

# LOADING INSTRUCTIONS

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

To load the games simply rewind the side you require and follow the loading instructions below.

Press the green CTRL key and the small blue ENTER key. Now the PLAY key on your recorder followed by the ENTER key. The program will now load and run automatically when the program has loaded press the STOP key on your recorder and follow the instructions on screen.

**Note:**

If you have a disc drive connected you must type /TAPE and then press the ENTER key. Now follow the cassette loading instructions.

# BEACH HEAD

## Controls

Beach Head will operate either by the Keyboard or an Amstrad compatible Joystick. If a Joystick is connected to the computer press the fire button and the computer will automatically respond to joystick mode. If you wish to use the keyboard controls press the Space Bar. The key controls will then be as follows:-

Q = UP  
A = DOWN  
O = LEFT  
P = RIGHT  
SPACE BAR = FIRE

## Skill Levels

Beach Head has three skill levels. Easy, fair and hard. To select the appropriate skill level use the controls to move up and down and having selected the required level press the fire button/space bar.

## High score

Instructions for entering your name on the high score table will appear on the screen.

## Sequence 1 - Aerial Reconnaissance

The opening sequence is an aerial reconnaissance overview of enemy held territory. At this point your first command strategy decision must be made.

**Choices** - You can choose between two strategies.

1. Take your ten ship fleet through the hidden passage. The advantages to this strategy are:
  - (a) Catch the enemy off guard and unprepared. His airpower and naval forces will not be as strong.
  - (b) Your overall point total will be increased if you are successful in navigating the passage.
2. Take the enemy head-on and go straight into battle. The advantage to this strategy is:  
Your fleet will not have to navigate the perilous hidden passage. The passage is extremely difficult to navigate because it is mined and torpedoes are launched at random throughout the channel.

To manoeuvre your fleet, move the joystick in the direction you wish to travel. Once moving, your fleet will continue in that direction.

If you choose a frontal attack proceed directly through the main channel and engage the enemy.

If you choose to navigate the hidden passage, manoeuvre your fleet close to shore along the outer edge of the peninsula. When you have found the passage, the general quarters alarm will sound.

## **Sequence 2 - The Hidden Passage**

In this scene you will have to cross through a mined channel and avoid being struck by torpedoes fired by the automated defence system. To manoeuvre your ship, push left on the stick to turn left, right to turn right, forward to speed up and back to stop. Head for the opening directly across from the starting point

Once you leave the passage you will be in a position to surprise the enemy and catch them in their harbour. Move swiftly to engage the enemy.

### **Sequence 3 - General Quarters Fighters at Twelve O'Clock!**

Enemy fighter squadrons are now attacking your fleet! If you have surprised the enemy, many of his aircraft are below deck and will be unable to respond to the attack. If you choose strategy two, the number of aircraft attacking your ships is considerably greater.

Use your joystick to aim your anti-aircraft guns and shoot down enemy planes. Pull back to raise or push forward to lower your guns. Press the button to fire. Your ammunition will not run out, but it does take a certain amount of time to replenish. Do not waste shells or you will not be able to fire rapidly at a critical time.

Enemy surveillance aircraft occasionally fly by to report the battle progress back to the island. If you destroy these planes it will add 2,000 points to your score.

If you survive the onslaught of enemy aircraft, the naval battle begins.

### **Sequence 4 - Battle Stations**

Once enemy aircraft have been neutralized, the enemy battleships and cruisers will begin shelling your fleet. The joystick is now used to fire your heavy guns to sink the enemy ships. Again, as in the previous scene, if you have surprised the enemy and caught them out of position, it will take them longer to zero in on your fleet.

## **To Control Your Guns**

Each enemy ship is at a different distance from your fleet. When you fire your guns, a readout will appear on your control panel telling you the distance in metres that your shell was long or short. Your joystick controls the angle in degrees your guns are aiming. Each 0.5 degrees equals 100 metres. For example, if your readout tells you that your shell is 1,000 metres long, then you should decrease your gun elevation by  $5^\circ$  to hit the target.

The control is the same as the anti-aircraft guns. However, the vertical movement will accelerate the longer you hold the position of the joystick.

## **Bonus Points**

The enemy aircraft carrier will attempt to escape. If you sink the carrier, it will add 10,000 points to your score.

After the naval battle, you must manoeuvre your remaining ships into the enemy harbour. Since there is only room for four ships in the harbour, you will be awarded 2,000 points for each extra ship.

## **Sequence 5 - Beach Head!**

Each ship that you navigate into the harbour carries two tanks. After your tanks have landed and your beach-head is established, you must fight your way through the island defence systems to get in to the fortress of Kuhn-Lin. Once your tank starts forward there is no turning back! Tanks have side to side mobility but will continue forward at a constant speed. There are numerous obstacles in your way including mines, anti-tank guns, enemy tanks, bunkers etc. At this point the enemy is prepared and is throwing all his defence against your tanks to stop them. Each enemy defence system is worth a certain number of points, and their value is displayed when they are destroyed. Each time a tank succeeds in reaching Kuhn-Lin, the difficulty increases for the next tank. It will take you several tanks to finally destroy the fortress.



## Sequence 6 - The Final Battle

Once a tank has reached Kuhn-Lin, you must land 10 shells in the fortress to destroy it. There are ten targets to hit, but only one is vulnerable at a time. The vulnerable target will turn white. As each white target is hit another will appear until all ten have been destroyed in sequence.

The fortress is defended by a huge cannon. Once this cannon has sighted you, it will get your range and fire. This cannon never misses. The final battle will require a task force of tanks to win. If you are successful in destroying the Fortress, the enemy surrenders and victory is yours!

## Scoring

Even if you destroy the fortress. Beach-head allows you to compete for high scores. Game scoring is as follows:

Ships navigated safely through passage	3,000/ea.
Airplanes	400/ea.
Reconnaissance Plane	2,000/ea.
Carrier	10,000
Other Ships	2,000/ea.
Enemy Tank	1,000/ea.
Machine Gun	400/ea.
Bunkers	800/ea.
Towers	600/ea.
Targets	2,000/ea.
Kuhn-Lin Destroyed	20,000
Extra Ships (over 4)	2,000/ea.

## Winning Strategy Tips

1. Learn to navigate the secret passage. It is difficult to get your ships through initially, but if you take the time to learn to get your ships through, your score will be higher in the overall game.
2. When the enemy fighters are approaching, aim for the body of the airplane and do not use rapid fire until you zero in on the plane.
3. In the artillery sequence, make small changes in elevation by gently tapping the joystick.

# DALEY THOMPSON'S DECATHLON

Daley Thompson's Decathlon, its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Daley Thompson's Decathlon simulates all 10 events in this gruelling test of skill and stamina and requires an Amstrad compatible joystick for control.

## **Loading**

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

## **Playing**

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

**1st Day** - 100 metres, Long jump, Shot-put, High jump and 400 metres.

**2nd Day** - 110 metres Hurdles, Discus, Pole-vault, Javelin and finally the energy sapping 1500 metres.

### **Controls/Strategy Tips**

Most running events and the Javelin require continuous left to right joystick movement or continuous left and right alternative key depression to increase speed. For Hurdles press fire button to jump. The Long jump and the three throwing events:- Try to achieve a launch of as near to  $45^\circ$  and as close to the take-off line as possible.

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

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

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

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

**GO FOR GOLD! GOOD LUCK!**

### **Status and Scoring**

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

Daley Thompson's Decathlon written by Ocean Software's in-house team in association with Choice Software is only one of many superb games from Ocean Software. Please ask your local dealer for other titles in our varied and exciting range.



# SABRE WULF

## The Happening

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

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

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

## The Warning

THY PATH IS LONG SO TREAD WITH CARE  
BEWARE THE WULF AND PASS HIS LAIR  
DANGER THREATENS ALL AROUND  
SO TAKE YE FROM THIS HIDDEN MOUND  
TO FREE THEE FROM THIS SUNKEN GATE  
BY WAY OF CAVE OR MEET THY FATE  
AN AMULET TO SEEK THY WILL  
'TWAS SPLIT BY QUAD AND HIDDEN STILL  
PASS THE KEEPER WROUGHT WITH HATE  
TO GAIN AN ENTRANCE TO THE GATE  
THE PIECES LOST MUST THEE AWAY  
FOR IF NO CHARM THEN NONE SHALL PASS

## **The Exploration**

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

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

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

But Where???

## **The Expedition**

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

## **Controlling your Explorer**

### **KEYBOARD CONTROLS**

LEFT Your Explorer will move left using the Q key.

RIGHT Your Explorer will move right using the W key.

DOWN Your Explorer will move down using the E key.

UP Your Explorer will move up using the R key.

STAB/SWORD FIGHT Your Explorer will fight using the SPACE BAR.

PAUSE The whole game can be paused by using the SHIFT KEY

### **JOYSTICK CONTROLS**

Your Explorer can be fully controlled by using the joystick, by replacing the LEFT, RIGHT, UP, DOWN and STAB/SWORD FIGHT commands.

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

## Features

SABRE MAN  
Realistic Fighting  
W/ULVES  
Hippos  
Rhinos  
Fleas  
Tarantulas  
Fruit Bats  
Rats  
Mosquitoes  
Snakes  
Lizards  
Natives  
Gem Stones  
Dubbloons  
Supplies  
Amulets  
Medallion  
Chalice  
Voodoo Potion  
Spears  
Treasure Chests  
Water Flasks  
Statues

Temples  
Lakes  
Trees  
Jungle  
Native Huts  
Cliffs  
Magic Rings  
Yellow Sickness Orchids  
White Cure Orchids  
Red Zombie Orchids  
Blue Super High Energy Orchids  
Purple De-Orientation Orchids  
3-Dimensional Scenario  
Full 8 Way Movement  
Superb Graphics  
Multi Lives  
Amazing Animation  
Combat Button  
Incredible Sound Effects  
Explosions  
Automatic Collection  
Materializations  
Supplies  
Pause

# JET SET WILLY

Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who REALLY know how to enjoy themselves at a party.

His housekeeper, Maria, however, takes a very dim view of all his revelry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away.

Can you help Willy out of his dilemma?

He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared).

You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.

## To Move Use Keys:

Q, E, T, U and O

W, R, Y, I and P

SHIFT TO SHIFT

(SPACE BAR)

A to H

J TO ENTER

= MOVE LEFT

= MOVE RIGHT

= JUMP

= PAUSE

= TUNE ON/OFF

The game can also be played using Joystick (use button to jump).

# LOADING INSTRUCTIONS

## THEY SOLD A MILLION

### **Amstrad**

Les deux cassettes sont enregistrées des deux côtés. La première porte Beach Head d'un côté, et le Daley Thompson's Decathlon de l'autre. La cassette No. 2 contient "Sabre Wolf" d'un côté, et Jet Set Willy de l'autre.

Pour charger les jeux, rebobinez simplement le côté que vous désirez, et suivez les instructions de chargement ci-dessous. Appuyez sur la touche verte CTRL et, simultanément, sur la petite touche bleue ENTER. Appuyez ensuite sur la touche PLAY de votre magnéto-cassette, puis sur la touche ENTER. Le programme va se charger et se dérouler automatiquement. Une fois le programme chargé, appuyez sur la touche STOP de votre magnéto-cassette, puis suivez les instructions qui apparaissent sur l'écran.

**Note:** Si vous avez connecté une unité de disques, tapez ITAPE et appuyez sur ENTER avant de commencer à charger la cassette.



# BEACH HEAD

## Commandes

Vous pouvez commander Beach-Head soit par clavier, soit par joystick compatible avec Amstrad. Si vous avez connecté un joystick à l'ordinateur, appuyez sur le bouton de tir; l'ordinateur réagit automatiquement en mode joystick. Si vous préférez utiliser le clavier, appuyez sur la Space Bar. Les commandes seront alors les suivantes:

O = VERS LE HAUT

O = VERS LA GAUCHE

SPACE BAR = TIR

A = VERS LE BAS

P = VERS LA DROITE

## Niveau

Beach-Head se joue à trois niveaux: facile, moyen et difficile. Pour sélectionner le niveau approprié, servez-vous des commandes de montée et de descente et, après avoir sélectionné votre niveau, appuyez sur la commande de tir/barre d'espace (fire button/space bar).

## High score

L'écran va vous présenter des instructions pour placer votre nom sur la table high score.

## Séquence 1 — Reconnaissance aérienne

La première séquence est une reconnaissance aérienne du territoire ennemi. A ce point, vous devez prendre votre première décision de commande stratégique.

**Choix** — Vous avez le choix entre deux stratégies:

1. Dirigez votre flotte de dix bâtiments à travers le chenal caché. Les avantages de cette stratégie sont:
  - (a) L'ennemi ignore votre présence et n'est pas prêt au combat. Ses forces aériennes et navales ne sont donc pas aussi puissantes.
  - (b) Si vous arrivez à guider votre flotte à travers ce chenal, votre total augmentera.

vosre total augmentera.

2. Vous pouvez attaquer l'ennemi de front et engager immédiatement la bataille. L'avantage de cette stratégie est que votre flotte n'aura pas à naviguer dans le chenal caché dangereux. Il est en effet truffé de mines, et des torpilles vous attaquent de tous côtés.

Pour manoeuvrer votre flotte, déplacez le joystick dans le sens que vous désirez. Une fois en mouvement, votre flotte continue sur le même cap.

Si vous préférez une attaque de front, passez directement dans la voie de navigation principale et engagez.

Si vous choisissez de naviguer dans le chenal caché, rapprochez votre flotte du rivage, le long du rebord externe de la péninsule. Quand vous aurez trouvé le passage, l'alarme du QG retentira.

### **Séquence 2 — Le chenal caché**

Dans cette scène, vous devez traverser un chenal miné, en évitant les torpilles que tire le système de défense automatique.

Pour manoeuvrer votre bâtiment, poussez le joystick à gauche pour tourner à gauche, à droite pour tourner à droite, vers l'avant pour accélérer, et vers l'arrière pour vous arrêter.

Dirigez-vous vers le débouché qui fait face au point de départ.

Une fois que vous aurez quitté le chenal, vous pourrez surprendre l'ennemi et le coincer dans le port. Avancez rapidement pour engager le combat.

### **Séquence 3 — Le Quartier Général Avions de combat droit devant!**

Des escadrons d'avions de combat ennemis attaquent maintenant votre flotte! Si vous avez surpris l'ennemi, beaucoup de ces avions sont sous le pont et ne pourront pas réagir à l'attaque. Si vous avez choisi la stratégie 2, le nombre d'avions qui vous attaquent est considérablement accru.

Utilisez votre joystick pour pointer vos pièces anti-aériennes et abattre les avions ennemis. Tirez vers l'arrière pour relever ou vers l'avant pour abaisser vos canons. Appuyez sur le bouton pour tirer. Vos munitions ne s'épuisent pas, mais il faut un certain temps pour recharger. Evitez de gâcher des obus, sans quoi vous ne pourrez pas tirer rapidement à un moment

critique.

Des appareils de surveillance ennemis survolent la scène de temps en temps pour signaler le développement à l'île. Si vous détruisez ces avions, ceci ajoute 2.000 points à votre score. Si vous survivez les avions ennemis, la bataille navale commence.

### **Séquence 4 — A vos postes!**

Après la neutralisation des avions ennemis, ce sont les navires de guerre et croiseurs ennemis qui commencent à tirer sur votre flotte. Utilisez maintenant le joystick pour commander votre artillerie lourde et couler les bâtiments ennemis. Comme dans la scène précédente, si vous avez surpris l'ennemi et qu'il ne soit pas prêt, il leur faudra plus longtemps pour régler le tir.

### **Commande de vos canons**

Les bâtiments ennemis sont tous à des distances différentes de votre flotte. Lorsque vous tirez, un affichage, qui apparaît sur votre tableau de commande, vous indique votre écart de tir en mètres. Votre joystick contrôle l'angle de visée de vos pièces, en degrés.  $0.5 \text{ degré} = 100 \text{ mètres}$ . Par exemple: si votre affichage vous indique un dépassement d'obus de 1.000 mètres, réduisez le pointage en site de votre pièce de 5 degrés pour atteindre votre objectif.

Cette commande est analogue à celle des pièces de DCA. Néanmoins, en maintenant la même position du joystick, vous accélérez d'autant le mouvement vertical.

### **Points supplémentaires**

Le porte-avions ennemi va tenter de s'échapper. Si vous le coulez, vous ajoutez 10.000 points à votre score.

Après la bataille navale, il faut manoeuvrer vos autres navires dans le port ennemi. Etant donné que le port ne peut contenir que quatre bâtiments, vous recevrez 2.000 points pour chaque navire supplémentaire.

## Séquence 5 — Tête de pont!

Chaque navire qui navigue jusque dans le port porte deux chars. Après le débarquement de vos chars et l'établissement de votre tête de pont, vous devez lutter contre les systèmes de défense de l'île pour parvenir à la forteresse de Kuhn-Lin. Une fois que votre char démarre, il ne peut plus reculer! Les chars peuvent se déplacer latéralement mais avancent à une vitesse constante. Ils doivent franchir de nombreux obstacles: mines, canons antichars, chars ennemis, casemates, etc. L'ennemi est maintenant parfaitement prêt et fait tout ce qu'il peut pour arrêter vos chars. Chaque système de défense ennemi correspond à un certain nombre de points et leur valeur est affichée lorsqu'ils sont détruits. Chaque fois qu'un char arrive jusqu'à Kuhn-Lin, les difficultés augmentent pour le char suivant. Il vous faudra plusieurs chars pour parvenir à détruire la forteresse.

## Séquence 6 — La dernière bataille

Lorsqu'un de vos chars atteint Kuhn-Lin, vous devez tirer dix obus dans la forteresse pour la détruire. Vous disposez de dix cibles, mais une seule est vulnérable à la fois. La cible vulnérable apparaît en blanc. Au fur et à mesure que vous atteignez les cibles blanches, une autre apparaît, jusqu'à ce que les dix aient été détruites dans l'ordre approprié.

La forteresse est défendue par un énorme canon. Une fois qu'il vous a détecté, il calcule votre distance et tire. Ce canon ne manque jamais son but. Pour gagner la dernière bataille, vous avez besoin d'un corps expéditionnaire de chars. Si vous arrivez à détruire la forteresse, l'ennemi se rend et la victoire est à vous!

## Le score

Même si vous détruisez la forteresse, Beach-Head vous permet d'obtenir des scores élevés. Les points sont organisés comme suit:

Navires ayant traversé le chenal intacts	3.000 charcun
Avoins	400 charcun
Avoins de reconnaissance	2.00 charcun
Porte-avoins	10.000
Autres bâtiments	2.000 charcun
Chars ennemis	1.000 charcun
Mitrailleuses	400 charcun
Casemates	800 charcun
Tours	600 charcun
Cibles	2.000 charcun
Destruction de Kuhn-Lin	20.000
Navires supplémentaires (après les 4 premiers)	2.000 charcun



## Quelques "Trucs" pour Gagner

1. Apprenez à naviguer dans le chenal secret. Au début, ce sera difficile mais, si vous prenez le temps d'apprendre à naviguer, votre score d'ensemble sera meilleur.
2. Lorsque les avions de combat ennemis s'approchent, visez le corps de l'avion et n'utilisez le tir rapide qu'après avoir bien réglé votre tir.
3. Dans la séquence d'artillerie vous, pouvez modifier légèrement le tir en hauteur en frappant doucement le joystick.
4. Lorsque vos chars commencent à avancer sur la plage, les installations de défense ennemies se trouvent généralement dans le seul parcours dégagé vers la forteresse. Pour pouvoir les atteindre, sans obstacle, il faut anticiper leur position. Quand les chars ennemis vous attaquent, ils essaient de rester devant vous. Pour que votre obus les frappe, restez dans leur ligne de tir jusqu'à ce que votre obus soit sur le point de toucher leur char avant de vous écarter.
5. Attaque de la forteresse. S'il ne reste plus que quelques cibles sur Kuhn-Lin, et que vous ayez encore plusieurs chars, vous pouvez augmenter votre total en utilisant tous vos chars avant de détruire la forteresse. Attention! Chaque fois qu'un char réussit à atteindre la forteresse, la tâche est beaucoup plus difficile pour les chars suivants.



# DALEY THOMPSON'S DECATHLON

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## **Chargement**

Lorsque vous avez fini le JOUR 1, mettez votre machine hors tension et reprenez les instructions de chargement pour le JOUR 2.

## **Pour Jouer**

Les dix épreuves les plus épuisantes de l'histoire des Olympiades — sont toutes reproduites et chacune sert à accumuler les points nécessaires au gagnant pour obtenir sa médaille.

**1ère Journée** — 100 mètres, saut en longueur, lancement du poids, saut en hauteur et 400 mètres.

**2ème Journée** — 110 mètres obstacles, disque, saut à la perche, javelot et, pour finir, l'épuisante course de 1500 mètres.

## **Commandes/Conseils Stratégiques**

La plupart des épreuves de course et le javelot exigent des mouvements continus de gauche à droite du joystick, ou des appuis alternatifs des touches gauche et droite pour augmenter la vitesse. Pour la course d'obstacles, appuyez sur le bouton de tir pour sauter. Saut en longueur, disque, poids et javelot : essayez de lancer à un angle aussi proche de  $45^\circ$  que possible, et aussi près que possible de la ligne de départ. Le saut en hauteur : au moment du départ, sélectionnez un angle aussi proche de  $90^\circ$  que vous pouvez, puis appuyez sur la commande de tir pour manoeuvrer au-dessus de la barre. Le saut à la perche: appuyez sur la commande de tir pour positionner la perche, et relâchez la commande pour la lâcher. 1500 mètres : actionnez les commandes de course pour accélérer et la commande de tir pour décélérer — n'oubliez pas de conserver suffisamment d'énergie pour la fin de la course. Disque : appuyez sur la commande Run pour commencer à faire tourner l'homme. Appuyez sur la commande de tir pour faire partir le disque.

DECROCHEZ LA MEDAILLE D'ORI BONNE CHANCE!

## **Etat et Score**

Le score affiché sur l'écran présente le nombre de tentatives, les points marqués, les records mondiaux, les temps et distances de qualification. (Vous commencez par trois vies, que vous pouvez perdre si vous manquez à qualifier). Une table qui indique le jour, le type de l'épreuve et le nombre des vies qui vous restent, est affichée entre chaque discipline.

# SABRE WULF

## L'accident

Je me sentais descendre, de plus en plus vite, à travers Bois et Rochers, Gouffres Béants, Ravins et Bas-Fonds... Aucune prise, je glisse, je tombe, je tourne : la nuit se fait de plus en plus profonde... je me sens descendre jusqu'au centre de la terre. Autour de moi, des yeux brillent, des mains, des griffes m'agrippent comme pour m'arracher le coeur. De plus en plus vite, je tombe, dans une nuit toujours plus profonde, sur des distances qui semblent infinies.

Mais c'est la fin de cet étrange voyage que je crains le plus...

Où vais-je me retrouver?... AAAAAHHH.....

Puis c'est l'arrêt subit. Je me retrouve sur un terrain moussu, spongieux... armé jusqu'aux dents, tous mes sens en éveil, je fais rapidement et silencieusement le tour du monticule... Tout semble calme, mais... voici un message... Un mystérieux avertissement qui remonte à la nuit des temps; il est profondément gravé dans la roche sans vie.

Ton chemin est pénible et long. Parcours-le avec précaution. Méfie-toi du Wulf : c'est un loup-garou. De son antre fetide, il surveille tout! Autour, mille dangers te guettent. Sors donc bien vite de ta cachette; pour fuir ce porche enseveli, suis la caverne, ou te voues à l'oubli. Le talisman que tu veux retrouver est en morceaux et demeure caché. Son gardien t'attend, implacable; tu veux franchir le seuil : pour en être capable, le talisman perdu il te faut retrouver. Un seul quartier manquant, et nul ne peut passer.

## L'exploration

Je me glisse à travers le monticule ombragé, puis je pénètre dans les épais halliers d'une espèce de forêt vierge à la végétation étrange. J'attends... j'écoute... De sourds grondements, le son de pattes gigantesques écrasant tout sur leur passage, parviennent jusqu'à moi. Des animaux énormes surgissent de cette végétation humide, prêts à lutter et à tuer. Je reste caché... Les grondements se rapprochent; un animal géant passe tout près de moi, cornes baissées, queue battante. Je demeure caché jusqu'à ce qu'il se soit éloigné.

Tout semble calme : je saute de motte en motte et j'arrive sur un chemin battu. Des ornières et empreintes profondes témoignent de la multitude d'êtres qui habitent ce vallon.

Le danger menace, je dois fuir... Mais où???

## **L'expédition**

Stupéfié, j'écarquille les yeux : la broussaille qui m'entoure me livre peu à peu ses secrets... D'étranges orchidées carnivores s'épanouissent soudain, chatoyantes, alourdissent l'air puis, en un instant, elles disparaissent. Toute une faune chasseresse, meurtrière, chauves-souris vampires, énormes bêtes sauvages, semblent jaillir du sol. Tout ceci nage, rampe, plonge, glisse... Il faut que je me cache... Je dois survivre... Mes armes sont puissantes, et ma nature rusée : je serai le plus fort...

## **Pour Contrôler votre Explorateur**

### COMMANDES AU CLAVIER

GAUCHE : Pour déplacer votre explorateur vers la gauche, utilisez la touche Q.

DROITE : Pour déplacer votre explorateur vers la droite, utilisez la touche W.

VERS LE BAS : Pour déplacer votre explorateur vers le bas, utilisez la touche E.

VERS LE HAUT : Pour déplacer votre explorateur vers le haut, utilisez la touche R.

BATAILLE AU POIGNARD ET A L'ÉPÉE : Guidez votre explorateur avec la SPACE BAR (barre d'espacement).

PAUSE : Vous pouvez suspendre le jeu complet en utilisant la touche SHIFT.

## **Commandes au Joystick**

Vous exercerez un contrôle complet sur votre explorateur en utilisant le joystick, par remplacement des commandes LEFT, RIGHT, UP, DOWN et STAB/SWORD FIGHT (BATAILLE POIGNARD/ÉPÉE).

PICK UP : Votre explorateur recueillera automatiquement tous les objets pouvant lui être utiles s'il passe simplement dessus.

## Elements de Jeu

SABRE MAN  
Combat réaliste  
WULVES  
Hippopotames  
Rhinocéros  
Phacochères  
Tarantules  
Chéiroptères  
Perroquets  
Gorilles  
Scorpions  
Serpents  
Lézards  
Indigènes  
Pierres précieuses  
Doublons  
Provisions  
Amulettes/talismans  
Médaillon  
Calice  
Piltre vaudou  
Lances  
Coffres à trésors  
Gourdes d'eau  
Provisions

Statues  
Temples  
Lacs  
Arbres  
Jungle  
Huttes indigènes  
Falaises  
Anneaux magiques  
Orchidées jaunes empoisonnées  
Orchidées blanches médicinales  
Orchidées rouges zombies  
Orchidées bleues supra-énergie  
Orchidées violettes désorientantes  
Scénario tridimensionnel  
Mouvements à 8 degrés de liberté  
Score affiché l'écran  
Superbes graphismes  
Plusieurs vies  
Animation étonnante  
Bouton de commande de combat  
Effets sonores extraordinaires  
Explosions  
Sélection clavier/joystick  
Ramassage automatique sur l'écran  
Pause continue  
Matérialisations

# JET SET WILLY

Miner Willy, intrépide explorateur, nouveau riche et homme du monde, a profité au maximum de son heureuse découverte à Surbiton. Il a un yacht, un château perché tout en haut d'une falaise, une femme de charge Italienne et un cuisinier Français, ainsi que des centaines de nouveaux amis qui savent VRAIMENT s'amuser lorsqu'ils sont invités.



Néanmoins, Maria, sa femme de charge, les trouve plutôt insupportables, et finalement, après une soirée particulièrement tapageuse; elle décide d'intervenir. Une fois le dernier des "affreux" disparu dans l'allée au volant de son Aston Martin, Willy n'a qu'une envie : roupiller sous son baldaquin. Mais Maria ne va pas le laisser entrer dans sa chambre avant que TOUS les verres et bouteilles vides aient été débarrassés. Pouvez-vous aider Willy? Il ne connaît pas encore très bien son château (il est ENORME et Willy a été TRES OCCUPE); d'autre part, il se passe de très drôles de choses dans des coins éloignés du manoir (je me demande ce que FAISAIT le dernier propriétaire dans son laboratoire, la nuit de sa disparition?) Vous ne devriez pas avoir trop de difficultés, mais vous allez probablement découvrir que des cinglés sont montés sur le toit et, si j'étais vous, je jetterais un petit coup d'oeil sur la route et sur la plage. Bonne chance, et ne vous en faites pas. Tout ce que vous pouvez perdre dans ce jeu est le sommeil.

### **Pour Charger Jet Set Willy sur le CPC 464 Amstrad**

POUR LES DEPLACEMENTS, UTILISEZ LES TOUCHES :

Q, E, T, U OU O

= VERS LA GAUCHE

W, R, Y, I OU P

= VERS LA DROITE

SHIFT/SHIFT

= SAUT

(SPACE BAR)

A A H

= PAUSE

J A ENTER

= MARCHE/ARRET MUSIQUE

Vous pouvez également jouer avec un joystick (utilisez dans ce cas le bouton pour sauter).



## INTRODUCTION

You are "The Boss". A small time crook with big ideas. You've decided to get smart and give up your life of petty larceny and start angling for some bigger action. However, you really could do with some help. Your answer comes whilst browsing through a copy of "What Crime" magazine. At last the crime world has gone computerised. Some enterprising software engineers have set up a massive database containing information on potential targets, available hoodiums and fences. All you need to tap into it is a computer and a copy of the S.W.A.G. (Software for Aspiring Gangsters) operating disk. Quickly you ring them up and give them your (stolen) credit card number and faster than you can say "book him Danno" you're sitting down in front of your computer about to embark on your first job.

## ABOUT THE S.W.A.G. SYSTEM

S.W.A.G. is a menu and icon driven package which is divided into three distinct sections. The first is a database, containing lists of the available targets, personnel and fences. The second section is only available when you have selected a target and a team, it contains an icon driven blueprint planner which will enable you to instruct the members of your team on their routes and tasks for the forthcoming robbery. The final section is where you actually carry out the robbery and get a chance to take part yourself.

When you start, the S.W.A.G. software will scan all your secret bank accounts and provide you with an opening balance. For the most part, all the things you buy through S.W.A.G. will cost you money, either in a straight fee or as a percentage of your take. These amounts will be deducted from your balance.

Care must be taken when deciding what information and team members to buy, otherwise you might end up making a net loss even if you successfully complete the job. You can only use information that you have bought for one particular attempt on a target. If you haven't bought the information, then the relevant details will not be displayed on the blueprint and you will not be able to instruct your team members to deal with it.

In order to complete a job, you will have to do the following things:

**Set the target.**

**Buy some information about the target.**

**Hire a team.**

**Hire a fence.**

**Plan the routes for your team members on the blueprint so that they avoid detection and remove the valuables from the building.**

**Make sure all the team members return to the car.**

## USING THE S.W.A.G. DATABASE

When you first load the program, press the FIRE button and you will see the database section. All the menus are accessed by moving the lightbulb cursor up or down and by pressing FIRE to select.

From the main menu on the left of the screen you can get to all the sub-menus. The status display on the right shows you your current balance and what items you have purchased.

The S.W.A.G. database commands are:

### **NEW GAME**

This allows you to reset the database and start from the beginning.

### **SAVE TEAM**

Saves the current status of the database and your team.

### **LOAD TEAM**

Loads a saved status file.

### **SET TARGET**

Displays the target selection menu.

### **HIRE TEAM**

Displays the team member selection menu.

### **PICK FENCE**

Displays the fence selection menu.

### **PLAN RAID**

This command loads the second part of the program where you can plan on the blueprint and carry out the robbery. You can not proceed using this command until you have selected a target, hired a driver for your team and hired a fence.

To access the targets in the program have to be considered in a set order, starting at the top of the target page and ending at the bottom. When you select a target, you will get a description of what the target is and the kind of loot it is likely to contain. When you accept the target, you will be presented with a further page of menus which will enable you to buy extra information concerning the security systems used, the type of traps and where it is, and other useful details. Once you have bought a piece of information you can't sell it back, so choose with care.

Once you have chosen the target and the relevant information, you will then want to pick the best team for that target. You will observe the information headers on any of the available team members before you have to hire them. Each team member has a first and second skill. Their skills will affect the time it takes a team member to perform a certain task. For instance, someone with a first skill of a safe cracker will take less time to open a safe than someone with safe cranking as a second skill, or without the skill at all. When viewing the team information, use the page controls to display the next page of available team members.

Each team member costs an amount of money to hire and will also demand a percentage of the total take of the robbery. Even if you have hired a team member, you can still hire on the team at any point, so you proceed to the blueprint stage. You can have between one and four members on your team, if any one team member is not able to drive the getaway car.

# THE TEAM

You will also need to assign a fence to your team. A fence is the person who will look after getting rid of any loot you get away with for the best price. Although the fence will not take part in the robbery, you need to have someone who is suited to fencing the articles you are going to try and steal. Fences can be swapped before going on to the blueprint stage.

There is no need to save a team before going on to the next section as all the relevant information is retained in memory during the load.

## PLANNING A ROBBERY ON THE BLUEPRINT

When the second stage has loaded, the top part of the screen becomes a window on the blueprint of the target you have selected. The lower part of the screen contains the control icons and the display windows which you will use to instruct the various team members. It is in this section that you will create the 'tracks' which the other team members will follow during the actual robbery. These 'tracks' contain all the information concerning where a team member is to move and what actions he will carry out on the objects in the locations he will pass through. All the team members start at the same point in the car, outside the main entrance to the building. Each team member is represented by a numbered marker from one to four. This corresponds to their position on the face display. Even though you instruct each team member separately during the blueprint stage, when it comes to the actual robbery, all the team members will carry out their instructions concurrently.

All the actions available to a team member in his current location are displayed in the action window. To select an action, use the joystick to position the highlight over the icon. A description of what the icon represents will appear in the text window. Press the FIRE button to select the action. As the action is added to the team member's list of instructions, the clock will be updated by the amount of time taken to carry out the action. Different actions will take different amounts of time depending on what is being attempted and whether or not the team member has the required skill. Selecting the face icon allows you to select a different team member to instruct. The team member's name is displayed in the text window.

The clock displays the current time for the team member. This clock updates with every instruction given to a team member. By using the wait icon, the clock can be advanced by up to 59 seconds by moving the joystick UP or DOWN. Pressing the FIRE button sets the time.

To move a team member, select the walk icon and press the FIRE button. You now have joystick control of the team member and can walk him around the screen. When you want to get out of movement mode, press the FIRE button again to return to the control window. As you move, the window will tell you what is in the location. Provided that a door isn't locked, it will be opened automatically as you walk through it.

To carry out an action on an object, move the team member over the object and press the FIRE button. The action window will now contain extra icons relating to the possible actions that can be carried out on the object.

Once you have compiled a number of instructions into a track you may want to go back and edit it. The track can be edited in two ways. Using the delete icon, instructions can be deleted one at a time from the end of the track. Selecting the edit icon gives track edit window. It is in this window you can step backwards and forwards through a track using the double chevron icons. The menu can be used to change a marker what has been programmed in a track and the times at which actions are due to happen. If you don't want to perform an edit, use the exit icon to return. Selecting the link icon displays the second part of the window which contains the icons from the action window and two edit icons, scrap and link. Extra actions can now be inserted into the middle of a track in the normal way. You will notice that if you move away from the spot where you started the edit, a marker has been placed there. To delete the new part of the track and the old part you must return the team member to this spot and then select the link icon (you will notice that the link icon is only ever present in the window when you are over the marker). Using edit you can add anything from a simple wait to a whole sequence of instructions into any part of an existing track.

If you want to delete the old part of the track from where you have edited the track onwards, select the scrap icon. A question mark icon will be displayed. If you definitely want to scrap the rest of the track, select this icon, if not move the highlight off it to abort the scrap procedure.

To complete a track, return the team member to the point he started (in the car). If you do not complete the track of a team member, he will retrace his steps back to the car when he runs out of instructions.

When you have completed the tracks for all the team members, select the joystick icon to commit the robbery. The question mark icon will appear requesting that you press the confirm icon to confirm the choice.

## COMMITTING THE ROBBERY

When you commit the robbery, your team members will go to do their assigned tasks simultaneously and you will have direct joystick control of the Boss. The normal action icon appears in the action window along with some special ones which have the following function:

**FREEZE** - This command causes all the team members to halt their activity for a time. Useful for avoiding detection if a police officer is nearby.

**ABORT JOB** - This command returns you to the supplier planning stage so that you can alter or amend the tracks.

**ASSIST** - This command allows you to view what the other team members are doing. Look at one of them radio in with a problem. Now you can happily carry them with extra instructions to help them out by using the assist icon. This is done by the icon which the team member you assist is in the background.

When you are assisting another team member, you will see a number of icons. Selecting any will cause the team member to retrace his steps back to the car. If it is a scrap icon, it will also cause the rest of the team to get out of the scene. If you get out of your radio or microphone, return to the car and make a getaway. Now do this by using the assist and 'run for it' icons for each of your team members. If you do this you will avoid a chance of getting in the hot and having a good 'scrap' or other time.

If you successfully get all your team and the loot out of the building then the screen will be black and credited with your balance. Step through the fertility screens by pressing the FIRE button. You will see the result of the robbery, duty and team members, followed by a score. Pressing the abort icon. After this you will be given the option of saving the team status and going back to the first stage to plan another robbery. If you do not wish to do this, press the save icon. Immediately, this will give the status to a separate face or disk which carries the complete information of your new status. If you do not wish to do this, you will be asked to save the status anyway so that you can load it back as a team disk.

When saving a team disk, you will be asked to select a name for it from the menu.

## TO LOAD

Type R/F/N/AS

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