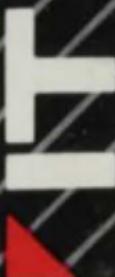
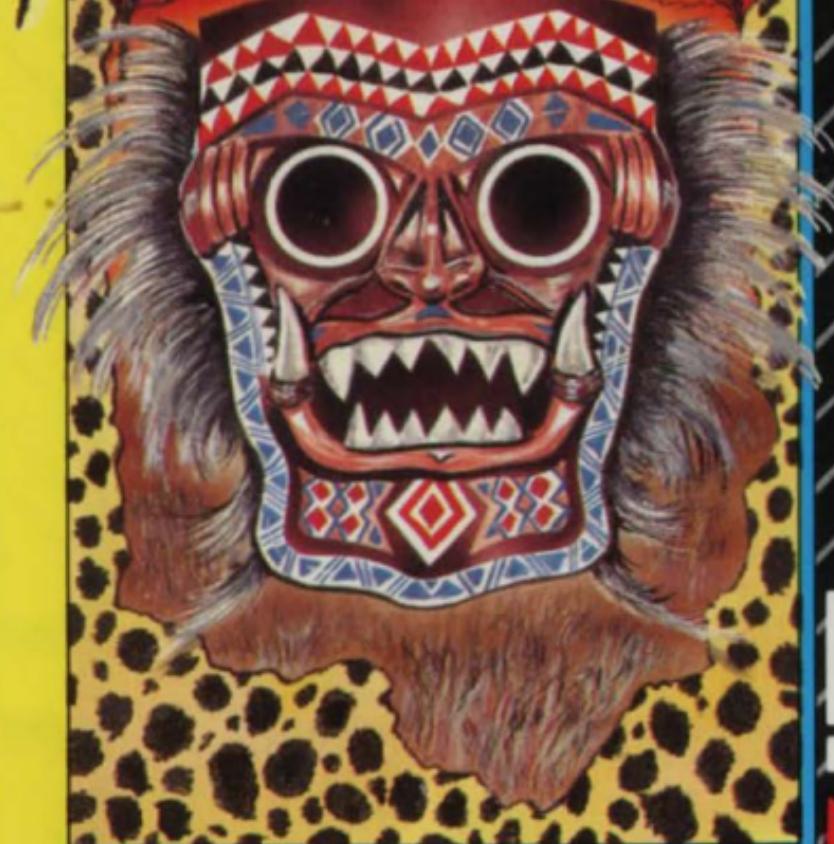


SPECTRUM 48/128K +2

# INTO AFRICA



RACK  
HEWSON

# THE AIM OF THE GAME

## INTO AFRICA

ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128 and ZX Spectrum +2.

### SCENARIO

The action takes place in an area of Africa inhabited by 35 tribes (including pygmies). The tribes have lived peacefully for many years under the rule of Chief Kasula the holder of the Golden Mask. But now Chief Kasula is dying from a rare jungle fever and the mask has been stolen. The tribes have drifted apart and face extinction when their land is invaded by rebel forces from the neighbouring country to the south. The rebels are desperate for supplies and are attacking the villages.

Your task is to find the mask and reunite the tribes in order to defeat the rebels.

### LOADING

#### Spectrum Cassette

48K ZX Spectrum, ZX Spectrum Plus or ZX Spectrum 128 with cassette player, ZX Spectrum +2.

You are advised to disconnect all hardware from the rear edge connector. Unless using a ZX Spectrum +2 connect a cassette player to the computer in the usual manner. ZX Spectrum +2 and 128 users should select 48K mode. Rewind the cassette if necessary, enter LOAD " " on the computer keyboard and press the ENTER key. Press the Play key on the cassette player. The game takes a few minutes to load.

### CONTROLS

The entire game is controlled via three keys; 'm', 'n' and 'space'.

### COMMANDS

The bottom third of the screen shows which commands are available to you. The current command is highlighted. To select a command, position the highlight using the keys 'm' and 'n' then press 'space' to carry out the command.

**1 CHANGE** Allows you to change the current character. Only the characters that have been recruited are shown. There are 40 controllable characters and 8 radio operators.

**2 STATUS** Shows the status of the current character's strength, location, petrol, men, supplies and water. Strength is dependent on water and supplies.

**3 NIGHT** When all the characters have completed their moves enter this command. All rebels and poachers make their moves at night. Combat takes place at night.

# THE AIM OF THE GAME

**4 MAP** Shows the portions of map so far collected by the professor.

**5 RECRUIT** When a character moves onto the same location as an unrecruited character, this command will recruit him. (Depending on his allegiance).

**6 DRIVE** The five main characters can use this command to drive a jeep. This allows them to move further each day and to move in the dark. You cannot drive through jungle, mountains or lakes.

**7 WALK** If a character is driving this command allows him to leave his jeep.

**8 RECORD** Gives the option of saving the current game position or loading a previously saved position.

**9 INFO** Shows the status screen and a chart of the surrounding locations and who is occupying them.

**10 MOVE** Advances the character to the location which he is facing.

**11 ROTATE** This command allows a character to face a new direction. The 'm' and 'n' keys are used to rotate the character and the space is pressed to select direction.

**12 RADIO** If your character is at a radio station or at a warden's station he may call up the 8 radio stations. You will be shown a chart of the area surrounding the radio station and the occupants of that area.

### PLAYING THE GAME

The location of the mask is shown on a map. The map is in ten sections which are spread throughout the region. Only Professor Caine can piece together the map. Once the map is complete Warden Harry Smith can use it to locate and retrieve the mask. He should then return the mask to Chief Kasula. This will give the player control over all the characters.

Most characters can be recruited individually if approached by someone who has their allegiance. Since Kasula holds most of their allegiances he must first be cured by a vaccine that only Doctor Awari can administer (she has got to find it first).

The rebels will invade in waves of 40 units at a time. Between the waves of rebels grass fires will sweep the land. The fires will destroy everything in their path (only on the flat plains). Fires can be put out by the characters, but they should only attempt to put out burning grass otherwise they may be killed.

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The land is also occupied by many animals such as lions, elephants, zebra etc. All the people in the area including rebels have respect for animals and cannot move onto land on which an animal is standing. This means that the rebels are diverted by animals. There are, however, big game poachers who will systematically kill the animals (thus making it easier for the rebels). The poachers can be killed by your characters.

It should be noted that the game will only end when you have successfully completed the task. It is up to the player to decide if the mission has become impossible, e.g. Kasula dead or Warden Harry Smith killed before delivering the mask.

#### OBJECTS

Supplies can be found at all villages, radio huts, missionary huts, warden stations.

Water is taken from lakes.

Petrol can be found at radio huts, missionary huts, and warden stations.

Vaccine can be found at the village of Juba.

The mask can be found east of the village of Talodi.

#### CREDITS

Created by Kevin Smith

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#### AU COEUR DE L'AFRIQUE

ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128 et ZX Spectrum +2.

#### CHARGEMENT

##### Spectrum Cassette

48K ZX Spectrum, ZX Spectrum Plus ou ZX Spectrum 128 avec magnétophone à cassettes, ZX Spectrum +2.

Il vous est conseillé de débrancher tout le hardware du branchement arrière. A moins que vous n'utilisiez un ZX Spectrum +2, branchez un magnétophone à cassettes à votre console de manière habituelle. Les utilisateurs de ZX Spectrum +2 et 128 devraient sélectionner le mode 48K. Rembobinez la cassette si nécessaire, introduisez LOAD '''' sur le clavier de l'ordinateur et appuyez sur la touche ENTER. Appuyez sur la touche Play du magnétophone à cassettes. Le jeu se chargera en quelques minutes.

#### CONTROLES

Tout le jeu est contrôlé par l'intermédiaire de trois touches: 'm', 'n' et 'space'.

#### COMMANDES

Le tiers inférieur de l'écran indique les commandes qui vous sont disponibles. La commande en cours est mise en valeur. Pour sélectionner une commande, positionnez la mise en valeur en utilisant les touches 'm' et 'n' puis appuyez sur 'space' (barre d'espacement) pour effectuer la commande.

#### GENÉRIQUE

Créé par Kevin Smith

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#### INTO AFRICA

ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128 und ZX Spectrum +2.

#### LADEN

##### Spectrum-Kassette

48K ZX Spectrum, ZX Spectrum Plus oder ZX Spectrum 128 mit Kassettenrecorder, ZX Spectrum +2.

Es wird empfohlen, alle angeschlossene Hardware vom Computer zu entfernen. Mit Ausnahme des ZX Spectrum +2 dann wie gewöhnlich einen Kassettenrecorder anschließen. Benutzen eines ZX Spectrum +2 oder 128 sollten den 48K-Modus wählen. Wenn nötig die Kassette zurückspulen. Dann LOAD '''' auf der Computer-tastatur eingeben und die ENTER-Taste drücken. Schließlich die PLAY-Taste des Kassettenrecorders drücken. Das Spiel braucht einige Minuten für den Ladevorgang.

#### STEUERUNGEN

DAS GESAMTE SPIEL WIRD MIT HILFE DREIER TASTEN GESTEUERT: "M", "N" und der "Leertaste".

#### BEFEHLE

Das untere Drittel des Bildschirms zeigt die Befehle an, die Ihnen zur Verfügung stehen. Der gerade gewählte Befehl wird hervorgehoben. Wählen Sie einen Befehl, indem Sie ihn mit Hilfe der Tasten "M" oder "N" hervorheben und dann die Leertaste drücken. Der Befehl wird dann ausgeführt.

#### ANERKENNUNGEN

Entwurf von Kevin Smith

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#### NEL CUORE DELL'AFRICA

Per ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128, e ZX Spectrum +2.

#### CARICAMENTO

##### Spectrum Cassetta

ZX Spectrum 48K, ZX Spectrum Plus o ZX Spectrum 128 con registratore, ZX Spectrum +2.

Si consiglia di staccare tutte le macchine dal connettore posteriore. A meno che non si usi un ZX Spectrum +2, attaccare normalmente un registratore al computer. Gli utenti di ZX Spectrum +2 e 128, devono selezionare la modalità 48K. Riavvolgere la cassetta, se necessario, battere LOAD '''' e premere ENTER. Premere PLAY sul registratore. Il gioco impiega qualche minuto per caricarsi.

#### CONTROLLI

Tutto il gioco viene controllato con tre tasti: 'm', 'n' e 'barra'.

#### COMANDI

Al fondo dello schermo vengono indicati i comandi disponibili. Quello in corso è evidenziato. Per selezionare un comando, posiziona l'evidenziatore con i tasti 'm' ed 'n', poi premi la 'barra' per eseguire.

#### TITOLI

Ideato da Kevin Smith

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48/128K +2

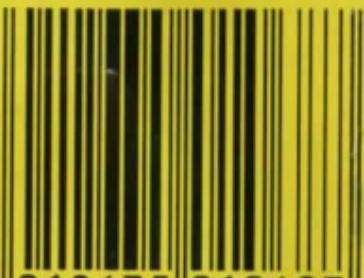
48/128K +2

The tribes have lived peacefully for many years under the rule of Chief Kasula, the holder of the Golden Mask. The chief is now dying from a rare jungle fever. The mask has been stolen, and the tribes are drifting apart. Rebel forces from a neighbouring country desperate for supplies are attacking the villages.

Your task is to find the mask and reunite the tribes in order to defeat the rebels.



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