# 10 ▶COMPUTER hits 2

| 1 | **Codename Mat** ▶ Micromega |
| 2 | **Wizards Lair** ▶ Bubblebus |
| 3 | **Technician Ted** ▶ Hewson |
| 4 | **Mutant Monty** ▶ Artic |
| 5 | **Snooker** ▶ Visions |
| 6 | **Android 2** ▶ Vortex |
| 7 | **On The Run** ▶ Design Design |
| 8 | **Covenant** ▶ P.S.S. |
| 9 | **Superpipeline 2** ▶ Taskset |
| 10 | **Circus** ▶ Adventure Soft |

## ▶10 ORIGINAL HIT GAMES

**Loading Instructions**

Insert cassette into recorder and load in the normal manner:

Type load "" and press enter. After a while a menu will appear on the screen showing you which games are on the cassette. Stop the cassette as soon as this appears. Re-set the tape counter to zero and load the first game in the normal way. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

If you encounter any problems in loading make sure the heads on your tape deck are clean and if necessary adjust the volume level of the recorder.

# 1 ▶ CODENAME MAT
© Micromega

**The Game** Codename MAT – MISSION: ALIEN TERMINATION – the desperate plan to place in the mind of a teenager the combined tactical skills of all the planetary leaders in the solar system. MAT is mankind's last hope. For decades the Myons have sought to dominate the Solar System, whose fleets are now ragged and depleted. They have launched an all-out attack, knowing that Earth is developing revolutionary space-craft. Only the prototype – USS Centurion – has been built, and it must be pressed into immediate service as both battle-cruiser and tactical command centre. Piloting the craft in battle and controlling the Planetary Defence Fleets is beyond any normal human… MAT is created.
Now your mind is MAT's mind. Take control of the Centurion and blast off on the greatest adventure of all…

**Setting Up**
Direction & Fire
6.  Left
7.  Right
8.  Down or JOYSTICK SELECTED
9.  Up
Ø  Fire

Other Controls
W  Warp Drive Engage
D  Defensive Shields (on/off)
K  Tracking Computer (on/off)
A  Switch Tracker to alternative
   enemy, if any
T  Transmit subspace commands
   to your own forces
H  Hold/restart program

Impulse engines
1.  Decelerate
2.  Accelerate
3.  Decelerate to a halt
4.  Go to cruising speed (30%)
5.  Go to full speed (not available with
    AGF/PROTEK Joystick)

Display Controls
F  Front View
R  Rear View
L  Long range scan
S  Sector Scan
C  Solar chart and ship status

**Getting Started** Select control option as requested on loading (1–6).
Select game level (1–3).
1.  Short practice game
2.  Full game, medium sized Myon invasion fleet
3.  Full game, large fast-moving Myon invasion fleet

Select game type (1–2)
1.  Commander: you control deployment of
    Planetary Defence Fleets
2.  Pilot: deployment of fleets under computer control

The forward cockpit view will appear. You are stationary in the outermost planet's system. Press D to activate shields. Press 4 to come to cruising speed of 30%. Pressing R will give the rear view. Pressing K activates the visual tracking computer which selects forward/rear views to face any object

being tracked. Pressing S puts up the sector scan, showing your location in the planet's system, and that of all other fleets, satellites, etc. Pressing C puts up the solar chart, showing all planet sectors in less detail, allied fleets' strengths and Myon systems status. The bottom-screen Battle Computer display remains at all times. This is also where the Subspace Receiver gives information about planets under attack, damage reports are made, and alerts are given of Myons in your area. Pressing L puts up the long-range scan, giving a scale display of all objects in your area in relation to you. To move to another area in the planet's sector you must use the Warp Drive. To move to another planet's sector you must warp into an area containing a Stargate, find it and fly through it (red one for system outbound, cyan inbound). If 'Commander' was selected you can transmit commands to your conventional fleets by pressing T.
All displays and functions are described in detail further on.
Each area may contain any combination of three types of Myon ship.

(⟷)  Fighter – will attack Centurion the moment to two are in the
     same area. Top speed 70%. No shields.
⟩⟨  Cruiser – will only attack when within range 3000, otherwise
     follows a steady course. Top speed 60%. No shields.
▣  Base Star – will attack immediately. Top speed 80%. When its
    shields are gone it turns red and runs until they have
    regenerated (about 2 mins.)

A planet or satellite is under attack when four of the adjacent eight areas are occupied by Myon craft. You have about 3 minutes to clear one of these areas before the Myons have destroyed their target. They construct two fighters and a base star from a planet, or two fighters and a cruiser from a satellite. It is sometimes best to destroy a planet yourself to prevent this. Myons delay to attack planets, rather than carry on through Stargates to get towards Earth, except when they are losing really heavily.
Damage suffered by Centurion in battle can be repaired, and energy restored, by reaching a planet or satellite. Orbit is achieved by stopping between ranges 400 and 500 with vertical and horizontal angles less than 5 degs. Centurion will be drawn down and destroyed if you get too close. Do not forget to reactivate shields, etc., and turn away before getting under way again!
Damaged impulse engines will operate raggedly if you hold the relevant control key down. All other systems cease to function when destroyed. Loss of several systems can seriously affect your ability to navigate. Warp drive is not vulnerable to damage. If Centurion runs out of energy, or it or Earth is destroyed then the war is lost. The destruction of the last Myon craft signals victory. You will be scored according to the time, planets or satellites saved, level of play and efficiency of tactics.

**Display types**
Permanently on screen

| Energy | | Object range |
|---|---|---|
| E = 08271 | | R = 15721 |
| V = 030 | | N = 2 |
| Speed | | Object number |

| Angle from straight | | Shield status |
|---|---|---|
| ahead of tracked object | | SH – ON |
| = +46 | | TR – OFF |
| = −17 | | Tracking Computer |
| Angle up/down | | status |
| to tracked object | | |

**Long-range scan** 3-Dimensional global representation of your area of space. Each area behaves as a circular universe. A craft disappearing ahead will reappear ahead, for instance. You look down from above. Centurion is represented by the fixed central blot, its nose towards the top of the screen. Thus, if you turn to the left the entire display will appear to revolve to the right around your position. If you loop the loop the display will rotate vertically as if you were looking down through a revolving cylinder. It is worth playing with this until interpreting it is second nature – it will need to be!

**Sector Scan** Shows a 10 × 7 grid, each part of which represents two areas as above.

| ● | Main planet in system |
|---|---|
| ● | Satellite |
| F..I | Planetary defence fleet (dots show ships left in fleet) |
| ⁘ | Stargate (Red–outer system/CYAN–inner system directions) |
| ⊏ | Fleet of 3 Myons |
| – | Fleet of 2 Myons |
| ‥ | 1 Myon |
| :: | USS Centurion |
| + | Warp Cursor |

**Solar Chart** The solar chart is made up of all seven sector displays miniaturised and rotated anticlockwise 90-degrees.

| – | Myon fleet |
|---|---|
| + | USS Centurion |
| × | Planetary defence fleet |
| □ | Planet |
| ■ | Satellite |

Fleet's strengths are shown below thus:

|    | Earth | Mars | Jupiter | Saturn | Uranus | Neptune | Pluto |
|----|-------|------|---------|--------|--------|---------|-------|
| F1 | 3     | 3    | 3       | 3      | Ø      | Ø       | Ø     |
| F2 | 3     | 3    | 3       | 2      | 1      | Ø       | Ø     |

Centurion's systems status is shown below thus:
PH1/PH2  Photon Tubes
SHE  Shields
IME  Impulse Engines
BCO  Battle Computer
SRE  Subspace Receiver
STR  Subspace Transmitter
LRS  Long Range Scanner
(Flashing = DAMAGED, Red = DESTROYED)

**Warp Drive** To warp into another area select Sector Scan with S. Use the direction controls to position the warp cursor at your destination. Press W to engage Warp Drive. The display will return to forward view, with the diamond of the Warp Channel Marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights, as if chasing another craft. Otherwise you will go off course. You can set and leave the warp cursor position and use Warp Drive later.

**Stargates** To reach another planet's sector you must pass through a Stargate. A cyan one will take you inwards in the system and a red one outwards. You first warp into the Stargate area, then track it down with your displays or battle computer. It is visible at about range 2500. You must fly through the centre to achieve transfer. The faster you are travelling, the more accurate you must be. You will arrive in the next planet's system in the area of the other end of the Stargate. If both you and a Myon are present at a Stargate you cannot use it until the Myon is destroyed.

Dozens of species of monsters inhabiting the lair
Knights · Executioners
Weapon throwing
Gold · Food · Drink · Armour · Weapons · Wings · Crosses · Rings · Diamonds ·
Keys and spells to be collected
Snakes · Tables · Gargoyles · Skulls · Shields · Tiger rugs · Lamps ·
Longcase clocks · Dressers · Pictures
Pothole Pete
Magic lifts
Wardrobe lifts
Seven levels of the lair
Bonus lives
User definable keys

**Joystick and pause options** Either Kempston or Sinclair 2 Joystick compatible or user definable keys for keyboard operation.
**Pause** The game may be paused during play by pressing the BREAK/SPACE key.
Any key or joystick action will restart it.

## 3 ▶ TECHNICIAN TED
© Hewson

**The Game** Technician Ted is an enthusiastic young computer hacker who bounces to work at the local Microprocessor factory every day at 8.30 a.m. Anxious to please he knows he must complete his 21 daily tasks by clocking off time at 5.00 p.m. or incur the wrath of the Big Boss. But his fiendish boss hasn't told him what the tasks are or where they are located.
Undaunted Ted gets his mate (who also works at the factory) to give him a rough sketch of the rooms close to the canteen after promising to buy him a cuppa at tea break–

| We Call Him Sir | Ted's Desk | Canteen | Reception |
|---|---|---|---|
| Cloakroom | Silicon Slice Store | Boardroom | Photocopier |
| Main Corridor | | | |

His mate says the first thing he's got to do is go to his desk then visit the Silicon Slice Store. In each room he has to hit two flashing boxes in the correct sequence.
The only other words of wisdom his mate can come up with is the next task is in the Diffusion Furnace, but unfortunately his mate doesn't know where it is. He does know that for some tasks time is of the essence and the two parts of the task must be completed Megaquickly!

**Controls** Kempston, Sinclair Interface II and Protek compatible.

| Action | Result |
|---|---|
| Q, O, 5, 6 or joystick left | Ted moves to the left |
| W, P, 7, 8 or joystick right | Ted moves to the right |
| Any key on the bottom row | Ted jumps |
| 9, 0 or joystick fire | |
| A, S, D, F, G | The action freezes (hit a movement key to recommence) |
| H, J, K, L, ENTER | Music off (press again to switch on again) |

**Subspace Transmitter** In 'Commander' mode you need to issue instructions to the Planetary Defence Fleets to use them in your strategy. To do this press T. You will be prompted for the name of the fleet you wish to transmit to. Respond with the letter of the planet to which it belongs, followed by the fleet's number, and press RETURN. S2 would be Saturn fleet no. 2; U1 would be Uranus fleet no. 1, etc. Then enter message and press RETURN. A message comprises the first letter of the direction to move and the distance, repeated as needed, followed by any suffix desired. Suffix R will cause it to remain at its new position. Suffix D will cause it to Defend the perimeter of the destination area. A message E2N5R means 'Go East 2, North 5, and Remain there'. W5D means 'Go and Defend the perimeter of the area 5 to the West'. Each fleet remembers its previous R or D command and will apply to any new instructions if neither suffix is present. A fleet cannot travel through a planet or satellite area. It can be useful to put transmit R first to make a fleet stay still while you are composing its message. If a fleet runs into Myons on its journey it will normally enter combat and ignore the rest of its orders. Using the suffix M will make it avoid combat en route – if used, this suffix should be the very last item in the message. The Sector Scan is correctly oriented North-upwards for the directions used in issuing commands.

**Tracking Computer** K switches this on or off. It will automatically switch between forward and rear views to face any object being tracked. You always fire in the direction of view. The object being tracked is indicated by the 'N' in 'readout. 'P' indicates a planet or satellite, 'S' a Stargate, 'Ø' no objects present, '1', '2' or '3' which number Myon of those present is being tracked. You may switch between attackers by pressing A. The Battle Computer's readouts of range and angle are for the item being tracked. When first entering a Myon-occupied area it is wise to switch between attackers to determine which is the closest or you may be taken by surprise.

**General Information** In battle, knock out fighters first, trying to stick with the one you are tracking, otherwise you may get one in your sights just as the tracker switches view to follow another. Chasing cruisers can be time-consuming. It is sometimes best to leave them for later unless they are a threat to a planet. Space always has lumps of rock floating through it. You cannot track these, but they can cause damage, so keep your eyes peeled! It is unwise to continue battle when either the Battle Computer or Long Range Scanner is damaged. Either can be used effectively for finding planets or Myons, but loss of both will leave only the fore-aft switching of the tracking Computer to indicate an object's location.
Keep an eye on energy. Shields, Warp Drive, Impulse Engines and Photon Tubes use varying amounts. Hits by Myon photon balls cause the most serious drain. The display will flash below 1000 units.

## 2 ▶ WIZARD'S LAIR
© Bubblebus

**The Game** Trapped in an underground cave 'Pothole' Pete stumbles across the WIZARD'S LAIR – a massive subterranean network of interconnecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lion which are spread over several levels of the cave. There are many items and strange creatures to help and hinder Pete in his quest to escape.

**Features**
Caves · Rooms · Tunnels · Passages · Secret passages · Doors · Trap doors
Underground rivers · Lakes · Waterfalls · Wells
Subterranean undergrowth

**Scoring** The number of tasks completed and the time of day is shown at the bottom of the screen. A pink tell-tale running horizontally across the screen shows the number of lives remaining. You will lose a life if Ted collides with a hostile object – all moving objects are hostile and some stationary ones are too.
When the two parts of a task have to be completed within a time limit, Silicon Slices will appear on the tell-tale. On completion of the first part the slices will move along the tell-tale and you must complete the second part before they all disappear off the screen.

## 4 ▶ MUTANT MONTY
© Artic

**The Game** Like most people Monty has two main ambitions in life, to "get rich quick" and to become a hero. Here he has the opportunity to achieve both.
He has only to make his way through 40 rooms, collecting all the gold en route and rescue the "damsel in distress". What Monty is not aware of are the countless aliens set to stop him; from the dreaded parallelians to the very beautiful but extremely rare Quantum Leapies (QL?) (Sorry Sir C!) – and also that he has to pass through the Pit of Eternal Slime, the inside of a neutron accelerator and cross the desolate wastes of Pithor before he can finally rescue the fair maiden.
All this with only five lives and the clock ticking away against his score, should Monty continue or should he have to stop for a drink at the conveniently placed refreshment bar? Poor Monty, only the brave should play.

**Keyboard**
Escape from the game          CAPS SHIFT + SPACE

**Joysticks** Sinclair and Cursor

## 5 ▶ SNOOKER
© Visions

**Instructions** After loading, Vision's Snooker checks automatically to see if you have a Kempston joystick attached, if not it selects the keyboard as the input medium. The joystick duplicates all the functions of the keyboard. Except where you need to select an option.

◀ ◀5 6 7 8 9▶ ⊕
◀◀ Q W E ▶▶          ▼ ▲
◀▲ A   D ▶          ◀ C Q I ▶
◀ Z X C ▶          ◀ 6 7 8 9 ▶
                   ○ Fire

The cursor keys shown allow you to move the Cue and the Cue Ball the "S", "H" and "9" act as the FIRE button if you are not using a Joystick.

**Start Game** After loading, the message 'NUMBER OF PLAYERS 1/2' will appear.
1 = one player option
2 = two player option
Select the option you require, and the message 'PLAY A 15-BALL GAME Y/N' will appear. This permits you to play a full or a 10-ball game. After choosing your mode of play, the message 'PLACE WHITE BALL INSIDE CIRCLE' will appear. Using the keys shown, or the joystick, position the + within the 'D' on the table plan. Ensure that the + is not touching one of the other balls. When you are satisfied about the position of the cue ball press 'FIRE' and the white ball will appear.

**First Break** The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the FIRE button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

**Potting and Spin** To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball spin to take, whilst first pressing the FIRE button.

Then release the FIRE button and continue to press the direction key or joystick. When you release the key the shot will be taken.
If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue.
If you pot a red you must then select a colour.

**Selecting a colour** After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours and you must move this to the colour you are going for. This is done by using the keyboard or joystick, either up and down, or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed. When all the reds are potted the computer is programmed to automatically select the colours in proper order.

**Options** When the message 'POSITION CROSS' appears there are three options available:
1. DELETE BALL FUNCTION
The FIRE button deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross re-appears.
2. ABORT GAME FUNCTION Y/N
Y starts a new game.
N returns you to the current game.
3. FOUL SNOOKER OPTION
This option is only available on a two-player game. After a 'FOUL SNOOKER' message appears, press key three to get the instruction 'FOUL PASS Y/N'. If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

## 1 ▶ ANDROID 2
© Vortex

**The Game** Stop the advance of the Millitoids. Survive the maze of death, rationalise the paradox zone and overcome the dangers encountered in the flatlands.
Achieve this and return to the transporter capsule before the departure dead-line. But beware. There are lethal Hoverdroids, Bouncers and land mines everywhere.
3D full colour graphic effects, fast action machine code and multi-screen wrap around zones make Android Two a mindblowing action game.

## 2 ▶ ON THE RUN
© Design Design

**The Game** Your name is Rick Swift, a troubleshooter hired by the Defence Department for dangerous missions. In your latest mission you must enter a deadly area which has been affected by an unfortunate accident involving experiments in chemical warfare. Strange and weird mutations of the plant and animal life in the area have occurred, the animals becoming deadly to the touch.

**Your Mission** Contained within the mazes there are still six flasks of the dangerous chemicals which will become active in one hour. Your mission is to collect all the flasks before this happens. Because of the lethal nature of the chemicals you have been equipped with a jet-pack to rapidly move around the mazes which you must explore. However, this suit requires energy and this energy depletes if you come into contact with a mutant. If your energy reaches zero you will die due to exposure to the deadly chemicals. Spread throughout the mazes are various objects which may be used to your advantage, careful experimentation is required!

**Controls** 'On The Run' has a user definable game control system, which is explained in the incorporated screen instructions. Joysticks may be used and are selected from within the front end.

**Screen Display** The screen shows your immediate surroundings whilst the top lines display your score, the flasks collected, the time remaining and your remaining energy as a bar graph.

## 3 ▶ THE COVENANT
© PSS

**The Game** Scattered about the vast subterranean complex are 64 fragments of parchment that when correctly assembled will give you all the knowledge of your people's culture –
Your task as the last survivor of your ancestral race is to assemble the covenant and repopulate the desolate surface of your planet with the animals that live in the caverns.

**Your equipment** The Globe – controlled by telekinesis – contact with creatures will cause an energy drain. Exit and enter the Globe by pressing the FIRE button when stationary.
Note: When outside the Globe you will consume twice as much energy.
The Stun Gun – only works when you have picked up the relevant anaesthetic to be found in each area. Contact with a stun bolt will cause an energy drain. The creatures will only be stunned for a few seconds and you must get back into the Globe, manoeuvre over them and pick them up.
The Key – you will find a key in each area. This will unlock a chest holding a piece of the covenant but can only be used when you have collected all the creatures in the area.
The Energy Points – to replenish your energy, find an energy point, exit the Globe and stand over it. You will hear an increasing sound that will tell you when your energy is replenished – be careful though, some energy points will actually drain your energy!

**The Scoring**

| Creatures captured | 16 – 64 Points depending on which level |
|---|---|
| A piece of the covenant | 400 points |

A bonus of 3000 is awarded after collecting all the parchment and returning to the start position.

## Status Screen
Pressing SPACE at any point during the game will pause the game and display
– your current energy level
– the objects held
– the number of pieces of the covenant collected
– your current score
– the game time taken.
Pressing SPACE again will restart the game.

**To save the game** At any point in the game, press SPACE. This will display the Status Screen. Now put a blank tape in your recorder, make sure the "Mic" lead is connected start the tape recording and press S. This will save the game at your present position, along with the high score table and any user defined keys.
To reload the game, load the master game tape, press SPACE to obtain the Status Screen, start your saved tape playing then press J. When loaded you will be back to the point of the game where you left it.

| | | | |
|---|---|---|---|
| ↑ | ↓ | ← | → |
| ↑ | ↓ | ← | → |
| ↑ | ↓ | ← | → |
| ↑ | ↓ | ← | → |

## 4 ▶ SUPER PIPELINE 2
© Taskset

**The Game** All you have to do is keep the pipeline in good condition until the barrels are full.
The water tank holds enough water to fill all the barrels and then some spare. Simple eh!
If the pipeline develops a leak, the water will spill out and be lost.
You play Foreman Fred. His job is to defend the pipeline and get any leaks fixed, fast. Leaks can only be fixed by a workman and a workman needs taking to the leak before he'll start.
The pipeline runs through many hostile lands populated by evil insects and terrible tools. You have the only gun, so the workmen look to you for protection.

**Setting Up**
1. If you have a Sinclair Joystick use PORT 1.
2. If using keyboard control:  O = Left
  P = Right
  Q = Up
  A = Down
  Bottom row = Fire

**Getting Started** As soon as you've loaded the game it will cycle through the demonstration mode, showing the title page, a scene from the game and a list of the top ten high scores. The system assumes you want a 1 player game with three lives. Press 1 or 2 to allow 2 players or more lives. Press FIRE at any time to start the game.
The game screen sets up showing the water tank top left and the barrel scrolls in as this pipe network is drawn for you. All the pipes are empty and play begins as the water begins to flow. You, as Foreman Fred are at the top of the pipeline. Watch out for your workmen wandering into the action and collect them as soon as possible. You'll have to defend this pipe against the attacks from manic power drills as they cause leaks and protect your workmen from

gnawing caterpillars and ferocious hammers. Fix any leaks as quickly as possible by taking (at least) one workman to the leak. Protect him until he's finished hammering and the flow will be restored. If you fill the barrel you've won this phase.

**Hints and Tips** There are dozens of types of baddies. Some make leaks, some are difficult to kill. Look out for opponents like the shower of tacks which, of course, you can't kill at all. Special guest appearances by the six-legged Venusian Pipe Spider shouldn't cause too much trouble and the Hardcase Lobster (shoot only from behind) has a cameo role.
If you've suffered too many leaks and still haven't filled the barrels, the water level in the top tank can get critically low. The water tank will begin to flash indicating low water. Get on and fix the leaks quickly – you can still do it but your score is being reduced now. Remember that any baddie will kill you on contact. If the action is getting fierce or you are trapped in a dead-end by the Shower of Tacks – use a workman as a shield. He may get knocked off – but he'll be back.

## 5 ▶ CIRCUS
© Adventuresoft

**The Game** Your car has run out of petrol on a lonely road miles from habitation. As you trudge reluctantly down the road in search of help you are suddenly confronted by an amazing sight... In a nearby field is a huge circus tent. But this is no ordinary circus tent as you will soon discover!

**To save a Game** To save a game situation at any point during play, simply place a blank tape in the recorder, type SAVE and press the < ENTER > engage RECORD and PLAY on the recorder, and press the < ENTER > key again.

**Loading a Saved Game**
You can load a saved game at the start of an adventure, or at any time by typing QUIT and re-starting the game.
The first question asked by a Mysterious Adventure is:- 'RESUME PLAY ON A SAVED GAME?' If you type Y and press < ENTER > with a rewound 'saved game tape' in your recorder, the adventure will continue from the point at which you saved when the data has loaded.
Only answer Y to the question 'RESUME PLAY ON A SAVED GAME?' if you have a 'saved game tape'.