

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited.

All rights reserved worldwide.

THIS PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING. If for any reason you have difficulty in running the program and believe that the product is defective, PLEASE RETURN ONLY THE FAULTY DISK(S) OR CASSETTE(S) TO THE FOLLOWING ADDRESS NOT THE WHOLE COMPILATION.

Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge.

Please note that this does not affect your statutory rights.



OPERATION WOLF

Central control to Lone Wolf ... parachute into hostile territory ... locate enemy concentration camp ... release captives interred there ... repeat ... Operation Wolf; an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countryman being held prisoner in a concentration camp. Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no water, no chopper cover, not nearly enough ammo and no idea if you are going to make it back ... volunteers only!

CONTROLS

OPTIONS :

Joystick or Neos mouse in Port 2.

Selection made during loading process following on screen instructions.

1 Player only.

(No Keyboard option)

MOUSE

Movement normal

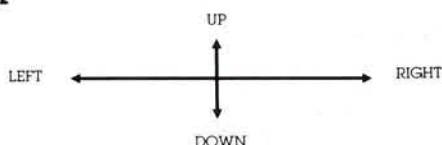
Left Fire Button

Right Fire Button

Grenades; Start level

Fire Gun

JOYSTICK



With FIRE not pressed sight moves in requested direction at increasing speed. With FIRE pressed moves at a constant low speed.

FIRE BUTTON — FIRE GUN; START LEVEL

SPACE BAR — FIRE GRENADE

— PAUSE GAME

+ — RESTART GAME AFTER PAUSE

GAMEPLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub/machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.

Under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape. Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage).

As you complete each level, a small amount of your energy is replenished and when you have just a few units left, the display will flash and there will be an audible warning.

To complete a level you must shoot and destroy the relevant number of soldiers, tanks, helicopters etc. as displayed on the bottom of the screen.

This will probably be the most dangerous mission you have ever undertaken. Be alert, be strong and above all be careful!

STATUS & SCORING

Snipers (on roof, in trees, behind windows) are considered shielded against dynamite or grenade attack.

BIG MAN :

Levels 1,2,3 — May be shot in any part of the body.

Levels 4,5,6 — May only be shot in the head.

Right hand panel displays.

SCORE

Number of magazines or time remaining on "super" gun.

Number of rocket grenades.

Injury level.

Bottom panel displays :

Number of hostages reaching safety on current screen.

Number of men to destroy.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction — PRESS the PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed. N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards type LOAD" ", 8,1 (RETURN), the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

Number of helicopters or boats to destroy.

Number of tanks to destroy.

When injury level reaches top of screen player is dead (one continue option allowed). Points are awarded for each adversary destroyed. Injury level rises if civilians hit, or if hit by enemy fire, grenades or knives. (The latter may be destroyed before they hit you). Bonus points are awarded for each section completed. High score table is shown at start of game; (Positions 1-10).

New high score entry :

Selects letters with joystick or mouse and press FIRE. A full stop terminates the entry. A score in excess of 150,000 is Excellent!

Survival Summary

Magazines — Shooting this gives one extra magazine of ammunition.

Grenades — Shooting this gives one extra rocket bomb, up to a max of 5.

Free — Shooting this gives an increased rate of fire for one magazine.

P — Shooting this improves your physical condition.

Enemy missile fire can be shot down before it hits you.

Vehicles can be destroyed by bullets, but they must be hit several times.

HINTS AND TIPS

- Don't fire constantly — preserve your ammunition.
- Tanks, helicopters, boats and parachutists inflict most damage, shoot them first.
- Pick up extra magazines, grenades etc as soon as possible for maximum fire power.
- Avoid damaging the civilians.

CREDITS

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

Coding by Colin Porch

Graphics by Steve Wahid

Music and sound effects by Jonathan Dunn

Produced by David Ward

©1988 Ocean Software Limited

Licensed from ©Tato Corp. 1987. Programmed by Ocean Software Limited

Export outside Europe and Australia prohibited.

THE REAL GHOSTBUSTERS™

GAMEPLAY

Real Ghostbusters is a one- or two-player multi-level game in which the players control members of the Ghostbusters team. The objective of the game is to fight your way through each of 10 levels, capturing and storing ghosts on the way. The end of each level features one or more guardians who, when defeated, will yield a key allowing the player(s) to exit that level.

The characters are armed with both guns and Proton Beams. Creatures can be shot with either weapon to transform them into ghosts. The ghosts can then be zapped with the proton beam to store them in the players' backpack. Ammunition for the gun is unlimited; the proton beam has a limited charge which is displayed at the top of the screen. Also displayed are the number of lives remaining and the number of ghosts collected.

On reaching the end of a level there is a short graphic sequence in which collected ghosts are beamed into ghost storage. A bonus is awarded for each ghost.

Some creatures and objects (e.g. oil drums, wheel-barrows) also award the player with bonuses:

BEAM ENERGY UP

SHOT POWER UP

AURA POWER - providing a shield for a limited time

SLIMER - the friendly ghost who will hover around the player, acting as a shield and zapping any creatures he touches

(The latter two bonuses will be lost if the player loses a life).

Control of C64 versions is by joystick.

Hold down gun and release to produce beam.

BARBARIAN II THE DUNGEON OF DRAX

PROLOGUE

At the finale of BARBARIAN - THE ULTIMATE WARRIOR, the barbarian defeated the warriors of Drax and thus freed Princess Mariana from his evil spell.

Drax fled to the dungeons beneath his black castle, vowing to wreak disaster on the Jewelled Kingdom.

It is decided that there is only one way to stop Drax. The barbarian and Mariana - herself an accomplished swordswoman - are the only two warriors skilled enough to survive the perilous journey to Drax's lair. They must stop him before it is too late.

CHOICE OF CHARACTER

You may choose to play either the barbarian or Princess Mariana. At the beginning of the game the two characters will appear. Choose your warrior by moving the joystick left or right and pressing FIRE.

LEVELS

You must fight your way through three levels - the Wastelands, the Caverns, and the Dungeons - before arriving at the fourth level, the Inner Sanctum of Drax. These sections must be played in the correct order.

Each of the first three levels is a maze consisting of approximately 28 screens. As you view each screen it is possible to walk left, right, or into doors or caves at the back of the screen.

The direction you are walking, as viewed on a map, is continually changing and therefore a compass (in which the sword always points north) has been provided at the bottom of the screen.

When you reach the exit to the next level the Level Display will pulse as a warning. It is not advisable to leave a level without first collecting all available magical objects (see below).

MONSTERS

On each of the first three levels you must fight six different types of monster, some of which can be killed with one well-placed blow.

They are:

The Wastelands Saurian beasts, Neanderthal men, Apes, Mutant Chickens, Stabbers, Floaters.

The Caverns Carnivores, Orc Guards, Crabs, Slithering Things, Cave Trolls, Stingers.

The Dungeon Pit Things, Dungeon Masters, Giant Grubs, Gobblers, Eyes, Orclets.

If you survive to the Sanctum of Drax you must face The Living Idol, a great Demon and, finally, the dreaded Drax!

MAGICAL OBJECTS

In each of the first three levels there are two magical objects that you will need to collect in order to survive throughout the quest.

The axe increases your strength;

The globe guards against death from Drax's magic;

The potion increases your resistance;

The key opens portcullis doors;

The shield guards against instant death from the Demon's fire;

The jewel disables the Living Idol when the idol is reached.

ENERGY AND LIVES

Your energy is displayed as a bar at the top right of the screen. When it runs out you lose a life.

You start the game with five lives. More lives can be gained throughout the game by collecting any skulls you may find. These contain the life-force of warriors who have preceded you. When you lose all your lives you restart the current level.

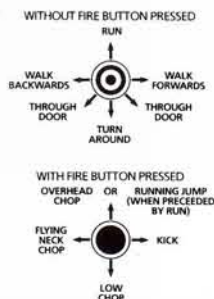
The energy of the current monster you are fighting is displayed as a bar at the top left of the screen. When it runs out the monster is destroyed.

SCORING

The more difficult fighting moves will score highly and do more damage.

JOYSTICK MOVES

These are your joystick moves when you are facing right (reverse these when facing left).



To jump across holes or pits you will need to make a running jump. If you do not jump far enough you will find yourself teetering on the far edge of the hole. By swiftly wagging the joystick left and right you may save yourself.

BARBARIAN II was conceived and designed by STEVE BROWN. Sound by RICHARD JENSEN. Graphics by JO WALKER and STEVE BROWN. Commodore 64 programming by ROB STEVENS. Spectrum and Amstrad programming by PAUL ATKINSON and TOM LANGAN for RUS DESIGN. Artist and Amiga programming by RICHARD LLEWELYN. Additional graphics by LORNE CAMPBELL. Game and packaging by Palace Software 1988.

DRAGONNINJA™

The latest hot arcade game from Data East explodes with heart-thumping fury. Seven levels of lean, mean, fighting screens to battle through.

Use your special Martial Arts skills, Punch, Kick, Jump, Flying-kick and Super-punch; with added power in the shape of special Ninja-style weapons.

The opponents in your battle for supremacy are four types of Evil Ninja Assassins whose skills are manifold and dangerous. Also out to spoil your day are acrobatic Women Warriors.

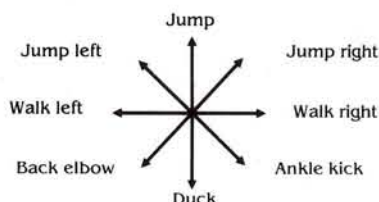
At the end of each level you must overcome the Ninja Master in order to progress - some examples of these superhuman villains are:- A fire-breathing Fat Man, the Green and Gruesome Giant Ninja - who has a disconcerting habit of suddenly multiplying into an army!

Mission accomplished? ...not yet! Now rescue the President of The United States from the grip of these villainous warriors and fly him to safety.

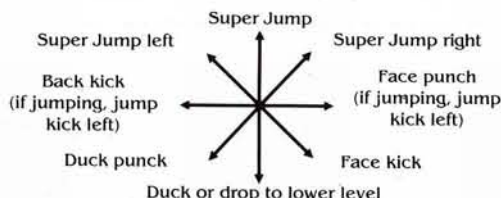
Dragon Ninja, the hottest coin-op conversion around, designed to give your computer some real kicks!!

CONTROLS

The game is controlled by joystick only in port 1, one player only.



Leaving the fire button pressed starts the super punch. Release to action.



Commodore key to pause game and restart.

GAMEPLAY

Battle your way through screen after screen of adversaries, progressing right or left depending on the level.

You face a giant enemy at the end of each level who must be disposed of with multiple hits.

You can collect a weapon (knife) or capsules if dropped by a fallen enemy.

Time capsules give extra time for the level while energy ones replenish your life source.

The Super-punch feature allows you to knock down several adversaries with one blow. This power blow takes all your concentration and can only be implemented by standing still and holding down the fire-button for a few seconds until charged.

STATUS & SCORING

The following are displayed on screen

Player score

Hi score

Energy level

Lives remaining

Level indication

Time remaining

Scoring as follows

	Points
Blue Ninja	75
Lady	100
"Big Baddie" (end of level)	50per hit, 10,000+ per elimination
Ninja with knife	175
Objects collected	200
"Big Baddie" (during level)	500

If energy reaches zero - life lost

If time reaches zero - game over

HINTS AND TIPS

- Learn the different moves to get the correct distance between you and the enemy for an accurate hit.
- Keep a look out for Ninjas with weapons, they carry useful objects which you can pick up.
- Extra weapons extend your reach so make sure you keep hold of them.
- The giant Adversaries need more than one hit - dodge, then attack.
- Make sure you're facing the right direction when implementing the Super-punch, as you cannot move during the charging process.
- Be careful out there!

DRAGON NINJA

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.

CREDITS

Coding by David Collier

Graphics by Stephen Wahid and John Palmer

Music by Jonathan Dunn

©1988 Imagine Software