

BIG BOX

TO
MEGA
GAMES

AMIGA & ATARI ST

PURPLE SATURN DAY

TINTIN ON THE MOON

KRYPTON EGG

STIR CRAZY (featuring Bobo)

CAPTAIN BLOOD

SAFARI GUNS

HOSTAGES

TEENAGE QUEEN

JUMPING JACKSON

BUBBLE +



INSTRUCTION MANUAL

CONTENTS

	Page
BUBBLE +	1
CAPTAIN BLOOD	2
HOSTAGES	12
JUMPING JACKSON	19
KRYPTON EGG	24
PURPLE SATURN DAY	26
SAFARI GUNS	36
TEENAGE QUEEN	37
TINTIN ON THE MOON	40
STIR CRAZY FEATURING BOBO	43

WARNING

DO NOT LEAVE COMPUTER DISKS NEAR ELECTRICAL OR MAGNETIC OBJECTS, E.G. TV, TELEPHONE, POWER PACKS, CALCULATORS, ETC. AS THIS CAN CORRUPT THE COMPUTR PROGRAMME.

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BUBBLE +

PLAYING INSTRUCTIONS

Throughout the game, the ghost has to blow the bubble to make it move, but other objects can also be affected by his ghostly breathing.

After the game, the five best scores are saved to the disk if the player wishes.

The score is made up in the following ways :

Leave a room : 1000 points + remaining BONUS.

Moving other objects : 5000 points.

The Bonus is awarded each time the ghost enters a new room. An extra bubble is provided each time the bubble leaves a room by going up to the higher level.

AMIGA & ATARI ST COMMANDS

Use the mouse to move the ghost.

The left-hand button makes the ghost tilt to the left.

The right-hand button makes the ghost tilt to the right.

The SHIFT key enables the ghost to blow.

CAPTAIN BLOOD

SAVE TO DISK:

In CONTROL PANEL mode, insert an unprotected formatted disk into your drive. Click on the DISK icon when the onboard clock has passed 5 minutes. You cannot save a game during the first five minutes of play. The icon will flash for several moments if the save has aborted. In that case you should check your disk and try again. The saved file is called 'BLOOD.CPT'.

LOADING A SAVED GAME FROM DISK:

In CONTROL PANEL mode, insert your disk containing the saved file 'BLOOD.CPT'. Click on the DISK icon BEFORE the onboard clock has reached 5 minutes. You cannot load a saved game after five minutes of play.

Should you wish to load a save game after the five-minute time limit, you'll have to reset the computer and reload the program.

Only sneaky types and defective clones save the game after every action! You're neither of those, are you?

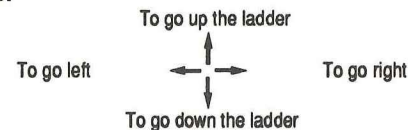
EXTERIOR VISION:

Simply click on this icon to switch from CONTROL PANEL mode to EXTERIOR VISION.

To come back from EXTERIOR VISION to CONTROL PANEL mode, click on any inactive button (eye).

COMMANDS

Bobo's movements:



To jump over the chamberpot : Fire Button or Space Bar.

To nudge a prisoner : Fire Button or Space Bar.

To go to bed : Fire Button or Space Bar.

N.B. You have to try to sleep in your own bed. When you have managed to stop all the prisoners from snoring, Bobo can go back to his bed to sleep for a while until another prisoner snores... Mind the chamberpot: if Bobo knocks it over, he will wake all the prisoners!

SCORE

You gain points when Bobo sleeps.

SCORE

You gain points each time a prisoner jumps over the wall.

An additional bonus is awarded according to the number of bounces the prisoners made before jumping over the wall.

THE ELECTRICAL WIRES



Bobo had succeeded in escaping from the prison and now he runs along three electrical wires, jumping from one to the other so as to avoid being electrocuted.

COMMANDS

To make Bobo jump to the left: ←

To make Bobo jump to the right: →

N.B. Watch out for the sparks. Try to take the green cylinders.
The game gets quicker as you go along.

SCORE

The number of points is calculated according to the length of time Bobo stays on the wires.

A bonus is gained each time Bobo touches a green cylinder.

THE DORMITORY



But, as we mentioned earlier, Bobo always returns to the prison in one way or another. And in the evening in his cell which he shares with five other prisoners, he can't sleep because of the snoring. He has to have peace and quiet and the only way to silence their snores is to give them a gentle nudge without waking them.

GALACTIC MAP (CHOOSING A DESTINATION):

In CONTROL PANEL mode, click on the GALACTIC MAP icon to access a view of the HYDRA galaxy.

How to use the GALACTIC MAP:

First select your destination's X co-ordinate. You do this by clicking on the red vertical selection bar which you then drag onto the desired X co-ordinate. In the left window you can see the co-ordinates of Blood's finger. The right window displays the chosen co-ordinates (the co-ordinates for the point of intersection of the selection bars).

Next, select your destination's Y co-ordinate. You do this by clicking on the red horizontal selection bar which you then place on the Y co-ordinate position of your choice. As previously stated, the chosen destination co-ordinates are at the point where the two selection bars meet.

When you have chosen your destination co-ordinates, strap yourself in and click on the HYPERSPACE icon.

To speed up the HYPERSPACE sequence, click the right mouse-button at the beginning or during the sequence.

OORXX CONTACT MISSION (LANDING AND PILOTING THE OORXX)

In EXTERIOR VISION mode, click on the OORXX CONTACT MISSION icon. The OORXX is teleported and lands immediately. You then have total flight-control of the OORXX with your mouse. You can climb, dive and turn. You are advised not to fly into

mountains. If the planet has defence systems, you should fly as low as possible. When the OORXX is detected by the enemy, two red arrows will start to cross the screen towards each other. When they meet in centre-screen, the OORXX blows up. To avoid having your OORXX destroyed in this way, dive as far as you can, until the arrows disappear.

Life-forms in the Hydra galaxy have a weird habit of living at the very end of canyons. You'll have to find the canyons. The OORXX is equipped with a life-form detector which is a red aim symbol. It will follow the mouse's movement on the screen. When the detector flashes, that means you're flying the OORXX in the right direction. If an arrow shows up beside the detector, that means you must turn in the direction the arrow is pointing to get onto the right heading.

When a life-form is found at the end of a canyon, the OORXX is programmed to land immediately. If the planet is deserted, the OORXX will land, extremely exhausted. If you are currently transporting a being in the Ark's fridgitorium, the TELEPORT icon will activate so that you can teleport the being onto the planet if you want. To do so, just click on the TELEPORT icon.

At any time during the flight, you can request a photo of the fractal scenery around the OORXX. Simply press the SPACE bar on your keyboard. The OORXX will stop. To restart flying, press the SPACE bar again.

OORXX DESTROY MISSION (DESTRUCTION OF A PLANET):

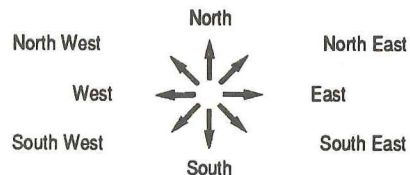
In EXTERIOR VISION mode, you can teleport an OORXX onto a planet in order to destroy it. Just click on the OORXX DESTROY MISSION icon. The planet will be irretrievably zapped.

OORXX GEOPHOTO MISSION (SURFACE SCAN):

In EXTERIOR VISION mode, you can teleport an OORXX into low orbit to collect aerial pictures of the planet. A special detector

COMMANDS

Bobo's movements whilst washing:



To obtain the diagonal directions on the keyboard, press two keys at the same time (e. g. ↓ and → for North West).

When Bobo is not washing the floor, he will move faster if you press the fire button space bar and a direction.

N.B. Sometimes, you have to soak the mop in the bucket (which will only appear when it's needed). To do this, press the fire button or space bar whilst Bobo is near to the bucket. You can prevent people from entering by positioning Bobo in front of the door which is half-open.

SCORE

You gain points whilst you are washing the floor (moving the mop). You get more points if you make someone turn back and even more if you stop someone from entering.

A Bonus is gained according to the state of the floor when the warden enters.

THE TRAMPOLINE



It is the warden's break-time in INZEESLAMMER and the prisoners have decided to take advantage of it by trying to escape. They jump from their cell window and Bobo is responsible for catching them on the trampoline so that they can jump over the outer wall.

COMMANDS

Bobo moves the trampoline: ← and →

N.B. The prisoners love jumping on the trampoline. The more you make them jump, the more points you gain when they jump over the wall.

SCORE

You gain points each time Bobo serves a ladle of soup.

PREPARING POTATOES



Bobo has to peel a pile of potatoes which gradually gets bigger as he works. He has to peel them as quickly as possible so as not to be surrounded by potatoes.

COMMANDS

- 1) To take a potato: ↓
- 2) To peel a potato: ← and →
- 3) To throw a potato: Fire Button or Space Bar.

N.B. The potato in Bobo's hand is represented by a large potato situated at the side of his chair so that you can see if it has been peeled properly. If it hasn't, it will be thrown back onto the pile!

SCORE

You gain points for each properly peeled potato and a bonus each time you finish peeling all the potatoes in the pile.

WASHING



Washing the floor is the chore that Bobo likes the least, because the other prisoners are inclined to walk on it. They leave footprints everywhere so he has to start all over again so that it is immaculately clean when the prison warden inspects it.

will indicate whether the planet is equipped with a defence system. To activate this mission, click on the OORXX GEOPHOTO MISSION icon, once for a medium altitude scan, and once again for a low altitude scan. To return to normal mode, click on the EXTERIOR VISION icon.

UPCOM MODULE (UNIVERSAL PROTOCOL OF COMMUNICATION):

Once contact has been established with a sentient life-form in a canyon or when a being has been teleported from the Ark's fridgitorium, the UPCOM comes on automatically.

The UPCOM is a system of communication using icons. The UPCOM uses a number of windows, which will each be described.

The dictionary window: at the bottom of the screen. This icon dictionary uses two sideways scrollings, one rapid (activated by clicking on a red elevator bar situated under the dictionary icon); the other slow (activated by placing Blood's finger over two red-striped boxes situated on either side of the dictionary icon).

By moving Blood's finger over the dictionary icon, you can read a simultaneous translation of the icon into human language. The translation window is just above the UPCOM.

The conversation windows: situated above the dictionary icon and separated by a central mouth.

a) the left hand window: reserved for the life-form you're communicating with. To translate his (or its) messages, move Blood's finger over them. As long as the central mouth is moving, the being hasn't finished saying what he wants to say. Click on the central mouth to read the next sentence. When the mouth stops moving, you can start sending your message.

It is possible to understand the sentences spoken by the being, if you learn his language. Each icon represents a specific speech-sound.

b) The right-hand window: reserved for your use. You can enter your messages by clicking on the icons of your choice in the icon dictionary. A small cursor under that window may be moved in order to insert an icon. Simply click on it. A delete option is available - click on the arrow situated to the right under the window. To transmit your sentences, click on the central mouth.

You can teleport a being into the fridgitorium, if the being agrees: At that moment, the TELEPORT icon will be enabled. To teleport the life-form, click on the TELEPORT icon.

Your conversational partner can, for reasons best known to himself, break off the discussion at any time.

If you want to leave the UPCOM during a conversation, click on the triangle at the right of the screen, under the DELETE arrow.

TELEPORT:

This icon is used to teleport a being from the planet into the Ark's fridgitorium. The icon will not be enabled until a being with whom you are in conversation consents to be teleported. If the icon is enabled and if you want to teleport the life-form, just click on the icon.

DISINTEGRATE THE TELEPORTED BEING:

When a life-form is teleported to the fridgitorium, you can decide to destroy the life-form by disintegrating it. If it's one of the Numbers, Blood will recover some of his vital fluid and survive a little longer.

STIR CRAZY featuring

BOBO

Bobo is perhaps the oddest inmate of INZEESLAMMER. He's been there for 17 years now, and his biggest dream is to get out. He'll try anything to escape, and sometimes he manages it. But inevitably he will be recaptured to spend yet another night in his cell dreaming of the outside world.

INZEESLAMMER is a really peculiar prison which tends to make the inmates behave childishly. Everything is an excuse for fun, even the daily chores can get them into trouble.

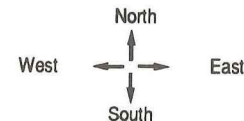
THE CANTEN



Bobo is on table duty and has to serve six prisoners who arrive one by one. You also have to give them a second helping when they ask. All of this must be done very quickly because the prisoners can get really mad if they're not served immediately.

COMMANDS

To move Bobo:



Bobo can only walk up and down the room when he is situated in the middle.

To serve one ladle of soup, press the fire button or space bar.

To take a full saucepan, press the fire button or space bar.

Every now and then, Bobo has to replace the empty saucepan with a full one (which is on the serving hatch). Move Bobo towards the hatch and press the fire button or space bar.

The bombs:

The bombs set by Colonel Boris are indicated at the bottom of the screen. They are transferred one by one into the yellow frame (bottom left corner of the screen) as TINTIN defuses them.

Note: An alarm signal will announce when a bomb is about to explode.

- To disarm a bomb, Tintin must simply touch it.

Other action possibilities:

- To free someone, Tintin only has to touch him (prisoners are indicated in the left border of the screen).
- To capture the hateful Colonel Boris, Tintin must sneak up from behind and jump on him! But he can also use the foam extinguisher.

4 - MOONLANDING

When you're close enough to start landing procedures, you'll momentarily lose the control. Take a well-earned rest as you sit back and watch the Moon get closer and closer. Then the rocket will turn round. It's time to take over the controls again!

To land you'll have to brake the speed by regulating the auxiliary engine. This last test will allow you to convert the energy remaining into score...

To increase auxiliary engine power:

- On the joystick use the Fire button.
- On the keyboard use the Space bar.
- On the mouse click the left button.

5 - SCORE TABLE

If you have realized one of the 10 best scores, you can save it. To write your name, make the characters scroll using the keys ↑ and ↓. Then to go to the next character press →. Press RETURN to confirm your name.

Note: The disk must not be write protected!

To play once more, press any key.

6 - GAME OVER

If you have lost, you'll see the message "GAME OVER".

To play once more, press any key.

FRIDGITORIUM:

It's a cryonization container where teleported beings are conserved. The beings in question must give their consent because the teleport system uses psychic energy generated by the being's will, a little like hypnosis. For security reasons, living beings cannot be teleported into the Ark, so they must be cryonized and stocked in the fridgitorium. The fridgitorium has a disintegrate crematorium feature which you can use if you feel like it. This feature recovers vital fluid, and so Blood can use it on the Numbers. All other forms of vital fluid are unfortunately incompatible with Blood's organism.

NOTE: Pacemakers are automatically extracted before cremation, so there is no risk of explosion during the disintegration phase.

THE OORXX BIRTH RAMP:

The layer is incorporated into the Ark's structure, in the pram zone. This area is completely sterile, of course. The newly-laid baby OORXX are propelled onto the birth ramp immediately after a stress-free birth. The layer is able to lay endless numbers of babies.

TIME:

Onboard time is displayed on the clock, in Earthling minutes and seconds. The UPCOM takes account of the minutes only. 60.45 means 60 minutes and 45 seconds, which comes to HOUR 60 for the UPCOM.

The game is limited to 45 realtime hours.

THE ARK'S POSITION (X, Y):

This window indicates the X, Y co-ordinates of the Ark in the Hydra galaxy.

THE ? COMMAND

When the OORXX has already been placed on a planet, it may be reactivated, which saves you from having to pilot another through all those dangerous mountains.

When the Ark stops after a hyperspace jump, near a planet you've already visited, simply switch to CONTROL PANEL mode by clicking on a closed (disenabled) button. The ? command is then available and enabled. Click on it to reactivate the OORXX. You will inevitably catch up with the character you talked to the last time.

PLAYING HINTS:

CAPTAIN BLOOD's Ark stops near an inhabited planet at the start of the game. The HYDRA galaxy is biggish, boasting 32,768 inhabitable planets noted on the map. Not all of them actually have thinking life-forms living on them, so it's easy to get very lost and see nobody for millions of years. That's why it's a damned good idea to note down the precise co-ordinates of inhabited planets before plunging into the immensity of unknown space. That way, you can always get back to a familiar place. Ask any space jock: trusting your luck is a non-viable survival option.

The program recreates the galaxy each time you begin a game. That means that co-ordinates of inhabited planets are not valid from one game to the next.

Bear in mind that Blood is degenerating. Don't be surprised if his hand gets the shakes from time to time: it's normal. It's also a bad sign! HE MUST GET HIS VITAL FLUID BACK. That's the only way he can regenerate. To recover the vital fluid, Blood has to find the NUMBERS and disintegrate them in the Ark's fridgitorium.

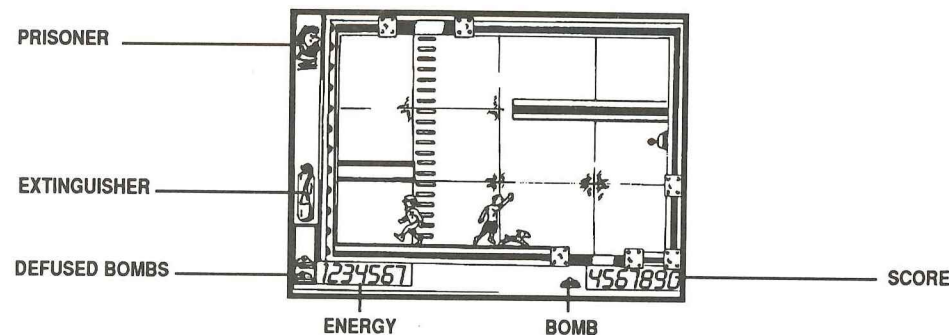
This software explores a new concept, the BIO-GAME. The characters can evolve, be born, die, trade information and generally get on with their own independent lives. Strange things can happen:

3 - IN THE ROCKET

Your job is to guide Tintin through the various rooms in the rocket. You'll have to disarm the bombs, put out fires, free his companions and catch that dastardly Colonel Boris! These are the four conditions which have to be fulfilled to go over to the next stage.

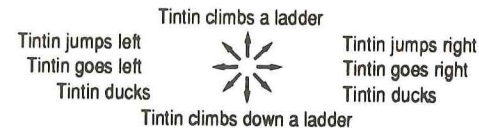
Note: You'll first have to get the extinguisher. When it is empty (it will flash on the left-hand side of the screen), fetch another one. To take an extinguisher, TINTIN must simply touch it (it will appear on the left-hand side of the screen).

Warning : in this part of the game, you cannot play with the mouse.



Commands for moving Tintin :

- In normal gravity:



- In Zero gravity:

Tintin floats through the rocket's various compartments.

To change his trajectory, use the joystick or arrow keys just before he bounces off something, keep the direction during the bounce, then release.

To switch from normal to zero gravity (and vice versa), press F1.

Commands to activate the extinguisher:

To take an extinguisher, TINTIN must simply touch it.

You make use of it by giving a direction (joystick or keyboard) and pressing the fire button or space bar simultaneously.

TINTIN ON THE MOON

The first rocket to the Moon is about to be launched from the Atomic Research Centre at Sprodj in Syltavia. On board are Tintin, Snowy, Captain Haddock, Professor Calculus and the engineer Wolff...

The army of technicians make their final checks. The rocket is all set for take-off. Sirens and loudspeakers blare out the signal to evacuate the launch area. The gantry ramps fall slowly aside. Time: 1:29 a.m. The countdown is under way. 5-4-3-2-1. Ignition! In an explosion of flame and smoke, the mighty space ship lifts off the pad, heading for Earth orbit.

Note : At any moment you can freeze the game by pressing the "P" key. To continue playing, press any key.

1 - STARTING THE GAME

To start, press the Space bar, when you see the picture of the Earth control station.

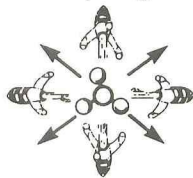
Note : If you see the icon "Disk n°2", replace disk n°1 in the drive by disk n°2.

2 - PART ONE: THE JOURNEY THROUGH SPACE

Now you take over the controls of the rocket. It's your job to take our friends to the moon. You'll have to avoid the meteorites and catch the yellow and red spheres on your way.

- The yellow spheres stock you up with energy.
- You'll have to catch 8 red spheres to go over to the next stage.

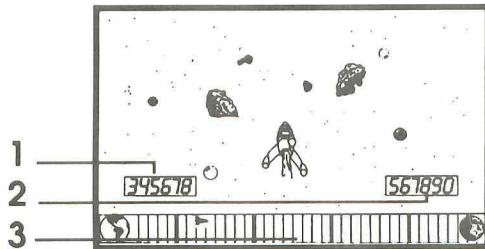
Commands for piloting the rocket:



- Joystick: just push your joystick in the direction you want to go.
- Keyboard: use the arrow keys to guide the rocket in whatever direction you want. Press two keys at the same time if you want diagonal flight.
- Mouse: move the mouse in the direction you want to go to.

Indicators:

- 1 - your energy level
- 2 - your score
- 3 - your distance from the Moon.



planets can appear or disappear overnight, the behaviour of matter is out of our control!

You can transport beings from one planet to another but you'll have to win their trust first. Study their behaviour closely, because knowing who you're dealing with can mean the difference between life and death.

A BRIEF GLOSSARY OF FAUNA IN HYDRA

TRICEPHALS : Very interesting genetically. These guys have three android heads, each of which is equipped with an amazing tongue.

SINOX : Hardworking and intelligent, the Sinox are the technology whizzkids of the galaxy.

ANTENNA : Simple creatures, the Antennas are really very friendly. Maybe too friendly.

TUBULARBRAINERS : The only race so far known to have tubular brains. Their intelligence is quite peculiar and difficult to grasp.

TROMPS : Inoffensive creatures, if somewhat stubborn. Their hair is highly prized as snuff by the Sinox.

ROBHEADS : In a far off age, Hydra was invaded by bionic armies of android combat-robots with orders to take charge for a few thousand years. When the Hydrans got fed up with them, things went hideously sour for the robots. A few decapitated units managed to keep some systems functioning. They are the Robheads. They're just robot heads with a few memory zones still working. Completely harmless, they just lie there. They can't even reproduce, unless some passing geneticist

KINGPAKS : Ridiculous creatures who smoke tromp tails (supposedly aphrodisiac) and eat pills. Not very smart. Rumour has it that they inspired the early Pac Man games.

IZWAL : Peaceful and generous beings. Look almost human. Very cultured. Masters of Science.

BUGGOL : Beings with a particular social behaviour, being obsessively democratic. All belong to YATANGA, which is the only political party around and whose one aim is to defend democracy as obsessively as possible. The President's term of office is not fixed. As soon as a BUGGOL attains a majority, he is elected. Since all are eligible for high office, Presidents tend to change very frequently, sometimes every 5 minutes. At the time this story begins the BUGGOL remains on ROSKO. He can't be elected, owing to the shortage of electors. He would need two more votes to become President of planet ROSKO. An imposter (a YUKAS), who doesn't even live on ROSKO has got himself elected in a fixed election. ROSKO is now in political upheaval.

YUKAS : Belligerent and underhand characters. No class at all. Little is known of their customs.

CROOLIS : Separated into two distinct evolutionary branches: Vareux and Ulves. Each has always hated the other.

MIGRAX : As their name suggests, they are great travellers. Highly intelligent, they carry the news around the galaxy. Excellent negotiators. Their slyness is legendary.

ONDOYANTES : Originally from planet Ondoya, these are dream creatures. They appear beautiful to those whom they like, and ghastly to those they detest. This way, everyone knows where he stands.

NUMBERS : Blood's clones. There are 5 of them; Number 1, number 2, number 3, number 4 and that son of a bitch number 5 ...

The player whose turn it is can open the betting (BET) or not (STAY)

The player who opens can bet from 5 to 25 chips.

The opponent can fold immediately (DROP)

Or can raise the betting (RAISE)

Or can match the current betting, in order to change some cards (CALL)

The change of cards gives a clue to your opponent's hand. If she changes 2 cards, it could mean she has three of a kind. It could also be a bluff!

Betting starts again. You can leave the initiative to your opponent (STAY)

or raise the betting yourself (BET)

Three situations can then develop for all the players:

- You abandon the game (DROP)

if you think the stakes are too high for your hand;

- You see the opponent's hand (CALL)

by matching her bet. The hands are compared to find the winner;

- You increase the betting (RAISE)

to up the stakes and put pressure on your opponent. Bluffing comes into its own at this stage. To bluff means to intimidate the opponent into folding by giving the impression that your hand is much stronger than it really is.

SPECIAL CASES:

- If both players STAY

following the first deal, the game is cancelled and the preliminary 5 chips stay in the pot.

- If both players STAY

following the second deal, the hands are compared to find the winner.

STRIP POKER:

Each time you win, your opponent will have to get her chips back from you. You'll be charmed by the way she does it. Jocelyn Valais has made some spectacular graphics for your pleasure.

CHANGING CARDS:

- Left click on the cards you wish to change. Click a second time to cancel.
 No-mouse PC: use the numeric pad keys 1 to 5 or the Function Keys F1 to F5. Press the key a second time to cancel.

- Right click to confirm your choice.
 No-mouse PC: hit ENTER or RETURN.

PANIC BUTTON: If you're using a PC, you can hit ESC to clear the screen and display a studious-looking A>.

To return to the game, hit ESC again.

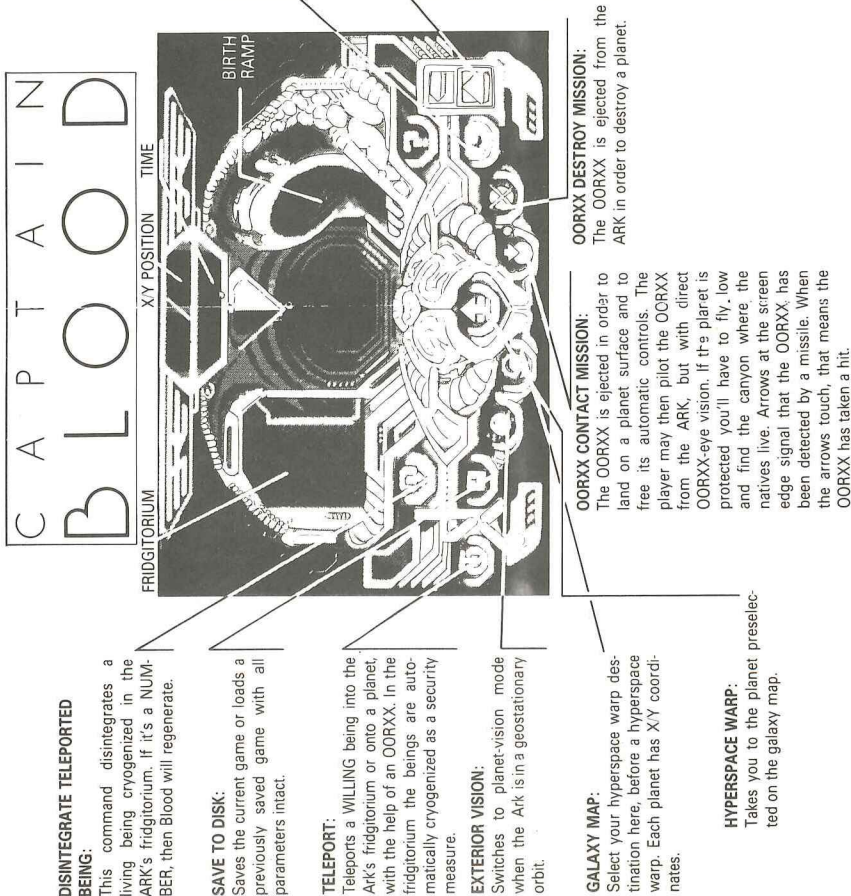
CARD VALUES:

- The order is 7, 8, 9, 10, J, Q, K, A.
- No suit is stronger than another.
- The combinations, from weakest to strongest, are as follows (see table, p. 3).

1. **Pair:** two cards of the same value (e.g. 2 jacks)
2. **Two pairs:** each pair containing two cards of the same value.
3. **Three of a kind:** three cards of the same value (e.g. 3 nines).
4. **Quint:** five cards, of varying suits, whose values form a straight continuous sequence (e.g. 8, 9, 10, J, Q).
5. **Flush:** five cards of the same suit, whose values do not form a quint.
6. **Full house:** three of a kind and a pair (e.g. 3 jacks and 2 eights).
7. **Poker:** four cards of the same value (e.g. 4 queens).
8. **Royal flush:** a straight sequence of five cards of the same suit.

RULES

First of all, before any cards are dealt, a preliminary bet of 5 chips is compulsory. The program takes care of this for you.
 5 cards are dealt to each player, who start to play in turn.



HOSTAGES

START OF GAME

Some people have been taken hostage under your nose, and the terrorists have abandoned their cars and entered the Embassy. Unfortunately they control the whole building from the 1st to the 3rd floor. The number of hostages that exist is controlled by the story and the level of difficulty you have chosen for your mission.

CHOICE OF MISSION

After the kidnapping of the hostages, you are given a choice on the degree of difficulty of the game. You can determine the duration of the ultimatum, the number and the aggressiveness of the terrorists and their reaction capacity. You can choose one of the following from the first menu:

- **LIEUTENANT:** With a low number of terrorists with weak aggression, this enables you to train for the harder missions.
- **CAPTAIN:** The number of terrorists increases and so does their speed of reaction.
- **COMMANDER:** In this mode the number of terrorists and the number of hostages taken are at their maximum. The player must without mistake and taking particular attention to the placement and co-ordination of his combat team, rescue all the hostages. Not a single mistake during the approach and exploration of the building is allowed.

From the second menu you can choose either:

- **TRAINING** (there are no hostages)
- **TARGET**
- **ULTIMATUM**
- **RESCUE**
- **JUPITER**

The one you have chosen will appear in reverse colour. For choosing, use the arrow UP/DOWN (cursor keys or joystick), then press the fire button (space bar). The more difficult the mission the less time you have to complete it.

At the end of your mission the front page of a newspaper will appear either celebrating or condemning you. Also the percentages score you have gained on your mission.

TEENAGE

Queen

STARTING TO PLAY:

To begin with, each player has 100 chips. The first bet (compulsory) is for 5 chips. 5 cards are then dealt. The players can then start to BET.

HOW TO PLAY:

Very simple! Just click on your chosen options with the left mouse button.

On a no-mouse PC, you can type the initial letter of each option, the function keys F1 to F3 or the keys 1 to 3 on the numeric pad. These keys correspond to the position of the options on the screen, from left to right.



STAY: you hold.



BET: you start betting.



RAISE: you raise the betting.



CALL: you match the bet to:

- change some of the cards in your hand (1st round)
- see your opponent's hand (2nd round)



DROP: you fold and quit the current game.

SAFARI GUNS

◆ AIM OF THE GAME

You'll have to get as many points as possible by taking photographs of the animals you meet and eliminating the poachers who deal with protected animals and shoot on you.

Be careful to know what you are using: the camera or the gun!

You must not shoot on animals! The poachers would be pleased, if you would photograph them, however that isn't exactly the aim of this operation!

◆ GAME COMMANDS

Your cursor represents: - either a camera sight (square),
 - either a gun sight (circle).

You move the cursor with the mouse or the arrow keys (on IBM PC without mouse).

To select the camera or the gun, place the cursor on the corresponding icon (bottom of the screen) and click.

On IBM PC, keyboard: - press D to get the gun,
 - press G to get the camera.

To take a photograph or shoot, move the cursor on the aim (animal or poacher) and press the left mouse button or space bar (IBM PC keyboard).

PAUSE: Press the right mouse button.
 Press the P key (IBM PC keyboard).

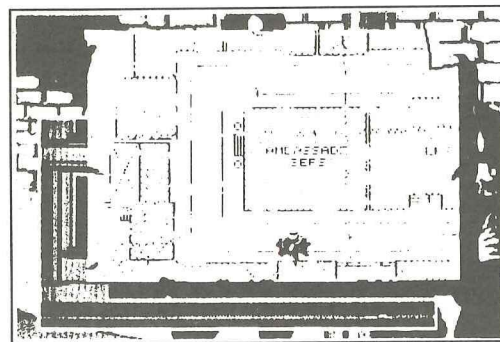
POSITIONING YOUR MARKSMEN

You have 3 marksmen at your disposal. To effectively keep watch on the 3 sides of the building, the men must stay all night in the best positions possible. You control the marksmen one by one. When you position a marksman his name and number will appear on the screen. The three marksmen DELTA, ECHO, MIKE can be moved with the aid of the keys F1, F2, F3. When the marksman is covered you can move on to another man by pressing ESCAPE or FIRE.

ESCAPE OR FIRE: GENERAL PLAN

On the plan, you will see the places where you must position your men to keep watch on the 3 sides of the Embassy. These places are shown by a cross. When you want to see how far one of your men has progressed, you call his number F1, F2 or F3.

His body will then appear on the map to indicate where he is.



TO LEAVE THE MAP: ESCAPE OR FIRE

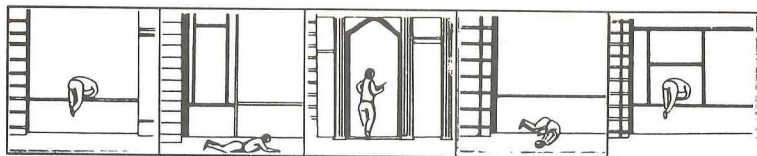
You then play the last man that was selected (unless he has already been killed in which case you must select another).

MOVEMENT COMMANDS

You must avoid having your men spotted by the spot lights of the terrorists. As soon as one of your men has been spotted the terrorists will open fire and can then eliminate one member of the combat team.

In order to avoid being spotted and to arrive at the right places (marked by crosses on the map), you have several movements at your disposal by using either the joystick or the keyboard.

→	RIGHT	move right	
←	LEFT	move left	
↓	DOWN	to lay on the floor	
↑	UP	to hide	
↘	DOWN+RIGHT	forward roll to the right	} only if you are in a standing position
↙	DOWN+LEFT	forward roll to the left	
↗	DOWN+RIGHT	crawl right	} only if you are lying on the floor
↖	DOWN+LEFT	crawl left	



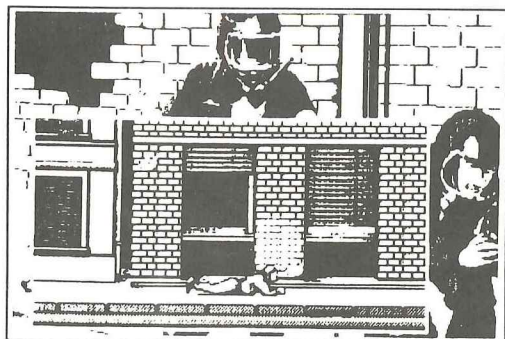
↑ : lying ↑ : standing ↑

ESC, SPACE or FIRE access to the map (only when your man is hidden)

In this mode: F1, F2,F3 DELTA, ECHO, MIKE

END OF SEQUENCE

When all your men are in position on their crosses. (If all your men are dead start again).



HELICOPTER

When all your surviving men are in place in the interior of the buildings adjoining the Embassy, you pass automatically to the sequence of the helicopter, where it will place 3 men on the Embassy roof. These 3 men represent the direct intervention combat team (D.I.C.), and it is these men who will enter the Embassy. To achieve this they must be positioned on the roof near the edge. They descend the building by abseiling and break through one of the windows to explore the interior of the Embassy. Following this, you must find the hostages and free them all, while avoiding the terrorists' patrols. To start one of the men abseiling press the space bar or fire button.

POSITIONING ON THE ROOF

GENERAL PLAN OF THE SITUATION: ESCAPE

By pressing the ESCAPE key, you will see a display of the situation. The D.I.C. men you have managed to hide are shown by crosses on the adjoining buildings. The men on the Embassy roof are likewise shown by crosses. Their code names are shown by F4, F5 and F6.



CONTROL PANEL DESCRIPTION:

TOP:

- opponent's score on the left
- your score on the right.

SMALL SCREEN RIGHT:

- current magnetic Field tension

BOTTOM:

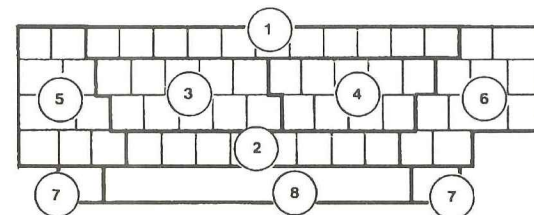
- left: clock
- right: speed
- center: light which flashes when particles escape.

GENERAL COMMANDS

You can use a joystick or the keyboard:

JOYSTICK: as for the mouse. Fire button: mouse button.

KEYBOARD :



8

F1-F2

F9-F10

TIME JUMP

(Mastering Time)

★ THE AIM:

Jump as far as possible into the future.

To make your jump, you must capture energy three times, by clicking on sparks which cross the screen.

The energy you catch will fuel a gravity-catapult which will fire you through time and space.

DANGER: this competition has C132 classification.

★ GAME DESCRIPTION:

Click a mouse button. This will "wind up" the catapult and release the energy sparks. You must then click to wind up the catapult completely, release... you jump, friend!

Your trajectory will lead you past the "crown of seven suns". Beyond them, you will exceed the speed of light and therefore enter another dimension. The more energy-sparks you captured, the further you will plunge through mind-altering visions of space-time contraction, a vertiginous spectacle of theoretical vacuum, intrinsically extrapolational!

NOTE: You can slow the energy-sparks down. Do this by pressing repeatedly when winding up the catapult. These forward/backward movements, if they're long enough, will slow the sparks down. The idea is to get as close as you can to rupture-point, when the ship will start vibrating.

★ COMMANDS:

Mouse button: wind-up catapult
clicking on sparks

Mouse movements: movement of aim-sights.

TO MOVE A D.I.C. MAN

You only need to press the function key corresponding to the code of that D.I.C. man (e.g. F4 moves D.I.C. man F4). When you decide where you would like your man to descend from (by using the cursor key or the joystick), the cross must appear on the edge of the roof. The man is then ready to descend and to start this operation you must press ESCAPE.

IMPORTANT: There is no obligation to go through the display of the map in order to change from one marksman to another. All you need do is press the function key which corresponds to his code. The switch from one man to another is then symbolised by a video effect.

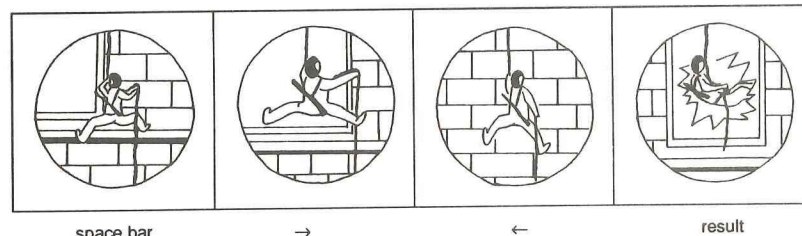
The map can be called up at any time by pressing ESCAPE. You can change from one man to another at any time. You can if wanted change from a marksman facing the east wall of the Embassy directly to a D.I.C. man who is inside the Embassy.

EMERGENCY SITUATION

When one of your team, either inside the building or while abseiling, finds himself in a delicate situation e.g. the presence of terrorists in the same room or in one of the adjoining rooms. The man's code on the control board will begin flashing and this indicates an emergency situation. The player must then change to that person in danger by pressing the appropriate function key. If you wait too long, your man could be neutralized by the terrorists.

ABSEILING

When one of your men is in position on one side of the building, he can then be used for abseiling down the wall and then enter the Embassy. In order to play him press his function key, you are then in the DESCENDING MODE. There are three movements at your disposal.



1) PUSHING AWAY FROM THE WALL = SPACE BAR: In order to extend his legs (so he is pushing away from the wall) press the space bar (or fire button), when you think you have applied enough force so as to push yourself away from the wall, release the button, you will then immediately go to phase 2.

2) OPENING MODE = RIGHT: In order to descend, the rope must slide along the body. To achieve this you have to let go of the rope (by pressing cursor right or joystick right). Your player will then descend the wall. However do not wait too long to stop, as due to his increasing speed of descent your player will crash to the floor.

3) STOPPING = LEFT: When you want to break through a window to enter the Embassy or if you want to stop on the wall, move joystick left or cursor left. The player's right hand will then take hold of the rope stopping his descent.

GOING THROUGH A WINDOW

There is only one way to enter the Embassy and that is to break through one of the windows while abseiling. You have to stop your descent on a window while making sure you have enough speed to break it. This requires skill.

When this operation is successful the window will break and you will see your man enter the building. He will then begin to explore the various floors of the Embassy.

Mind it may be dangerous to go through a window behind which there is a terrorist. In this case your marksmen can be useful.

TO CLIMB IN CASE OF FAILURE: Direction UP

If you don't succeed breaking through the window and you find yourself on the level of the 1st floor you can climb by using a mechanical pulley attached to the roof (use direction UP ↑). You will then see your man climb the wall of the Embassy. You can at any time decide to stop climbing and again try and penetrate the Embassy.

DON'T FORGET

You can at any time change from one person to another, just by pressing the appropriate function key. For example you could now go to one of the marksmen which you have placed on the roof of one of the adjoining buildings.

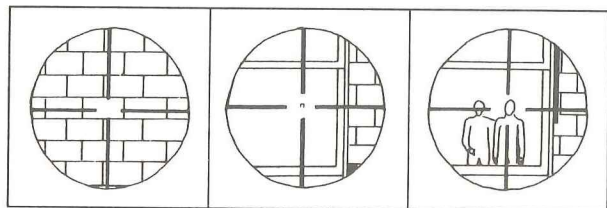
USING YOUR MARKSMAN

By pressing the corresponding keys you move one of your marksmen into position. Each marksman watches one side of the building.

THE PRESENTATION: You will see your marksman in position ready to kill, with the view he has through his gun sight. To survey the situation you must use the cursor keys or the joystick.

When you pass on a window, a red dot will appear on your sight. This means you are ready to eliminate a terrorist. Behind the window will appear (according to the patrols of the terrorists) shadows and figures. These can also represent hostages who are prisoners in that room.

If you are ready to fire press the space bar or fire button. Your gun will load itself automatically.



wall

ready to fire

Who is a hostage?

If you want to change wall and marksman you press the appropriate function key. You can pass (if desired) to the men on the roof or the men in the Embassy.

You have to be careful not to eliminate a member of your combat team or one of the hostages.

The re-activated chip will turn red. However, it won't be permanently re-activated until it has been penetrated by an electric charge, at which point it will turn green.

Red chip: vulnerable

Green chip: permanently re-activated.

This is extremely important, because your opponent will do all he can to steal the energy from your condensers, de-activate your chips (if they're red), open and close doors to block your progress, etc, etc!

Of course, you can (and should) do the same to him!

Once all the chips on your side have been penetrated by a charge and all 6 pins linked to the central EXXOS have been lit up, then the game is over! The first competitor to finish is the winner.

★ TARGETS:



switch



condensor



memory



bridge



short circuit

it causes the charge to restart from beginning



resistances

① slows down the charges

② accelerates the charges

right:

your side of brain and your score

left:

your opponent's side of brain and score

★ COMMANDS:

Move mouse: move ball

Mouse button: fire ball

BRAIN BOWLER

(Mastering Mental Waves)

*** IMPORTANT**

This game may seem complicated at first. In fact it is revolutionary! Read the following instructions carefully, and you'll soon be playing an amazingly exciting game!

★ THE AIM:

Both competitors face a brain-wall. The two sides of the brain are the two players' territories.

Each player controls an electro-ball which he fires at the wall by clicking on the mouse button. The balls bounce off the brain-wall and return to their starting-point.

The idea of the game is to re-activate your side of the brain by guiding the electrical charges which move along the circuit towards the six pins linked to the central EXXOS.

THERE IS NO TIME LIMIT.

★ GAME DESCRIPTION:

The targets placed on each side of the brain can change their state when struck by an electro-ball.

You can hit a switch to open or close it. This will block or release an electric charge onto its circuit.

You can hit a charge which is blocked at one end of a bridge, to make the charge cross the bridge.

You can take the energy from one of the four condensors (round components which light up when penetrated by an electric charge). The electro-ball will then return full of energy! This energy will let you activate one of the eighteen chips, by hitting it with the energized electro-ball.

EXPLORING THE ROOMS

MINI-MAP

If you decide to play with one of the men inside the building, you pass into **EXPLORATION** mode. To show where you are there is a mini-map on the left-side on the screen. Depending on which floor, the mini-map will show all the rooms and corridors.

Your position is shown by a small red arrow. It not only shows your position but also your direction of sight. The other members of your team are shown by a red dot, the terrorists by an orange dot and the hostages by a white dot. You can sometimes see in 360° the rooms that are surrounding you, if you find yourself in a corridor. The direction of the arrow shows the direction of your sight.

MOVEMENT

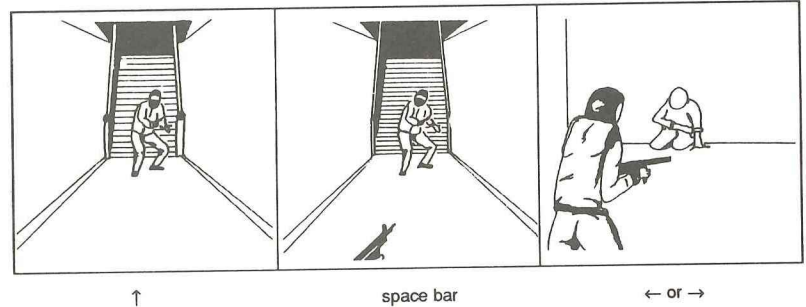
You can use either the cursor keys or the joystick.

In the corridor:

To move in the direction of sight	direction UP	↑
To pivot at 90° to the right	direction RIGHT	→
To pivot at 90° to the left	direction LEFT	←
To turn around	direction DOWN	↓

If you want to enter a room, place yourself in front of the door and step forward (direction UP).

In a room:
You mainly move to the left and right: \leftarrow and \rightarrow . The directions UP and DOWN are of use only when there is a door before or behind you and you want to go into another room or the corridor.



AN ENCOUNTER WITH THE TERRORISTS

When you encounter one or more terrorists, you can pass into FIRE mode, by pressing the space bar. At that moment by using the commands LEFT/RIGHT you move your machine gun to point towards the terrorists, remembering to keep the fire button or space bar pressed.

The man with the fastest and best aim will win the battle.

To move again release the space bar then use the direction commands. Remember this if you want to escape quickly.

ENCOUNTER WITH THE HOSTAGES

Once you have eliminated all the terrorists on one floor you can then rescue the hostages. You walk into the room where they are kept and if there are no terrorists you can take the hostages with you. You must guide them to a room on the 3rd floor which doesn't have any windows and is shown top-right on the mini-map. When they are all in that room, the hostages are in a more secure place. However the terrorists could move towards that room, and then you have to protect the hostages.

HOW TO GUIDE A HOSTAGE

When you have freed a hostage and you want to take him to the room on the 3rd floor, the hostage will follow in your footsteps. When you have brought him to the room he will stay there without moving to explore the nearby rooms. You can then continue exploring the other floors of the Embassy with the same D.I.C. man.

ENCOUNTERS BETWEEN HOSTAGES, TERRORISTS AND D.I.C. MEMBERS

If while exploring one of your men alerts the terrorists, he is placing the lives of the hostages in danger. So you must move quickly in the corridors and rooms without making a sound or without being spotted, as each second lost could be fatal for the hostages. If you encounter some hostages with the terrorists guns pointing towards them, you must neutralize the terrorists without injuring the hostages, if you don't your mission will have failed. Be careful, the terrorist could open fire on you and seek protection behind the hostages. You must then choose the best solution.

DON'T FORGET THAT YOU CAN CALL AT ANY TIME, OTHER MEMBERS OF YOUR TEAM BY PRESSING THE APPROPRIATE KEYS.

END OF THE GAME

The game has ended when:

TOTAL SUCCESS: If you have regrouped all the hostages in the 3rd floor without windows or if you have neutralized all the terrorists present in the Embassy.

FAILURE: All the members of your team have been neutralized by the terrorists.

If your situation is between the two mentioned above (maybe you have lost some of your men, or you have not rescued all the hostages), the comments and scores you have achieved will be shown on the front page of the paper and the end of the game.

ADDITIONAL INFORMATION

PAUSE BUTTON

If you want to pause the game at any time, press the P button on the keyboard. To restart, press any key.

- Mouse with right button pressed:
 - * back: turn round
 - * left: turn left
 - * right: turn right
 - * forward: fire laser

- Left mouse button:
 - * fire laser



CONTROL PANEL DESCRIPTION:

TOP:

- opponent's score on the left
- your score on the right.

SMALL SCREEN LEFT:

- short-range radar
 - * yellow: your position
 - * blue: your opponent's position
 - * red: energy

SMALL SCREEN RIGHT:

- collected energy fragments:
 - * left: your opponent's catch so far
 - * right: your catch so far.

BOTTOM:

- left: clock
- right: speed
- center: light which flashes when the pure energy is fragmented.

BOTTOM:

- left: clock
- right: speed
- center: light which flashes when you're in front.

TRONIC SLIDER

(Mastering Energy)

* THE AIM:

The idea of this competition is to get as many fragments of pure energy as you can. You'll be piloting a scooter on an orbital game area.

THERE IS A TIME LIMIT.

* GAME DESCRIPTION:

An energy-ball moves around the game area. You must make it fragment by firing at it. The energy fragments are now yours to take. Just fly your scooter over them to pick them up. Don't forget that your opponent is also playing...

Once you've picked up the pure energy fragments, the initial energy-ball will reform, and you start all over again.

You can push your opponent to shake off some of the fragments he has collected.

To pilot the Tronic Slider, don't hesitate to make slides and 90-degree turns.

* COMMANDS:

- Mouse forward: accelerate
- Mouse back: slow down
- Mouse left: move left
- Mouse right: move right



THE STORY



The bad times have come. ROCK'N'ROLL is dead! Classical music (yuk) has taken over and the world's a sad, sad place you want to get out of; nothing but dusty oboes, creaky cellos and incredibly old conductors waving their melancholy arms around.

To save civilization as we know and love it, someone's going to have to find ELVIS PRESLEY's firstever record, because that's where the whole soul of ROCK is preserved in its essential purity.

The KING cut the historic masterpiece when he was working as a truck driver. He saved up enough to record two songs for his mother's birthday. The record was made in a small studio in MEMPHIS, where 10 copies were pressed.

Of the original 10 records, only 1 remains. Whoever finds it will free the spirit of ROCK'N'ROLL and save the world from the gloom and despair of classical music. Before we get some fun back in the world, however, all the great ROCK'N'ROLL records of history have to be collected.

There's only one person who can do the job right: the direct descendant of the one and only JUMPING JACK (from JUMPING JACK FLASH, the crazed and amazing 1968 ROLLING STONES song, written by Mick JAGGER and Keith RICHARDS).

THE OPTIONS SCREEN

Move the hand cursor onto the option of your choice, using joystick or cursor keys.

Press FIRE or one of the keys SHIFT, ALT and CAPS to confirm your choice.



This screen offers the following options:

- ♦ **START:** This starts the selected game (A or B, with 1 or 2 players).
 - ♦ **GAME A:** You have to get through 16 game levels. The easy version. Click on this option to obtain the GAME B icon. GAME B also features 16 game levels, but they're harder; for professional rock-fans only! Click on the GAME B icon to switch back to GAME A mode.
 - ♦ **1 PLAYER:** .. This is for solitary fans. Click on it to switch to the 2 PLAYER option. Click again if you want to choose the 1 PLAYER version.
 - ♦ **DEMO:** This gives you an idea of the game.
 - ♦ **PASSWORD:** Every 4 levels, following the CHALLENGE level, you'll be given a password in case of success. To use it, click on PASSWORD at the beginning of play, and type in your password.
 - ♦ **TOP 1000:** All your names and scores are stocked here.
- When you're ready to roll, click on START. If you don't select anything, a demo will auto-start.

THE RULES

THE MISSION

In each game level, JJS must collect all the ROCK records and save them from being destroyed by classical instruments.

When all the records in one level have been picked up, JJS moves to the next level.

How to pick up the ROCK records

In each level, there are special zones with coloured tiles. JJS must colour the whole special zone with the same colour.

You increase your opponent's score:

- by going by the wrong side of the markers, when you're in the lead.

You are allowed:

- to push your opponent
- to move away from the center of the asteroid belt in order to catch up with your opponent.

* COMMANDS:

- Mouse forward: accelerate
- Mouse back: slow down
- Mouse left: move left
- Mouse right: move right

* CONTROL PANEL DESCRIPTION

TOP:

- opponent's score on the left
- your score on the right.

SMALL SCREEN LEFT:

- short-range radar
 - * yellow: your position (always in center)
 - * blue: your opponent's position
 - * red and white: the markers

- relative distance of opponent's ship.

SMALL SCREEN RIGHT:

- your position relative to the planet
- distance travelled.

Beneath the species' name (upper right) are four windows containing top scores and success percentages in each competition: Ring pursuit, Tronic slider, Brain bowler and Time jump for the selected race.

Click on the triangle at the top of the character ID file to return to the pyramid.

6. EVOLUTION OF SPECIES

As the competitions are held each Saturn year, the various competing species tend to evolve and change. For example, a Golgos competitor on the 3rd Purple Day won't necessarily have the same characteristics as the Golgos competitor on the 45th Purple Day.

Species' evolution and performances are recorded on the disk.
DO NOT WRITE-PROTECT your disk!

RING PURSUIT

(Mastering Space)

★ THE AIM

The idea is to fly in Saturn's asteroid ring right around the planet. Wrecked space-ships have been placed as markers along your route. There are two kinds of marker:

RED MARKERS: you must go by to the right of them.

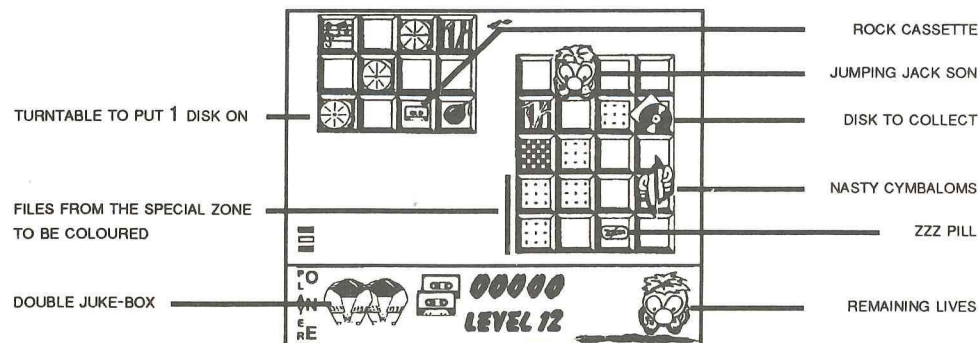
YELLOW MARKERS: you must pass to the left.

This competition is a DUEL in which time counts for little. To win, you must score as many points as you can. Only the competitor who is in the lead is obliged to pass the markers correctly.

You score points:

- when you're in front
- by going to the correct side of the markers, when you're in front.

Once a special zone has tiles of only one colour, a good ol' Rock'n'Roll record appears beside the zone. JJS must then move onto the tile containing the record. The record will then appear in the JUKE BOX. JJS then has to put the record onto a turntable of the same colour (for example, a yellow record on a yellow turntable). The turntable will start to spin, some good music starts to happen and this joint gets rockin'!



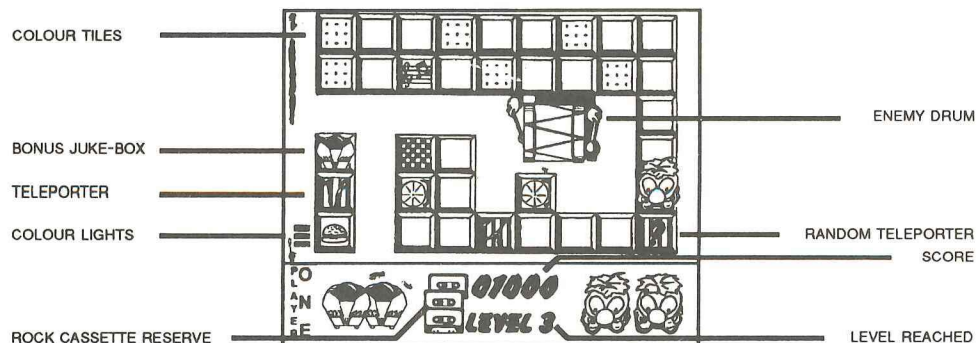
How to colour a special zone

Do this by jumping onto the colour-tiles, which can be of three different colours; for example, Blue, Yellow and Pink for the first level.

Each time JJS bounces, the tile changes colour. If it started blue, it will turn yellow. If JJS bounces on the same tile a second time, it will turn pink. Another bounce, and it turns blue again. And so on.

Jumping Jack's here to help you

Every time he bounces on a colour-tile, his fluorescent hair turns the same colour as the tile he's on.



The colour order is noted by three small lights at bottom left of the screen.

Storing the records

In the player's control zone, you can see a juke box which shows the colour of the record(s) that JJS has picked up. In general, you can store (and therefore take) only one record at a time, unless you've already picked up a juke box or two on the game screen. In that case, your bottom-screen juke box will grow, allowing the storage of one or two extra records.

Starting and finishing a level

JJS starts each level from a chequered tile which has a number of special properties: As long as JJS stays on the chequered tile, the monsters can't move. No monster can move onto that tile. Anytime JJS is being chased by a monster, you can increase the distance between them by moving JJS across the tile. The chequered tile is also the FINISH for the level. When JJS has completed the level, he has to move onto a chequered tile in order to go on to the next level.

THE GAME UNIVERSE

As he moves through the levels, JJS will meet a whole lot of different tiles, traps, powers, bonuses, etc. To give you some idea of the crazy universe you're about to play in, here's a description of some of the weird objects and zany monsters you'll be dealing with.



- TELEPORTERS: of two kinds:
Normal (always the same place)



- LEATHER-JACKET: JJS gets an extra life if he moves onto it.



- Random (stamped with a question mark).



- The "ZZZ" pill: sends the monsters to beddy-byes, for a while.



- The EXIT tile: this is a fast-lane into the next level.



- The WALKMEN: give JJS one of the following temporary powers:



- BONUS: your score goes up with a bang every time JJS moves over a coke bottle, a hamburger or a pizza.



- SHADES: when JJS takes the dark glasses, his hatred of classical music reaches such terrifying proportions that the monsters flee for their miserable lives! Careful, JJS isn't invulnerable.



- NOTES (musical ones): Whatever can they mean?

The CHALLENGE levels

JJS will confront one of these every four levels. A CHALLENGE level is made up of lots of little balls that grow when JJS moves over them. He has to move over all of them. Once they've grown, they block his path. Success is rewarded! The prize is a password which allows you access to a level.

3. TRAINING:

Facing the empty podium:

click on one of the four windows representing the four competitions. A robot will act as your opponent.

Keys F1-F2 = pause

Keys F9-F10 = quit the competition.

4. TO TAKE PART IN A COMPETITION:

Click on the Saturn triangle at bottom center screen. The competition table will display. At the bottom of the pyramid you'll see all eight competitors grouped into their pairs.

Score totals will appear beneath each character's label. The human and his opponent are privileged to open the proceedings.

Click on a competition panel to compete. You are free to choose the order of competitions.

Click on the cross at bottom screen, under the pyramid, to quit the competition. The other species will then compete to finish the first round. The winners will be raised a level in the pyramid for a further confrontation without you. The ultimate winner receives the final reward on the podium.

5. CHARACTER IDENTITY FILES

Click on a character label at bottom screen to consult his species' ID file. 6 characteristic icons appear beneath the triangle:

- Agility
- Mental fluid
- Aggression
- Temporal flux (ability to move through time)
- Size
- Eyesight



1. THE AIM OF THE GAME, FRIEND:

The PURPLE SATURN DAY Games are held every Saturn year. Eight species take part, including humans (that's you!).

The eight competitors are divided into four pairs. The two individuals of each pair compete against one another in four competitions.

The winners of these quarter-finals go on to the semi-finals and then to the final. The outright winner receives a kiss from the Purple Saturn Queen!

2. THE FOUR COMPETITIONS:

The four competitions are symbolized in four windows at the top of the podium. From left to right:

- Ring pursuit
- Tronic slider
- Brain bowler
- Time jump

In each window are displayed the latest scores: your score (at the top) and your opponent's (below yours).

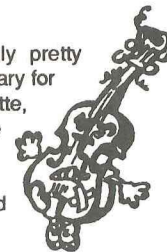
DELAYED powers

During the Challenges and SECRET levels, JJS will find powers on golden tiles; these powers will only activate on the next level. They are, of course, shades, invisibility, etc.

JJS HAS ENEMIES

Classical instruments hate JJS. They'll stop at nothing to stop him. Some are only pretty intelligent. Others are diabolically clever. You'll need to work out the tactics necessary for cornering them or keeping away from them. There's one sure way: drop a rock cassette, by hitting FIRE (or one of the keys SHIFT, ALT and CAPS on ATARI, or one of the two AMIGA keys Δ on AMIGA). You have 3 cassettes. A cassette will block the instrument for a few seconds, then disappear. You can recover a cassette before it disappears, by moving over it and hitting FIRE. A cassette can only be dropped onto an ordinary tile, not a colour-tile or bonus.

MEGA ENEMIES: you'll see.



USING THE TOP 1000

↑ or ↓ : (joystick or keyboard) scroll the scores

← or → : (joystick or keyboard) stop the scrolling

FIRE : scrolls the scores 10 by 10

The keys "F1" to "F10" scroll the scores in the corresponding hundreds.

RETURN or "E" allow to leave the Top 1000

WINNING TECHNIQUES

- ◆ Keep an eye on the colour-order lights at bottom screen. When they're off, it means it's no longer necessary to get a disk of the corresponding colour.
- ◆ Don't forget the bottom-screen JUKE BOX which shows the colour of record JJS is carrying. Try to pick up the game-zone juke-boxes.
- ◆ The best way to get through a level is to corner the most dangerous enemies as soon as you can.
- ◆ It's important to build up a big score as fast as you can. At scores of 5000, 10000 and 20000, if you have three lives left, a double scoring system is triggered. The score will flash during the double score period which ends when you lose a life.
- ◆ If you have less than three lives when you reach these scores, then you'll get another one.
- ◆ Here are some keyboard commands:
 - "P" or SPACE will pause the game. Same keys to restart.
 - HELP will scroll the entire level, showing you which turntables have yet to be completed. (Your enemies will leave you alone during the scroll).
 - F1 : all sounds on/off
 - F2 : music on/off
 - F3 (on Atari only) : changes the screen frequency from 50 Hz to 60 Hz and vice versa. 60 Hz is a good option for colour screens: it increases the screen size and game speed, for fast rockers!
 - F10 and the "E" key quit the game and switches you to the options screen.

A final word. If JJS gets stuck on a level, stay cool. Check out the screen; the word on the street says there are secret passages in there.

May the beat be with you!

K R Y P T O N E G G

THE GAME

KRYPTON EGG is played using only the mouse. Left click to eject the first ball. You will soon notice that the bricks are not all alike. The striped bricks release "spells". Here are some of them:

Glue / Spectre / Slow game / Fast game / Turbo bat / Leaden ball / Extra ball / Left-right switchover / Double points / Single fire / Double fire / Destructive fire / Multidirectional move / Computer assisted play / Bat size / Anti-monster shield / Extra lives / Transparent ball / Freeze / etc.

Some have 4 levels of force. Use your reflexes to take the ones you want.

The aliens on the screen simply deviate the ball. The exception is a nasty fellow called Cyclopus Picus Vulgarus: avoid him! To get through some of the screens, you'll need to spin the ball. With a little practice you'll soon be able to send it where you like!

The fight against the monsters

Once you've battled your way through 10 screens, get ready for a monster! If you can destroy it, the way will be clear for a fresh series of screens. He's a tough brute with six lives!

How to get an extra life

KRYPTON EGG is proud to award you an extra life for every 2048 points you score.

If your nerve gives signs of imminent collapse, take a break by hitting the space bar (pause).

How to release a ball

Should the ball get hopelessly stuck, you can release it by pressing Help (or F2). You can restart the game with Undo (or F3).

PAL/NOT PAL and 50/60 Hertz mode

AMIGA: The F1 key will switch from PAL mode to NOT-PAL mode if your monitor supports this mode.

ATARI: The F1 key will switch from 50 to 60 Hertz (faster game) if your monitor supports this mode.

Hall of fame

When the game is over and if you're in the top 10, then you can enter your name (15 characters maximum). Just move the mouse sideways to scroll the letters, and left click to choose one. The right mouse button can be used to speed things up.

Saving the scores

On ATARI, press the S key (saving to disk 2).

On AMIGA just press S.

ATARI ST

THE CONSTRUCTION SET

Load from disk 1: just hold down the ALT key during loading and once you're back to the desktop, click on the CNS_SET.PRGM icon. Before making your own screens, we advise you to make a second disk, otherwise the original screens would be erased by your creations. Proceed as follows: format a disk, copy the following files to this disk:

FAME.ART FINAL.SPR MENU.ART NOISE.SPL LEVEL.TAB

AMIGA

Switch off your computer. Insert a WORKBENCH disk 1.3 in the drive. Switch your computer back on. During loading press the key CONTROL and D simultaneously and continuously.

This way to access the AMIGADOS screen. Insert the game disk. In the CLI window type: DF0: construction DF0: set.gfa and press RETURN. The message "Chargement du mode construction" (Loading construction mode) will display.

How to use the construction set

There are two different pages. The first is used to select bricks; the second is used to place them.

♦ 1st page: selecting the bricks

The brick types: KRYPTON EGG uses a number of different brick-types. Make them scroll by clicking on the arrow-boxes on each side on the top of the screen.

The bricks with relief, the wall-bricks and gold-framed bricks are indestructible.

Partly gold-framed bricks are destroyed after 5 hits but will later re-appear.

Double bricks also come back to life after a period determined by their colour, while death's head bricks reduce bat size. Hyperspace teleport bricks (with a red, green, grey or orange square) must always be placed in pairs (otherwise the black hole will get your ball!).

Remember that "spells" can only be carried by striped bricks: you access these bricks by clicking 3 or four times on the arrow on the top right of the screen.

Selecting such a brick will give access to the bottom-screen options. By clicking on PREVIOUS or NEXT, you display the name of the spells in order to select them.

Choose the spell level (4 levels) by clicking in one of the 4 force squares.

♦ On the second page you will find the following options:

On top of the screen, you scroll the screens that you create by clicking on UP or DOWN. WARNING: an empty screen is displayed when you cannot scroll further.

- The GET and PUT options. GET places the screen in a memory buffer; PUT is used to recover it.

Warning, the screen used to place the buffer will be deleted!

- CL clears the screen completely.

- Load and Save options.

- To be playable in the game, your creation must be entitled "LEVEL.TAB".

- OPTION: by left clicking this item, you switch back to the first page.

♦ To switch from select mode (1st page) to positioning mode (2nd page) and vice versa:

ATARI ST: Move the cursor outside the frame and right-click.

To position your bricks, left-click the mouse. In this mode a right click erases the brick under the cursor.

AMIGA: On the first page, right-click the mouse anywhere in the screen, to switch to the second page.

On the second page, whether you right click on the reference brick on top, in the middle of the screen or you left click on OPTION.

Note that on AMIGA, when you right click outside the reference brick, you access to the ERASE mode which is indicated by a grey brick instead of the former reference brick. To erase a brick, position your cursor under a brick and press the left mouse button.

To go back to edit mode, right click anywhere but on the grey brick on top of the screen.

WE WISH YOU A LOT OF FUN!

Unlimited Lives: Each time you manage to defeat a monster, you'll discover a fragment of the Krypton Egg mystery: the secret of eternal life! You'll be able to play endlessly and even jump instantaneously from screen to screen!