

# FIVE STAR

G A M E S

**GEOFF CAPES  
STRONGMAN**

Martech

**DEATHSTAR**

Superior Software

**TWIN KINGDOM VALLEY**

Bug-Byte

**REPTON**

Superior Software

**COMBAT  
LYNX**

Durell

**FREE SOFTWARE & SWEATSHIRT  
COMPETITION**  
See inside for details

Cassette Counter Setting

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1 Geoff Capes Strongman

2 Death Star

3 Twin Kingdom Valley

4 Repton

5 Combat Lynx

BBC B loading instructions:

Insert tape into tape recorder and make sure it is fully rewound. Ideally use a tape lead with a REMOTE fitted otherwise you must stop the tape recorder immediately a game is loaded. Load in the normal manner type: CHAIN" and press the return key. Press play on the tape recorder. Re-set the computer by turning it off and then on before loading each new game. Make a note of the tape counter reading on the index in the instruction booklet before loading each game for easy location during future use.

Please note load instructions for COMBAT LYNX are ★ RUN.

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 ► GEOFF CAPES STRONGMAN

© Martech

**Game Play** (Read this carefully) In STRONGMAN you will have to take control of Geoff's body as he tries to complete each different event. You will also have total responsibility for the general condition and fitness of Geoff's body, trying to make sure that it is able to cope with the high demands each event will make upon it, as well as having the stamina to get right through to the very end.

To help you do this Geoff's body has been divided into several different areas represented by MUSCLE ICONS.

Different events will use different muscles to a greater or lesser extent. For example, the arm muscles may be especially important during the log chop. At the beginning of each game level you will have a TRAINING SESSION. During training you can build up each muscle area ready for the six events to come.

If the gauge in any muscle area reaches zero, Geoff will collapse and you will have to start all over again.

The rate at which a muscle's energy is used up will depend not only on how quick and skilful you are, but also on how much EFFORT you decide to use. During most events you can adjust the effort being made by Geoff's body to anywhere between 0% and 100%.

The higher the effort, the easier it will become for you to successfully complete an event and move on.

After each event you will have a limited rest period during which you can try to get Geoff's body ready for the next event.

If you manage to complete all six events, you will have a chance to re-train and then try each of the six events again. However, the futher you go the harder each event will become to complete.

Not all the strategy involved has been given to you in these instructions. GOOD LUCK!

**Training Session** At the start of each game each muscle is at zero. Before you can build up these muscles you must train.

Training is achieved by moving the joystick left and right as many times as you can in 10 seconds. As you do this you will build up muscle which will be represented by a gauge on the screen.

To start training, simply move the joystick left or right, then work as hard as you can.

If you are not a real strongman, simply press the fire button and you will automatically receive a default amount of muscle - but you will have no control over this and may be disappointed.

Having obtained some muscle you now have to allocate it to the different muscle areas. To do this use the joystick to move the arrow to the chosen muscle icon. Muscle will be transferred to that area of the body for as long as the fire button is depressed.

JOYSTICK	KEYBOARD
left	Z
right	X
up	(*)
down	(/)
fire	return

EFFORT

The effort being put into each event can be increased or decreased at any time simply by pressing the ← or → keys respectively.

THE EVENTS

**1. Tug of war** In this event Geoff must try and pull his opponent into the pit. Once the event has started the muscle which you need to use will start to flash. Move the arrow to that muscle as quickly as possible and press the fire button.

Try to keep up with the muscles as they flash.

**2. Log Chop** Geoff has to chop through a log inside a qualifying time. The log contains some bits which are harder to chop than others. Soft wood needs only one chop to be cut out, but hard wood needs two chops and a knot needs three.

Press the fire button to start the axe moving and also every time you want to cut the wood.

**3. Barrel Loading** Geoff must try and load five barrels onto the back of a truck inside a qualifying time.

Move the joystick down to get Geoff to pick up a barrel then move the joystick left and right as quickly as you can to help him raise it onto his shoulder. Once the barrel is on his shoulder move the arrow to the muscle icon that is needed and Geoff will take a step. If you fail to keep up with the muscles being used, Geoff will drop the barrel and will have to pick it up again. When Geoff reaches the truck press fire button to get him to throw the barrel. If you do this too soon or too late he will drop the barrel and have to pick it up once again.

**4. Car Roll** Geoff has to roll the car onto its roof inside a qualifying time. The game play is similar in style to that used in the tug of war. If you start to do things wrong the car will begin to roll back towards you.

**5. Fairground Bell** There are two stages to this event.

Firstly, you must try and manoeuvre the club into the best position for hitting the peg on the base of the fairground bell. To do this move the arrow to the muscle icons as they flash and hold down the fire button to adjust the position of the club.

Once the clock reaches zero move the joystick left and right as quickly as possible to build up extra effort in the strike.

**6. Sumo Wrestling** Geoff must try and push his opponent out of the ring inside the qualifying time.

To do this involves timing and quick reactions.

Move the joystick left or right to make Geoff move away or towards his opponent. Press the Fire button to get Geoff to push his opponent.

2 ► DEATHSTAR

© Superior Software

If you have an Econet or Disk Filing System fitted, type the following: \*TAPE and press the RETURN key.

If you have Econet, type the following: ?224=&A6 and press the RETURN key.

Now type CHAIN" and press the RETURN key. Press PLAY on your cassette recorder and wait for the program to load.

**If you have loading problems:** Try adjusting the volume level on your cassette recorder. If it has tone controls, they should be set to output the maximum treble. In the unlikely event of the cassette failing to load, return the cassette to us and we will immediately send a replacement.

**Instructions** You have four basic controls: two to turn your ship clockwise and anticlockwise, and the FIRE and STARBOMB controls. The FIRE button will destroy the Workers and Warriors, whereas the STARBOMB is your only defence against the mighty Deathstar. A collision with either a Worker or a Warrior will cause no damage to your ship, nor will colliding with a Planetoid. Initially, the objective is to fly around each Planetoid spraying it with bullets until it starts to emit glowing Crystals. Then, you should fly over the Crystals to pick them up – each Crystal is worth 200 points and gives you a Starbomb. Your opponents are the Workers (coloured red) and the Warriors (coloured blue).

The Workers have several tasks to perform: –

- waiting near your ship while you mine Crystals,
- waiting near Warriors as they mine Crystals,
- pursuing free Crystals and transporting them back to the Deathstar.

The Warriors main jobs are:–

- mining Crystals,
- guarding the Deathstar,
- attacking your ship.

The Deathstar is built one piece at a time by the Workers. When 20 pieces are in place, the Deathstar is complete and the screen will flash different colours to indicate its attack is imminent.

A good strategy is to collect a full supply of 24 Starbombs, find the Deathstar by releasing a Starbomb and following its path (the Deathstar will appear on the radar screen), wait for it to be completed, and then run away from it releasing Starbombs whenever it is on screen with you. Also, ensure that you shoot any Warriors that are on screen with you, as they can shoot you. The Workers which collect the Starbombs may be shot to reclaim them. If you successfully destroy the Deathstar, you progress on to the Worker Zone, the Warrior Zone, the Planetoid Zone and the Void Zone (in which there are very few Planetoids present), with a bonus screen between each zone.

#### SCORING:

- 15000 – Destroying the Deathstar.
- 500 – Each Deathstar piece.
- 500 – Each Warrior.
- 250 – Each Worker.
- 200 – Collecting a crystal.

#### GAME CONTROLS

- CAPS LOCK** – Rotate Anticlockwise
- CTRL** – Rotate Clockwise
- RETURN** – Fire
- SHIFT** – Starbomb
- DELETE** – Pause On
- COPY** – Pause Off
- ESCAPE** – Return to start of game

**Radar Screen** When viewing the radar screen which is shown at the top of the game screen, the game characters are shown as coloured blocks as detailed below:–

- Your Ship – White
- Worker – Red
- Warrior – Blue
- Deathstar – Yellow

## 3 TWIN KINGDOM VALLEY

© Bug-Byte

**Game Objective** Collect as much treasure as you can without being killed. Your score increases as your success rate increases. The maximum score is 1024 points. The game begins with you standing on a road running from East to West. Nearby is a cabin which you have rented from the Innkeeper of the 'Sword Inn'. Where you go and what you do is up to you. The best of luck...

**Playing the Game** Enter your command using the keyboard and the RETURN key. You can delete commands by pressing CTRL and U together. You may use DELETE and COPY to make corrections and copy words off the screen. The computer will follow commands such as compass directions and: DRINK, SWIM, WAVE, WAIT, ASK, EMPTY, POUR, FILL, GIVE, OFF, ON, LIGHT, UNLOCK, OPEN, CLOSE, SHUT, LOCK, GET, TAKE, DROP, THROW, CUT, HIT. For example "Hit the guard with a hammer" will let you hit the guard, presuming you have met one, and you have a hammer!

Use the HELP command to list available commands. Other commands to help play the game include: SCORE, INVENTORY, OPTION, QUIT, END, LOOK, VIEW, PICTURE, DRAW. These are all self explanatory. LOOK lets you look at the place you are in, or to repeat its description, and so on. A dotted line will appear after commands which take up time. The pictures of the Valley sites will contain clues and help you draw a map. The picture will normally vanish after 10 seconds, or when you type your command or if you press DELETE. To make a picture stay longer press ESCAPE whilst the picture is up, it will remain until you type the next command or press DELETE. Remember to always press RETURN to action your command. If you are in a maze, remember each place in the game has a name, you will find that more than useful. If you are set upon by meemies keep on the move until you can recover your strength or find weapons.

**4 special commands** must start with an asterisk i.e. \*SAVE (to save the current state of a game), \*LOAD (to load a previously saved game), \*MODE (for Electron only, this changes 25 lines by 40 characters to 32 by 40, \*MODE again will revert to 25 by 40. Usually type LOOK after a \*MODE command), \*TEXT alters the speed of printing on the screen to suit yourself from 0 to 9.

## 4 REPTON

© Superior Software

**Leading Instructions** If you have an Econet or Disk Filing System fitted, type the following: \*TAPE and press the RETURN key.

If you have Econet, type the following: ?&224 –&A6 and press the RETURN key.

Now type CHAIN\*\* and press the RETURN key. Press PLAY on your cassette recorder and wait for the program to load.

If you have leading problems: Try adjusting the volume level on your cassette recorder. If it has tone controls, they should be set to output the maximum treble. In the unlikely event of the cassette failing to load, return the cassette to us and we will immediately send a replacement.

#### PASSWORDS

Screen	Password
A	Screen One
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	

This space is designed for you to write down the passwords to the screens after they have been given at the completion of the previous screen.

**Instructions** The object of Repton is to collect all the diamonds on each screen avoiding the falling rocks and lurking reptiles. You have a limited amount of time in which to complete each screen: the TIME indicator starts at 6000 and decreases down to 0, you then lose a life. There are 12 screens (denoted A to L). Basically, each screen requires you to solve a series of puzzles by determining your routes to collect the diamonds. A rock or an egg will fall if it is unsupported, and if a falling rock lands on you it will kill you.

On screens A to H, a map is available for viewing. Only 1/16th of the full area covered by the map is shown on the main screen at any time. On screens I to L, there is no map available.

To view the map, press RETURN to return to the status screen and then press the M key.

Screen A is relatively easy to complete. After the screen has been completed, a password is given. Entering this password at the start of the game will then take you straight onto screen B. Likewise, passwords are given at the completion of all further screens.

From screen B onwards, eggs, safes and keys are present. When an egg falls, it cracks upon landing and a reptile emerges. Contact with the reptile is fatal. In order to open the safes, the key must be located. When you pass over the key, all the safes open to reveal a diamond.

**It is possible to complete each screen without losing a life.**

#### GAME CONTROLS

- Z – Move Left
- X – Move Right
- + – Move Up
- ? – Move Down
- RETURN** – Return to Status Screen (and stop timer)
- ESCAPE** – Kill Yourself (useful if you become trapped)
- S – Sound On
- Q – Sound Off
- D – Music On
- W – Music Off
- R – Return to Start of Game
- M – View Map (Screens A–H, Status Screen)
- P – Enter Password (Start of Game only)

## 5 COMBAT LYNX

© Durell

**Generally** This is probably the most comprehensive 'real-time' battle simulation program ever written for a home computer. It can be played on a simple level as a 'shoot them up' game, or a more stealthy player can make use of the intelligence map to locate and destroy selected targets. The most skilled players will be able to protect their bases with mines, support forward bases under attack with air cover and fresh troops, and also intercept and destroy enemy vehicles (land and air) while in flight between bases. A game could last five seconds or five hours depending on the dexterity and tactical skill of the player.

**The Controls** In these instructions words or numbers in bold such as RETURN or X, are keys on your computer. The function of these keys is shown in capitals, for example FASTER or SLOWER. Joystick 1 is represented as J1, and joystick 2 as J2. The joystick positions are indicated as J1U for joystick 1 up, J2L for joystick 2 left, etc. The joystick fire-button is represented as J2F. Here is a list of the standard key settings:

#### In Flight

C	SLOWER	J1D
<	FASTER	J1U
Z	LEFT	J2L
X	DOWN	J2D
>	UP	J2U
?	RIGHT	J2R

#### Intelligence Map

M	ENABLE MAP (ON/OFF)	J1L
Z	LEFT	J2L
X	DOWN	J2D
>	UP	J2U
?	RIGHT	J2R

## Arming Weapons Systems

X—when you land at a base ENTER ARMING SEQUENCE

**RETURN** EXIT ARMING SEQUENCE  
**SHIFT** SELECT STANDARD WEAPONS LOAD  
+ INCREASE ARMS LOAD  
- DECREASE ARMS LOAD  
↑ or ↓ MOVE TO NEXT ITEM

## Firing Weapons Systems

←—SELECT WEAPON ARM LEFT J1L  
→—SELECT WEAPON ARM RIGHT J1R  
**SPACE** WEAPON SIGHTS ON J2F  
**SPACE** FIRE WEAPON J2F  
**Z** WEAPON SIGHTS LEFT J2L  
**Z** WEAPON SIGHTS RIGHT J2R  
**X** WEAPON SIGHTS DOWN J2D  
> WEAPON SIGHTS UP J2U

## Micro-Screen Messages

f1 BASE 1 POSITION  
f2 BASE 2 POSITION  
f3 BASE 3 POSITION  
f4 BASE 4 POSITION

## General Game Controls

H TEMPORARILY HALTS PLAY

1 to 4—at start of game SKILL LEVEL (4 is hardest)

**Loading** If you wish to use a joystick (or two joysticks), make sure that the joystick is connected to your computer before switching on. Place the cassette in the tape recorder, and rewind it to the beginning. Type "RUN COMBAT RETURN" on the computer and then press the **PLAY** key on the tape recorder. If you have a disc or Econet system connected type "TAPE" before attempting to "RUN" the program.

**Starting Play** After loading you can start the game by pressing 1 to 4 to set the skill level (4 is the most difficult). You are allowed three 'lives' each game, after which you will be returned to the score table.

**Your Mission** You will have four bases which you must support with troops and air cover. Base 1 has an endless supply of fuel and weapons, and the ability to instantly revitalise injured troops brought back from the other bases. All the bases start with 30 fully equipped soldiers. You provide the only allied air support. Enemy land vehicles will slowly converge on your bases unless stopped by mines that you have dropped, or by the other weapons of your COMBAT LYNX helicopter. You may attack any aircraft that you see, and all targets that appear on the intelligence map. Your bases may get instantly wiped out in direct attacks by enemy tanks, or just suffer a number of casualties as the result of passing or minor attacks. If you lose Base 1 you will be deprived of fuel and weapon supplies and the game will come to a fairly rapid and unpleasant conclusion. Houses and trees should not be used as targets.

**Arming the Helicopter** At any of the bases you will be presented with the opportunity to re-arm immediately after landing, so that you can select a new load for your next sortie. If you don't want to bother with selecting a special set of weapons just press **SHIFT** and you will be given the standard load. Otherwise each time you press the + or - keys you will alter the current item (shown in red) by one unit and you should then press ↑ or ↓ to move to a different item. It is up to you to decide how you make up your total load—you may decide to carry a lot of fuel and few weapons, or perhaps fewer weapons and extra soldiers. You can go through all the arming items in turn and then back to the start again until you are satisfied with your load, at which point you should press

**RETURN** to commence battle.

The CANNON and MACHINE GUN PODS and STRAFING ROCKETS fire in the direction that the helicopter is pointing so that when you are sighting them you will also be moving the helicopter. They will be less effective against tanks than the HOT missiles which are wire-guided anti-tank weapons, and can be aimed independently of the direction of the helicopter. Having fired the HOT missile you can then home it onto the target with the standard direction keys. There are also heat-seeking ANTI-AIRCRAFT MISSILES, which will hit most aircraft in front of the LYNX without the need for aiming. Finally there are MINES which may be usefully deployed around your bases to prevent them being destroyed by enemy tanks. Be careful not to drop mines on your bases! Please note that in this game you are allowed to carry more weapons that would be possible in reality.

**The Intelligence Map** At any time you can inspect the intelligence map by pressing the **M** key. A second press of the **M** key will return you to the normal flight screen. The map shows the battlefield in relief, with squares of colour denoting the height of the land in green, blue, black and red going from low to high ground. Vehicles and bases are shown on the map by symbols. To move around the map use the standard direction keys. Minefields are indicated by red crosses.

The co-ordinate position of the centre of the intelligence map will be displayed in red in the centre of your screen, below the co-ordinate position of your LYNX. You will be able to note your own co-ordinate position and be able to change your direction to make contact with a vehicle that you have seen on the map. Unfortunately the intelligence map is only as good as the latest information—you may search in vain for a vehicle that has just moved away from its last reported position on the map. Generally though, the map is very useful, especially for landing, when you will be able to see your LYNX move into position directly above the base, as you come into land very slowly, then hover over the base before descending. Note that you cannot control the LYNX while looking at the map.

**The Message Micro-Screen & Base Reports** You can use the micro-screen to find the co-ordinate positions of these bases. Press the f1, f2, f3 or f4 keys to get a report on one of the bases (1, 2, 3 and 4 respectively). If you manage to return injured personnel to base 1 they are instantly restored to full active service and may then be re-deployed. When any of your bases are attacked the number of injured personnel there increases. A base that has no able-bodied personnel left which gets even lightly attacked will be wiped out.

**Flight Controls** Your helicopter is seen from behind. You can see it fly straight (forwards or backwards) and at an angle of 45 degrees to the right or left of the four points of the compass (N, S, E, W). As this angle increases beyond 45 degrees the 'direction of view' will flick from one point of the compass to the next, eg. from North to West. This may appear confusing at first, specially as the helicopter will be seen from the right when NORTH is the 'direction of view' and then be seen from the left as you flick through to WEST as the new 'direction of view'. To keep track of your flight path watch the compass and your flight co-ordinates. NOTE that you will suffer more enemy attacks the higher you fly.

On the left of your flight screen you will see three gauges for engine temperature, speed (forwards and backwards), and fuel. Be careful not to overheat your engines, or run out of fuel. Warning lights at the bottom right of your screen will flash when this is happening. When landing you must use the intelligence map to check that you are directly above a base, the speed gauge to check that you are hovering or moving very very slowly, and the height gauge to check that you are coming down gently.

**Firing Weapons** This is a two or three stage process. First you must select the weapon system that you wish to fire by pressing the ← or → keys, or if you are using a joystick by pressing **J1L** or **J1R**. As you press these the colour of the currently selected weapon will move right or left across the bottom of the 'six weapon status' gauges at the bottom left of the flight screen. These gauges are marked as follows:

R	Rockets, multiple strafing type	unguided
G	Gun pods, machine-gun type	unguided
C	Cannon, 20mm Oelikeron	unguided
T	Tank attack, HOT missiles	wire guided
A	Air attack, Sidewinder missiles	heat-seeking
M	Mines, underslung for air release	dropped

You can only fire one weapon system at a time. All the weapons are fired by pressing the **SPACE** FIRE key or **J2F** on the joystick. The heat-seeking missiles will be ineffective at long range, at a wide angle, or against very fast jets. Dropped mines can be seen on the intelligence map, and are effective against all enemy land vehicles. You can have a maximum of ten mined squares on the intelligence map at any one time. NOTE that mines can be dropped when the intelligence map is on. A mined square will be effective against one enemy vehicle, after which it will be ineffective and will disappear from the intelligence map.

With all the other weapons systems the first press of the **SPACE** FIRE key or **J2F** will activate an attack cursor on an infra-red display. The unguided weapons will fire in the same direction as the helicopter, and must therefore be sighted by using the flight direction controls before being fired by a second press of the **SPACE** FIRE key or **J2F**. The wire-guided HOT missile system has a guidance system which is independent of the helicopter's flight path and so is less likely to result in you crashing into a hillside while aiming!

**Skill levels** Skill level from 1 to 4 may be selected (4 being the hardest). At higher skill levels the enemy forces move around more quickly, and their missile attacks become more frequent and accurate. Enemy attacks on your bases will be more severe, and your fuel will run out more quickly.

## Score

Jet plane	50
Helicopter	40
Tanks and lorries	10

Please note the counterfeit notice on COMBAT LYNX does not apply to this pack.

