWSON

Characters in Torot

The Evil Queen has seized the Firestone and uses its power to curse the land with fire and ghostly apparitions who drift the streets in ghastly imitation of the once happy inhabitants. Her price for the release of the Stone is for some brave warrior to win for her the four charms of eternal youth.

As well as the ghosts which Sir Galaheart must dispel there are a host of characters for him to meet and trade with. The Peasants know the villages and forests well although they are often slow-witted. Travel may be arranged by paying the Gatekeeper at a Toll House or by buying a Timescape spell from a Herbalist or some other magic character. The Tithe Ward Keepers will keep objects safe and sound.

The Witches and Wizards have spells available and the Dragon's teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

The Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect. Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her.

Loading the Game

Plug in a joystick if you have one and enter RUN "disc". Wait a few seconds for the game to load.

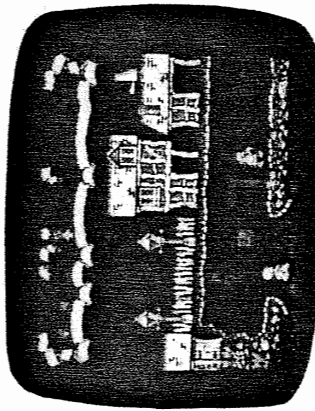
Controlling Sir Galaheart

Follow the instructions on the screen to select your preferred method of control. The default keyboard setting is 'O' - Left, 'P' - Right, 'Q' - Up, 'A' - Down, 'M' - Fire.

To pause the game press the ESC key. To restart press any key or use any joystick action. To abort the game press the SHIFT and DEL keys simultaneously.

FIRELORD

by Stephen Crow - converted by Keith Prosser
Amstrad CPC664 and 6128
Amstrad CPC464 with disc drive



The path wove deeper through the forest beckoning Sir Galaheart further into the flickering shadows. A voice spoke out in the dimming gloom.

"My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon's safekeeping."

The brave knight sank to his knees overpowered by fear and foreboding.

"Fear not," said the voice, "for the answer lies within the kingdom. Use the enchanted crystals and fail not."

Sir Galaheart was alone. A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.

HEWSON



5

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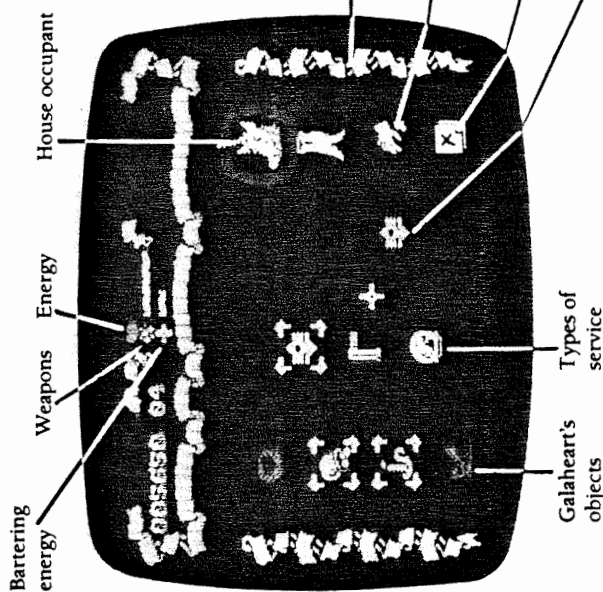
FIRELORD



AMSTRAD

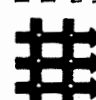
Bartering in Torot

When you enter a house you may trade with the occupant. Place the cursor over an icon and press fire to select it. To cancel a selection press fire a second time.



Each occupant provides one or more types of service. Select the type you require and between one and four of your objects which you are prepared to trade in exchange. If your payment is sufficient the occupant will make an offer by displaying a suitable icon. If you wish to complete the deal select the icon displayed.

Types of Services

	SCALES Trade an object		PORTCULIS Pay a toll to pass through the house
	SIGNPOST Find out where you are		SUPPLIES Buy food, weapons or trading tokens
	TIMESCAPE Cast a spell to a magic place		INFORMATION Find out how to accomplish your quest
	RIBBONS Colour distinguishes similar characters - Green Witch, Red Witch etc.		
	CHEAT Select this and you may not have to surrender the objects that you are paying with. Get caught and justice will be swift.		
	EXIT Select this icon to leave the house.		
	OFFER When a deal is set up the occupant displays his offer here. In this case the Dragon is offering the Timescape spell in exchange for a bag of gold and a candlestick.		

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**ELECTRIC DREAMS
SOFTWARE**

Present

FIRETRAP

Player's Guide

**for Commodore 64/128 Cassette and Disk
Spectrum 48K/128K/+
Amstrad Cassette and Disk**

Manuel d'instructions

pour

COMMODORE 64/128, cassette/disquette
SPECTRUM 48K/128K/+
AMSTRAD cassette/disquette

Spielanleitung

für

COMMODORE 64/128, Kassette/Diskette
SPECTRUM 48k/128K/+
SCHNEIDER Kassette/Diskette



KEYBOARD

Zur Wahl der Tastatur (statt des Joysticks) als Bedienungsinstrument. Zeigt an, welche Tasten im Moment mit welchen Spielfunktionen belegt sind. (Diese können mit der Option USER DEFINED KEYS beliebig neu definiert werden.) Eingabe von 0 bringt Sie auf das Menü zurück.

KEMPSTON JOYSTICK/PROTEK JOYSTICK/SINCLAIR JOYSTICK (nur bei Sinclair Spectrum Version)
Dient zur Auswahl des betreffenden Joysticks. Nach Wahl wird das entsprechende Modell hervor gehoben, und Sie können mit **START GAME** das Spiel beginnen.

FIRETRAP — EINSATZINFORMATIONEN

Der Bildschirm zeigt einen Ausschnitt des ersten in Flammen stehenden Gebäudes aus einem bestimmten Blickwinkel. Sie erkennen sich selbst, den tapferen Helden, der sich zur Bekämpfung des Feuers gemeldet hat, an der Ecke stehend, von wo Sie nach links, rechts, oben und unten gehen können, indem Sie den Joystick entsprechend bedienen bzw. die Richtungstasten drücken. Sie haben eine Wasserkanone und ein Düsenmodul auf den Rücken geschnallt. Riesige Wasserkugeln können nach oben geschossen werden, indem man den Feuerknopf drückt.

Der experimentelle Schutzanzug zeichnet sich durch eine Vielzahl verschiedener Schichten aus, so daß Sie mehrere Versuche unternehmen können. Zu Beginn des Spiels und bei Verlust eines Lebens wird in der unteren rechten Bildschirmcke eine Kontur des Gebäudes eingeblendet, an dem Sie gerade hochklettern. Daran können Sie sehen, wieviel höher Sie noch steigen müssen.

Ihre Aufgabe besteht darin, den Gipfel des Gebäudes zu erklimmen und unterwegs die Hausbewohner zu retten, die aus den Fenstern lehnen (soviel wir vernommen haben, sind auch Vierbeiner dabei). Um diese zu retten, müssen Sie ganz einfach auf das Fensterbrett steigen, worauf sie mit einem Fallschirm in Sicherheit gebracht werden. Passen Sie auf, daß Ihnen von oben nichts auf den Kopf fällt. Schwere Gegenstände könnten Sie aus dem Gleichgewicht bringen, und ein Sturz in die Tiefe kostet unweigerlich ein Leben.

Halten Sie Ausschau auf Flammen in anderen Fenstern. Wenn Sie sie rechtzeitig bemerken, können Sie sie mit einem gezielten Schuß aus der Wasserkanone eindämmen. Wenn Sie mit einer Flamme in Kontakt kommen, verlieren Sie ein Leben. Flammenstangen sind nützlich, um sich in kritischen Situationen zu verstecken.

Im Verlauf dieser Herkulesarbeit stoßen Sie, wenn Sie Glück haben, auf verschiedene Gegenstände, die Ihnen helfen, und auf andere, die Ihnen zusätzliche Punkte einbringen.

Ganz oben an der Spitze des Wolkenkratzers ist eine Frau von den Flammen eingeschlossen. Die müssen Sie retten und mit dem Düsenmodul nach unten auf die Straße und in Sicherheit bringen. Aber das Schlimmste an der Geschichte: die Zeit ist knapp, die Uhr tickt unbarmherzig. Schnelles, entschlossenes Handeln bringt Ihnen zwischen den verschiedenen Gebäuden mehr Zeit ein.

Doch selbst wenn Ihnen das Unmögliche gelingen sollte, und Sie das erste Gebäude erfolgreich hinter sich bringen — dann fängt es erst an, wirklich schwierig zu werden.... und brenzlich!

FIRETRAP

präsentiert von

Electric Dreams Software

Programmierung: Source

Spielanleitung: E.M. Dean

Übersetzung: Alpha. Weiss

Eine Produktion der Software Studios

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6. Bei Verwendung eines Sinclair ZX Spectrum, Spectrum+, Spectrum 128, Spectrum +2 oder Spectrum +3 mit der **Kassettenversion** von FIRETRAP:
- Kassettenrekorder in der gewohnten Weise an den Spectrum anschließen. (Dieser Schritt entfällt natürlich, wenn das System über einen eingebauten Rekorder verfügt.)
 - Wenn mit einem Joystick gespielt werden soll, die erforderlichen Interfaces jetzt einstecken (siehe Hinweis weiter hinten bezüglich kompatibler Joysticks.)
 - Fernseher/Monitor, Kassettenrekorder und Computer **EINSCHALTEN** (wenn jetzt ein Menü eingeblendet wird, kann dort 48K oder 128K BASIC gewählt werden.)
 - FIRETRAP Kassette in den Rekorder einlegen; sicherstellen, daß das Band ganz zurückgespult ist.
 - LOAD "" eingeben, dann ENTER drücken und anschließend die PLAY-Taste des Rekorders.

FIRETRAP wird automatisch in den Arbeitsspeicher geladen. Bei den Kassettenversionen geschieht dies in mehreren Phasen; der Ladevorgang wird durch verschiedene blinkende Farben angezeigt.

ANMERKUNGEN ZUR STEUERUNG

Commodore 64 Benutzer können jeden beliebigen mit dem C64 kompatiblen Joystick benutzen, der über Steckplatz 2 anzuschließen ist. Schneider CPC Benutzer verwenden einen beliebigen mit ihrem System kompatiblen Joystick. Für Spectrum kommen Kempston, Protek und Sinclair Joysticks in Frage.

Statt über Joystick können die Sinclair und Schneider Versionen auch über die Tastatur bedient werden, wobei der Benutzer die Tasten nach Belieben neu definieren kann.

PROBLEME, DIE BEIM LADEN AUFTRETEN KÖNNEN

Wir sind um eine ständige Verbesserung unserer Produkte bemüht und unterziehen diese vor der Auslieferung den strengsten Qualitätskontrollen. Von daher müssen etwaige beim Laden auftretende Schwierigkeiten in den meisten Fällen woanders gesucht werden und gehen nicht auf einen Defekt zurück. Sollten Sie irgendwelche Probleme haben, empfehlen wir Ihnen, den Computer auszuschalten und die einzelnen Schritte der Ladeanleitung ein zweites Mal sehr sorgfältig durchzuführen. Bitte vergewissern Sie sich, daß Sie auch wirklich die Beschreibung verwenden, die auf Ihr System und Ihre Spielversion zutrifft. Sollte das Problem sich nicht beheben lassen, schlagen Sie bitte in der Dokumentation zu Ihrem Computer nach oder wenden Sie sich an Ihren Softwarehändler um Rat. Wenn Sie sämtliche Hardware auf mögliche Fehler überprüft haben und das Problem dennoch weiter anhält, dann schreiben Sie doch bitte an unseren Kundendienst:

Electric Dreams Customer Advice (FIRETRAP)

Units 3 and 4
Lloyds Close
Finedon Road Industrial Estate
Wellingborough
Northampton NN8 4SR

Ihr Brief sollte unbedingt die folgenden Punkte enthalten:

- Ihren Namen und Ihre Anschrift
- Die Telefonnummer, unter der Sie telefonisch erreichbar sind
- Den Namen des Programms, mit dem Sie Probleme haben
- Angabe, ob Disketten- oder Kassettenversion
- Genaue Bezeichnung Ihres Computersystems und aller Peripheriegeräte — Joysticks usw. — die zusammen mit dem Programm verwendet werden
- Wo gekauft und wann
- Genaue Beschreibung des Problems

BITTE SENDEN SIE UNS DAS PRODUKT NICHT ZU, ES SEI DENN, WIR FORDERN DIES AUSDRÜCKLICH FÜR TESTZWECKE.

FIRETRAP - SPIELOPTIONEN

Nach dem Laden des Spiels wird auf dem Bildschirm ein Menü mit den verfügbaren Spieloptionen eingeblendet. Bitte geben Sie die Nummer der gewünschten Option ein.

Die einzelnen Optionen sind je nach Computersystem etwas unterschiedlich. Es folgt eine kurze Beschreibung:

START GAME

Dient zum Starten des Spiels. Die gleiche Wirkung kann auch durch Drücken des Feuerknopfs auf dem Joystick erzielt werden.

USER DEFINED KEYS

Damit können Sie selbst bestimmen, welche Tasten die Funktionen FEUER, LINKS, RECHTS, AB und HOCH erfüllen sollen. Die Standardbelegung für die erste Spielfunktion wird hervorgehoben angezeigt. Sie kann ohne weiteres geändert werden, indem man einfach die gewünschte Taste drückt. Sobald die richtige Taste angezeigt wird, drücken Sie RETURN (oder ENTER), worauf die nächste Option hervorgehoben wird. Wenn alle Änderungen vorgenommen wurden, kehren Sie durch Drücken von 0 auf das Menü zurück.

Aktuelle Nachrichten...Dezember, Arcadeville, USA

Wir bringen Ihnen den Bericht von Dale Ewing, der als Augenzeuge am Ort des Schreckens dabei ist — bei FIRETRAP:

09.30

"...Die Situation hat sich zugespitzt. Das höchste Gebäude der Welt, die ED Apartments, haben sich vor einer halben Stunde in eine brennende, qualmende Hölle verwandelt. Hunderte von Menschen und viele Haustiere, sind eingeschlossen. Und die Zeit wird knapp.

09.37

"...Ein Hagel von Trümmern und Scherben prasselt auf uns nieder... Glas, Steine, Möbel... alles landet hier unten auf der Straße. Man kann kaum mehr atmen..."

09.51

"...Soeben ist die Feuerwehr eingetroffen. Aber die Männer kommen nicht ran an das Gebäude wegen der wahnsinnigen Hitze, und — o Schreck, nein, das darf nicht wahr sein: der Wolkentraktor daneben ist ebenfalls in Flammen ausgebrochen, und aus einem dritten lodert es auch. O Gott, in all den Jahren als Reporter habe ich so etwas noch nicht miterlebt. Die Zuschauer, die Helfer weichen zurück. Es ist schrecklich. Meine Damen und Herren, hier ist im wahrsten Sinne des Wortes die Hölle los. Ich muß meinen Posten aufgeben!"

10.05

"...ein großes Feuerwehr-Auto erscheint gerade auf der Szene. Feuerwehr-Chief Carrington hält einen experimentellen Schutzanzug hoch... und soweit ich von hier aus sehen kann, ist er mit einer raffinierten hochmodernen Wasserkanone ausgerüstet. ... wird auf den Rücken geschallt, sagt er — aber was soll diese Demonstration? frage ich mich."

10.07

"...rundum herrscht Chaos, Gedränge, Geschrei. Nur noch acht Minuten, bevor das erste Gebäude vollkommen ausgebrannt sein wird. Die Feuerwehrleute sind der Erschöpfung nahe, der neue Anzug ist noch nicht verfügbar. Alles scheint verloren. Unsere einzige Hoffnung ist, einen jungen, durchtrainierten Freiwilligen zu finden, der sich in dem Schutzanzug in dieses Inferno wagt, um die Flammen zu ersticken und die Menschen zu retten.

"...Und tatsächlich, ein Freiwilliger hat sich gemeldet... mein Freund, wir alle sind in Deinen Händen. Viel Glück im infernalischen FIRETRAP!"

LADEN DES SPIELS

1. Computer vorschriftsgemäß installieren und Fernseher oder Monitor anschließen. Etwaige Cartridges oder Peripheriegeräte (Diskettenlaufwerke, Kassettengeräte, Drucker usw.) vom System trennen. Nichtbeachtung dieser Maßnahme kann u.U. zu Ladeschwierigkeiten Anlaß geben. (Auf eingebaute Disketten- oder Kassettelaufwerke trifft dies natürlich nicht zu.)

2. Bei Verwendung eines Commodore 64 oder 128 mit der Kassettenversion von FIRETRAP:

- a) Datasette an den Computer anschließen, Fernseher/Monitor und Computer EINSCHALTEN. C128 Besitzer: GO64 und RETURN eingeben, dann Y und RETURN, um auf 64er Betrieb umzuschalten. FIRETRAP Kassette in die Datasette einlegen und sicherstellen, daß das Band ganz zurückgespult ist.
- b) das Band ganz zurückgespult ist.
- c) SHIFT festhalten und gleichzeitig RUN/STOP drücken, dann die PLAY-Taste der Datasette drücken.

3. Bei Verwendung eines Commodore 64 oder 128 mit der Diskettenversion von FIRETRAP:

- a) Diskettenlaufwerk an den Computer anschließen. Fernseher/Monitor, Computer und Diskettenlaufwerk EINSCHALTEN.
- b) FIRETRAP Diskette mit dem Etikett nach oben in das Laufwerk einschieben. Dann LOAD ",8,1 eingeben und RETURN drücken.

4. Bei Verwendung eines Schneiders CPC464, 664 oder 6128 mit der Kassettenversion von FIRETRAP:

- a) Fernseher/Monitor und Computer EINSCHALTEN.
- b) Auf Systemen mit eingebauten Diskettenlaufwerk: kompatibles Kassettengerät anschließen, dann mit [TAPE auf Kassetteneinlegen und RETURN drücken.
- c) FIRETRAP Kassette in den Kassettengerät einlegen und sicherstellen, daß das Band ganz zurückgespult ist.
- d) Gleichzeitig CTRL und die kleine ENTER-Taste drücken, dann die PLAY-Taste des Kassettengeräts betätigen.

5. Bei Verwendung eines Schneiders CPC464, 664 oder 6128 mit der Diskettenversion von FIRETRAP:

- a) Fernseher/Monitor und Computer EINSCHALTEN.
- b) Auf Systemen mit eingebauten Kassettengerät: Computer AUSSCHALTEN und ein geeignetes Diskettenlaufwerk anschließen. Dann das Laufwerk und den Computer EINSCHALTEN und durch Eingabe von [DISC und RETURN auf den Diskettenmodus umschalten.
- c) FIRETRAP Diskette mit Beschriftung nach oben einlegen.
- d) RUN "DISC eingeben und die ENTER-Taste drücken.

1. **Release** - Release the ball with reference to the ground conditions and slope of green. Slope is (green) 5 (severe). Arrow points downhill. Slope will have a progressively greater effect as the ball moves across the green. Press and release the space bar to start your swing and press the space bar again to lift the ball. Occur early and the strength of shot will increase. As the ball travels across the hole the strength of shot decreases. The strength remaining must be less than 12 for the ball to drop into the hole. If it is 12 or greater, the ball will continue with a slight upward variation in direction. For a given strength, the ball will move roughly twice as far in dry conditions as in wet, with normal conditions lying halfway between.

Club/Distance Table (Assumes good shot and full strength)

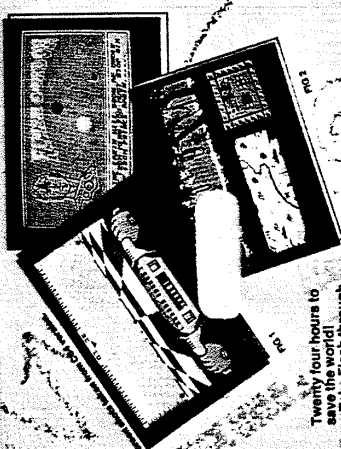
Club	Distance travelled in air from:	Type of Tee	Allowable clubs	Reduction in distance in	Random variation in chosen direction
1 wood	260 yards	22 1/2	due to wind	12 degrees	7 - 37 yards
2 wood	226 yards	20 1/2	Farway	21	7 - 37 yards
3 wood	224 yards	20 1/2		23	7 - 33 yards
4 iron	218 yards	20 1/2		25	7 - 29 yards
5 iron	200 yards	18 1/2		36	7 - 26 yards
6 iron	184 yards	15 1/2		40	7 - 27 yards
7 iron	170 yards	13 1/2		44	7 - 26 yards
8 iron	164 yards	13 1/2		49	7 - 25 yards
9 iron	148 yards	12 1/2		53	7 - 24 yards
10 iron	132 yards	11 1/2		57	7 - 22 yards
11 iron	116 yards	9 1/2		67	7 - 20 yards
12 Sand iron	72 yards	6 1/2		78	7 - 18 yards
5 - 6 iron varies with strength of shot. Wind has no effect on bounce. Ball will bounce on green or fairway, hazards immediately stop ball.					
7 - 8 iron. Ball will only bounce on green or fairway, hazards immediately stop ball.					

[illegible]

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MASTERTRONIC ADDED DIMENSION



MANUFACTURED IN THE U.K.

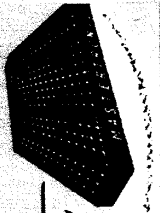
Twenty four hours to save the world! Take Flash through this multi load mega-game to find and destroy the evil Ming. Three different challenges to be overcome. Then the last. Over 100 levels.

Flash Gordon is © 1985 King Features Syndicate Inc. COMMISSIONED BY JOYSTICK OR KEYBOARD

PLAYING THE GAME

Due to the amount of your task, Flash (the game) loads in three parts. Follow the instructions carefully to make your way through the plot. (You cannot load the later stages without completing the early tasks). The three sequences are:

- 1) Jungle: make your way through the undergrowth to the Caves of Barin. There are vines to be jumped, ammunition to be collected, skeleton monkeys and various other nasties to be avoided or blasted as well as working out where you are, let alone when you're going.
- 2) Barin: in order to win the respect of the Prince, you will have to defeat him in a duel. You will need to use the skills you have learned in the jungle.
- 3) Jetbike Pursuit: suitably lifted out with Barin's mean machine, you have to track down Ming using the on-board instruments and deal with the rearguard, a minefield and power gates on the way. If you get close enough you'll have earned the chance to put an end to Ming the Merciless!



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Made in Great Britain

Design: Words & Pictures Ltd, London

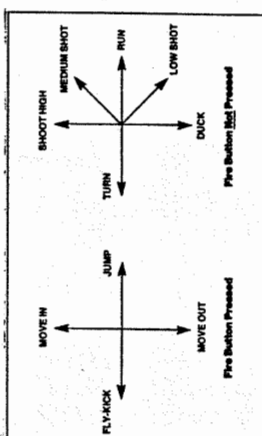
CONTROLS AND HINTS

I) In the Jungle (see Fig. 1 overleaf)

Below the jungle on the right is the game clock, reminding you how long you have left to complete the job. Every time you're knocked out the clock will run on while you're in the hospital. The clock will stop when you're back in the jungle. When you've been out for 24 hours, below that are the chambers of your gun, showing how many shots you have left. To the left is a guide to how the areas fit together. (You'll have to work that out for yourself!).

Try to stay on your feet long enough to map out your surroundings! At any time you can move into and out of the screen by holding the fire button and moving the joystick in the direction you want to go.

The other joystick controls are:



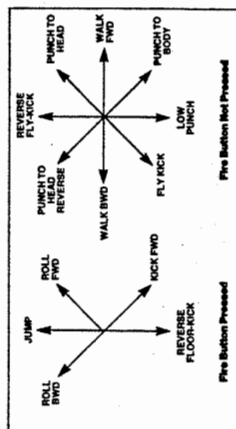
Directions are relative to direction of player movement i.e. controls reverse when he turns around.

Making a map is really vital to successfully getting through this first phase of the game. Landmarks are not repeated so keep a note of them. Arrows are being fired at you from the jungle. Not everything which attempts to crunch you need be shot at. Some things can be ducked, kicked or jumped over. If you do go blowing away anything that moves, you'll need to make good use of the ammunition boxes. They can only be called on ONCE each so don't waste them.

II) Battling Barin (see Fig. 2 overleaf)

Below the two struggling figures is shown the state of play, depicted as a tug-of-war. This indicates how close Barin (to the right) or Flash (to the left) is to victory. You must pull the centre bar all the way to the left to defeat Barin and gain the help you need.

This is achieved by hitting him more than he hits you! Sounds simple, but you just try it. A range of moves is available to you, controlled like this:-



Again directions are relative to player direction and reverse when he turns round.

It's best to fight in bursts, backing off if Barin starts to get the better of you. This is not going to be easy and there are no quick wins to be had. Learn the moves and use combinations to confuse him, striking high/low wherever you get the chance. Barin is a tough opponent and you'll need to be careful not to get hit too often. Eventually - and will become less mobile. Be cautious at first, try to lose as little ground as possible at the start when Barin is at his strongest.

III) On Your Bili (see Fig. 3 overleaf)

On the left control panel is shown the power gate direction (top-right). Move left or right to centre the block on the indicator. The graduations down the side of the screen show your shield strength. The higher the better. When the two square lights flash, with Ming in view, he is within range of your missiles. Fire!

The joystick controls both your movement and fire. Move left and right and the bika moves with you. Up and down aims the shot. In order to reach your maximum possible speed, a number of the flying guards will need to be taken out. Each one that passes makes it more difficult for you to reach your maximum speed.

On the right control panel is shown the power gate to build up your energy levels. These will have been easily depleted by the robot guards dropping heavy explosive objects on you. One more little obstacle appears on the form of a minefield, firing lies beyond it. All you have to do is steer through, without hitting anything. Each contact depletes the energy level again. Quickly! You'll catch sight of Ming as he flashes along on his jet-bike. Take him out quickly, as he fights back in a particularly efficient manner.

Done all that? Good - you've saved the world!

CONTROLS - Joystick or Keyboard

Keys are redefinable or use:

Q	Up	P	Right
A	Down	Fire	Symbol Shift
O	Left		

LOADING INSTRUCTIONS

464: Press CTRL and small ENTER

664/6126: Type 1 TAPE and press RETURN. Press CTRL and small ENTER.

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Flugsimulator

Ladeanweisung:

run " [Enter]
Bedienung durch Joystick und/oder Tastatur

Tastenbelegung

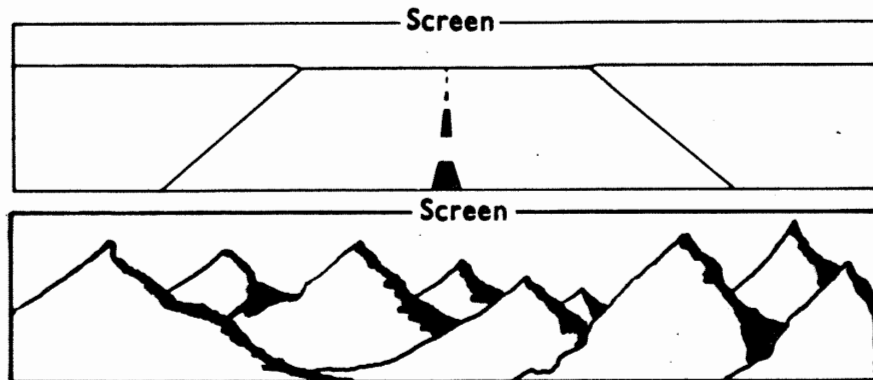
[7] + 20 Knoten [4] + 10 Knoten [1] - 20 Knoten [0] - 0 Knoten

Als Pilot einer Boeing 737 starten Sie von einem Flugplatz, der von hohen Bergen umgeben ist. Wenn Sie Ihr Flugzeug sicher über die Berge geflogen haben, müssen Sie auf einem Flugplatz in einem Tal landen.

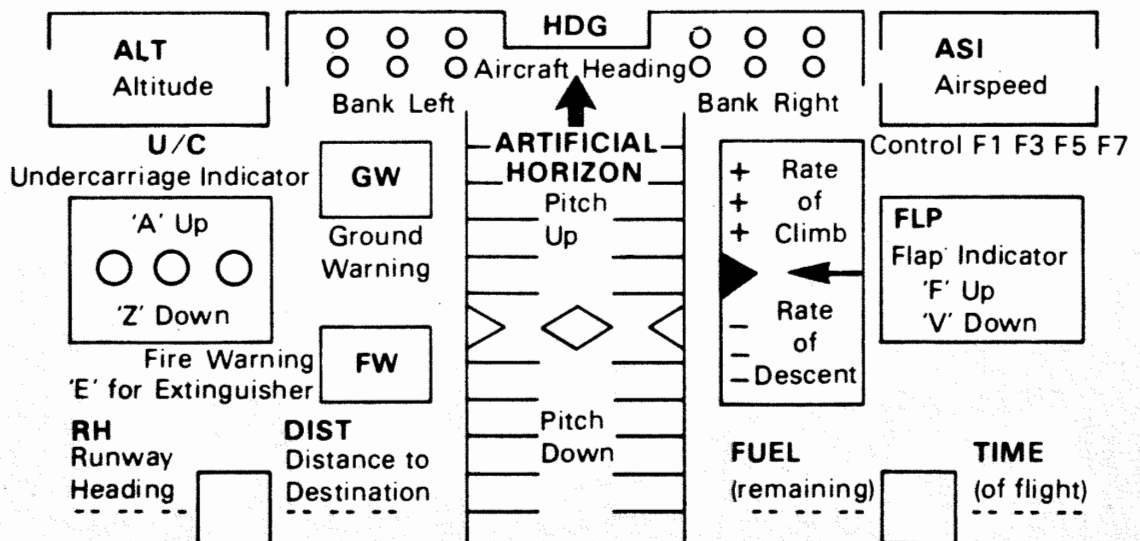
Wählen Sie bitte den Schwierigkeitsgrad:

- 1 - Erster Alleinflug
- 2 - Stuntpilot
- 3 - Hobbypilot
- 4 - erfahrener Pilot
- 5 - Berufspilot
- 6 - Testpilot

Beginnen Sie mit »Erster Alleinflug«. Bei diesem Schwierigkeitsgrad müssen Sie ein hohes Gebirge überfliegen. Es kommen keine Besonderheiten wie z.B. Maschinenbrand oder Seitenwinde etc. vor. Das Flugzeug kann eine heftige Landung verkraften.



APPROACH HIGH/LOW INDICATOR



Flugsimulator

Start zur Rollbahn

Drücken Sie die Taste [4]. Bei einer Geschwindigkeit von 20 Knoten fängt Ihr Flugzeug an zu rollen. Durch Drücken der Taste [4] erhöht sich die Geschwindigkeit um 10 Knoten (Taste [7] um 20 Knoten). Beachten Sie bitte die Rollbahnrichtung (RH). Drehen Sie das Flugzeug auf dem Rollfeld in die richtige Position. Das Rollfeld können Sie durch das Fenster der Pilotenkabine sehen. Zum Abflug werden die Bremsklappen ausgefahren (V) und die Geschwindigkeit auf 180 erhöht. Achten Sie darauf, daß die Geschwindigkeit nicht höher als 200 Knoten ist, da sonst die Bremsklappen beschädigt werden.

Abflug und Steigflug

Durch Zurückziehen des Hebels (Joystick) hebt das Flugzeug ab. (Sie können

auch die Tasten $\leftarrow$ $\downarrow$ $\rightarrow$ benutzen. Bedenken Sie, daß sich mit einge-

fahrenem Fahrgestell die Geschwindigkeit um jeweils 5 Knoten erhöht. Sie müssen während dieser Flugphase sorgfältig darauf achten, daß die maximale Geschwindigkeit von 200 Knoten nicht überschritten wird, wenn die Bremsklappen ausgefahren sind. Bei heruntergestellten Bremsklappen tritt eine höhere Blockergeschwindigkeit (180 Knoten) auf; lassen Sie das Flugzeug nicht langsamer fliegen, da es sonst durchsackt.

Erreichen der Flughöhe

Nach Einzug des Fahrgestells und der Bremsklappen können Sie ihre Höchstgeschwindigkeit halten, bis Sie sich den Bergen nähern. Die Höhe der Berge ist je nach Schwierigkeitsgrad unterschiedlich. Wenn Sie sich den Bergen nähern, wird das rote Bodenwarnsignal aufblinken. Ein anhaltendes rotes Licht zeigt Ihnen an, daß Sie die Berge sicher überfliegen. Erlischt das Licht, können Sie Ihr Flugzeug auf die Landung vorbereiten. Zwischenzeitlich hat Ihnen ein Leuchtsignal angegeben, in welcher Richtung sich die anzufliegende Rollbahn befindet. (Sie liegt bei jedem Flug in einer anderen Richtung!)

Anflug

25 Meilen vor dem Aufsetzen, wenn das Bodenwarnsignal erloschen ist, drücken Sie den Hebel nach vorne in Richtung der Rollbahn. Die Geschwindigkeit wird sich während des Sinkfluges erhöhen; achten Sie deshalb auf die Geschwindigkeitsangaben.

Sinkflug

10 Meilen vor dem Aufsetzen wird auf der Rollbahn ein Positionslicht aufleuchten. Ist es ein weisses Licht, fliegen Sie zu hoch, um eine Landung durchführen zu können. Bei Rot fliegen Sie zu tief. Sehen Sie ein grünes Licht, können Sie Ihren Sinkflug fortsetzen.

Sie müssen das Fahrgestell und die Bremsklappen in einer Höhe von 300 Fuß ausfahren. Beachten Sie wiederum die maximale und minimale Geschwindigkeit während dieses Flugmanövers. Vergessen Sie nicht, daß das Ausfahren des Fahrgestells die Geschwindigkeit um jeweils 5 Knoten verringert.

Landung

Halten Sie die Geschwindigkeit zwischen 160 Knoten (Blockierungsgeschwindigkeit bei nach unten gestellten Bremsklappen) und 170 Knoten. Wenn die Abstandsanzeige 0 anzeigt (nicht vorher!), bringen Sie das Flugzeug auf die Höhe 0 herunter. Sobald Sie die Höhe 0 erreicht haben, ziehen Sie den Hebel (Joystick) zurück auf Flugstellung. Sie sind mit Ihrer 737 gelandet.

Drücken Sie schnell die Taste [R] für Rückwärtsschubkraft, damit die Geschwindigkeit auf weniger als 20 Knoten abfällt. Sie müssen vor dem Ende der Rollbahn zum Stehen kommen. Die Länge der Landebahn (durch Minus Abstand angezeigt) wird Ihnen bei der Wahl des Schwierigkeitsgrades angezeigt.

Spielstand

Wenn Sie während des Fluges Fehler machen, wird Ihnen genau mitgeteilt, wo Sie falsch gehandelt haben. Bei einer erfolgreichen Landung wird Ihnen nach Zuteilung der Punkte der Rat gegeben, mit welchem Schwierigkeitsgrad Sie weiterspielen sollen. Je schneller Sie Ihren Flug beenden, um so höher ist Ihre Punktzahl.

Treibstoff

Sie werden auf jedem Flug gerade genug Treibstoff haben, um **einen** Landeanflug durchführen zu können.

Flugsimulator

FLUNKY

Ein Programm von Don Priestley

Versionen für Commodore und Schneider Computer von Five Ways Software

Laden des Spiels

Spectrum 48/+
Spectrum 128/+2

LOAD "" <ENTER>
BASIC 48 wählen, dann
LOAD "" <ENTER> eingeben
<CTRL> <ENTER>
RUN "FLUNKY"
<SHIFT> <RUN/STOP>
LOAD "FLUNKY", 8 <RETURN> RUN

Schneider CPC, Kassette
Schneider CPC, Diskette
Commodore, Kassette
Commodore, Diskette

Spielgeschehen

Sie schlüpfen in die Rolle von Flunky, einem Diensthofen im Buckingham Palast, der über alle Maßen zuvorkommend und beflissen ist (Jawohl Madam, selbstverständlich Madam, ... was immer Sie wünschen Madam) — obwohl er es eigentlich auf die Autogramme der Königlichen Familie abgesehen hat. Bei der Ausübung seiner täglichen Obliegenheiten, z. B. dem Entfachen der Kaminfeuer in den Gemächern, ergeben sich des öftern Begegnungen mit den Hochwohlgeborenen. Wenn der Lakei ihnen zu Diensten steht, zeigen sie sich gerne erkenntlich und zücken auch den Kugelschreiber für ein Autogramm. Allerdings sind die kleinen Anliegen, mit denen Andy, Fergie, Charles und Diana Sie betrauen, manchmal etwas ausgefallen! Aber was soll's, wenn Sie sich wirklich gut in ihre Lakeinrolle einleben, können Sie vielleicht sogar von der Monarchin selbst ein Autogramm ergattern! Zu Anfang haben Sie nichts weiter als eine Schachtel Zündhölzer und Ihr Autogrammheft — ein einziger Gegenstand paßt noch in Ihre Tasche, vorausgesetzt er ist klein genug. Aber in diesem kuriosen Haushalt kann man nie wissen, ob man nicht eine Bombe, eine Pistole oder gar einen Schleppkahn brauchen kann.

Natürlich müssen Sie sich in acht nehmen. Die Palastwächter kennen keine Gnade mit Außenseitern, die gegen die Regeln des Hauses verstoßen, und wenn man ihnen entkommen will, muß man ganz schön flinke Beine haben.

Steuerung

Das Spiel beginnt im MenüRaum, wo Flunky mit der Leertaste durch die Optionen saust und mit dem Piepser seine Auswahl trifft. Der StandardJoystick ist ein Kempston, doch lasse sich die meisten anderen über die NEW KEYS Option programmieren. Wenn von dieser Option kein Gebrauch gemacht wird, gelten die folgenden StandardEinstellungen:

Links Z
Rechts X
Aufwärts Q
Aufwärts A
Tasche/Niederlegen C

Punkte

Jede der fünf Aufgaben muß in der vorgeschriebenen Zeit vollendet werden. Wenn Ihnen dies gelingt, erhalten Sie so viele Punkte zugesprochen, wie Sie Zeit auf der Uhr übrig haben — plus eine 1000 PunktePrämie für das Autogramm. Die Uhr können Sie mit sich herumtragen; Ihren jeweiligen Punktestand können Sie jederzeit im MenüRaum erfahren.

Neustart

Wenn Sie mit dem linken Bein aufgestanden sind und nichts läuft, wie es sollte, können Sie im Menü-Raum die ABORT-Option aufrufen, um aus dem Spiel auszusteigen. Komplett frustrierte Lakeien können sich auch mehrmals auf das Bajonett eines Wächters stürzen...

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THE GAME

Welcome to Fly Spy, by Richard Apin master of the CPC universe and total lunatic. Please Note, the game will crash if any expansion cards (other than the disk) are present - for security reasons. Sorry!

SCENARIO

Long, long ago, in a galaxy far, far away (Sountorpe, 1983) lived a wicked, sour, cranky and generally nasty professor (he must have had just a touch of the evil gene). He was a genius, a brilliant mathematician, a computer genius. Having spent a luncheon doing just that, he sat down and thought up a really rotten thing to do with it. Being a typical warped genius, his plan was to use his knowledge of computers to make a game that would be so boring and force the poor little thing to make random power cuts all over the country. This fiendish operation would cause everyone's computers to seize up in mid-program and all there sulking.

One day, the professor was stopped. The authorities started a nationwide search for someone - anyone - who would undertake the dangerous task of getting inside the super-computer ... there were certain criteria that this brave hero must fulfil; namely, ... incredible mental strength, great intelligence, a full knowledge of the computer, and a willingness to do anything to get the job done. So, what do you do?? Yes! You run like hell for the nearest exit!! Unfortunately, everyone else seems to have had the same, cowardly idea a few seconds before you. You are stuck by the latest scientific means (a giant washing machine, on the 'no wolens setting') and given a nasty little metallic-blue helicopter (number plates and delivery included) for your travels. This has a small fuel tank, and a special, runabout has a standard equipment interface, so that you can attach any equipment left lying about inside the computer, and use it.

You wait when attempting to put an end to the super-minutiae. There are several teleport units dotted around inside the metal monster, and you can use these to teleport (don't there always??) you must have both a lucky key and you must know the code for the station you wish to go to. While teleporting you must try the E.N.C.T. (Extremely nasty creepy things) which try to abort your teleportation by making you think of something else. You must think of something as certain type of subgame!! That's all the left blurb and I'm NOT giving away any hints on how to complete the game ... except ...

1. If you are trapped ...
2. You need the H-Bomb to complete the game, so take it with you when you find it!

Always write down anything that you may discover ... (Cryptic eh?) an explanation: your helicopter actually behaves like a helicopter. In that your speed is dependent on the amount of extra weight you are carrying, and your rotor speed.

All the objects in the game have different weights (eg the bomb is very heavy) so if you are carrying a very heavy load you will drop like a stone! Similarly, if you are carrying a very light load you will float like a feather. The weight of your craft, at the top right of the screen is a gauge that shows your weight as a bar, and your rotor speed as a white line.

When the line is in the red, you go down, when in the grey, you go up! To hover you just give the control stick a slight wiggle. The two, show your compass, but a yellow line indicates the direction of the wind. The top one shows fuel level, the bottom one shows your shield strength. If your shield reaches zero then you die, if you run out of fuel, you crash. Your craft normally moves in slow motion. If you feel really suicidal, try CTRL-F (CTRL-S is for slow again.)

You will find little units scattered around that, if you land on them, will store your position. When you die you can guess where you start off again ... can't you??

There are several modes of play. The first is 'Normal' mode. In this mode, the top left score, lives left, mode, and a device counter ... the device counter is only shown for certain objects (such as laser) and is a count of the remaining uses of the object. The second is 'Training' mode. In this mode, the device counter is replaced with the ammo chest (the various stuff at time during the game), you can refine the controls by holding down CTRL and pressing 'R'. The controls ... UP ... increase rotor speed (and therefore fuel consumption). DOWN ... decrease rotor speed. LEFT ... select action (eg drop, use, etc). RIGHT ... select action (mode) to do. To select the mode, (eg drop, use, etc) simply use the mode button you have chosen or press a key. PICK UP ... USE ... whatever object the ship is currently over ... DROP ... drop selected object, but can only be done if there is a blank space behind the ship's CLOCK ... display time ... SUICIDE ... for when in unescapable situations. HELP! There are two different things that HELP! can perform: if you are sitting on a transmitter (a little grey thing) and you use HELP! then the T.M. will be activated. The device will be used, and you will be able to use the T.M. to change the mode of the ship. For example if you are very low on shield, and you use the T.M. it changes the selector object into a battery.

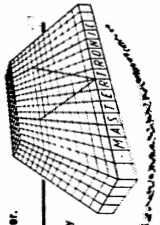
There are also two other modes. The first is 'Fuel' mode. In this mode, the fuel can only be used as a fuel, but it can only be used as a fuel, and it can only be used as a fuel. The second is 'Transmodulate' mode. In this mode, the fuel can only be used as a fuel, but it can only be used as a fuel. The third is 'Transmodulate' mode. In this mode, the fuel can only be used as a fuel, but it can only be used as a fuel.

LOADING INSTRUCTIONS

Press control and small ENTER key together. START tape

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Design: Herts & Pictures Ltd. London



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Prinzip des Fotoapparates
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FEATURES

Four Leagues
 20 Teams each
 38 Game Season
 Home + Away
 FA/League Cup
 Replays European Cup
 U.E.F.A. Cup
 Cup Winners Cup
 2 Legs Aggregate
 Penalties Players
 Morale Skill
 Field Position
 Scored Conceded
 Played Fixture List
 P.W.L.D.F.A.P.T.S.
 Scouts Coach Physio
 Youth Team
 Substitutions
 Sendings Offs
 Postponements
 Midweek Games
 Injuries Free Transfers
 Bank Repayments
 Retirements
 Transfer Market
 Internationals
 3 Levels
 Manager of the Month
 League Pos
 8 Reserves Promotion
 Relegation
 Weekly News
 Borrowing Mortgage
 Save Game Interest
 Tax Sponsors
 Full Results
 Season Tickets
 Next Game
 Gate Money
 Season Counter
 TV Cameras
 Crowd Violence Wages
 Manager Approaches
 Testimonials
 Weeks Profit
 Name Editor
 Tax Rebate
 L.M.T.G Counter
 League Titles
 Sackings
 Build Stands
 + Much More

FOOTBALL DIRECTOR

FD

AMSTRAD
CPC 464

FOOTBALL DIRECTOR

THE ULTIMATE
FOOTBALL CHALLENGE

D&H

Written by J. HUGGARD J. DE SALIS

FOOTBALL DIRECTORS OFFICIAL, RECOMMENDED TRANSFER FEES

9i	£900,000-£1,300,000
9	£650,000-£850,000
8	£500,000-£650,000
7	£350,000-£500,000
6	£250,000-£350,000
5	£150,000-£220,000
4	£90,000-£130,000
3	£35,000-£65,000
2	£10,000-£25,000
1	£5,000-£15,000

We think Football Director is the most realistic strategy game you can buy. It uses the absolute Maximum 48K, and if you are into Football then, you will enjoy the ultimate Football Challenge.

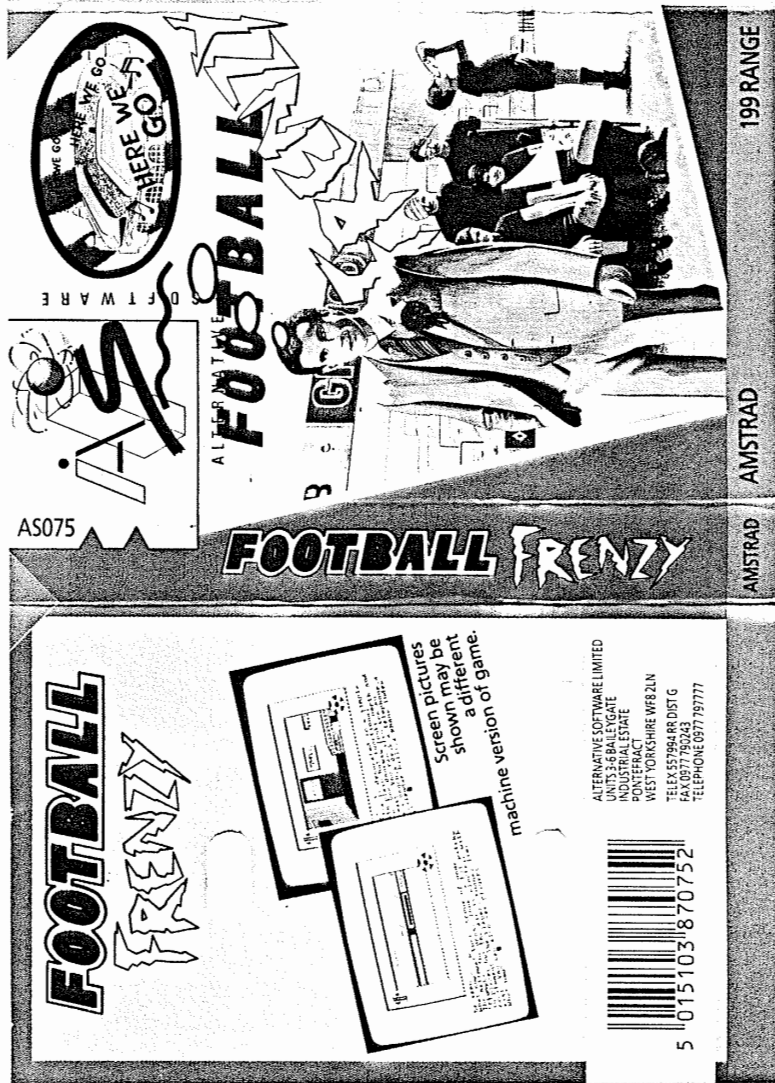
Can you win the 1st division?
D & H Games (0438) 728042

TO LOAD: Press CTRL & Small Enter Key
Written by T. Haggard and J. De Salis
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PLAYING TIPS

1. The government charges a 15% tax on any gambling wins.
2. In Europe away goals do not count.
3. When an injury occurs during a match, the sub is put on, and both teams are re-assessed.
4. After the auto save, the game crashes, at the end of every season. If you want to carry on make sure you have saved a copy.

G Goalkeeper
D Defender
M Midfielder
A Attacker
i International
S Suspended
Injured
+ - Morale
I Unavailable
LMTG League Matches to go



FOOTBALL FRENZY

Full colour graphic and text adventure.

Against all odds, you have somehow managed to get your team 'Grimsditch Rangers' to the Cup Final. It's Wednesday, and only three days to go to fulfilling a dream.

All the team are fit and ready for the match, the pitch has had it's final touches applied and you have had three shredded wheat for breakfast!

What could possibly go wrong?

Everything, that's what!

Loading Instructions:—

Hit CTRL ENTER together, then press PLAY then any key.

© Alternative Software Limited 1987

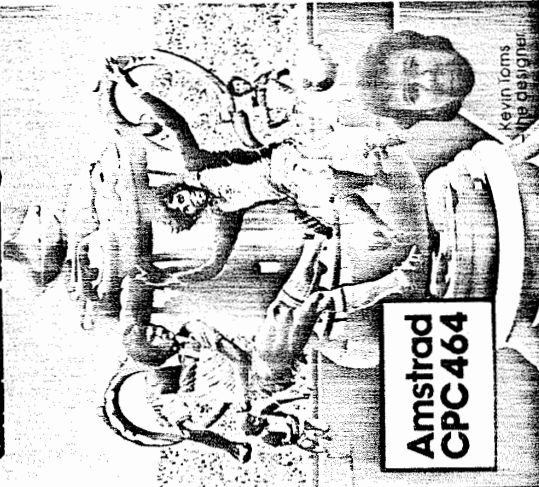
PROGRAMMERS—If you have written a good programme, for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties! Your programme could be in the shops within weeks!!
SEND TO: ALTERNATIVE SOFTWARE Units 3-6 Baileygat Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.

FOOTBALL FRENZY—COMMAND LIST

ANSWER	LEAVE	SEND
ASK	LIE	SET
BEGIN	LIFT	SHOUT
BORROW	LIGHT	SHOVE
BUY	LIST	SING
CALL	LOAD	SIT
CHANGE	LOCATE	SLEEP
CHART	LOOK	SOBER
CHEW	MAKE	SOUTH
CLEAN	NE	SOUTH WEST
CLIMB	N	SPEAK
D	NORTH	START
DIAL	NORTH EAST	STICK
DOWN	OFFER	STOP
DRINK	OPEN	STRIKE
DRIVE	OPERATE	STRIP
DROP	ORGANISE	STUDY
DRY	PAY	SUCK
E	PICK	SW
EAST	PICTURES	SWALLOW
EAT	PLACE	TAKE
ENTER	PLAY	TALK
EXAMINE	POST	TELL
EXPLAIN	PRAY	TEXT
GESTICULATE	PURCHASE	THROW
GET	PUSH	TOUCH
GIVE	QUIT	UP
GRAPHICS	RAISE	UNDRESS
GROPE	READ	USE
HANG	REMOVE	W
HAVE	REST	WAIT
HIT	RESTORE	WATCH
INSERT	RING	WATCH
INVENTORY	S	WEAR
JACK	SAVE	WEST
KICK	SAY	WORDS
KISS	SCRUB	WRITE
L	SEARCH	
LAY	SELL	

For The
AMSTRAD

FOOTBALL MANAGER



Kevin Tomlin
The Designer

Amstrad
CPC464

**FOOTBALL
MANAGER**



AO4

FEATURES OF THIS GAME: MATCHES IN 3D GRAPHICS
TRANSFER MARKET • FULL LEAGUE TABLES • INJURY PROBLEMS! • SAVE GAME FACILITY
PROMOTION AND RELEGATION • FA CUP MATCHES • MANAGERIAL RATING • 4 DIVISIONS
AS MANY SEASONS AS YOU LIKE • PICK YOUR TEAM FOR EACH MATCH • 7 SKILL LEVELS
Recommended to anyone who has any interest in Football - (Personal Computer World)

An amazingly engrossing game - (Crash Micro Magazine)

FOOTBALL MANAGER FOR THE AMSTRAD CPC 464 — PLAYING INSTRUCTIONS —

© Copyright Addictive Games Limited 1984

LOADING

First, enter NEW, then load the program using CHAIN """. Loading time is approximately 4 minutes. There are 3 main parts to the game. On first loading, the game will start at Part 1. The following notes will guide you through the various parts of the game.

Part 1 STARTING THE GAME

A. When your name is requested, type your full name as Team Manager.
B. No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 64 included, choose any as you will be able to change the name later on.
C. Start at the Beginner's level and progress as you become more skillful.

Part 2 THE MAIN GAME

This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS

A. Sell or List players - a list of players in your squad is displayed. See IMPORTANT NOTES - PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him. You will see why!
B. Obtain a Loan. You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£ 750,000
3	£ 500,000
4	£ 250,000

C. Change Team or Player names - first you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you have the option to change player names. If taken you can type your own choice of player names or perhaps even make yourself player manager!

D. Saving the game — to save the game to be continued at a later time take the KEEP option. Now prepare your tape recorder to record on a blank tape and follow screen instructions to commence saving.

PHASE 2 PLAYING A MATCH —

A. Team attributes. Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum 20. They are calculated as follows:
Energy — is the average energy rating of all the players picked to play in your team.
Morale — is 10 at the start of the season and increases when you win and decreases when you lose.
Defence — is the total skill rating of all the Defenders picked to play in your team.
Midfield — is the total skill rating of all the Midfield players picked to play in your team.
Attack — is the total skill rating of all the Attackers picked to play in your team.

B. You may select your team — see IMPORTANT NOTES — to play in your team.
C. The match highlights are shown in 3D graphics. The home team always plays from left to right and you play in the colours of your team. The team with the best attributes will often win but there is always a chance of shock results or giant-killings, like real football.

PHASE 3 RESULTS OF MATCH

Note: your home gate money increases when you win and decreases when you lose. Your away gate money depends on the quality of your opponents.

PHASE 4 WEEKLY BILLS

A. Wage bill — the higher your division, the higher the wage bill, and the greater the total skill of your players, the higher the wage bill.
B. Loan interest — is 1% of your outstanding bank loan.
C. Other bills and purchases.
D. Weekly balance — is the profit or loss for the week.

PHASE 5 TRANSFER MARKET

You are given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player will increase.

The 5 phases are repeated until 15 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3. —

PART 3 END OF SEASON

A. The final league table is printed.
B. Your league success money, which is in relation to how high you are up the league, is allocated to you and displayed.
C. The top 3 teams are promoted, and the bottom 3 are relegated from your division.
D. A new Managerial rating is calculated for you depending on your success so far.
E. New Skill and Energy ratings are generated for all players.
F. The new season starts at Part 2.

IMPORTANT NOTES

Restoring a Saved Game.
A. Place saved game cassette in recorder, and from the Optional Actions menu, press R and follow the instructions on the screen.
The game will re-start at Part 2 Phase 1

Player Attributes

When players are listed, several details are shown:
A. Defender, Midfield players, or Attacker — is indicated by a D, M or A respectively in the far left hand column.

B. Player's name.
C. Player's number — used when selecting the player for various purposes.

D. Skill rating — highest is 5, lowest is 1.
E. Energy — in the range 1-20. The energy rating of each player reduces by one for each match he plays in. It will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the skill ratings of the complete team.

F. Value in £ — relates directly to the skill rating of the player and the division your team is in.
G. Picked to play, Injured, Available for selection indicated by p, i and space respectively in the far right hand column.

N.B. injured players cannot be selected to play.

Addictive Games

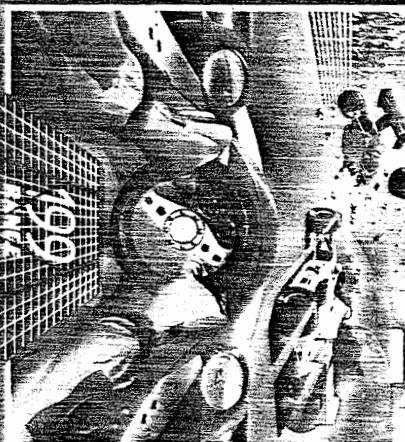
A Richmond Hill, Bournemouth BH2 6HE

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Realistic simulation of
formula one racing on
the world's top ten
circuits. Can you beat
the other drivers??

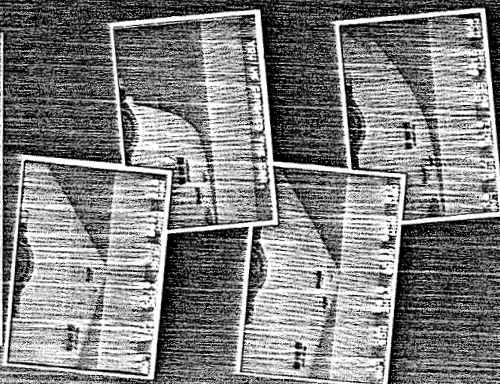
5 012967 800581

Formula 1 Simulator



MASTERTRONIC

MASTERTRONIC
**FORMULA 1
SIMULATOR**



FORMULA 1
The Screen Displays

The Aim of the Game

Based on formula one levels of acceleration, braking and road holding, this program has been developed for the ultimate in realism. Get your braking points and line through corners right, hold the car on the tyre squealing limit, overtaking the other cars if you can and experience all the speed and excitement of motor racing.

This version gives you a choice of ten tracks, all modelled on the world's most famous and challenging circuits, with options of automatic or manual gearchange and wet or dry conditions.

The tracks are Silverstone, Brands Hatch, Monaco, Hockenheim, Osterreich, Kyalami, Zolder, Paul Ricard, Monza, Zandvoort.

CONTROLS:

Joystick only:

Accelerate

Left — Right

Decelerate

Fire Button - change gear. Press and move joystick forwards or backwards to change up or down.

Joystick controlled menu options for selection of tracks.

LOADING INSTRUCTIONS

Hold down CTRL key and PRESS the small ENTER key.

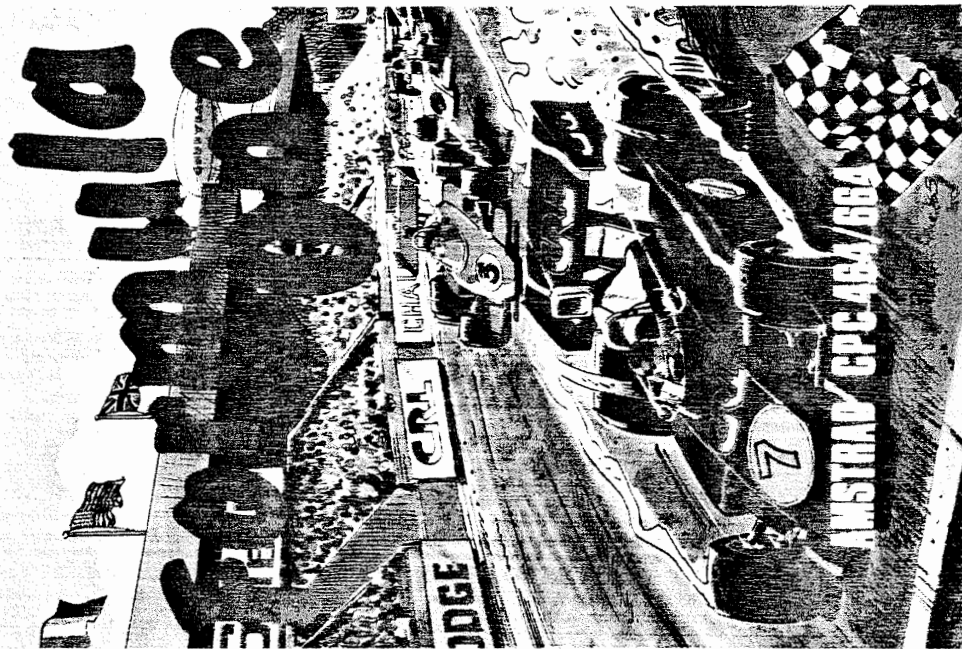
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Made in Great Britain

Design & Artwork: Word & Picture Ltd, London





Formula One

AMSTRAD
CPC
464/664



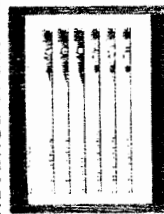
FORMULA ONE

1 to 6 players each controlling a 1 or 2 car Formula One team compete in this full simulation of a Grand Prix racing season. Before each of the 16 races, you must invest your sponsors' money in improving your drivers, cars and pit crew.

Your object is to win the Drivers Championship or the Constructors Championship . . . or both! A full record of each track's history is displayed before the race, along with a weather forecast helping you to choose your tyres.

While each race is being run on screen, information is displayed by a constant commentary and full scoreboard. Unforeseen circumstances, such as crashes and changes in weather will mean cars must be called into the pits. Each player has to control his own crew during these pit stops by using the keys or joystick.

Detailed playing instructions are printed on the REVERSE of this inlay.



ACTUAL SCREEN SHOTS

CRL Group PLC,
CRL House, 9 Kings Yard,
Carpenters Road,
London E15 2HD. © CRL Group 1985

If this tape is defective in any way please return to CRL for an immediate replacement

This cassette is sold subject to the following conditions: Unauthorised copying, hiring, lending, exchanging, public performance and broadcasting of the cassette is strictly prohibited. Made in U.K.



FORMULA ONE

INSTRUCTIONS & KEY CONTROLS

To load press CTRL and small ENTER key simultaneously.

For a demonstration of how the program runs, select zero players when the request for number of players comes up. However, once in demo mode it is not possible to re-start the game without re-loading.

Having selected either keyboard or joystick option and input the number of players, choose the level of difficulty that you wish to play at. The higher the standard you select, the more competitive the computer managed cars will be. If, at the end of a season, you have won the Constructors' Championship, the next season will automatically be at the next level up, unless you are already on Expert.

After having input your name you must choose which team you wish to manage. Move the arrow up or down and press Enter when it is the required position. There are 24 drivers available, including 6 novices. If you wish to change any of the first 6 names, you can as prompted on the screen.

Next select 2 sponsors from those listed on screen. Once selected, your initial sponsorship money is credited and you must select your drivers. The more you pay, the more skilful they will be. At the beginning of a season it is unlikely that you will be able to run 2 competitive cars. If you decide to run just 1, select a driver and then enter zero to move on to the preparation of your car. Make sure that you budget carefully, as without an adequate and chassis a car cannot start. You can race without a pit crew but your car won't last long and your pit-stops will be slow. There is a visual warning on screen if the car is not up to race standards.

Having moved the arrow to the required line, you are given the option to buy a new engine/chassis or improve the one you have got. Obviously you cannot improve something you have not already bought and the more races that the engine or chassis has competed in, the less improvement you can get, and it can be cheaper to buy a new unit. Basically, the more you spend the more you get, but the law of diminishing returns does operate over a certain amount.

Prior to each race you must select your tyres. The softer the compound, the faster you will go, but the quicker your tyres will degrade. Keep an eye on your car's speed. If it slows down new tyres may be needed. Ignore the signs at your peril, if you are lucky, you may get away with just a puncture and lose time. More likely, your driver will crash and wreck your car.

If a pit stop is requested or is forced on you, you must first change all 4 tyres. Position the pit crew facing the first tyre and press 'N' or the fire button if using a joystick. The tyre will change if you are in the correct position. If extra repairs are necessary, move to the back of the car when all 4 tyres have been changed and press the same button. Don't hang around in the pits. The longer you are in there, the further down the field you will fall.

Before each race you should spend what money you have available on improving your car, not forgetting your pit crew. If you have started with only one driver, move the arrow to the appropriate line and Enter. You will then be able to select a new driver from those still available.

Remember, the object is to win the Championship, not to hoard money. A gambling option is included and can be brought in or removed by pressing the appropriate keys.

CONTROL KEYS

To move the arrow up or down use keys 6 or 7.

To move the pit crew use either a joystick or

Q = Up Z = Down I = Left P = Right

N = Change tyres, etc. Use fire button on joystick

The following keys only have any effect when the cars are crossing the screen or a message is being scrolled:-

P = Request pit stop

C = Cancel pit stop request

F = Full race graphics, ie. every lap shown

H = Race highlights only

G = Call in gambling option

Q = Remove gambling option

S = Save game request. Has no effect until the end of the race in progress.

Written by George Munday and Peter Wheelhouse

Converted to the Amstrad by Richard Taylor

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 100 **CHOC**

Si vous pouvez la reprise!
Vous pouvez affronter le même
vous avez gagnée, perdu ou que vous veniez
Pour ceci, vous devez appuyer sur F dans la

JOUER AVEC VOS GROS POINGS

Voici 8 des challengers poids
lourds les plus invraisemblables
du monde dans une simulation
de match de boxe imbattable!

FRANK BRUNO
GRANDE
BRETAGNE
(LE CHALLENGER)
1 CANADIAN CRUSHER*
CANADA
Le grand bûcheron du Canada à la
démarche burlesque, bécoté comme un ours
gris et rapide comme un éléphant!

2 FILING LONG CHOP*
JAPON
Filing Long Chop du pays de "Hi Fi" levant
est le champion invaincu des arts
martial japonais, l'usujin!

2 manettes de jeu

Esquive - Tir
Esquive à droite
Esquive à gauche
Garde en haut
Garde en bas

K.O. = Tir
Coup à droite
Coup à gauche
Manette de jeux, port 1
Garde en haut
Esquive - Tir
Coup à droite
Coup à gauche
Garde en bas
Manette de jeux, port 2

• Commodore C16, trois boxeurs seulement.

Les corps au corps sont effectués en frappant alors que la

* Cammilleri C16 - cas 3 boxeurs seulement

3 ANDRA PUNCHEREDOV*
URSS
Andra est un danseur russe rapide, qui vous mène à la fête plus rapidement qu'un verre de Vodka.

Les coups à la tête sont portés lorsque la garde de Bruno est levée.
Les crochets à droite sont portés lorsque la garde de Bruno est abaissée.
Les uppercuts sont portés lorsque la garde de Bruno est levée.
Les crochets à droite et les uppercuts ne pourront être portés que lorsque l'indicateur de K.O. s'allume.

5 **FRENCHIE FRANKREICH**
Freddie ist ein gewöhnlicher Eindruck des kultivierten, gutaussehenden Mannes von Welt, aber hinter dieser Fassade verbirgt sich ein harter Kämpfer, der schon manchmal das Stützchen hinter dem Ohr nicht hat.

6 **RAVIOU! MAFIOSI ITALIEN**
Mit diesem Spaghetti-Westwarmer ist nicht zu kochen kommen. Er ist mit jedem schmerzigen Trick vorantastet und kennt keine Gnade.

7 **ANTONIO ANDY**

DIE EISERNE FAUST
Stellen Sie sich den 8
unwahrscheinlichsten Boxern der
Schwergewichtsklasse in dieser
absoluten Spitzensimulation!

**FRANK BRUNO
GROSS-
BRITANNIEN
(HERAUSFORDERER)**
1 CANADIAN CRUSHER*

2 Joysticks

Links ausweichen ← → Rechts ausweichen

Ohne Drückung

← → Rechts ausweichen

K.O. - Feuer

← → Rechter Schlag

Joystick Port 1

AUSTRALIER
Hält sich an eine strikte Diät aus, brennt
Beerdigungsmärkte, die keinen Schaden
kennen. Qualitative Dauerschlagkraft.

8 PETER PERFECT
USA
Weltmeister und Weltkämpfer. Peter
Perfekt hat andere und präzisere, wie man
sagt, die Methode. Kann eine mit
diesem Macho Typen helfen werden?

• Auf dem Commodore C 16 nur diese.

Der brenzlige, schwefelhaltige Holzrauch
aus Kanakid, guttural-sehend wie ein Ginz
Bär, schmeißt wie ein Elefant!

2 **JAPAN LONG CHOP***
FUNG
Aus dem 1. ando der aufziehenden He-Fi
kommt Heng, lang Chop, Meistler des Koi
Mit Mir Kampfsports.

3 **ANDRA PUNCHEREDOV***
UDSSR
Andra ist der rasante, tanzende Russe,
der einem schneller zu Kopf geht als pur
Wodka.

Drukken = Feuer
 Rechter Schlag
 Ohne Deckung
 Joystick Port 2
 Linker Schlag

This image shows a blank page from a document. There are dark vertical bars along the left and right edges, likely representing the binding or scanning artifacts. The central area of the page is white and contains no text or other markings.

Antikörpern aus Deckung geht, Rechte und Außerzshaken
Haken, wenn er aus Deckung geht, Rechte und Außerzshaken
sind nicht möglich, wenn der K.O.-Indikator blinkt. Siehe unten.



THE CREDITS

FRANKIE GOES TO HOLLYWOOD

DAS SPIEL

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Coverillustration: BOB WAKELIN/W. STEVE BLOWER

Verpackungsentwurf: W. STEVE BLOWER

Produziert von: D. C. WARD

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Produziert von: TREVOR HORN

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FRANKIE GOES TO HOLLYWOOD

LE JEU

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Illustration de couverture: BOB WAKELIN/W. STEVE BLOWER

Conception de l'emballage: W. STEVE BLOWER

Produit par: D. C. WARD

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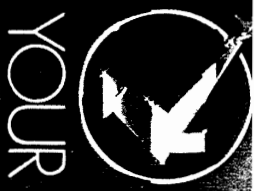
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FRANKIE
GOES TO HOLLYWOOD



AMSTRAD
SCHNEIDER

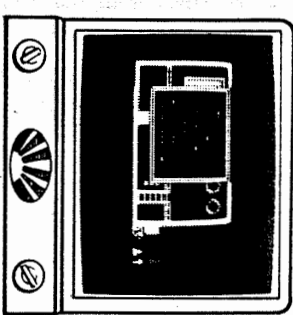
Ocean



THE GAME

YOUR CONTROLS

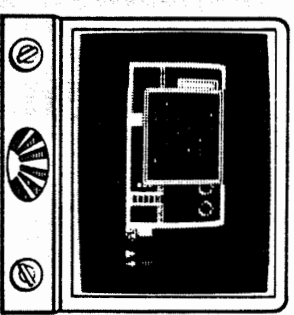
Frankie hat für Ihre Reise von Mundanesville durch den Pleasure Dom über 60 Aufgaben bereit. Aufgaben bestehen aus einer Palette von einfachen, trivialen Leistungen bis hin zu tapferen Heldentaten, die Geschick und Intelligenz erfordern.



Nach jeder abgeschlossenen Aufgabe zeigt Ihnen eine Wertungstabelle die Zunahme in den verschiedenen Elementen Ihrer Persönlichkeit und es werden Pleasurepunkte vergeben. Es ist Ihr Ziel, eine vollständige Person zu werden und um dies zu erzielen müssen Sie die

Spitze der Wertungstabelle (wenn über den Persönlichkeitsfaktoren das Wort BANG aufleuchtet) und 99.000 Pleasurepunkte erreichen. Diese Kombination bietet Ihnen den Mindestbedarf (99% eine komplette Person), um nach der spezieller Tür zu suchen - die Tür zur höchsten Erfahrung - dem Zentrum des Pleasuredomes.

Frankie vous a donné plus de 60 tâches à accomplir durant votre voyage d'Ennuiville au Dome du Plaisir. Certaines sont faciles, d'autres demandent des prouesses d'adresse et d'intelligence.



Chaque fois que vous sortez victorieux d'une épreuve, un tableau à barres vous montrera l'amélioration de divers éléments de votre personnalité et des points de plaisir vous seront attribués.

Votre objectif est de devenir une personne complète et pour ce faire vous devez atteindre la

partie supérieure du tableau à barres (le mot BANG s'allumera alors au-dessus des facteurs de personnalité) et remporter 99,000 points de plaisir. Cette combinaison vous permet de remplir la condition minimale (être une personne complète à 99 pour cent) pour chercher la Porte Spéciale - Porte de l'Expérience Ultime - Coeur du Dome du Plaisir.

LADEN

SCHNEIDER CPC 464

KASSETTE: Zurückspule Kasette in das Kassetendeck einlegen. RUN" einleiten und ENTER antasten. Die am Bildschirm erscheinenden Anweisungen der Reihe nach befolgen.

DISKETTE: Darauf achten, daß sowohl Computer als auch Diskettenlaufwerk eingeschaltet sind, eine Diskette eingelegt wird. Diskette in das Diskettenlaufwerk einlegen, DISC einleiten und ENTER antasten, anschließend RUN"FRANKIE einleiten. Das Spiel wird automatisch laden.

SCHNEIDER CPC 664 und CPC 6128

DISKETTE: Darauf achten, daß das Gerät mit Strom versorgt und eingeschaltet ist, eine Diskette eingelegt wird. Diskette in das Diskettenlaufwerk einlegen und RUN"FRANKIE einleiten. Das Spiel wird dann automatisch laden.

KASSETTE: Einen passenden Kassettenrecorder anschließen und darauf achten, daß die richtigen Kabel gemäß Anleitungsbuch verwendet werden. Die zurückgespulte Kasette in den Kassettenrecorder einlegen und [TAP] antasten, daraufhin ENTER antasten. RUN" einleiten und ENTER antasten. Die am Bildschirm erscheinenden Anweisungen der Reihe nach befolgen.

TASTATUR

NACH OBEN 8
NACH UNTEN U
LINKS H
RECHTS J
SCHIESSEN LEERTASTE

Alle Möglichkeiten der Steuerrückmeldung genau studieren. Sämtliche Bewegungen sind durch eine Kombination der entsprechenden Tasten möglich.

CHARGEMENT

AMSTRAD CPC 464

CASSETTE: Introduire la cassette rebobinée dans l'unité d'entraînement. Introduire RUN" au clavier, déprimer ensuite la touche ENTER. Suivre les instructions qui paraissent sur l'écran.

DISQUE: S'assurer que l'ordinateur et l'unité de disques sont branchés avant d'introduire les disques. Introduire le disque dans l'entraînement, ensuite introduire DISC au clavier, déprimer ensuite ENTER, et enfin introduire RUN"FRANKIE au clavier. Le jeu se chargera en mémoire automatiquement.

AMSTRAD CPC 664 et CPC 6128

DISQUE: S'assurer que le courant est branché avant d'introduire un disque quelconque. Introduire le disque dans l'unité d'entraînement et introduire RUN"FRANKIE au clavier. Le jeu se mettra en mémoire automatiquement.

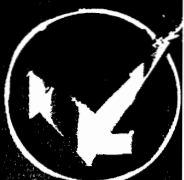
CASSETTE: Relier un enregistreur à cassettes de type approprié à l'ensemble et s'assurer que les fils corrects soient attachés à l'ordinateur, ainsi que détaillé dans le livre d'instructions. Introduire la cassette rebobinée dans l'enregistreur à cassettes et introduire [TAP] au clavier, ensuite déprimer la touche ENTER. Enfin, introduire RUN" au clavier, et déprimer la touche ENTER. Suivre les instructions qui paraissent à l'écran.

CLAVIER

MONTE 8
DESCENTE U
GAUCHE H
DROITE J

BARRE D'ESPACEMENT

Etudier les commandes à manche à balai pour découvrir les mouvements disponibles. Tous ces mouvements peuvent être obtenus en utilisant les combinaisons de touches appropriées.



THE GAME

Joystick Manche a Balai



JOYSTICK IN ENTGEGENGESETZTE RICHTUNG
DRÜCKEN, UM NACH LINKS ZU GEHEN.
POUSSEZ LE MANCHE A BALAI DANS LE SENS
OPPOSE POUR MARCHER VERS LA GAUCHE.

DRÜCKE
FEUER
APPUYEZ SUR
FIRE (FEU)



ARM - HÜFTHÖHE
ATTENTE - HAUTEUR DE LA TAILLE



ARM - SCHULTERHÖHE
ATTENTE - HAUTEUR D'ÉPAULE

Ein kurzer 'Stoß' am Joystick bzw. an der Tastatur in die entgegengesetzte Richtung, der die Figur zugewandt ist, bewirkt diese Stellung.
Un petit coup sur le manche ou le clavier dans le sens opposé à celui vers lequel le personnage regarde permet d'obtenir cette position.



UM DURCH EINE TÜR GEHEN USW., MUSSEN SIE SICH ZUERST IN DIESER STELLUNG BEFINDEN UND DANN DEN JOYSTICK BZW. DIE TASTATUR AUFWÄRTS DRÜCKEN.
POUR ENTRER PAR UNE PORTE, ETC., VOUS DEVEZ ÊTRE DANS CETTE POSITION, PUIS POUSSEZ LE MANCHE / LE CLAVIER VERS LE HAUT.

UM DAS 'INVENTORY-FENSTER' (INVENTARFENSTER) ODER IRGEND EIN FENSTER, WORIN SICH DER CURSOR-FINGER BEFINDET, ZU SCHLIESSEN, MUSSEN SIE DEN CURSOR-FINGER ZUR 'QUIT'-IKONE (FEUER) DRÜCKEN.
UM GEGENSTÄNDE AUFZUHEBEN, MUSSEN SIE DIESE BERÜHREN ODER SICH DARÜBERSTELLEN UND 'DEN FIRE' - KNOPE AUFWÄRTS DRÜCKEN.
Durch Drücken des 'Fire' - Knopfes und Joystick/keyboard 'ABWÄRTS', können Sie das 'INVENTORY-FENSTER' öffnen. Sie können dann den Gegenstand, die Gegenstände, die Sie tragen verwendend, indem Sie den CURSOR-FINGER zum auserwählten Gegenstand bewegen und den 'FIRE' - Knopf drücken.

POUR FERMER LA FENÊTRE "D'INVENTAIRE" OU TOUTE FENÊTRE DANS LAQUELLE LE CURSEUR EN FORME DE DOIGT EST UTILISÉ, DÉPLACEZ LE CURSEUR A LA POSITION "ABANDON" ET APPUYEZ SUR "FIRE" (FEU).
POUR RAMASSER DES OBJETS, SOIT TOUCHER L'OBJET SOIT SE TENIR AU-DESSUS DE L'OBJET ET APPUYER SUR LE BOUTON "FIRE" (FEU) ET LA COMBINAISON "VERS LE HAUT".
Vous pouvez obtenir votre fenêtre "INVENTAIRE" en appuyant sur le bouton "FIRE" (FEU) et sur le manche/clavier "VERS LE BAS". Vous pouvez alors utiliser les objets que vous portez, en mettant le curseur en forme de doigt sur l'objet choisi et en appuyant sur le bouton "FIRE" (FEU).

DAS SPIEL SPIELN

Sie beginnen Ihr Abenteuer ohne Persönlichkeit in einer Umgebung vorstädtischer Langeweile, lassen Sie sich aber den Frieden nicht breiten, es ist nicht alles wie es scheint! Es gibt verschiedene Straßen und unterschiedliche Häuser, es soll jedoch nichts als selbstverständlich betrachtet werden. Berühren Sie alles, forschen Sie, proben Sie, experimentieren Sie - Ihre Neugierde wird sich lohnen. Sammeln Sie Gegenstände - manche werden Ihnen sofort helfen und andere werden Sie gebrochen, um im Pleasuredom zu überleben und Erfolg zu haben. Vergessen Sie nicht, daß Sie nur 8 Gegenstände zur gleichen Zeit tragen können. Sie müssen daher alle Gegenstände, die Sie mitnehmen gut auswählen, Gegenstände, die Sie liegenlassen, können nicht mehr verwendet werden.

Ihr Inventar
Sie können Ihr Inventar jederzeit kontrollieren, indem Sie den 'FIRE' - Knopf drücken und den Joystick abwärts bewegen. Um das Spiel sofort wieder aufzunehmen, müssen Sie die 'QUIT' - Ikone verwenden, um das Fenster zu schließen.

Le Jeu

Lorsque votre aventure commence, vous êtes dépourvu de personnalité et vous vous trouvez dans une bonlieu insie mais ne vous laissez pas décourager par l'ennui car il ne faut pas se fier aux apparences! Il y a différentes rues et différentes maisons, ne tenez rien pour acquis. Touchez tout, explorez, sondez, expérimentez - votre curiosité sera récompensée. Ramassez des objets - certains d'entre eux vous aideront maintenant, d'autres seront nécessaires à votre survie et à votre succès dans le Dome du Plaisir.
N'oubliez pas que vous ne pouvez porter que 8 objets à la fois, vous devez donc les choisir avec soin, car une fois que vous les abandonnez vous ne pouvez plus les reprendre.

Votre inventaire

Vous pouvez à tout moment vérifier votre inventaire en appuyant sur le bouton 'FIRE' (FEU) et en abaissant le manche à balai. Pour recommencer immédiatement le jeu, utilisez l'icône 'ABANDON' pour fermer la fenêtre.



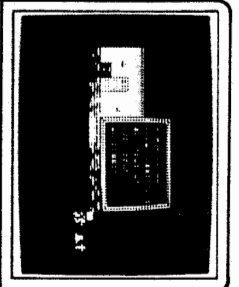
YOUR CONTROLS



THE GAME PLAY

Hüten Sie sich immer, vor Überraschungen, während Sie Erscheinungen des täglichen Lebens erforschen, denn früher oder später stolpen Sie über einen.....

Mysteriösen Mord

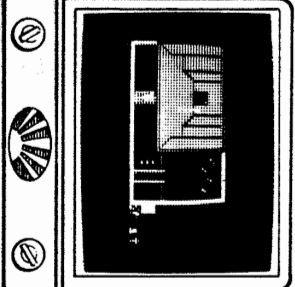


Sie werden eine Leiche entdecken, wer ist der Mörder?... Lösen Sie das Rätsel systematisch:- Finden Sie alle Hinweise, die in den Fenstern auftauchen (23 Fakten insgesamt). Kehren Sie zur Szene des Verbrechens zurück, gehen Sie in das Fenster mit den Verdachtspersonen und zeigen Sie auf den Mörder.

VORSICHT: Falls Sie sich irren, müssen Sie das Spiel neu beginnen.

EIN TIP: Notieren Sie sich alle Hinweise, die Ihren Untersuchungen dienlich sein könnten. Auf der Suche nach Ihrer Persönlichkeit müssen Sie das verwenden, was aus dem täglichen Leben entnommen wurde, um alle 'Arkadenelemente' zu vervollständigen. Diese Elemente sind innerhalb des Domes durch ein Gangsystem verbunden, die.....

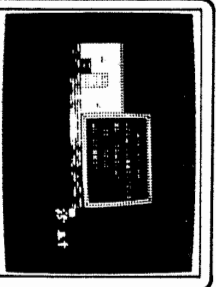
Korridore der Macht



Sie können sich durch dieses Labyrinth frei im Dom bewegen und es ist mit.....

Lorsque vous explorez les divers aspects de la vie quotidienne, ne perdez pas la tête car à un moment ou un autre vous allez arriver au.....

Mystère du Meurtre



Vous trouvez un corps, qui est le meurtrier?... Vous devez résoudre ce problème par élimination: Trouvez tous les indices qui apparaissent dans les fenêtres (23 fois en tout). Retournez sur les lieux du crime, entrez dans la fenêtre qui montre les suspects et montrez du doigt l'assassin

ATTENTION: Si vous vous trompez, vous serez obligé de recommencer le jeu.

Un petit conseil: un système de notation des indices peut vous aider dans votre enquête. Durant le processus de formation de votre personnalité, vous devez utiliser ce que vous avez compris sur la vie quotidienne pour compléter tous les 'Éléments d'Arcade'. Ces éléments sont reliés à l'intérieur du Dome par un couloir les

Corridors du Pouvoir



Ce labyrinthe vous permet de vous déplacer à volonté dans le Dome, il est relié à.....

Mundanesville (andere Routen können entdeckt werden) verbunden. Es kann genau aufgezeichnet werden, durch die Farben der Schachdeckel, die entlang des Plades verteilt sind. Feuerkugeln kommen aus den Schachtlöchern, falls Sie sie treffen (ZAP), können Sie neue Ausgänge erzeugen. Die Eingänge erscheinen während des Spieles. Lernen Sie, wie Sie die Korridore zu Ihren Gunsten verwenden können, da sie bei den nachfolgenden Elementen recht nützlich sein werden und es wird (wenn Ihre Persönlichkeit vervollständigt ist) die Tür zum Innersten des Pleasuredomes erscheinen.....

Das entscheidende Bild

Der Pleasuredom

Im Pleasuredom warten auf Sie eine Reihe von Spielen und Rätseln, die Sie fertigspielen müssen, um genügend Punkte zu erzielen und um Ihre Persönlichkeit zu bilden. Durch Erfahrung und Begeisterung WERDEN Sie zu Erfolg kommen. Es gibt Hauptengänge in diese Welt der Gedanken (einen von jeder Straße), es können aber auch andere entdeckt werden, aber nur einmal benutzt werden, lassen Sie sich also nicht überraschen. Diese Eingänge und jene, die in den Korridoren der Macht auftauchen, bringen Sie zu den.....

Ennuiville (quoiqu'il soit possible de trouver d'autres chemins) Il peut être marqué en observant la couleur des bouches d'égout situées le long de son tracé. Des boules de feu sortent des bouches d'égout, attrapez les et vous créerez des points de sortie supplémentaires.

les entrées apparaîtront à mesure que vous jouez le jeu. Apprenez à bien utiliser les corridors, ils vous aideront à réussir dans les éléments qui suivent et à l'intérieur de ces corridors (lorsque votre personnalité est complète) sera révélée la porte qui permet d'atteindre le centre même du Dome du Plaisir....l'Ecran Ultime.

Le Dome du Plaisir

A l'intérieur du Dome du Plaisir se trouvent divers jeux et puzzles qui doivent être faits pour obtenir suffisamment de points pour former votre personnalité. Avec de l'expérience et de l'inspiration, vous REUSSIREZ. Il y a des entrées principales dans ce monde de l'esprit (une dans chaque rue) mais d'autres peuvent être trouvées. Cependant on ne peut les utiliser qu'une seule fois, alors soyez prêt.

Ces entrées et celles qui apparaîtront dans les Corridors du Pouvoir donnent accès aux.....

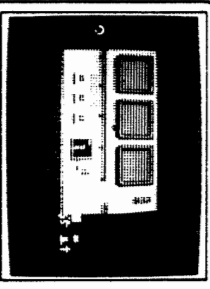
THE GAME PLAY





THE GAME PLAY

ARKADENELEMENTEN ELEMENTS D'ARCADE



Das Endzimmer

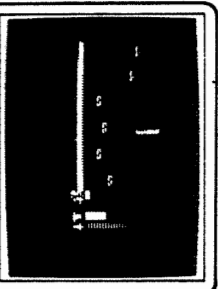
Sie müssen die Information verwenden, um die Aufgabe zu beenden - achten Sie auf Ihr Inventar und die Gegenstände auf dem Bild.

TIP - Falls Ihr Inventar nicht vollständig ist, können Sie den Lift verwenden, um zu entkommen.

La Salle du Terminal

Vous devez utiliser des informations pour compléter cette tâche - surveillez attentivement votre inventaire et les objets sur l'écran.

UN PETIT CONSEIL - si votre inventaire n'est pas complet, l'ascenseur peut vous aider à échapper.



Meer der Löcher

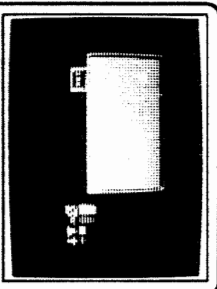
Wandern Sie zwischen Zeit und Raum, um auf den Boden unter Ihnen zu gelangen.

TIP - Es steckt mehr dahinter als es den Anschein hat.

Mer de Trous

Sortez des limites du temps et de l'espace pour atteindre le plancher sur lequel vous trouvez.

AVIS - Ne vous fiez pas aux apparences.



Kybernetischer Ausbruch

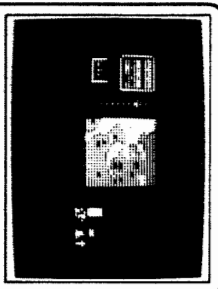
Evasion des Robots

Für jedes Symbol muß ein Spiel beendet werden (führen Sie das Symbol in den Funken)

TIP - Was Sie fragen, kann Ihre Schmerzen halbieren oder Ihr Vergnügen verdoppeln!

Un jeu doit être complété pour chaque symbole (guidez le symbole dans l'incellule)

AVIS - Ce que vous portez peut diminuer de moitié votre douleur ou doubler votre plaisir!



Angriff über Merseyside

Verhindern Sie die Zerstörung von Merseyside und dem Schiffshafen durch die Bomber. Sie erhalten eine Frist, um zu überleben oder den Feind zu vernichten (mehrfache Treffer an den Flugzeugen)

Raid sur le Port

Empêchez les bombardiers de détruire le port et ses installations. Vous avez un temps limité pour survivre ou détruire l'ennemi (lits multiples sur les avions)

Das ZIT Zimmer

Zerstören Sie die Wand, um in den Kontrollraum zu gelangen und dann das Rätsel zu lösen. Benutzen Sie ZAP, achten Sie jedoch darauf, daß Sie den Kugeln ausweichen (Um zu siegen, müssen Sie das Rätsel lösen).

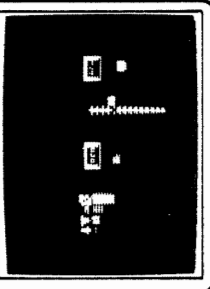
TIP - Hier werden Sie vielleicht Deckung brauchen.

La Salle de ZIT

Faites tomber le mur pour entrer dans la section de commande et résoudre ensuite le puzzle. Utilisez la puissance d'attaque, mais faites attention d'éviter les boîtes (oubliez pas que vous devez compléter le puzzle pour gagner).

AVIS - Vous avez peut-être besoin de protection ici.

ARKADENELEMENTEN ELEMENTS D'ARCADE

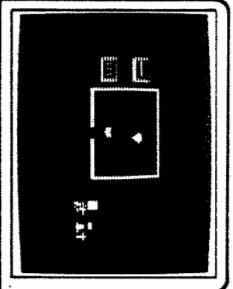


Talking Heads

Dieses Gespräch zwischen den Machthabern der Welt kann böse Folgen haben. Zähler zeigt Ihnen wie viele (politische) Leben Sie übrig haben

La Conférence au sommet

Cet entretien entre les dirigeants mondiaux peut mal tourner. Un compteur vous dit combien de vies (politiques) il vous reste.

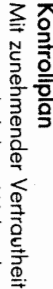
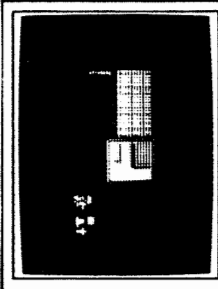


Schiesstand

Schießen Sie aufs Gerätwohl auf berühmte Persönlichkeiten
SPIELTIP - Sie müssen nachladen, um zu feuern (lassen Sie die Ziele auf Bildboden fallen).

Stand de Tir

Essayez votre habileté au tir avec des célébrités comme cibles
CONSEIL DU JEU - Rechargez pour tirer (laissez les viseurs tomber en bas de l'écran)



Kriegszimmer

Schießen Sie in dieser letzten Arkadengabe auf die Symbole, um Pleasurepunkte zu gewinnen (ein Spiel für jedes Symbol).

TIP - Die Macht der Liebe kann Ihnen sehr viel helfen.

Salle de guerre

Tirez sur les symboles de cette tâche finale pour obtenir des points de plaisir (un jeu pour chaque symbole).

AVIS - La puissance de l'amour peut être utile.

Kontrollplan

Mit zunehmender Vertrautheit mit dem Pleasuredom und dessen Grenze zur gewöhnlichen Welt erfahren Sie das Schema des Spieles und Sie werden sich ohne Schwierigkeiten von einem Element zum anderen bewegen können, indem Sie die Korridore der Macht oder andere Methoden, die Sie entdecken werden, verwenden. DENKEN SIE DARAN, um Ihre Persönlichkeit zu vervollständigen müssen Sie alle Aufgaben beenden, denn nur dann erhalten Sie die Möglichkeit das Labyrinth wieder zu betreten und nach jener Tür zu suchen, hinter der das Geheimnis der Selbstendeckung verborgen liegt....

Suche es!

Plan de Commande

A mesure que vous familiarisez avec le Dome du Plaisir et ses rapports avec le Monde Ordinaire, vous apprendrez l'agencement du jeu et vous pourrez passer rapidement d'un élément à l'autre grâce aux Corridors du Pouvoir ou d'autres méthodes que vous découvrirez. N'OUBLIEZ PAS que pour développer complètement votre personnalité vous devez finir toutes les tâches car ce n'est qu'ainsi que vous serez donné l'occasion de retourner dans le labyrinthe et de chercher la porte derrière laquelle se trouve le secret de la connaissance de soi.... Bon courage!



THE GAME PLAY

INVENTARFENSTER/FENETRE INVENTAIRE

Wenn Sie einen Gegenstand aufheben, öffnet sich ein 'INVENTARFENSTER', um Ihnen die Gegenstände zu zeigen, die Sie tragen und Ihnen Gegenstand zu nennen, den Sie gerade aufgehen haben. Die Nachricht beginnt:

Quand vous ramassez un objet, votre fenêtre 'INVENTAIRE' s'ouvre pour vous montrer ce que vous portez et vous indiquera quel objet vous venez de prendre. Le message débute:

YOU NOW HAVE A...	Sie haben jetzt ein/e...	Vous avez à présent un...
PLEASURE PILL	Pleasurepille	pillule de plaisir
KEY	Schlüssel	clé
FLOPPY DISK	Diskette	disquette
FLAK JACKET	Kugelweste	bouclier d'aveateur
FISH	Fisch	poisson
MINT OF MILK	Flasche Milch	bouteille de lait
WEDDING RING	Ehering	anneau de mariage
BAG OF MONEY	Geldsack	sac d'argent
VIDEO	Video	vidéo
SECURITY PASS	Sicherheitspass	laissez-passer de sécurité
PIRATES CAT	Piratsige Katze	chat qu'il a soif
PAIR OF SOCKS	Paar Socken	paire de chaussettes
GUN	Gewehr	fusil
YOU'RE CARRYING	Sie tragen soviel wie Sie können	Vous portez tout ce que vous pouvez
ALL YOU CAN		

INVENTARANFRAGE/INVENTAIRE REQUIS

YOU'RE CARRYING	Sie tragen nichts	Vous ne portez rien
NOTHING	Hier ist das, was Sie tragen	Voici ce que vous portez
THIS IS WHAT YOU'RE CARRYING		

PUNKTEFENSTER/FENETRES DU SCORE/VENTANILLAS DE MARCADOR

FRANKIE GIVE YOU I AMOUNT!
MORE PLEASURE UNITS
YOU HAVE I AMOUNT! AND
YOU'RE I AMOUNT! % A REAL
PERSON

Frankie gibt Ihnen [Betrags] weitere Pleasureeinheiten und Sie haben [Betrags] und Sie sind [Betrags] % eine echte Person.
Frankie vous donne [quantité] autres unités de plaisir. Vous avez [quantité] et vous êtes [quantité] % une personne réelle.

FRANKIE SAY
YOU HAVE I AMOUNT!
PLEASURE UNITS AND
YOU'RE I AMOUNT! % A REAL
PERSON

Frankie sagt... Sie haben [Betrags] Pleasureeinheiten und Sie sind [Betrags] % eine echte Person.
Frankie dit... Vous avez [quantité] unités de plaisir et vous êtes [quantité] % une personne réelle.

GAME LOST NOW YOU CAN
NEVER BECOME A COMPLETE
PERSON. RELOAD AND TRY
AGAIN.

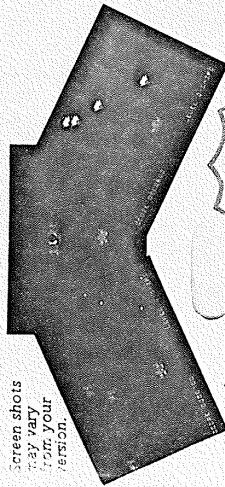
Nach verlorenem Spiel, Sie können niemals eine vollständige Person werden. Laden Sie neu und versuchen Sie es noch einmal.
Jeu perdu. Vous ne pourrez jamais devenir une personne complète. Rechargez et essayez à nouveau.

VERSCHIEDENE TEXTFENSTER/FENETRES TEXTES DIVERS

PLACE FLOPPY DISC IN DRIVE	Legen Sie die Floppy-Disk in den Diskettenlauf ein. Placez disquette dans commande	PLEASEURE WILL BE DOUBLED PAIN WILL BE HALVED	Pleasure wird verdoppelt. Le plaisir sera double. Schmerzen werden halbiert. La peine diminuera de moitié.
BOOTING FROM FLOPPY	Laden von Diskette. Chargement de disquette	THE JACKET WILL PROTECT YOU FROM PAIN	Die Weste wird Sie gegen Schmerzen schützen. Le blouson vous protégera de la peine.
READ ERROR: DISC CORRUPTED	Lesel Fehler: Diskette gestört. Lecture erreur: disque altéré	THE POWER OF LOVE WILL FREE YOU FROM PAIN	Die Macht der Liebe wird Sie von Schmerzen befreien. La puissance de l'amour vous libérera de la peine.
SECURITY CLEARANCE REQUIRED	Sicherheitsfreigabe notwendig. Sortie de sécurité requise	INSERT A VIDEO	Schalten Sie ein Video ein. Insérez une vidéo.
SCORE I AMOUNT! HITS AND WIN A PRIZE	Erzielen Sie [Betrags] Treffer und gewinnen Sie einen Preis. Marquez des points [quantité] et gagnez un prix.	THE DOOR IS UNLOCKED/ LOCKED	Die Tür ist offen/geschlossen. La porte n'est pas fermée/à moitié fermée à clé.
LOAD	Chargen		
YOU'VE FILLED THE CAT'S BOWL WITH MILK	Sie haben die Schüssel der Katze mit Milch angefüllt. Vous avez rempli de lait le bol du chat.		

MYSTERIÖSER MORD/MEURTRE A SUSPENSE

A MURDER HAS BEEN COMMITTED VICTIM'S NAME LIES DEAD WHO DUNNIT?	Ein Mord wurde verübt. [Name des Opfers] ist tot. Wer war es? Un meurtre a été commis. [nom de la victime] est étendu mort. Qui est coupable?	...HAS RETIRED	...ist im Ruhestand ...est en retraite
FIND THE CLUES AND RETURN HERE TO NAME THE KILLER	Finden Sie die Hinweise und kehren Sie hierher zurück, um den Mörder zu nennen. Trouvez les indices et retournez ici pour nommer l'assassin.	...LONGS TO RETURN TO SCOTLAND	...möchte gerne nach Schottland zurückkehren ...désire retourner en Ecosse
CLUES:	Hinweise: Indices:	...IS A REGULAR CHURCHGOER	...geht regelmäßig zur Kirche ...est pratiquant
THE KILLER IS AGED 30-40	Der Mörder ist 30 - 40 Jahre alt. L'assassin est âgé entre 30 et 40 ans.	...PLAYS THE PIANO	...spielt Piano ...joue du piano
THE KILLER HAS A LONDON ACCENT	Der Mörder hat einen Londoner Akzent. L'assassin a un accent londonien.	...DRIVES EVERYWHERE	...fährt überall ...conduit partout
THE KILLER IS AN ATHEIST	Der Mörder ist ein Atheist. L'assassin est athée.	...HAS ALWAYS VOTED TORY	...hat immer für die Konservativen gewählt. ...a toujours voté "conservateur".
THE KILLER DISLIKES MUSIC	Der Mörder mag keine Musik. L'assassin n'aime pas la musique.	...LIKES TO SLEEP IN TILL NOON	...schläft gerne bis mittags ...aime dormir jusqu'à midi
THE KILLER HAS NO CAR	Der Mörder hat kein Auto. L'assassin ne possède pas de voiture.	...RARELY VISITS THE CINEMA	...geht selten ins Kino ...va rarement au cinéma
THE KILLER IS A SOCIALIST	Der Mörder ist ein Sozialist. L'assassin est socialiste.	...SUFFERS FROM HAYFEVER	...leidet unter Heuschnupfen ...souffre du rhume des foies
THE KILLER IS AN EARLY RISER	Der Mörder steht früh auf. L'assassin se lève de bonne heure.	...WAS A JULY BABY	...war ein Julikind ...est né en juillet
THE KILLER IS A FILM BUFF	Der Mörder ist ein Filmliebhaber. L'assassin est un modu du cinéma.	...HATES TO PART WITH A PENNY	...gibt nicht gerne Geld aus ...déteste dépenser un sou
THE KILLER IS A KEEN GARDENER	Der Mörder ist ein leidenschaftlicher Gärtner. L'assassin est un passionné du jardinage.	...HAS A SON IN THE RAF	...hat einen Sohn in der Luftwaffe. ...a un fils dans l'armée de l'air RAF.
THE KILLER IS A TAUREAN	Der Mörder ist unter dem Sternzeichen Stier geboren. L'assassin est né sous le signe du Taureau.	...ADORES A HOT BEEF CURRY	...liebt scharfes Curryfleisch ...adore le curry de bœuf très épicé
THE KILLER LIKES TO GAMBLE	Der Mörder ist ein Spieler. L'assassin aime jouer.	...THINKS ALCOHOL IS BAD FOR YOU	...meint, dass Alkohol schlecht für die Gesundheit ist. ...pense que l'alcool ne vous vaut rien.
THE KILLER HAS NO CHILDREN	Der Mörder hat keine Kinder. L'assassin n'a pas d'enfants.	...CANNOT READ OR WRITE	...kann weder lesen noch schreiben ...ne peut ni lire ni écrire
THE KILLER IS A VEGETARIAN	Der Mörder ist ein Vegetarier. L'assassin est végétarien.	...HAS NO SENSE OF HUMOUR	...hat keinen Sinn für Humor. ...a pas le sens de l'humour.
THE KILLER LIKES RED WINE	Der Mörder trinkt gern Rotwein. L'assassin aime le vin rouge.	WHEN KILLER NAMED:	Wenn der Mörder genannt wird: Lorsque l'assassin est nommé:
THE KILLER IS A LOCAL WIT	Der Mörder ist ein kluger Kopf. L'assassin a beaucoup d'esprit.	NICE ONE SHERLOCK	Nicht schlecht Sherlock. Bravo Sherlock.
		WRONG!! [KILLER'S NAME] WAS THE KILLER	Falsch!! [Mörders Name] war der Mörder. Faux!! [nom de l'assassin] était l'assassin.



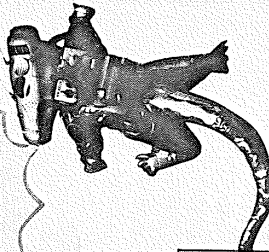
Screen shots
may vary
from your
version.

What is justice? No-one seems to know any-
more. Could it be more than continued
vengeance?

Muto-dog eat muto-dog?

What is freedom?

Surely it has something to do with the
individual right to choose and to exist.
Well, if you can win, if you can win, you
can decree whatever you like.
Features SPEECH and STEREO
SOUND EFFECTS.

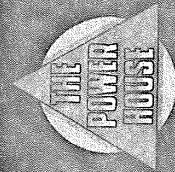


A-019
CPC



FREEDOM FIGHTER

FREE
AUDIO H.E.X.
TRACK BY H.E.X.



FREEDOM FIGHTER



AMSTRAD

CONTROLS:

JOYSTICK

or

Z - Left
X - Right
J - Up
I - Down

Space - Fire

Loading: CTRL & Small Enter

Hints & Tips Dept.

Your mission is to annihilate the rebel
force on course to destroy your home
planet. Their attack strategy is to send
waves of fighters each commanded by a
Flagship. You must dodge the bombard-
ment of missiles and shoot to kill. They
are also using timed space mines which
must be caught and disarmed. An extra
Freedom Fighter is awarded for every
Flagship destroyed.

[illegible]

**ALL THE FUN
WITHOUT THE
COST!**

```
LOADING: RUN"(ENTER) 464:
664/678: !TAP(ENTER)RUN"(ENTER)
```

FRUIT MACHINE

Simulator

NEW RELEASE

Coda Games

By the Oliver Twins
authors of **GRAND PRIN SIMULATOR!**

**JUST LIKE
THE REAL
THING**

FRUIT MACHINE

5908

**AMSTRAD
GREEN SHOTS**

**The first real
Fruit Machine
Simulator
including: Cash
Box, Nudge Box
(with Compu-Nudge
and Nudge Bank),
Skill Climb, Winning
Streak, Cash
Gamble, Holds and
Mega-Holds, Skill
Chances and Party
Time Meter!**

5 015026 030660

Keys for Inserting Coins

- 1 10p
2 20p
5 50p
0 £1
R Reject
G Give up (in multi-player game)
RETURN When you have finished
Your coins are shown at the top of the display.

If you give up you can't register on the HIGH-WINS table. For the winner to register, press RETURN before inserting coins, and walk away.
Each player is limited to putting in between 40p and £1.10 per turn.

GAME CONTROL

- SPACE Start/Camble
RETURN Feature Stop/Collect
1 Hold reel 1
2 Hold reel 2
3 Hold reel 3
N Compu-Nudge
S Stake coin
C Cancel

You can only see these keys when the appropriate light is flashing.

WIN VALUE

	REEL 1 AND 2	ALL 3 REELS
Cherries	20p	40p
Lemons	20p	40p
Apples	30p	£1.00
CFL-Go For It!	30p*	£1.00*
Bells	30p	£1.50
Party Time	Party Time Meter	£3.00
Melons	80p	£5.00

*Wins in any position, not just win line.



Die Münzen, die Ihnen zur Verfügung stehen, werden oben angezeigt. Wenn Sie aufgeben, können Sie sich nicht bei den HIGH-WINS eintragen, da dies nur dem Gewinner vorbehalten ist.

Drücken Sie vor dem Einwerfen der Münzen die RETURN-Taste, um zukünftige Gewinner 'weggehen' zu lassen. Jeder Spieler hat einen limitierten Einsetz von 40 p bis £1.10 pro Spiel.
Danach ist der nächste Spieler an der Reihe.



Las monedas de que usted dispone se muestran en la parte superior de la pantalla.

Si se da por vencido, no queda registrado en la tabla de GANADORES, algo solo permitido al vencedor. Para que el ganador se registre pulse RETURN antes de introducir las monedas.

Cada jugador tiene limitado el dinero que puede apostar entre 40 peniques o 1 libra, pasando el turno al siguiente jugador.



Les jetons à votre disposition sont indiqués dans la partie supérieure de l'écran.

Vous ne pouvez vous inscrire dans la liste des meilleurs si vous abandonnez en cours de jeu, cette option étant réservée aux gagnants. Appuyez la touche RETURN avant de faire votre mise afin que vous ne puissiez pas vous inscrire pour continuer le jeu en vainqueur. Chaque joueur a un enjeu limité de 40 p à £1.10 par jeu.

Ensuite c'est le tour du prochain joueur.



Le monete a tua disposizione si trovano in alto sullo schermo. Se abbandoni il gioco non puoi scrivere tuo nome sullo schermo degli HIGH-WINS. Per essere registrato, devi premere RETURN prima di inserire le monete.

Ogni giocatore non può inserire più di 40 penices/1.10 sterline alla volta, poi sarà il turno del prossimo giocatore.