

~~Mikro~~ GEN

AHEAD OF ITS TIME

CLASSIC COLLECTION N°2



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COMMODORE

AUTOMANIA

You as Wally Week have ten cars to build, each consisting of 6 parts. You will begin in the store area with tyres bouncing around and a tidy robot to harrass you. You must go to the stock room identify the parts required and go up the ladders to each level to collect them (moving over the part will collect it).

You will then return to the assembly area to place the parts in their correct position on the car, but to deposit the upper parts of the car (e.g. windscreen, roof etc.) you will have to jump in the correct position.

When loaded the programme automatically enters a demonstration mode (which shows you what you will encounter in the game), and this will continue until you press any key to exit. This will return you to the menu screen:-

Key 1 Music On
 Key 2 Music Off
 Key 3 Joystick (Must be in port 1)
 Key 4 Demonstration Mode
 Key 5 Define your own Keys

The programme automatically sets:

Q - UP O - LEFT SPACE BAR - JUMP
 A - DOWN P - RIGHT

To Load Automania rewind the cassette on Side 1 - press SHIFT/RUN STOP - then run cassette.

PYJAMARAMA

Welcome to the nightmare world of Wally Week.

Even Wallies have to sleep - the trouble is, being a Wally, nightmares are more troublesome than you would think.

For a start everything suddenly seems larger than life, so even everyday objects somehow present difficulties. And being a Wally, you may find it even harder to release yourself from your predicament. Parts of your nightmare may repeat themselves, repeat themselves, repeat themselves.

This however is nowhere near as simple as it may sound because many objects are needed to achieve different tasks which will become apparent as the game progresses.

Only two objects can be carried at one time. To change an object, pass over the one required and it will be exchanged automatically (to avoid exchange, jump over the unwanted object).

There are many rooms in the house and a wide variety of "distractions" to overcome. Keys will be required to open some doors, to open others, just jump at the handle.

Even though you are asleep, energy is also a factor in this game. At the top of the screen you will see a glass of milk with "Snooze Energy". A short while after the start of the programme this will begin to decrease. It will also decrease if you are hit by an object or you hit an object. To replenish this lost energy there are items of food in the house, which will appear singly and in different locations. Once it has been consumed the next will appear elsewhere, but always in its same location. When your Snooze Energy has run out 3 times, losing 3 lives, you will have to start the game again.

To Load Pyjamarama rewind the cassette on Side 2 - press SHIFT/RUN STOP - then run cassette.

WITCHES CAULDRON

This fully illustrated adventure takes you into the eerie world of witches and magical beings. You must type commands into the computer which will in turn give you descriptions of where you are, what you can find there and other useful information.

When entering messages simply use plain English. If the computer doesn't seem to understand first time, try rephrasing your instruction. You can travel around Witch Hazel's house by using words such as NORTH, SOUTH, EAST, WEST, UP, DOWN etc. You can TAKE and DROP objects, some of which are essential to your quest, others not, and many are not what they seem at first sight. HELP and EXAMINE are extremely useful words.

LIST gives a list of the objects being carried.
 SCORE tells you your present score.
 SAVE saves the game to tape.
 LOAD loads a previously saved game.
 QUIT ends the game.
 LOOK describes your present location.
 INSTRUCTIONS gives you a list of useful hints.

When you wish to carry out an action you may need to say which object you wish to use. For example:

KILL THE MAN WITH THE KNIFE

Remember, you start the game as a TOAD and must return to your previous human form by whatever means you can. GOOD LUCK !!!

To Load Witches Cauldron rewind the cassette to end of Automania - press SHIFT/RUN STOP - then run cassette.

BATTLE OF THE PLANETS

ZOLTAR has declared Galactic War in your universe.

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

Your space craft is equipped with a laser system, neutron torpedoes and a long range scanner. The long range scanner has three main indicators that appear on the screen edges.

Q to T up
 A to G down
 P and I right
 O and U left
 B to space operates lasers
 Cap's shift to V operates neutron torpedo
 0 to increase speed
 9 reduce speed
 1 to 5 status instruction

To load Battle of the Planets rewind the cassette to end of Pyjamarama - press SHIFT/RUN STOP - then run cassette.

To Load Pyjamarama LOAD"PYJ"



AUTOMANIA You as Wally week have 10 cars to build, each consisting of 6 parts. You will begin in the store area with tyres bouncing around and Robots to harass you. You must go to the stock room, identify the parts required. Then go up the ladders to collect them. Carry the parts back to the assembly bay to build your car.



WITCHES CAULDRON And verily the wicked witch Hazel has cast a spell on you, and now thou hast the like unto a Toad, if thou desire to regain thy human form thou must seek out spells and concoct potions of thine own to aid thee in thy task.



PYJAMARAMA Wally is really in trouble this time, he has fallen asleep and in his nightmare everything is enlarged to many times its normal size. To release himself from torment, he must find his alarm clock and wind it up, this however, is nowhere as simple as it seems.



BATTLE OF THE PLANETS Battle of the planets is a space adventure. Now you can join G Force in their latest adventure to defeat their arch enemy Zoltar. Featuring superb 3D vector graphics.