

TIME BANDIT

Time Bandit adds the elements of a text adventure to the environment of an arcade game, embracing two different playing systems that had remained separate in the past.

LOADING:

To load the game you must put the disk in your internal drive and the program will load automatically.

CONTROLS:

F1: = CHANGE CONTROLLER PLAYER 1

F2: = CHANGE CONTROLLER PLAYER 2

1: = 1 PLAYER GAME.

2: = 2 PLAYER GAME.

ANY OTHER KEY WILL TAKE YOU TO THE HIGH SCORE TABLE.

Q: = QUIT DEMO.

TRAVEL:

In the game you begin from the Time Gates, you must move the Bandit across the land- scape, firing missiles. You move to a different location by walking into a time gate.

SPECIAL OBJECTS:

One way doors will only allow you to pass in a certain direction, they are shown as green arrows pointing in the way you can pass. Ladders and pits give you access to upper and lower areas. Red pulsing transporter disks are used to transport yourself to other sections of the land. You may well encounter certain other oddities as you travel through the lands, but we let those be a surprise.

OBJECTIVES:

Once you have entered a land you must, in order to escape, collect the keys to open the locks. When you pick up a key it will appear beneath your score, it will then open the first lock you touch.

You must collect the various treasures along your way to gain score. You have to shoot everything that moves, and defeat the 16th level of each land to complete the game.

LEATHERNECK

REQUIREMENTS:-

To run Leatherneck you require an Atari ST or an Amiga computer with at least 1 joystick.

LOADING:-

Toad, turn off all peripherals and add-ons, then place the your Leatherneck disk into the internal disk drive, the program will then load and run automatically.

CONTROLS:-

Leatherneck is a four player game. Two men are controlled with a joystick in the normal way, (i.e. in the two mouse/joystick ports), and the other two are controlled by a special MICRODEAL dual joystick adaptor, (available from Microdeal), the special adaptor is not required to play the game.

PLAYING THE GAME:-

When you begin the game you must make some sort of joystick movement or the computer will think that you do not wish to play, and your player will die.

The object of the game is to gain points by surviving and advancing as far as possible. To survive you must avoid enemies and their shots and stay clear of machine gun fire and explosions. To advance simply walk up the screen while surviving!! On the right hand side of the screen is a status area which displays for each player a score, lives remaining, current weapon and amount of ammunition. A bullet in the status area represents how much ammunition you have left for your current weapon.

WEAPON CONTROLS:-

Your current weapon can be changed in one or, two ways. The first is by moving you joystick rapidly right, left then right again. Or by striking a key on the keyboard.

PLAYER 1:- Keys to the left of 7,Y,H,B.

PLAYER 2:- Keys to the right of 8,U,J,N.

PLAYER 3:- Any of the ARROW keys.

PLAYER 4:- Any keys on the NUMERIC keypad. When playing a 4 player game to enable players 3 and 4, you must press the F10 key at the start of the game.

SHAOLIN WARRIORS

(Please Note:- Shaolin Warriors has previously been released as Karate Kid II).

LOADING.

To load karate kid place internal disk drive and turn the machine on, program will auto-boot.

PLAYING THE GAME.

ONE PLAYER:

In the one player game you control DANIEL who is dressed in white, you must have a joystick plugged into the NON-MOUSE port. To start the game you have to press the fire button and to advance to the next stage you must defeat the enemy.

TWO PLAYER:

In the two player game you must also have a joystick plugged into the mouse port, to start the game you must press the fire button on the joystick in the mouse port. The second player controls Daniels enemy.

CONTROLS.

F1 = RESTART

P = ABORT SCREEN.

FIRE BUTTON 1 = 1 PLAYER GAME.

FIRE BUTTON 2 = 2 PLAYER GAME.

MOVEMENT.

(WITHOUT FIRE BUTTON PRESSED).

JOYSTICK UP	=	JUMP
JOYSTICK UP-RIGHT	=	HIGH PUNCH
JOYSTICK DOWN-RIGHT	=	KNEEL AND PUNCH
JOYSTICK DOWN	=	DUCK
JOYSTICK DOWN-LEFT	=	FORWARD SOMERSAULT
JOYSTICK LEFT	=	MOVE BACK
JOYSTICK UP-LEFT	=	TURN AND PUNCH
JOYSTICK RIGHT	=	MOVE FORWARD

(WITH FIRE BUTTON PRESSED)

JOYSTICK UP	=	FLYING KICK
JOYSTICK UP-RIGHT	=	HIGH KICK
JOYSTICK DOWN-RIGHT	=	LOW KICK
JOYSTICK DOWN	=	SWEEP
JOYSTICK DOWN-LEFT	=	BACKWARD SOMERSAULT
JOYSTICK LEFT	=	BACK KICK
JOYSTICK UP-LEFT	=	ROUNDHOUSE KICK
JOYSTICK RIGHT	=	FORWARD KICK