

THE GAMES CARTRIDGE

Included in your QL is a special cartridge containing five fun-to-play games. These are your loading instructions:

- * reset the QL so it is showing the copyright screen
- * remove the cartridge from its protective sleeve and place it in Microdrive 1 (nearest the keyboard)
- * press key [F2]

The Microdrive will then run for a few seconds and you will see a screen offering you a list of games titles:

PIRATE ZFRED GUN BREAKOUT HUNT

There is a red cursor bar over PIRATE indicating that this is the current choice. To select the game you want, move the cursor bar up and down with the [↑] and [↓] keys and press the space bar when it is over the game you want to load. The game will then load automatically. If you finish one game and want to play another, press the reset button on the right of the QL and reload.

PIRATE

Marooned on a desert island, your only chance is to swim to your wrecked ship or to a neighbouring island in the hope of finding a hoard of jewels with which to buy a passage home.

First, you must take on the challenge of the shark-infested ocean, using the four arrow keys to swim out of reach of the sharks' jaws. If you survive and reach the ship or the island, you must swim around until you can find a way out of the water.

At one end of the ship you'll find the lair of the giant octopus. Make sure you don't get caught by its lashing tentacles as you attempt to reach the jewel it guards.

On board the ship, you must climb the ladders down through the tangled wreckage below decks, avoiding the yawning holes in the floor. Before you can reach the jewels you will also have to dodge the attacks of the monkeys from the island which have over-run the entire vessel.

If you decide to raid the island instead, the monkeys will try to prevent you by attacking with showers of coconuts plucked from the trees above them. You'll have to dodge skilfully to reach the jewels.

ZFRED

You start the game on top of a pyramid made up of numbers of separate blocks. You can move around by pressing four keys:

Q moves you up to the left Z moves you down to the left
I moves you up to the right N moves you down to the right

The object is to move to every block in the pyramid, and paint it as you go. You must dodge the attacks of the monsters which inhabit the pyramid and which will throw balls at you.

On each side of the pyramid is an escape pod. If you dodge into either of these, they will carry you back up to the top. As you complete each level, you will gain a new life. But beware - each level gets harder and you may find that you need to paint the pyramid more than once.

GUN

A space attack game. You control a laser cannon with which to repulse the hordes of attacking aliens. Using the [←] and [→] keys you can move the cannon to the left and right. The space bar fires the cannon.

The aliens will dodge your shots and shoot back using their own ray guns. If you are hit by an alien shot or collide with an alien, you will lose a life and the screen image will freeze. You must then press [ENTER] to gain a new life and go on to the next attack wave.

BREAKOUT

Using the [←] and [→] keys, you must move your bat to left and right to prevent the ball from bouncing off the screen. The ball will bounce off a series of coloured walls, knocking out bricks as it goes. You must try to keep the ball in play and break right through the walls.

When you lose a ball, you serve the next one by pressing [CTRL]. As you go on, the walls move closer to you and the ball moves faster. To move your bat faster, press [↑].

HUNT

A text adventure game in which you must search the adventure world for 17 hidden treasures. As you go, you'll meet all kinds of deadly hazards and find all sorts of objects, some of which may aid your quest.

When you start the game you are given the option to load a position which you previously saved. If this is your first game you will not have a saved position, so just follow the prompts and keep pressing [ENTER] to go on to a new game.

All your instructions are entered by typing them at the keyboard. You can ask to go in a particular direction by just typing N, S, E, or W, but most commands have to be typed out in full. If you want to do something with one of the objects in the adventure, you must type out its name exactly as it appears on screen. The command INV (for inventory) will remind you of what you are carrying, and HELP may offer you useful suggestions.

There are many different commands and you can try anything you want. If you mis-spell something or the computer doesn't recognize a command it will tell you that it doesn't understand.

To end the game, type QUIT. If you are only part of the way through the adventure and want to save your position, you are given the option to record it on a Microdrive cartridge.