LOADING

Type RUN" and follow the keyboard instructions. This will load a menu enabling you to select any of the games. When selecting the second or third game, you will have to wait while the cassette plays through the earlier games, the longest load time being around 9 minutes. If you want to speed this up, zero the cassette counter before loading, note the counter numbers on the cassette. The next time you play the game, load the menu as before, select the game you want to play, then fast forward to the correct counter number.

LOADING PROBLEMS: If you have any problems, remember the copy (at half speed) on side two. If the problems persist, we will replace the cassette without delay. Send it, with a covering letter, to DOMARK LTD, **FREEPOST**, LONDON SW20 8BR.

INTRODUCTION

Your name is Bond – James Bond, the world's top secret Agent, and now embarking on one of the most important missions of your career. To fail is the worst thing that can happen to you. Your objective is to discover what dastardly plots are being hatched by Max Zorin, an evil European electronics magnate, and prevent him from carrying them out. You learn that the information you need is in three main locations. A silver mine under Silicon Valley, the City Hall in San Francisco, and on the streets of Paris.

THE CODES

At the end of the first two games you'll be given a code which you must type in at the start of each new game. This simply tells the program how well you've done in the last game, and passes over various helpful pieces of information. You may play any game at any time, without the codes, but will be unable to score points. Once you've got the codes, you can always use them again – the numbers are not randomly generated. However, you may wish to improve them each time.

YOUR PERFORMANCE

James Bond never dies – but he can fail when you play him! You may damage your car beyond repair around Paris – or suffer the flames in City Hall. How the real James Bond gets out of these situations without your help (some might say interference!) is left to your imagination. Needless to say, you live to fight another day, and you can try, try and try again!

LIST OF FEATURES
(different in various games)

Pause – Select this on your menu, and give yourself a break. Open a bottle of Bollinger Champagne, or light a Davidoff cigar. Sit back for thought, and time will stand still.

Abort – So things are a little tricky on this mission and you want a weekend in Acapulco. Press ESC and pack your bags.

Music – "The James Bond Theme" by Monty Norman © 1962 United Partnership Ltd. Reproduced by kind permission, and the hit single "A View to a Kill" by Duran Duran and John Barry © 1985 Tritec Music Ltd/CBS Songs Ltd, are played at various points in the program.

Controls – All games may be joystick or keyboard operated.

Game 1: THE MINE – THE SILICON VALLEY

Max Zorin's plan is revealed. As Bond suspected, the evil mastermind of the electronics empire is intent on capturing the silicon chip market. What better way to achieve this than blowing up the disused mine under Silicon Valley and set off the geological faults to send the whole area into the Pacific? Bond enters the old mine to discover the nuclear detonator has been set and time is ticking away. The bomb is an underground cavern, and the only way to get it out is to be winched down. You need help – and May Day is the only person strong enough to help you. She may be Zorin's henchperson, but surely she must realise the insanity of it all? You must find her and persuade her to aid you in your effort to save countless lives and the computer world! Use the objects you find to help you to defuse the bomb before it is too late!

As you run through the mine, use the lift to reach different levels, or climb to get the various items which will be necessary to progress. Watch out for the nasty pits – have you got your grapnel gun? Will the dynamite blow up the section of rock you want to go through? Have you got what you need to light it? Will time run out, will the Pacific's fish meet Silicon Valley's chips? All this and more awaits you!

HOW THE "DUCK SHOOT" WORKS

When you press the fire button, control will be passed from Bond to the upper part of the duck shoot menu. Moving left or right will scroll the objects you are carrying past the selection point. When you have selected the object, press the fire button and control will be passed to the lower menu. If you want to go straight to the lower menu, select the downward arrow. In the lower menu you have a number of actions which can be selected.

These are:

RETURN TO THE GAME – Returns control to Bond.

SEARCH – Searches the room you are in. Any objects which are in the room will be displayed on the upper duck shoot.

DROP – Drops the object selected in the upper menu.

USE – Uses the object selected in the upper menu.

PICK UP– Enables you to pick up objects having found them with the search command.

PAUSE – Allows you to Pause the game.

GET LIFT: If you are standing next to the lift shaft then this command will cause the lift to move to your level.

WINCH DOWN: If you have successfully assembled all the winch mechanisms and have rescued May Day then using this command will cause May Day to winch you down to the detonator.

WINCH UP: This will cause May Day to winch you up.

USEFUL OBJECTS:

GRAPNEL GUN: using the gun will allow you to shoot a rope up from your position to whatever is above. You will then be able to jump onto the rope and climb it. Take care, as using this reduces your score.

DYNAMITE & LIGHTER: Both of these objects can be used in conjunction to blow up certain rocks.

CODE NUMBERS: You will find numbers throughout the mine. Five of these numbers, used in the correct order, will defuse the detonator. It is possible to find out which are the correct numbers and sequence. But that is a problem worthy of the best Secret Agent..

DIRECTION ARROW: At the bottom of the screen is a RED ARROW, this will indicate the direction the bomb is in.

Game 2: CITY HALL

James Bond has travelled to San Francisco in his continuing search for Max Zorin. Armed with information from May Day he finds himself in the City Hall, but Zorin turns the tables. At gun point, Bond and his companion, Stacey, are pushed into the lift, and trapped between floors. In an effort to finish them off in an "accident", Zorin sets fire to the top floor of the City Hall, and leaves. Bond pulls himself out of the lift, and must now get Stacey and himself out of the burning building. **You take over at this point**. Using the "duck shoot" menu system, you can take action, such as searching, using or dropping. You can also select the other menu, to collect objects which will be useful later on. There is however a limit to what you can carry, so be selective. Your objective is to find some way of getting Stacey out of the lift, and fight your way to safety.

You will notice that the fire has started on your view of the City Hall. This will spread across with time, and although the odd fire bucket will slow it down, you've got to move fast. Unfortunately, if you get too close to the fire, you become hot and find it difficult to breathe. This deducts points. Stacey won't love you much if you fail her.

To help you in your task, a light will shine on the side view of the City Hall to indicate your position. Once a room has been visited, it will be marked in colour to show your achievement. Use door passes correctly, and consider what items might be helpful in getting Stacey out of the lift shaft. Once you've got her, hurry to find a way out. It's not as easy as it seems!

USEFUL OBJECTS:

GUN AND BULLETS: You will find a gun and some bullets in the City Hall. Using the gun you can shoot open the interconnecting doors. To do this, select the gun and then select the USE option. Take care, you will only find a small number of bullets, so don't get too trigger happy.

DOOR KEYS: These keys are colour coded for the doors for which they are intended.

SECURITY CARDS: These are colour coded for the doors for which they are intended.

CUPBOARD KEYS: Colour coded and can be used to open locked cupboards.

You will find many other objects, but you will have to work out how they can help you or hinder you.

Important. To get out, you're going to need a set of numbers, which fit into the code holder you start off with. When filled, this holder will open the security-lock door at the bottom right of the City Hall – and that's a long way!

Game 3: PARIS CHASE

The Scene is set:
Bond has been briefed by 'M' and has been instructed to find out more of Max Zorin's plot. He has lunch in the Eiffel Tower with a friendly Agent who is killed by May Day. Bond chases her up the Tower, but she hurls herself off the top and parachutes to a drop point on the outskirts of Paris. He leaps onto the top of the Tower lift and commandeers a taxi at the bottom. **From then on, you take over**. You can follow her movements with the aid of a radio tracker, which indicates her proximity and her attitude and her shadow will pass over your aerial view. You can see the building in front of you through the windscreen. Your speed, the time and your damage is indicated on the dashboard. Your objective is to reach the correct drop point exactly at the same time as she does, but be careful. The winds constantly change, and her direction may alter at any time, landing her on any one of a number of possible drop points.

Along your route you will encounter various hazards. The one-way arrows, if disobeyed may cause the police cars to chase you. The drivers around Paris are fairly reckless, and the odd Porsche may career into you. Brushing into buildings will definitely take it out on your blue Renault. Bond never travels without a pistol, you can use one here to knock out unwelcome vehicles which may get into your path. Also, being an expert driver, handbrake turns are easy for you, and may get you out of tricky situations!

Controls – for details of joystick or keyboard controls see the title screen. In the event that you fail to catch May Day the game will automatically start again.