

Amstrad  
Schröder  
1984-85

The  
enl  
Boys

LAS VEGAS  
**VIDEO  
POKER**

EVERY  
JOB

GLITTER  
QUICK!

*entertainment*

FROM MASTERTRONIC

The most faithful simulation  
available on the home  
computer of the Las Vegas  
video poker machines.  
The computer plays with  
one deck of cards and will  
test all your gambling and  
card skills.  
MANUFACTURED IN THE U.K.

5 012967 800185

## The Aim of the Game

The most faithful simulation available on the home computer of the world famous Las Vegas Video Poker machines.

### CONTROLS

The idea of the game is to gain a 'hand' that will contain any of the following:-

- 1) A pair of Jacks or better.
- 2) Two pair of any value.
- 3) Three of a kind (Three of the same value).
- 4) A run of 5 consecutive cards of mixed suits.
- 5) A Flush, any five cards all of the same suit.
- 6) A Full House: 3 cards of one value and 2 of another.
- 7) Four of a kind.
- 8) Straight Flush, five cards of the same suit in consecutive order.
- 9) Royal Flush, Ace, King, Queen, Jack, Ten all of the same suit.

### PAY OFFS

- 1) A pair of Jacks or better - Stake money returned.
- 2) Two pair - 2 for 1.
- 3) Three of a kind - 2 for 1.
- 4) Straight - 4 for 1.
- 5) Flush - 5 for 1.
- 6) Full House - 7 for 1.
- 7) Four of a kind - 20 for 1.
- 8) Straight Flush - 50 for 1.

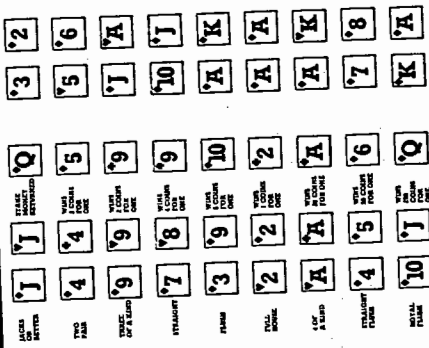
### LOADING INSTRUCTIONS

**Hold down CTRL and press the small ENTER key**

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© Mastertronic Limited 1986

Made in Great Britain  
Design & Artwork: Ward & Purnell Ltd, London.



- 9) Royal Flush - 250 for 1.
- To see this chart on-screen press SPACE BAR.  
The object of the game, therefore, is to get the highest possible hand.  
You will be given 20 coins to gamble with. These can either be in nickels, dimes, quarters or dollars.
- 1) For nickels press key 1.
  - 2) For dimes press key 2.
  - 3) For quarters press key 3.
  - 4) For dollars press key 4.
- 2) Press ENTER to start.
  - 3) Press SPACE to select how many coins you wish to gamble.
  - 4) Press ENTER for the cards to be dealt.
  - 5) Once the cards have been dealt you have the chance to change unwanted cards. To do this press keys 1-5 to hold the cards. If you then wish to cancel the hold you have on a card then press the appropriate number key (from 1-5). Once you have decided on the cards to keep, press ENTER for new cards to be dealt. If you will be rewarded by an automatic pay off and you will be credited with the appropriate number of coins (See Pay Off chart).

You take the part of a cadet at the LAZER Tag training school. To battle your way through the challenging tag arenas and gain promotion through the ranks. Starting in the rookie position of neophyte you play through RABBITOID - a fast and furious tag-em-up against your fellow play mates. Then you progress to target, where your accuracy of shooting skill is tested to the full.

Collect equipment for bonuses of time scores or lives.

Double or quadruple your fire rate by shooting the spinning terminals. Score as you fire at the other 'taggers' and gain bonuses for completion within the time limit for RABBITOID or for skills shown in target shooting.

You lose lives for being shot or if you run out of time. Lose all six lives and the game is over.

#### LOADING INSTRUCTIONS

CBM 64/128 Cassette:

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Play with either joystick or keyboard.

Key Controls:

A - UP  
Z - DOWN  
< - LEFT  
> - RIGHT  
SPACE - FIRE

Options are displayed on screen.

CBM 64/128 Disk:

Type **LOAD** and press **RETURN**. Game will load and run automatically. Play with either joystick or keyboard.

Key Controls:

A - UP  
Z - DOWN  
< - LEFT  
> - RIGHT  
SPACE - FIRE

Options are displayed on screen.

Spectrum Cassette:

Type **LOAD** and press **ENTER**. Press **PLAY** on the cassette recorder. Use Kempston/Sinclair compatible joysticks or keyboard.

Key Controls:

Keys are user definable.  
PAUSE - O

Amstrad CPC Cassette:

Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on cassette recorder. Use joystick or keyboard.

Key Controls:

Keys are user definable.  
PAUSE - ESC

You jouez le rôle d'un cadet à l'école de formation de LAZER TAG et vous vous efforcez, à travers les arènes difficiles du jeu de chat, de trouver le chemin de la promotion dans les grades. Votre position de début est celle d'un bleu néophyte, et vous jouez RABBITOID, un jeu de chat rapide et furieux contre vos camarades de jeu. Puis vous arrivez à la cible où votre habileté au tir sera mise à rude épreuve. Ramassez de l'équipement pour obtenir des points supplémentaires en temps ou des vies.

Vous doublez ou quadruplez votre taux de tir en abattant les terminaux tournants. Vous marquez des points en tirant sur les autres 'taggers' et gagnez des points supplémentaires en terminant à l'intérieur du temps limite pour RABBITOID ou en faisant preuve d'habileté dans le tir sur la cible.

Vous perdez des vies si vous êtes touché ou si votre temps s'est écoulé. Si vous perdez vos six vies, le jeu est terminé.

#### INSTRUCTIONS DE CHARGEMENT

CBM 64/128 Cassette:

Appuyez sur les touches **SHIFT** et **RUN/STOP** en même temps. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Jouez soit avec le manche à balai soit avec le clavier.

Commandes par touches:

A - HAUT  
Z - BAS  
< - GAUCHE  
> - DROITE  
ESPACEMENT - FEU

Les options sont affichées sur l'écran.

CBM 64/128 Disque:

Tapez **LOAD** et appuyez sur **RETURN**. Le jeu se chargera et se déroulera automatiquement. Jouez soit avec le manche à balai soit avec le clavier.

Commandes par touches:

A - HAUT  
Z - BAS  
< - GAUCHE  
> - DROITE  
ESPACEMENT - FEU

Les options sont affichées sur l'écran.

Spectrum Cassette:

Tapez **LOAD** et appuyez sur **ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Utilisez des manches à balai compatibles avec Kempston/Sinclair ou le clavier.

Commandes par touches:

Les touches sont définissables par l'utilisateur.  
PAUSE - O

Amstrad CPC Cassette:

Appuyez sur les touches **CTRL** et **SMALL ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Utilisez un manche à balai ou le clavier.

Commandes par touches:

Les touches sont définissables par l'utilisateur.  
PAUSE - ESC

Sie übernehmen die Rolle eines Kadetten an der LAZER TAG Training Schule, um sich Ihren Weg durch die herausfordernden Fanggebiete zu bahnen und um zu höheren Dienstgraden befördert zu werden. Sie starten in der Anfingerposition der Grünsmabel und spielen RABBITOID, ein schnelles und rasantes Fangspiel gegen Ihre Mitspieler. Dann gehen Sie auf das Ziel zu, wo die Präzision Ihrer Schießfertigkeit aufs genaueste getestet wird. Sammeln Sie Ausrüstung für Pluspunkte für Zeit oder Leben. Verdoppeln oder vervierfachen Sie Ihre Schußrate, indem Sie auf die sich drehenden Terminals schießen. Sammeln Sie Punkte, indem Sie auf die anderen 'tagger' schießen und gewinnen Sie Pluspunkte für die Vervollständigung eines RABBITOID innerhalb der Zeitgrenze oder für Aufgaben, die beim Zielschießen zu erfüllen sind.

Sie verlieren Leben, wenn Sie erschossen werden oder wenn Ihnen die Zeit ausläuft. Wenn Sie alle sechs Leben verloren haben ist das Spiel zu Ende.

#### LADENANWEISUNGEN

CBM 64/128 Kasette:

Drücken Sie die **SHIFT** und **RUN/STOP** Tasten gleichzeitig. Drücken Sie **PLAY** auf dem Kassettenrekorder. Spielen Sie entweder mit dem Joystick oder der Tastatur.

Tastensteuerung:

A - NACH OBEN  
Z - NACH UNTEN  
< - LINKS  
> - RECHTS  
SPACE - FEUER

Wahlmöglichkeiten sind auf dem Bildschirm angezeigt.

CBM 64/128 Diskette:

Tippen Sie **LOAD** und drücken Sie **RETURN**. Das Spiel lädt und läuft automatisch. Spielen Sie entweder mit Joystick oder Tastatur.

Tastensteuerung:

A - NACH OBEN  
Z - NACH UNTEN  
< - LINKS  
> - RECHTS  
SPACE - FEUER

Wahlmöglichkeiten sind auf dem Bildschirm angezeigt.

Spectrum Kasette:

Tippen Sie **LOAD** und drücken Sie **ENTER**. Drücken Sie dann **PLAY** auf dem Kassettenrekorder. Verwenden Sie mit Kempston/Sinclair Kompatiblen Joysticks oder Tastaturen.

Tastensteuerung:

Die Tasten sind vom Benutzer definierbar.  
PAUSE - O

Amstrad CPC Kasette:

Drücken Sie **CTRL** und **SMALL ENTER** Tasten gleichzeitig. Drücken Sie **PLAY** auf dem Kassettenrekorder. Verwenden Sie den Joystick oder die Tastatur.

Tastensteuerung:

Die Tasten sind vom Benutzer definierbar.  
PAUSE - ESC

# LEADER BOARD

By Bruce & Roger Carver

## AMSTRAD CASSETTE/DISK

Please read thoroughly before playing.

ACCESS welcomes you to the exciting world of professional golf with LEADER BOARD. LEADER BOARD is the most realistic golf game ever developed for the home computer because it gives you a true perspective view of each golf shot you take.

LEADER BOARD is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing LEADER BOARD like a touring professional.

**OBJECT OF THE GAME** is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

### LOADING INSTRUCTIONS

Cassette: Press CTRL and small ENTER. Press PLAY on cassette recorder.

Disk: Type RUN LEADER and press ENTER

First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading.

### KEY CONTROLS:

Z = Left X = Right D = Down R = Up S = Fire

### SETTING UP THE GAME

#### SELECT NUMBER OF PLAYERS

LEADER BOARD can accommodate up to four players, press 1, 2, 3 or 4.

#### ENTER PLAYER NAMES AND ABILITY LEVELS

Type in the name for the 1st player (up to 8 characters) and press ENTER.

Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press (N) for NOVICE, (A) for AMATEUR, or (P) for PROFESSIONAL. Below is a description of each level.

### ABILITY DESCRIPTION

Novice	Beginner Level - When a shot is taken on this level, it will not hook or slice or be affected by the wind.
Amateur	Intermediate Level - Shots at this level will not be affected by the wind.
Professional	Advanced Level - No restrictions on wind or hook and slice.

After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

### SELECT NUMBER OF HOLES

LEADER BOARD allows you to play from 18 - 72 holes with computerised scoring. To select the number of holes:

Type	
1	18 Holes
2	36 Holes
3	54 Holes
4	72 Holes

### SELECT COURSES

There are four different courses to play. Each varies in difficulty. If you have selected more than 18 holes, you can play the courses in any order. For example: if selected 72 holes and wish to play all courses enter 1 2 3 4 or 2 3 4 1 or 4 1 2 3 etc. To play the same course four times, enter 1 1 1 1 or 2 2 2 2 etc.

### PLAYING THE GAME

#### SELECT A CLUB

Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORTEST	LONGEST
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
11 1 Iron	110	220
21 2 Iron	100	210
31 3 Iron	88	202
41 4 Iron	70	189
51 5 Iron	67	181
61 6 Iron	55	169
71 7 Iron	50	153
81 8 Iron	36	138
91 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1"	64"

\* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole) This is the only club you can use on the green.

#### AIM YOUR SHOT

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick right or left. If you are playing on the professional level, be sure to check for wind effect.

### WIND

(Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

White - The white stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the white stake, the less the wind will be a factor.

Blue - The blue line indicates the direction the wind is blowing. The line acts as a streamer. If the lines are toward you, the wind is blowing toward you.

### SWING THE CLUB AND HIT THE BALL

Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way; start the swing, set the power, and snap your wrists to control hook or slice.

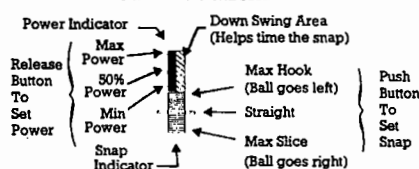
All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

Step 1 Start the swing by holding down the button.

Step 2 Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power.

The amount of power available during backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.

### THE POWER SNAP INDICATOR



Step 3 Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button

is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: Start - Power - Snap or Button - Release - Button.

The best way to learn to hit the ball straight consistently is to practice on the driving range.

### PUTTING

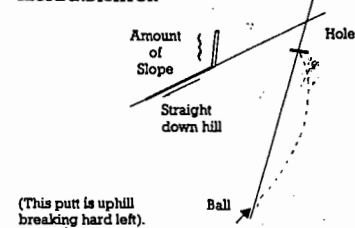
Once you get within 64 feet of the hole the computer will automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

To putt the ball, you need to do only two things; aim your shot and set the power.

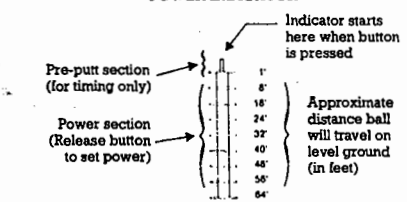
Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

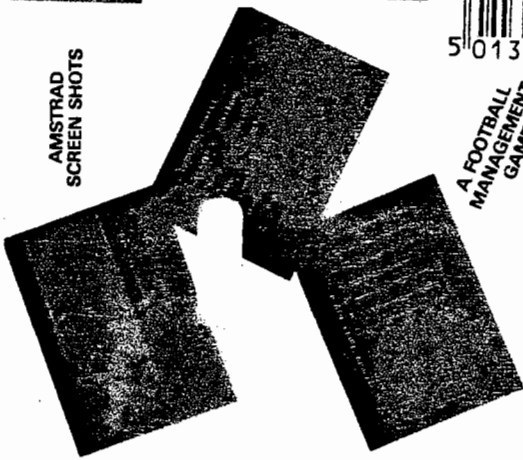
Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the figures following.

### SLOPE INDICATOR



### POWER INDICATOR





AMSTRAD  
SCREEN SHOTS

A FOOTBALL  
MANAGEMENT  
GAME

Manage your favourite football team your way. No more matches lost because the manager chose the wrong team or played a wrong combination. Now is your chance to go for Division One. Maybe even win the league and cup double. Who knows, you may even find the manager's job is more difficult than you thought.

**ATLANTIS**

AMSTRAD  
464/664/6128

**LEAGUE  
CHALLENGE**



5 013991 407029

AT 607X



AMSTRAD 464/664/6128

**LEAGUE  
CHALLENGE**

SUGGESTED  
£2.99  
RETAIL PRICE

**ATLANTIS**

**LOADING**  
To access CTRL and small ENTER keys together.  
Press PLAY once and then any key. The  
program will now load automatically. (If the program is  
recorded on both sides of the tape, in case of  
difficulty, turn the tape over, rewind to the beginning  
and load again.)

**GAME**

Select your team from one of the 64 teams listed. (You can, if you  
wish, change your team name.) Whichever team you select, you will  
begin the game at the bottom of Division 4.

There are 15 league matches to be played in each division together  
with knock-out cup matches.

**Train your team.** The more intense the training, the more chance you  
stand of winning, but the more expensive the training becomes.

**Change your team** to combat the strengths of your opponents. Select  
your defenders (D), mid-field (M) and attackers (A) on the basis of their  
skill (S) and fitness (F). In your team, a player is either playing (P),  
injured (I) or available for play (-). Remember that players need to be  
rested occasionally to improve their fitness. Skill can not be increased,  
if a player is not good enough for your team, he can be sold on the  
transfer market. You can have up to 15 players in your squad at any  
time.

At the end of each match, you will be shown the results of other  
matches played that day, together with a league table showing your  
position, games won, drawn and lost, goals for and against, and  
points earned.

**Your financial position** will show your total income and expenditure  
for the week together with a running total of your capital. You are  
allowed to go into debt to a maximum of £250,000. Over this, you are  
bankrupt and must start the game again at the bottom of division 4.

At the end of each season, the top 3 teams are promoted to the next  
division and the bottom 3 teams are relegated. You keep the same  
team for the start of the following season, but the player's skill and  
fitness levels will be changed.

**Can you win the double? Can you take your team to the top of  
Division One? Will you be voted "Manager of the Year"? Or will  
the crowd jeer as your team is relegated yet again?**

**GOOD LUCK, YOU WILL NEED IT.**

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If you have written a good program and would like to discuss  
marketing, please write to:

Atlantis Software Limited

28 Station Road, London SE25 5AG

# LEE ENFIELD IN "AN AMAZON ADVENTURE"

LEE ENFIELD IN "AN AMAZON ADVENTURE" is the third in the Time Troubleshooter Series in which our hero is found in a Green Hell, at the foot of the Andes cordillera. Lee has to save his friend, Bill, who is a prisoner of the Yellow Shadow. The Yellow Shadow is still his sworn enemy, and is trying to find the Chibchas treasure - all the more reason for going into the forbidden forest!

Lee is not short of courage and skill and he will need all he has at his disposal in order to survive in this hostile environment. Not only will he encounter Yellow Shadow's fiendish guards, but will need to fend off strange, giant creatures all of which are to be found in this bizarre sanctuary.

To defend himself, he carries a knife which he handles skilfully. Fortunately, Colonel Craigh from the Time Patrol has equipped him with a thermal magneto detector as well as some dynamite, which completes his weaponry.

Not many would give Lee a "cat in hell's chance", but that's never stopped him before - but maybe this time it will

IBM compatibles, ATARI & AMSTRAD CPC

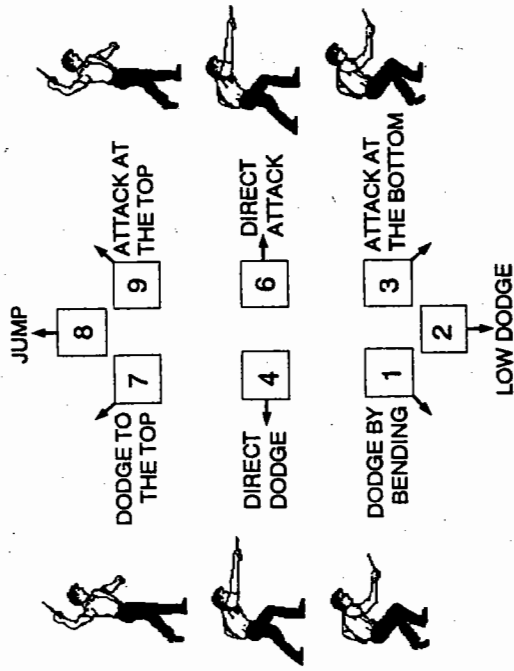
n. If playing with a keyboard, use the cursor keys.

## Fighting:-

To fight, you can use eight different directions using the joystick. Press the fire button and move the joystick simultaneously.

If using the keyboard, press the space bar and a key on the numeric keypad at the same time (as shown in sketch).

If Lee's enemy is on the right:-



## DYNAMITE

The dynamite is useful for destroying incredibly tough enemies, and also for opening passage--ways to seemingly inaccessible rooms

Press T in order to throw a stick of dynamite...then get away from the area quickly!

N.B. : The number of sticks of dynamite is limited. On the other hand the thermal magneto detector functions from solar energy therefore Lee has to come out of the temple each time his detector needs recharging (the recharge signal, ALIM, flashes).

Yellow Shadow thinks he's got you this time - perhaps he has.

N.B. : If you press the fire button or space bar only, you are on guard.



If Lee's enemy is on the left, you have to reverse the attacks and dodges.

**LEE ENFIELD IN "AN AMAZON ADVENTURE" is compatible with:**

- PC & COMPATIBLES with a graphic card.
  - ATARI 520 & 1040 ST with a colour screen.
  - AMSTRAD CPC 464, 664 and 6128; tape and disk version.
- N.B. : A JOYSTICK IS NECESSARY IF USING ATARI OR AMSTRAD.

**PC VERSION**

- Make sure the computer is properly connected.
- Load D.O.S.
- Insert the disk in the drive.
- Type TATOU and press RETURN.

**ATARI ST VERSION**

- Insert the disk in the drive.
- Connect the central unit.
- Click twice on disk A.
- Then, click twice on TATOU.PRG

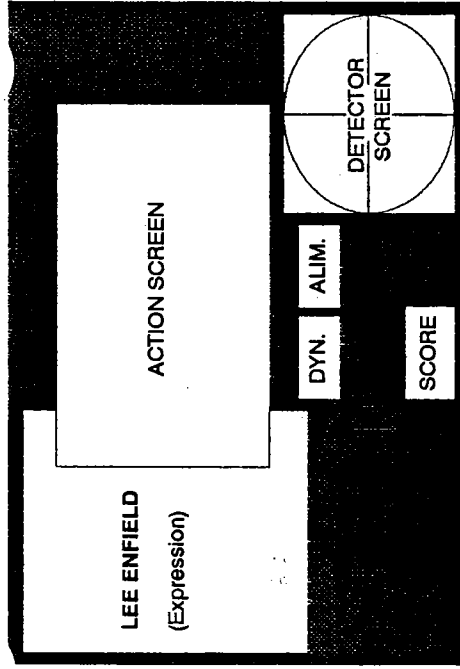
**AMSTRAD TAPE VERSION**

- Insert the tape in the tape-recorder.
- For 664, 6128 and 464 with a disk-drive, type ITAPE (to get I, press SHIFT and @ simultaneously) and press ENTER.
- Then, press CTRL & ENTER (on the numeric keypad).

**AMSTRAD DISK VERSION**

- Insert the disk in the drive.
- Type ICPM (to get I, press SHIFT and @ simultaneously) and press ENTER.

**DESCRIPTION OF THE SCREEN**



DYN : Dynamite activated.  
 ALIM : Recharges the thermal magneto detector.  
 DETECTOR SCREEN : From the magneto detector, (a red dot indicates the position of an enemy in relation to Lee).

**COMMANDS**

**Movements:-**

To direct Lee, move the joystick handle in the required

direction.

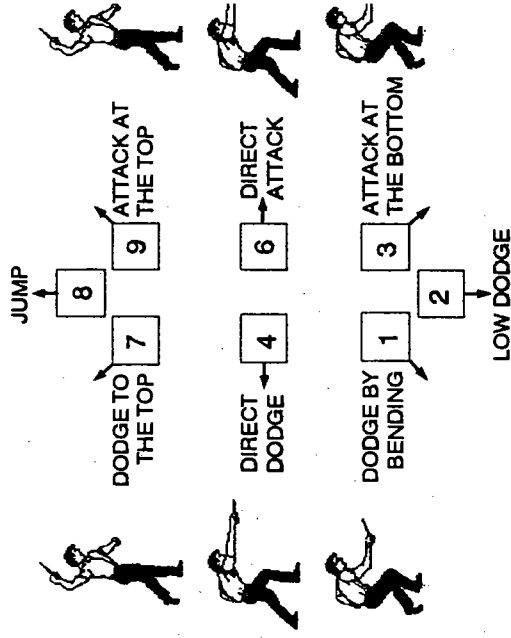
If playing with a keyboard, use the cursor keys.

**Fighting:-**

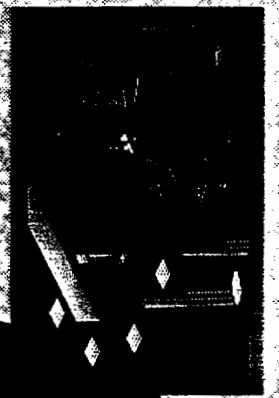
To fight, you can use eight different directions using joystick. Press the fire button and move the joystick simultaneously.

If using the keyboard, press the space bar and a key on numeric keypad at the same time (as shown in sketch).

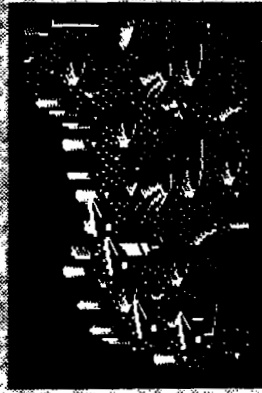
If Lee's enemy is on the right:-







AMSTRAD  
464/664/6128



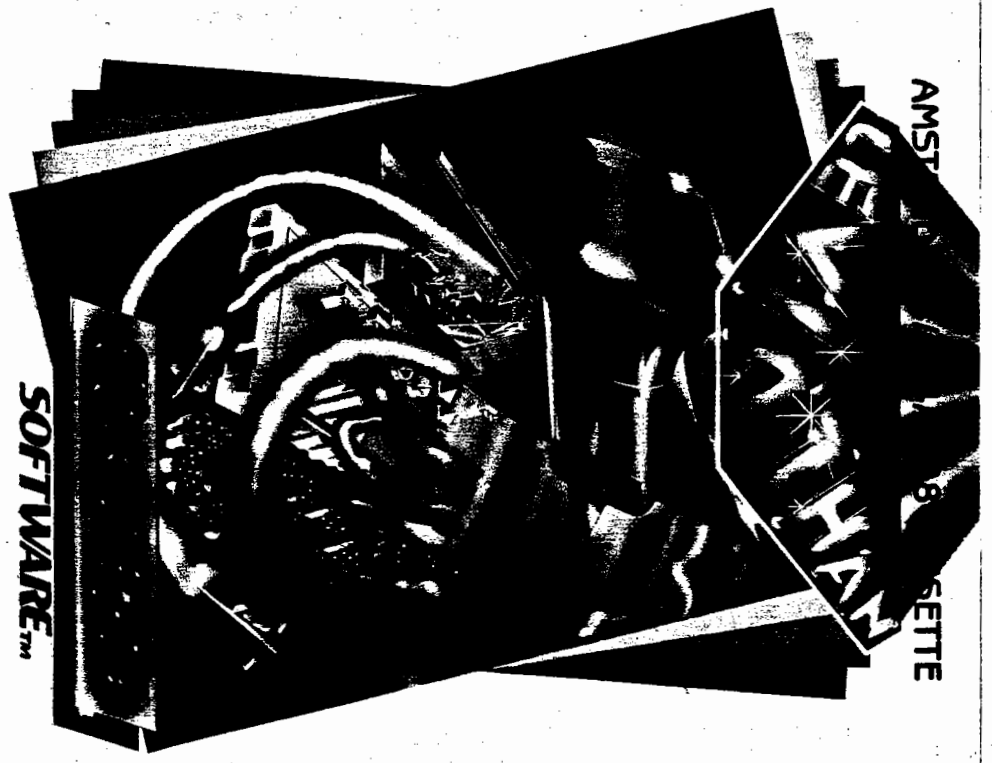
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AMSTRAD 464/664/6128  
CASSETTE



SOFTWARE™



LEVIATHAN

A Space Game inspired by the Z Z Top Vide  
Featuring:

Left and Right Diagonal Scrolling, Left  
Totally Manoeuvrable LEVIATHAN Ships

shoots, it fires  
True Perspective Graphics: background  
passes behind Leviathan ships, and  
Ground Cannon, Flack, and Missiles

Dazzling Realistic Sound Effects

Developed by: Levent  
Richard Hare, Cain Bryant, Mi  
Paul Docherty and Mark Kel  
Music and Sound Effects: David W  
Graphic Arts: Philip Wood  
Design: Philip Wood  
LEVIATHAN is an EN  
SOFTWARE™









# LIGHTFORCE



SPECTRUM VERSION

AMSTRAD VERSION

**LIGHTFORCE** is for VENGEANCE....**LIGHTFORCE** is the Punishment Arm of Galactic Fighter Command. When a Terran-settled system at the edge of the galaxy is seized by an alien force, revenge comes in the form of a lone **LIGHTFORCE** fighter.

**LIGHTFORCE** confronts alien in a dazzling battle above the strange landscapes of the Ice-Planet, the Jungle Planet, Alien factories and the impassable Asteroid Belt



**FASTER THAN LIGHT**  
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Tipton  
West Midlands DY4 7UJ

# LIGHTFORCE

# FAST ENOUGH

31157

AMSTRAD

FASTER THAN LIGHT

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## S.O.S. — ALL SYSTEMS ALERT!...

The distress call from the colonies around **Regulus** is brief—"Ships of unknown origin landing at key installations!" The **GEM** council react quickly and decisively, and order their entire space force in the **Regulus** sector into action. Unfortunately, that turns out to be just one **LIGHTFORCE** fighter, on deep space patrol, and, as luck would have it, it's piloted by YOU!

As you emerge from light-drive beyond the outer planet, you see several

## S.O.S. — TOUS LES SYSTEMES SONT EN ALERTE...

l'appel de détresse des colonies autour de **Regulus** est bref:

"Des vaisseaux spatiaux d'origine inconnue débarquent aux installations clés!" Le Comité **GEM** réagit rapidement et de façon décisive, et met en action toute sa force spatiale dans le secteur de **Regulus**.

Malheureusement, il se trouve qu'il n'y a qu'un avion de chasse **LIGHTFORCE**, contrôlant la profondeur de l'espace, et, comme par hasard, il est piloté par VOUS.

En émergeant de la trajectoire FTL, au-delà de la planète extérieure,

## S.O.S. — ALARM FÜR ALLE SYSTEME...

Der Notruf von den Kolonien um **Regulus** ist kurz—"Schiffe unbekannter Herkunft landen in Schlüsselpositionen!" Der **GEM** Rat reagiert schnell und entschlossen und befehlt den gesamten Weltraum-Striktdien im Bereich **Regulus**, sich auf Abwehr einzustellen. Bedauerlicherweise handelt es sich nur um ein **LIGHTFORCE** Kampfflugzeug, das sich auf tiefer Weltraumpatrouille befindet, und als reiner Zufall wird es von IHENEN gesteuert!

Als Sie aus der Lichtbahn hinter dem äußeren Planeten auftauchen,

## S.O.S. — ALERIA A TODOS LOS SISTEMAS...

La llamada de socorro de las colonias en torno de **Regulus** es breve: "Naves de origen desconocido han aterrizado en instalaciones clave." El consejo de **GEM** reacciona rápida y decisivamente y ordena a toda su fuerza espacial en el sector de **Regulus** que entre en acción. Por desgracia, eso no resulta ser más que un combaliente **LIGHTFORCE**, en profunda patrulla espacial y la suerte ha decidido que esté pilotado por TI.

Según sales de propulsión FTL, más allá del planeta exterior, ves a varios

thousand battle-ready alien ships, hundreds of ground-based weapon installations and energy domes, and a host of special armaments pods circling each planet—all ranged against your single **LIGHTFORCE** fighter. As the odds are stacked heavily in your favor, you set about your task immediately—**LIGHTFORCE** is for REVENGE.

## GAMEPLAY

Joystick or configurable keyboard. Special weapons can be activated by the space bar.

vous voyez plusieurs milliers de vaisseaux spatiaux étrangers prêts au combat, des centaines d'installations d'armes basées au sol et des dômes d'énergie, et une multitude de nacelles d'armements, spéciaux encerclant chaque planète—tous braqués contre votre seul avion de chasse **LIGHTFORCE**. Puisque les chances sont fortement en votre faveur, vous vous mettez à l'œuvre immédiatement—**LIGHTFORCE** est là pour la REVANCHE.

**JEU**—Manette ou clavier configurable. Des armes spéciales peuvent être actionnées par la barre d'espace.

sehen Sie sich mehreren tausend kampfbereiten feindlichen Raumschiffen gegenüber, vielen hundert Bodenwaffenanlagen und Energiekuppeln sowie Umringen Waffengondeln, wie sie jeden Planeten umgeben—alle sind auf Ihr **LIGHTFORCE** Kampfflugzeug gerichtet. Da der Vorteil stark auf Ihrer Seite liegt, machen Sie sich sofort an die Arbeit—**LIGHTFORCE** bedeutet RACHE.

## SPIEL

Joystick oder konfigurierbare Tastatur. Spezialwaffen können mit der Leertaste bedient werden.

millares de naves extraterrestres listas para el combate, centenas de instalaciones armadas basadas en tierra y cúpulas de energía y una multitud de cabinas armadas especiales que circulan alrededor de cada planeta, todo ello enfrentado a tu solo combaliente **LIGHTFORCE**. Como las posibilidades están muy a tu favor, te lanzas inmediatamente a la tarea—**LIGHTFORCE** sirve para la REVANCHA.

## APARATO PARA JUGAR

Basión de mando o teclado configurable. Los armamentos especiales se pueden activar por medio del espaciador.

## HOW TO LOAD

**Spectrum:** Type LOAD and ENTER; press PLAY on re

**Amstrad:** Press CONTROL and ENTER together; Press recorder then press any computer key.

**Commodore:** Press SHIFT and RUN/STOP together; Press recorder.

## COMMENT CHARGER

**Spectrum:** Type LOAD and ENTER; appuyer sur PLAY

**Amstrad:** Appuyer en même temps sur CONTROL, Enfoncer PLAY sur le registreur et ensuite rimporer quelle touche de l'ordinateur.

**Commodore:** Taper SHIFT and RUN/STOP; Appuyer sur le registreur.

## LADEN

**Spectrum:** LOAD and ENTER; PLAY am K drücken.

**Amstrad:** CONTROL und ENTER gemeinsam drück Kassettengerät drücken, dann jede beliebige Computerfaste.

**Commodore:** SHIFT und RUN/STOP eingeben, PLAY am drücken.

## MANERA DE CARGAR LA MÁQUINA

**Spectrum:** Escriba LOAD and ENTER; oprítiese PLAY a grabadora.

**Amstrad:** Oprítiese CONTROL y ENTER, juntos. Aprí grabadora y a continuación cualquier computador.

**Commodore:** Escriba SHIFT and RUN/STOP; oprítiese a grabadora.





# FRANÇOIS

L'infâme premier ministre gouverné par le terrible ! camouflés sous des filets, inondant l'Amérique d'h tournaissant l'argent pour Le Dr Kananga, contr qui sait tenir ses affaires de San Monique, envoient trouvent dans de endroits James BOND 007, l'a dangereuses, est chargé d vous devez exécuter les o

Instructions de chargeme Spectrum 48K Cassettes: Chargez et appu Spectrum 128K/2 Cassettes: Utilisez l'option cassette. Spectrum +3 Cassettes: Utilisez l'option l lecteur est vide puis embol Disquette: Placez le disque Commodore 64/128 Cassettes: appuyez sur SHI Disquette: Insérez le disqu AMSTRAD CPC Cassettes: Appuyez sur CTI Disquette: Insérez la disqu sur C).

Amiga/ST Mettez en marche la machi

Le Jeu Vous êtes James Bond et v tr sur une cible, dans la for dans le désert du Moyen-O Dans les exercices de br cibles noires avec des missil part le système de défense de Kananga.

Vous devez éviter les tr hélicoptères, les sous-marir des banils d essence; pièges vous faut constamment pré bidons et des missiles que le Votre vedette a grande éviter des obstacles et détrui

# LIVE AND LET DIE

## ENGLISH

### Introduction

Dr. Kananga, the infamous and ruthless Prime Minister of the Caribbean island of San Monique, an island whose people are harvesting huge fields of poppies concealed under camouflaged netting on this paradise island. He plans to control the US drug market by flooding America with tons of free Heroin which would create a living hell for millions, and incidentally, provide money for arms to Eastern bloc allied San Monique.

Dr. Kananga or "Mr. Big" as he is known in the underworld, is a shrewd operator who conceals his dealings from prying eyes. His headquarters, which are well hidden beneath a cemetery on San Monique, ships all of the un-refined heroin to processing factories in remote and inaccessible locations.

James Bond, 007, the world's top secret agent must undertake a series of dangerous missions to overcome the covert operations of Dr. Kananga.

As James Bond you must carry out the orders of "M", travelling by the only accessible means.

### The Game

As James Bond you must travel along the various waterways; Target practice, South American jungle mission, Norwegian Fjords and Middle East desert exercises.

In the target practice section the red targets must be shot with the forward mounted machine gun, the black targets must be shot using missiles. There are two exercises that enable Bond to learn about the type of defence systems used by Kananga, and finally the mission which is bristling with Dr. Kananga's defences. You must avoid mines, gun emplacements, dive bombing, enemy helicopters, submarines, enemy planes and enemy boats, some of which drop mines or booby trapped fuel barrels and can only be destroyed with a missile.

Along the way you must completely pick up fuel by driving over fuel barrels, as well as the canisters containing fuel and missiles dropped by the C.I.A. helicopters.

Your speedboat must travel through dark tunnels, slide up slopes to avoid obstacles and must destroy closed lock gates with 'snuff' missiles.

With a lot of skill and some luck you will reach the Heroin processing factories at the end of the waterway. The factory can only be destroyed by leaping off a log into the air and letting off a 'snuff' missile to finally destroy the evil installations.

### Control Spectrum

Pause - H Abort - R Boat control using joystick or Keyboard: Right - P Left - O Decelerate - A Accelerate - Q Missiles - A + Space Bullets - Space

### Amstrad

Pause - Escape Abort - Escape twice Boat control as Spectrum, Return also fires missiles.

### C64

Pause - Run/Stop Abort - Return Boat control using Joystick

### ST and Amiga

Pause - Help Abort - Escape Boat control using Joystick or Mouse Left Button - Missiles, Right Button - Bullet or Keyboard: Alt - Bullets Cursor keys + Shift - Missiles

Good luck 007, the world is counting on you

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**CREDITS:** Computer Game: Elite Systems Ltd - Peter Cook, Andy Williams, Bob & Dave Thomas, Bryron Nilsson, Martin Ward, Paul Walker.

LOCKSMITH

FOR THE AMSTRAD CPC 464, CPC 664 & CPC 6128

by S.POTTER

LOCKSMITH

This is a temporary manual. Please complete this form and return it to Debugsoft at the address below enclosing an A5 stamped addressed envelope. A replacement manual will be sent to you shortly.

NAME .....

ADDRESS .....

.....

.....

.....

Locksmith Manual  
Beebugsoft Ltd  
Dolphin Place  
Holywell Hill  
St. Albans  
Herts.

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## 1. INTRODUCTION

### 1.1 Overview

Locksmith is a comprehensive Tape and Disc transfer package specially developed for the CPC 464, CPC 664, and CPC 6128 range of computers, and is available on tape, disc or rom. It will quickly and easily transfer programs from tape to disc, tape to tape, disc to disc, and disc to tape. Locksmith will faithfully transfer tape programs on to disc, but it may also be necessary to alter programs slightly for them to run correctly. Section 5 of this manual gives some notes on how to do this.

For ease of use all Locksmith commands may be entered with a unique command name directly from the keyboard, or they can be selected from a main menu. A special Help command is provided to give the user information on the syntax of all Locksmith commands, and as a further aid, parameters required by the various Locksmith routines are prompted for, if not supplied by the user.

Locksmith should not be used to infringe the copyright laws. Programs transferred by Locksmith are intended for your own personal backup use, and should not be sold, lent or given away.

### 1.2 Features Of Locksmith

TAPE to DISC transfer.

TAPE to TAPE transfer.

DISC to DISC transfer.

DISC to TAPE transfer.

Transfer single files or blocks of files.

AUTO and MANUAL modes of operation.

Load and list protected Basic programs.

Comprehensive tape and disc header reader.

Relocator for files that overwrite disc workspace.

Headerless tape files transferred.

HELP command to list the commands and their parameters.

Menu or command driven.

## 2. LOADING INSTRUCTIONS

### 2.1 Loading The Tape Version

Insert your cassette into the datacorder ensuring that it is fully rewound. Hold down the CTRL key and press the small ENTER key on the numeric keypad. You will be prompted to press the play button on the datacorder and then press any key on the keyboard. When loading is complete, the familiar 'Ready' message will appear.

If you want to load the cassette version on a CPC 664 or CPC 6128 then you must type :tape before loading. If your tape recorder does not use remote control then remember to stop the recorder when the main program has loaded.

### 2.2 Loading The Disc Version

Insert the disc into the disc drive and type:

```
run'disc
```

Press ENTER and the program will load. When the 'Ready' message appears, Locksmith is ready for use.

If you have more than one drive connected to your computer then the disc should be inserted into drive A.

### 2.3 Fitting The Rom Version

If Locksmith is supplied on rom, you will need an external rom board attachment. These may be purchased from a number of suppliers, and you should consult the instructions which accompany your rom socket about its connection to your computer, and the insertion of Locksmith into it. Once fitted in this way, Locksmith will remain on call at all times without the inconvenience of having to load it from tape or disc.

## 3. GETTING STARTED

### 3.1 Conventions Used In This Manual

In this manual specific key presses required by Locksmith (such as the 'Enter' key) will be indicated thus: ENTER .

All parameters are shown in this manual enclosed in brackets. Single sets of brackets <> indicate essential parameters, while double brackets <<>> indicate optional parameters.

### 3.2 Memory Used By Locksmith

Tape and disc versions of Locksmith will remain in memory until you switch off your machine, unless they are overwritten in memory by other programs. The rom version will remain on call at all times. Once Locksmith is resident in your machine (whether on rom or in memory), you may use your computer as normal except that where Locksmith has been loaded into memory from tape or disc, less free memory will be available for Basic programs.

Please note that using any of the following Locksmith commands will destroy any Basic program resident in memory:

```
itapedisc  
itapetape  
idiscdisc  
idiscstape  
iupload
```

### 3.3 Calling Locksmith Commands

Whether Locksmith is on rom or has been loaded into memory from cassette or disc as described above, all routines are called in exactly the same way using ':' (bar) commands.

For example if you type the following: :help! ENTER  
you will see Locksmith's help screen appear.

Although each Locksmith command has a unique command word associated with it, you may find that some of these clash with the names of commands in other roms (if your machine is fitted with an external rom board). Locksmith has a special feature to avoid command name clashes. If any command name clashes, simply preface the command name with a 'b' - for Beebugsoft - (eg type :bhelp! instead of just :help!). This will ensure that the command is intercepted by Locksmith rather than any other rom.

Another way to call a Locksmith command is to type: :lock ENTER  
This calls a menu from which almost all of Locksmith's routines may be selected.

### 3.4 Entering Parameters

All Locksmith commands may be entered in upper or lower case, and if parameters are being entered with the command, the command should be followed by a comma, and each parameter separated by a comma. In fact most of Locksmith's routines require one or more parameters to be entered to specify how the commands are to be executed.

For example the tape to disc transfer routine needs to know the name of the file to transfer. This may be entered immediately following the command name as a string enclosed in quotes. Thus, for example, the command `!tapedisc` which will transfer a file from tape to disc, might be called as follows:

```
!tapedisc,"oldgame" ENTER
```

In this case the routine will transfer the file "oldgame" from tape to disc.

If you had selected `!tapedisc` from the Locksmith menu, or had simply entered:

```
!tapedisc ENTER
```

Locksmith would have prompted you for the parameter.

### 3.5 Optional Parameters

Some parameters are optional, such as the filenames used with the `!tapedisc` command. Optional parameters are indicated in this manual with a double angle bracket thus:

```
!tapedisc,<<filename>> ENTER
```

If you wish to call the command without the parameters, simply type:

```
!tapedisc ENTER
```

and then press ENTER in response to the prompt that is printed. Locksmith will then automatically supply sensible default parameters; in this case it will transfer all files. Locksmith will supply default values for all commands that have optional parameters.

### 3.6 Entering Strings On The CPC 464

Quite a few of Locksmith's routines require text (or strings) to be entered as parameters. One such command is `!load`; this routine needs to know the name of the Basic program to load. The correct syntax for this is illustrated by the following example. To load the protected Basic program "utility", you could type the following:

```
!load,"utility" ENTER
```

There is an important point to note here; string parameters may not be entered in a bar command on the CPC 464.

This needs some elaboration. It is a feature of the CPC 464 (though not the CPC 664 or the CPC 6128) that strings (ie text) may not be entered in a "!" (or bar) command. So if you have a CPC464 simply enter the command name, and you will be prompted for the parameters. Users of the 664 and 6128 have the option of entering all parameters on the same line as the command name.

By contrast of course, if a Locksmith routine has been called from the main Locksmith menu, there is no opportunity to directly enter any parameters (since you are simply selecting one item from a menu screen), and all parameters will be prompted for regardless of which computer you are using.

### 3.7 Using Wildcards

Many of Locksmith's disc commands can be used on more than one file at once, by using wildcard characters in the filenames. There are two wildcards available: ? represents any single character, and \* represents any number of characters. To give some examples we will use the `!header` command, which displays file header information for the file specified.

```
!header,"c?t" ENTER will display header information for the files "cat", "cbt", "cut" etc. but not for the file "cute".
```

```
!header,"p*" ENTER will display information for all files beginning with "p".
```

```
!header,"*.bas" ENTER will display information for all files with the file type "bas".
```

```
!header,"*.?" ENTER will display information for all files.
```

### 3.8 The Escape Key

The ESC key may be used at any time to exit a Locksmith routine, or to exit the main Locksmith menu.

It operates exactly as in Amstrad Basic. A single press of the ESC key will halt the screen display, and any other key will reinstate it. Pressing ESC twice will return you to Basic, or back to the menu, if the command you were using was called from there.

### 3.9 Screen Modes

Locksmith will work in all screen modes, though you will find its output clearest in mode 1. When a Locksmith routine is called individually using a bar command, no changes will be made to the currently selected screen mode or ink and pen colours. If on the other hand you call the Locksmith menu, mode 1 will be selected, and the colour palette will be specifically re-defined in order to obtain the clearest display.

## 4. THE COMMANDS

In the bulk of this manual, each command is described in alphabetical order. But there are three commands that deserve special attention. These are !lock, !lockoff and !help.

### 4.1 LOCK

Syntax : !lock

Function: Display a menu from which Locksmith commands may be selected, and set the function keys for use with Locksmith.

The Locksmith menu provides the easiest way of calling Locksmith commands. When !lock is entered, screen mode 1 is first selected, and then the colour palette adjusted if necessary for a clear display. The following menu then appears:

```
-----  
A AUTO  
B DISC to DISC  
C DISC to TAPE  
D ERASE  
E HCOPI  
F HEADER  
G HELPL  
H MANUAL  
I PLOAD  
J PRINTON  
K PRINTOFF.  
L RENAME  
M SPEED  
N STATUS  
O TAPE to DISC  
P TAPE to TAPE  
Q RSX Commands  
  
L O C K S M I T H  
Tape and Disc  
Transfer Package  
from  
B E E B U G S O F T
```

-----  
Enter Option:

The user selects a routine by letter, or returns to Basic by pressing ESC. If the routine selected requires the entry of parameters, these will be prompted for. When the routine has finished a small cursor block will appear on the screen; press ESC to return to Basic, or any other key to return to the menu.

Option 'Q' allows '(bar) commands to be used without leaving the menu. Press any key when the command has executed to return to the menu, or press ESC to return to Basic.



## FUNCTION KEYS

Calling !lock will also set the function keys f0 to f9 to the following functions for ease of use:

```
f0 Set mode 0
f1 Set mode 1
f2 Set mode 2
f3 !status
f4 !help!
f5 catalogue drive A
f6 catalogue drive B
f7 !printon
f8 !printoff
f9 !lock
```

Thus once !lock has been called, the main Locksmith menu can be recalled at any time by pressing the 9 key on the keypad at the right hand side of the keyboard. The other defined keys work in a similar way. Press 1 and you will set up mode 1, and so on.

Also, if you have a disc interface connected, CTRL together with the small ENTER key on the numeric keypad will be defined:

```
run'disc
```

This will automatically 'boot' start discs containing the file 'disc'.

## 4.2 LOCKOFF

Syntax : !lockoff

Function: Clear Locksmith from memory.

This command is for use on tape and disc versions only, and is used to reclaim space for Basic, should the need ever arise, by clearing Locksmith from memory. The operation leaves resident Basic programs intact. To use Locksmith routines after this command has been used, Locksmith will need to be reloaded into the machine.

As a safety precaution whenever this command is called, the user is asked to confirm his intention before Locksmith is cleared.

## 4.3 HELPL

Syntax : !help!

Function: General help pages giving command list, and syntax.

The help command will first give a list of all of Locksmith's keywords, and their syntax. A second page gives the function keys settings described in section 4.1.

```
auto
discdisc,<<filename>>,<<destination drive>>
disctape,<<filename>>
era,<<filename>>
hcopy,<<filename>>,<<sync byte>>,<<length>>
help!
help!,<<filename>>
lock
lockoff
manual
pload,<<filename>>
printon
printoff
ren,<newname>,<oldname>
speed,<<save speed>>
status
tapedisc,<<filename>>
tapetape,<<filename>>
```

As in this manual itself, essential parameters are enclosed in single angular brackets <>, whilst optional parameters have a double bracket <<>>.

## 4.4 AUTO

Syntax : !auto

Function: Set automatic mode for tape to disc transfer

This command alters the way that the tape to disc transfer utility !tapedisc operates. It causes two things to happen automatically during the transfer:

1. If the filename of a program being transferred to disc is more than 8 characters long, then it will be truncated to make it legal.
2. A small relocater is added to any file that would otherwise overwrite disc workspace.

For further information please refer to the detailed description of the command !tapedisc described in section 4.17, and see also the command !manual.

#### 4.5 DISCDISC

Syntax : idiscdisc, <<filename>>, <<destination drive>>  
Function: Transfer files from one disc to another.

This command will transfer files from the source (or default) drive to the destination drive specified. The filename may include wildcard characters (see section 3.7). For example:

```
idiscdisc, "program.a", "B" ENTER
```

will transfer all files called "program" with any file type, from the source drive to drive B. The source drive is normally drive A, but can be changed by using the Amsdos command idrive. Alternatively the source drive can be specified at the beginning of the filename. For example:

```
idiscdisc, "b:program.a" ENTER
```

will transfer the file "program" from drive B to drive A.

Both the source and destination drives can be the same, so that users with only one disc drive can easily transfer disc files. In this situation, Locksmith will prompt you to insert your source and destination discs as necessary.

CPC 464 users wishing to use this command should type the command name only; the parameters will then be prompted for. If ENTER is pressed in response to the prompts, then Locksmith will supply the following default values:

```
<filename> = *.* (i.e. all files)  
<destination drive> = the same drive as the source drive
```

Please note that this command may overwrite the contents of memory, so make sure you save your current program before using it.

#### 4.6 DISCTAPE

Syntax : idisctape, <<filename>>  
Function: Transfer files from disc to tape.

This command will transfer files from the source (or default) drive to tape. The filename may include wildcard characters, and the source drive may be specified at the beginning of the filename. For example:

```
idisctape, "a.s" ENTER
```

will transfer all files from the source drive (usually drive A) to tape.

```
idisctape, "b:p.s.s" ENTER
```

will transfer all files beginning with "p", from drive B to tape.

CPC 464 users wishing to use this command should type the command name only; the <filename> parameter will then be prompted for. If ENTER is pressed in response to the prompt, then Locksmith will supply the following default value:

```
<filename> = *.* (i.e. all files)
```

Please note that this command may overwrite the contents of memory, so make sure you save your current program before using it.

#### 4.7 ERA

Syntax : iera, <<filename>>  
Function: Erase a file or group of files from disc.

This command is similar to the Amsdos command of the same name, but if only the command name itself is entered (as it must be on the CPC 464), then the filename parameter will be prompted for. The filename may include wildcard characters as usual, and the drive can be specified at the beginning of the filename. For example:

```
iera ENTER  
Enter filename: b:s.bak ENTER
```

This will erase all files on drive B, with the file type "bak". To prevent accidental erasure the user is asked to confirm his intention before any file is erased.

#### 4.8 HCOPI

Syntax : `ihcopy,<filename>,<<sync byte>>,<<length>>`  
Function: Transfer a headerless tape file.

If commands such as `itapedisc` or `itape` fail to read a tape file it may be because the file was originally saved without a header. This command will read a headerless file and copy it complete with a valid header to the current output stream. Once this has been done the new copy, complete with header, can be used as normal. The parameter `<filename>` specifies the new name for the file, and cannot therefore, contain wildcard characters. The two other parameters are explained in more detail below, and can be ignored for the moment. If Locksmith prompts for these two parameters then just press `ENTER`, and Locksmith will supply sensible default values.

To use the command simply position the tape just before the headerless file, type in the command, and then follow the on screen prompts. It may be necessary to listen to the recording on the tape to find the start of the file. Once loaded the file will be transferred to tape or disc, depending on which output stream is selected. If the file fails to load, then refer to the section below, which explains how to find the correct 'sync byte'.

CPC 464 users wishing to use this command should type the command name only; the parameters will then be prompted for.

Please note that this command may overwrite the contents of memory, so make sure you save your current program before using it.

#### FINDING THE CORRECT 'SYNC BYTE'

If `ihcopy` does not load the headerless file then it is likely that the 'sync byte' is incorrect. This is the byte stored at the beginning of a file that the computer looks for before it can load the file. The standard sync byte is `&16`, but it can be any value between `&00` and `&FF`.

There is no easy way to find this byte, and a rudimentary knowledge of machine code is required. You will also need a memory lister or disassembler. You will find that the headerless file will have a machine code loader program saved just before it on the tape; it is necessary to inspect this loader and locate the following sequence of code to find the sync byte:

```
LD HL,xxxx 21 Y Y xx  xxxy=file start
LD DE,yyyy 11 Y Y xx  yyyy=file length
LD A,xx    2E xx  xx =sync byte
CALL 28CA1 CD A1 BC
```

The sequence may not be in exactly the same order but it will be very similar.

#### 4.9 HEADER

Syntax : `ihheader,<<filename>>`  
Function: Display comprehensive file header information.

This command displays header information for both tape and disc filing systems. When used on a disc system, the parameter `<filename>` may contain the usual wildcard characters. A header for a disc file is similar to the following:

```
FILE1 .BAS R/W 04K
File Type :Z Basic
Start Addr :&3000
Length :&1000
End Addr :&4000
Exec Addr :&3500
User Number :00
```

A header for a tape file is similar to that above, except that Block Number is displayed instead of User Number.

CPC 464 users wishing to use this command should type the command name only; the parameter will then be prompted for. If `ENTER` is pressed in response to the prompt, then Locksmith will display header information for all files.

#### 4.10 MANUAL

Syntax : `lmanual`  
Function: Set manual mode for tape to disc transfer

This command alters the way that the tape to disc transfer utility `itapedisc` operates. It causes Locksmith to prompt for two things during the transfer:

1. Locksmith will prompt for a new filename when saving to disc.
2. If a file is likely to overwrite disc workspace, Locksmith will ask whether it should be relocated.

For further information please refer to the detailed description of the command `itapedisc` described in section 4.17, and see also the command `!auto`.

#### 4.11 PLOAD

Syntax : `!pload,<filename>`  
Function: Load a protected Basic program.

This command loads protected Basic programs into memory, so that they may be listed and examined as normal. A protected Basic program is one that was originally saved with the letter "p" following the filename, such as:

```
save"program".p
```

The parameter `<filename>` cannot contain wildcard characters.

CFC 464 users wishing to use this command should type the command name only; the parameter will then be prompted for. On a tape based system you may press **ENTER** in response to the prompt, and Locksmith will load the first program on the tape.

Please note that this command will overwrite the contents of memory, so make sure you save your current program before using it.

#### 4.12 PRINTON

Syntax : `!printon`  
Function: Send all command output to printer.

Printon sends screen output from all Locksmith commands to the printer as well as the screen. This is very useful particularly if you wish to keep a record of header information, for example, that may otherwise scroll off the screen.

#### 4.13 PRINTOFF

Syntax : `!printoff`  
Function: Switch off printer output.

This command cancels the `!printon`, and sends command output to the screen only.

#### 4.14 REN

Syntax : `!ren,<newname>,<oldname>`  
Function: Rename a disc file.

This command is exactly the same as the `Ansdos` command of the same name, but if only the command name itself is entered (as it must be on the CFC 464), then the two parameters will be prompted for. The names cannot include wildcard characters, but the drive can be specified at the beginning of the parameter `<oldname>`. For

example:

```
!ren ENTER  
Enter Newname: update2 ENTER  
Enter Oldname: B:update1 ENTER
```

This will rename the file "update1" on drive B, to "update2".

#### 4.15 SPEED

Syntax : `!speed,<<save speed>>`  
Function: Reset tape saving speed.

This command takes one parameter `<save speed>`, which should be an integer number between 0 and 4. Each number specifies a particular save speed:

```
0 - 1000 baud  
1 - 2000 baud  
2 - 2500 baud  
3 - 3000 baud  
4 - 4000 baud
```

If the command is entered without a parameter then the default speed 0 (1000 baud) is set. The Locksmith command `!status` can be used at any time to find the current speed setting.

Setting the speed to a high number will save files at a faster speed, but may cause re-loading to be less reliable. However increased speeds should be reliable providing you use good quality tapes and keep your tape heads clean.

#### 4.16 STATUS

Syntax : `!status`  
Function: Display useful status information.

Using the `!status` command will display something similar to the following:

```
Version No.      : 1.0  
Input Stream    : Disc  
Output Stream   : Disc  
TapeDisc Mode  : Auto  
User Number     : 0  
Printer        : Off  
Default Drive   : A  
Speed Write     : 0
```

The first line gives Locksmith's version number, which should be quoted in all correspondence. Following this are the active input/output streams. These may be changed (on disc systems only) with the usual itape and idisc commands. The next line displays the tape to disc transfer mode, and will be either Auto or Manual (see commands :auto and :manual).

The next two lines refer to disc systems only, and give the User Number and the Default Drive. These may be changed by using the Amsdos commands :user and :drive. Finally the tape save speed is displayed; this will be a number between 0 and 4, and can be altered by using the Locksmith command :speed.

#### 4.17 TAPEDISC

**Syntax:** itapedisc,<<filename>>

**Function:** Transfer tape files to disc.

This command will transfer single or groups of files from tape to disc. Although files will be accurately copied to disc, you may find that some of them will not run on disc without some changes being made. Section 5 of this manual gives some ideas that will help to get programs running. There is one parameter <filename>, which specifies the name of the file to transfer. It cannot contain wildcard characters.

To use the command simply position your tape just before the file that you wish to transfer, type in the command, and then follow the screen prompts. If you want to transfer all of the files on your tape, you should type the command without the filename parameter, and press ENTER in response to the prompt 'Enter filename'. Locksmith will always transfer files to the disc in the default drive (normally drive A).

There are two problems that may occur when transferring files from tape to disc:

1. Tape filenames can be up to 16 characters long, but on disc they can only be up to 8 characters long. This means that a long tape filename may have to be shortened to make it valid.
  2. The disc operating system uses some extra memory for its workspace; some tape files are quite often located in this area of memory, and if loaded could possibly cause the system to crash.
- Locksmith handles these two problems in different ways depending on whether Locksmith is in Auto or Manual mode. The default mode is Auto, but can be changed at any time by using the :manual and :auto commands.

#### AUTO

In this mode Locksmith will handle everything automatically without any user intervention. It will automatically make filenames valid for saving to disc, and add a small relocater to any tape files that would overwrite disc workspace.

#### MANUAL

In this mode Locksmith will always prompt for a new filename before saving to disc. If the tape file overwrites disc workspace, then you will be asked whether you want to add a relocater or not.

Locksmith will display all file information as it transfers files; it is best to keep a record of this information just in case the program will not run afterwards. Section 5 of this manual gives some ideas on how to get programs to run, and it is important that you know the filenames and load/execute addresses.

CPC 464 users wishing to use this command should type the command name only; the filename will then be prompted for. If ENTER is pressed in response to the prompt, then Locksmith will transfer all files from the tape.

Please note that this command will overwrite the contents of memory, so make sure you save your current program before using it.

#### 4.18 TAPETAPE

**Syntax:** itapetape,<<filename>>

**Function:** Transfer tape files from one tape to another.

This command will transfer a file or group of files from one tape to another. There is one parameter, <filename> which is the name of the file to transfer; it cannot contain wildcard characters.

To use the command simply position your tape just before the file that you wish to transfer, type in the command and follow the screen prompts. If you want your copy to be saved at a faster speed, then first use the Locksmith :speed command.

CPC 464 users wishing to use this command should type the command name only; the filename will then be prompted for. If ENTER is pressed in response to the prompt, then Locksmith will transfer all files from the source tape.

Please note that this command will overwrite the contents of memory, so make sure you save your current program before using it.

## 5. GETTING PROGRAMS TO RUN

### 5.1 Transfer Problems

This section deals with problems that may occur when using the tape to disc utility itapedisc. In general Locksmith will faithfully transfer all tape files to disc except for those that are too long to fit into memory, or those that have not been saved according to the standard Amstrad tape format.

### LONG PROGRAMS

The Amstrad disc system uses 1284 bytes of memory for its own workspace, which on the standard CPC 464 computer (without a disc drive) are free for program storage. This means that very long programs originally written on the standard CPC 464 may be too long to load into a system with a disc drive fitted. Where this is the case, the error message 'Memory Full' is displayed.

### NON STANDARD TAPE FORMATS

Locksmith can only read tape files that were originally saved using the standard Amstrad 'SAVE' command. If Locksmith fails to read a tape file then it may be a headerless file, so try the hcopy command. If it still will not load then the file was probably saved to a non standard format, which Locksmith cannot read.

### 5.2 Filename problems

One of the main problems when using itapedisc is caused because disc filenames have two limitations that do not affect tape filenames:

1. Disc filenames can only be up to 8 characters long, while tape filenames can be 16 characters long.
2. Tape filenames can contain virtually any character, whereas disc filenames cannot contain a few special characters.

When transferring files from tape to disc, Locksmith will make all disc filenames valid in automatic mode, and will allow you to enter a new filename of your choice in manual mode. In the case of a two part program, it may be necessary for you to alter the first program manually so that it contains the correct filename to load the second program.

### EXAMPLE:

You may have a program called DATABASE which loads a second file called OBJECTCODE. If you use Locksmith to transfer these files to disc, the name of the second file will be changed to OBJECTCO, so that it has only eight characters. You will have to load the first program, "DATABASE", and alter the line of the program that loads in OBJECTCODE. If DATABASE is a Basic program then somewhere it will contain a line like this:

```
310 LOAD"OBJECTCODE"  
or 310 LOAD"  
or 310 RUN"OBJECTCODE"  
or 310 RUN"
```

Whichever the case, you must insert the shortened name, OBJECTCO, between the quotes in line 310. If the first program is a binary file then some knowledge of machine code, and the Amstrad firmware system is necessary to make the changes.

### 5.3 Relocation problems

In Auto mode Locksmith will relocate files from tape that occupy disc workspace at the top of memory. If the message 'File Relocated' is printed whilst using itapedisc, then make a note of the new Start Address and the Exec Address that are printed just afterwards. There are then two simple rules to follow:

1. If the Exec Address is not zero, then the program should run correctly, and nothing more needs to be done.
2. If the Exec Address is zero, then you should call the new Start Address immediately after the file has loaded.

### EXAMPLE

A file called PART2 has to be relocated to the new Start Address &9800. Its Exec Address is zero, and it is loaded and run by the following small Basic program:

```
100 LOAD"PART2":CALL &A200
```

Line 100 should be changed to:

```
100 LOAD"PART2":CALL &9800:CALL &A200
```

This line will now load the file into a safe area of memory, relocate it to its original position, and then finally run it. Once a program has been relocated in this way, the program should run correctly, but disc operations will not work.



## COMMAND SUMMARY

**LOCK**  
Syntax : llock  
Function: Display a menu from which Locksmith commands may be selected, and sets the function keys for use with Locksmith.

**LOCKOFF**  
Syntax : llockoff  
Function: Clear Locksmith from memory.

**HELP**  
Syntax : lhelp  
Function: General help page giving command list and syntax.

**AUTO**  
Syntax : lauto  
Function: Set automatic mode for tape to disc transfer

**DISCDISC**  
Syntax : ldiscdisc, <<filename>>, <<destination drive>>  
Function: Transfer files from one disc to another.

**DISCTAPE**  
Syntax : ldisctape, <<filename>>  
Function: Transfer files from disc to tape.

**ERA**  
Syntax : lera, <<filename>>  
Function: Erase a file or group of files from disc.

**HCOPY**  
Syntax : lhcopy, <<filename>>, <<sync byte>>, <<length>>  
Function: Copy a headerless file from one tape to another.

**HEADER**  
Syntax : lheader, <<filename>>  
Function: Display comprehensive file header information.

**MANUAL**  
Syntax : lmanual  
Function: Set manual mode for tape to disc transfer.

**PLOAD**  
Syntax : lpload, <<filename>>  
Function: Load a protected Basic program.

**PRINTON**  
Syntax : lprinton  
Function: Send all command output to printer.

**PRINTOFF**  
Syntax : lprintoff  
Function: Switch off printer output.

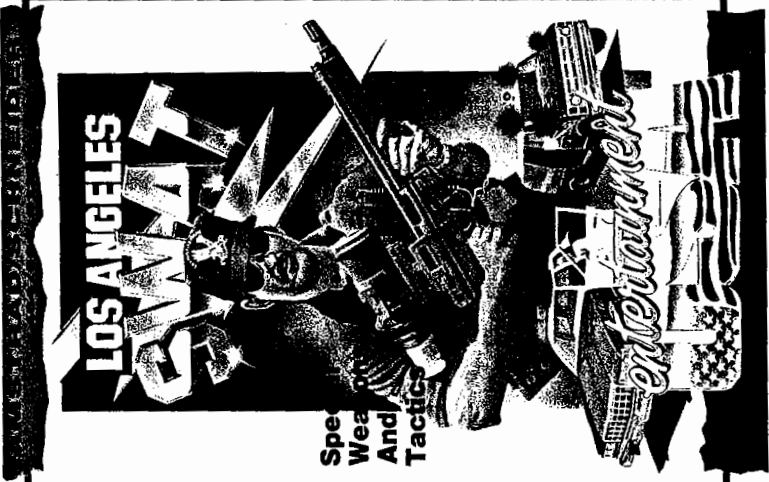
**REN**  
Syntax : lren, <<newname>>, <<oldname>>  
Function: Rename a disc file.

**SPEED**  
Syntax : lspeed, <<save speed>>  
Function: Reset tape saving speed.

**STATUS**  
Syntax : lstatus  
Function: Display useful status information.

**TAPEDISC**  
Syntax : ltapedisc, <<filename>>  
Function: Transfer tape files to disc.

**TAPETAPE**  
Syntax : ltapetape, <<filename>>  
Function: Transfer tape files from one tape to another.



# LOS ANGELES SWAT

**Special assignment.** Rescue the hostages from the terrorist gangs holding out in West L.A. Clear up the streets. Blast away bad guys. But be careful. You're on T.V. Fall and you won't be coming home to watch it. All action joystick bending combat survival with the skill to

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**LOS ANGELES 1999**  
Special assignments. Get your squad together. A terrorist group has taken over the West side of L.A. Get in there and clear the streets. Bring out any hostages you find - ALIVE this time. All civilians are supposed to have cleared the area, but there's always a few who don't make it out. Try and not blow too many away ah? We are talking surgical strikes here, guys. Nice and clean. No complications and no rough spots. Let's do the uniform proud. Go for it.

**PLAYING THE GAME:**  
The aim is to save the hostages being held by the gangs. To reach them you must clear your squad through the streets defending yourselves against them. Until you reach the junctions where the gang leader is holding the civilians. Try to stay alive, wipe out the terrorists and hostages, the victims or civilians. Couldn't be easier. On the way up the street, you may just happen to notice that the gangs have weapons, which they keep lobbing at your team leader. Try to anticipate where they will land and move him away. Everything keys off the leader and the members will follow him, so when the police shoots at him, multiple gang members will take over. Once he gets to the junction, the gang leader will take over. Keep your eyes peeled and don't let the baddies get behind you. They have a particularly nasty way of neutralising SWAT teams if they get too close ...

**CONTROLS**  
You are offered a menu giving you the choice of keyboard or a range of joysticks. Use the cursor keys for movement and space to fire.  
Q quits game.

**LOADING INSTRUCTIONS**  
Amstrad 484: Press CNTRL and small ENTER.  
Amstrad 6128: Type ITAPE and press RETURN. Press CNTRL and small ENTER.

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