TXP7000

BUG-BYTE

Savage Pond
Up Up And Away
Cloak of Death

Leaper
Quest For Eternity

Compilation Tape
compatible with the Atari
XE range.

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LOADING INSTRUCTIONS

With the large number of titles provided in this compilation it has been necessary to include more than one title per side. We strongly recommend that you follow the procedure shown below, which will allow you to locate each title quickly and easily.

TO LOAD 'Savage Pond' and 'Up Up And Away'

1. Set up your Atari Computer and Program Recorder as detailed in the User Guides provided, ensure that all cartridges are removed, then turn the computer on.
2. Insert the tape containing the game you wish to load, rewind it and reset the tape counter. Then fast forward to the tape counter number indicated for the game you wish to load.
NB Note that the tape counter positioning may vary between equipment. If your program fails to load, try loading from a tape position 4 or 5 numbers more or less than that indicated.
3. Turn off the computer.
4. Switch on the computer whilst holding down the START and OPTION keys.
5. The computer will beep. Press down the PLAY button on the recorder, then press the RETURN key on the computer. The game will load automatically.
6. Now you can play the game.

   If LOAD ERROR appears on the screen start the loading sequence again from step 1.

TO LOAD 'Cloak Of Death', 'Leaper' and 'Quest For Eternity'

1. Set up your Atari Computer and Program Recorder as detailed in the User Guides provided, ensure that all cartridges are removed, then turn the computer on.
2. Insert the tape containing the game you wish to load, rewind it and reset the tape counter. Then fast forward to the tape counter number indicated for the game you wish to the tape counter number to load.
NB Do not hold down any buttons when turning the computer on.

Note that the tape counter positioning may vary between equipment. If your program fails to load, try loading from a tape position 4 or 5 numbers more or less than that indicated.
3. The word 'READY' should appear on the screen. Press down the PLAY button on the recorder, type in 'CLOAD' and then press the RETURN key on the computer twice. The game will start to load.
4. When the word 'READY' appears on the screen again, type in 'RUN', press the RETURN key and the rest of the game will load.
5. Now you can play the game.

   If LOAD ERROR appears on the screen start the loading sequence again from step 1.

SAVAGE POND

Side	Start	End	Time
1	000	099	5mins 15

DESCRIPTION

The aim of the game is to build up a thriving colony of frogs. The water is full of fat and delicious amoeba, pulsating away. More sinister are the hydra with their deadly tentacles, lying in wait for the unwary.

Occasionally a juicy worm falls into the water, eating these adds to the score. For a limited time, the extra strength absorbed will give immunity to the sting of the hydra. The number of worms eaten is shown bottom left and every time the total reaches five a beetle larvae appears. If you can capture and eat him before the worm-count is cleared, then you are one step nearer to reaching your goal. If he is not eaten, he will remain to increase your chances at higher levels.

FUNCTION KEYS

Fire button — controls tadpole's speed
START key — begins game
Spacebar — flicks out frog's tongue

TIPS

Try to eat the eggs dropped by the dragonflys before they hatch into tadpole-eating dragonfly nymphs. You can eat the dragonflys with your long sticky tongue when you're a frog.

Avoid the fresh water jellyfish and the water spider's web. Eat the water fleas (who only live in stagnant water) before they start on your eggs.

Also, watch out for man dumping radio-active waste into the pond. Eventually it causes bumble bees to mutate and you must kill them with your tongue.

UP UP AND AWAY

Side	Start	End	Time
1	102	175	4mins 45

DESCRIPTION

Fill up with butane gas and ballast and away you go. The skill level you have chosen varies with the wind, the number of lives, ballast and fuel levels.

Joystick forward — ignites your gas and you rise up.
Joystick back — releases hot air and you descend.
Joystick right — increases speed.
Joystick left — decreases speed.

Pressing the fire button dumps ballast and helps you rise if you are out of gas. If you hit the tokens marked 'P' with the ballast you score bonus points.

Land at the fuel depots to take on more fuel and ballast. Watch out for the kites, birds, golf balls, aeroplanes and the turbulence from factories and windmills.

FUNCTION KEYS

SELECT key — offers the choice of skill level.
START key — starts game.

Be careful of the clouds when they start to darken and watch your fuel and ballast levels.

CLOAK OF DEATH

Side	Start	End	Time
1	179	292	7mins 45

DESCRIPTION
A spine chilling adventure game with blood-curdling graphics from David Cockram the well known Battleglom from Vragus IV!
Strange what bets you'll accept after a few pints in the local. 'Easy', you said, 'stay a night in the old house it's only been empty for 30 years'. These words echo in your head as the door closes behind you and try as you might you can't open it again. . . .

FUNCTION KEYS
Pressing RETURN — switches graphics on and off.
Typing SAVE — save a game by following the screen prompts.

The program recognises 67 verbs and 94 nouns.

LEAPER

Side	Start	End	Time
2	000	142	8mins 45

DESCRIPTION
It sounds simple! All you have to do is get Leaper to the top of the screen by jumping up through the gaps. The aim is to do it six times and light up his name — but do not touch the same light twice as you will only cause a short circuit.
Beware of the Gribbles for they are out to stop you. They include Gub-Gubs, Mutant Hot X-Buns, Cupids Arrows, the Giro-Biros, UFOs and the Last VW.

Joystick right — run to the right.
Joystick left — run to the left.
Fire button — jump to next floor.

FUNCTION KEYS
I For instructions.
H Displays the high score table.
S Starts Game.
Full on screen instructions to help you.

TIPS
Watch your energy level.

QUEST FOR ETERNITY

Side	Start	End	Time
2	146	329	14mins 15

DESCRIPTION
It's your chance to become an Overlord of the Universe. It's time to take the test. . . .
You start out on a starship which doesn't seem to work too well. Get it going, visit any planets you might need supplies from and find the disused teleportal booth. It's simple really, all you've got to do is get the booth to work so that you can make it to the Chamber of Creation. Unfortunately, its 2,000 light years away on a slightly hostile planet.
Failure means a fate worse than death . . . a visit from the Batlegroms of Vragus IV. So take the challenge, you too can become a Master of Eternity.

FUNCTION KEYS
Pressing RETURN — switches graphics on and off.
Typing QUIT — save a game by following the screen prompts.

The program recognises 67 verbs and 94 nouns.

TIPS
You can use single letter abbreviations like N, S, E, W, U, D, for directions and I for inventory. There are over 70 locations and objects to collect.

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