COMMODORE 64

AS SEEN ON TV

SELECT 1

12 GREAT COMPUTER GAMES ON ONE CASSETTE

PLUS: GALAXY►MR. WIMPY►MOON BUGGY

SKRAMBLE►DENIS► PURPLE TURTLES

COSMIC COMMANDO STAR BASE DEFENCE

COMPUTER RECORDS

SELECT 1

is a unique collection of machine coded, arcade quality games for your complete home entertainment. Follow loading instructions on box flap and a menu will appear on your screen giving you the position of the individual games.

SIDE A

GAME 1 HUNCHBACK—© Ocean Software Limited.

PLAYING

QUASIMODO must rescue the imprisoned Esmerelda from the castle stronghold. Jump along the Ramparts, swing over the fiery pit, dodge the Arrows and Fireballs and remember to keep ahead of the chasing Knight. 15 Screens of fun and excitement and each one more difficult than the last.

STATUS AND SCORING

On screen scoring shows number of lives, current score and bonus score; points are awarded for each completed screen and the bonus builds up if no lives are lost. Hall of Fame feature for best score.

CONTROLS

Game is controlled by Joystick or Keyboard.

Move left —<
Move right —>
Jump —A

GAME 2 GALAXY—© Anirog Software Limited

PLAYING INSTRUCTIONS

You have a choice of selecting one or two player option. Press F1 for the next page. This will give you the option to select 1 or 2 player game.
Press 1 for 1 player.
Press 2 for 2 players.
If you press "FIRE" button on your joystick, the game is automatically selected for one player option.
If you wish to play on the keyboard, you have two options of selecting which keys to use.

1. : Move fighter left.
   ; Move fighter right.
   A Fire.
2. A Move fighter left.
   F Move fighter right.
   ; Fire.
3. Use joystick.

During the game you can press Run/Stop key to return to the selection process.
Your base is under attack by alien fighters escorted by a mother ship. You start with three fighters and get a bonus fighter at 20,000 and 70,000 points.
The aliens first fly to their positions before attacking. It is best to shoot them down before attack starts. There are two types of alien fighters, red and yellow. Both can be shot down by a single shot. The mother ship also joins the attacking formation. It requires two shots to be destroyed. The mother ship must not be attacked while in position. If you do so, you will lose your fighter. The mother ship can only be destroyed when it is attacking you.
The mother ship can attack your fighter in two ways.

1. It may form a convoy with other fighters to attack you.
2. It may attack alone. When it attacks alone it will try to capture your fighter using its laser traction beam.

If it captures your fighter, one of the remaining fighters takes the place of the captured fighter. The lost fighter can be recovered if your fighter is able to destroy the mother ship. At that point, all action stops and the captured fighter returns to join your other fighter to make a formidable force with double firing capacity.
If however you do lose a fighter in the subsequent action, the game continues with the remaining fighter.
After the second screen and there after every 4th screen, there is a special screen called a CHALLENGE SCREEN. In these screens, the fighters do not attack you. There are four stages in this screen. You try and shoot as many alien fighters as you can to get bonus points.

GAME 3

MR WIMPY—© Ocean Software Limited

PLAYING

Mr. Wimpy's task is to make the best Burgers in town and you must guide him around the screen to achieve this. First assemble the ingredients avoiding the moving manholes and Waldo the burger-thief. Now make the Wimpy Burgers avoiding the kitchen rebels. If you are trapped by the rebels you can pepper them into oblivion but only three times, unless you pick up the bonus gems, the ice-cream or the cup of coffee, which give you more chances to shoot.

STATUS AND SCORING

On screen scoring shows current score, Hi-score, lives left and number of peppers. Points are scored for the delivery of ingredients and completing of the Burgers as shown on the screen.

CONTROLS

Mr. Wimpy is guided around the playfield by any Commodore compatible joystick, the fire control being used for pepper. The joystick interfaces through port 2 on the machine.
Keyboard controls are:

Q – UP
A – DOWN
> – RIGHT
<– LEFT
CTRL/P – PEPPER

GAME 4

KONG—© Anirog Software Limited

PLAYING

There are four screens. As soon as you finish one screen KONG removes FAY RAY to the next level. You have to finish all four screens and destroy KONG'S lair before you can rescue the beautiful FAY RAY and earn her undying love. All screens start with bonus points and a count down. If you do not reach the top by the time the count reaches zero, you lose a life.

KONG SCORING INSTRUCTIONS

FIRST SCREEN—KONG rolls the barrels as you climb ladders to reach FAY RAY. If you get hold of the mallet, you can smash the barrels and the chasing fire balls to earn extra points. You can only hold the mallet for 15 seconds, while you are holding it you cannot jump the barrels or climb ladders. You start with a bonus of 4000 points.
SECOND SCREEN—This is a PIE FACTORY with a cooker in the middle. You have to jump over the pies as you run along the conveyor belt. Be careful you don't end up inside the oven. This level starts with a bonus of 4000 points.
THIRD SCREEN—This time you can only reach the top using lifts. KONG throws down girders to crush you. This level starts with a bonus of 5000 points.
FOURTH SCREEN—This is KONG'S lair and you have to run across each of the supports to knock them out. When all the supports are knocked out, the lair collapses and you have rescued FAY RAY.
Jump Barrel—100 points
Smash Barrel—400 points
Smash Fire Ball—500 points
Hand Bags and Umbrellas—100 points
Lair Supports—100 points

PLAYING

Use keyboard or joystick.
Keyboard Controls

P – Up	: – Down
L – Left	CTRL–Jump
; – Right	

Joystick
Fire Button—Jump
When you have completed the fourth screen, the game automatically reverts to the first screen. The points run out quicker.

GAME 5

HEXPERT–© Anirog Software Limited

Bert, a sweet little furry creature has been abducted by ZOGANAAR, the wicked witch. She has forced him to play on her pyramid. This three dimensional pyramid is constructed from hexagons. ZOGANAAR has created two massive rubber balls which bounce down the pyramid to crush Bert if he does not get out of the way. Her ultimate creation COILY, a slimy evil snake travels up and down the pyramid after him. His bite is deadly.

The odds seem too great but for the two spinning discs, a present to Bert, which he always carries. Bert can jump on the discs and lure COILY to his death. Alas! he re-appears again after a short time.

After completing three screens, a man with spectacles appears. He is slightly bigger than the rubber balls.

The sequence of colour change of the hexagon is:–
Green – First Screen
Yellow – Second Screen
Purple – Third Screen
After that it reverts to green and follows the above sequence but with the added hazard of the man with spectacles. Bert has five lives to paint as many hexagons as he can.

PLAY
Joystick Control Of:
Bert is shown in the diagram.

SCORING
Each Hexagon Painted – 100 Points
Lure COILY To Death – 1000 Points
Jump On Spinning Disc – 100 Points
Complete The Pyramid – 5000 Points
Extra Life at 50,000 Points.

GAME 6

RING OF POWER – © Quicksilva Limited

Far away in a distant kingdom where the people were happy and sad; living side by side with fantasies and the everyday; there lived a Colourful King. The people lived at peace until one fateful day when the King lost his mind and although he searched for it high and low was unable to find it and so was driven from the kingdom. With him went the knowledge of the secret locations of the Crown Jewels . . . Now whosoever can find the Jewels shall be proclaimed King. Ring of Power is a sophisticated adventure with an option whereby you may play it with text OR full colour graphics.
See screen for instructions.

SIDE B–GAME 1

SKRAMBLE–© Anirog Software Limited

In the year 2184, after years of constant bombardment, the planet earth has been taken over by Cobrons who have now departed but left the government of the country in the hands of its super intelligent command module. The defenders of the command module base are formidable. It requires a steady hand and accurate control to guide the fighter plane that has undertaken the suicidal mission of destroying the base.
This all machine code programme has reproduced all the thrills of the arcade game in the six sectors leading to the command module.
1st sector - Red - Face the ferocious and deadly rocket attack.
2nd sector - Blue - This is a cavern sector. You will face a lethal UFO attack.
3rd sector - Brown - Dodge the fireballs. You cannot shoot them down.
4th sector - Light Blue - City - Manoeuvre your way through the city with its tower blocks.
5th sector - Purple - Maze - Again requires some clever steering.
6th sector - Green - Base - You have at last arrived at the nerve centre of the Cobron defence. You will get the chances to destroy their base.
In all sectors, you must bomb and destroy the enemy's mysterious AMMO modules and fuel dumps so that you may refuel yourself.
Joystick control only.

SCORING
Rockets 50 points if still on the ground.
80 points if shot in the air.
100 or 200 or 300points – mysterious Ammo module.
10 points for each second of survival.

GAME 2

DENIS THROUGH THE DRINKING GLASS–© Applications Software

A zany political adventure where you take the role of Denis Thatcher striving to overcome insurmountable odds to escape from the political jungle.

Don't just stand there reading this leaflet. Get stuck into Ken Livingstone, Norman Tebbitt, Mary Whitehouse and all those others from the political jungle. Okay, so doing what you want with Tony Benn doesn't get you through to the next stage of the game, but it makes you feel better, doesn't it.
Your objective is to avoid Maggie, overcome all the horrors you meet and reach the sanctuary of The Gravediggers Arms. Just be careful about how you treat the Royal Family. My chances of getting an OBE are pretty slim, without you upsetting little Willie and his Mum. And I can do without Prince Andrew waiting for me on a dark corner.
If you upset the Pope, on your own head be it. I'm not going into the fiery furnace because of your irreverance. And speaking of the Pope–don't in front of Ian Paisley unless you want a right earful of the Armagh twang.
There isn't a bulletproof vest available in your size, so watch out at Greenham Common if the bullets start to fly.
In case you hadn't realised, you take the role of Denis Thatcher. I have chosen for your guide through this adventure that lovable MP from Bolsover, Dennis Skinner. You can deal with all the monsters in the game, but tangle with the Iron Lady and you won't half get it when she gets you home.
The following are some of the instructions understood by the game.The others you must find out for yourself.

N.NORTH S.SOUTH E.EAST W.WEST NE. NW. SE. SW. U.UP. D.DOWN. TAKE. GET. DROP. WEAR. REMOVE. RUN. LOOK. OPEN. QUIT.
R.REDESCRIBE (current location)
I. INVENTORY (objects carried and worn)
SAVE (Save present game position, if you need to eat, sleep, etc.)
LOAD (Previously saved position)

That's all I'm prepared to tell you about this game except to say that all the usual adventure game instructions are accepted plus some more that you will have to find out for yourself.

GAME 3

MOON BUGGY—© Anirog Software Limited

As sector commander of the moon base defences, you are on routine patrol duty. Your patrol craft, a highly manoeuverable A.T.M.B. (ALL TERRAIN MOON BUGGY) is capable of accelerating and de-celerating rapidly. It can also jump over the moon rocks and across the craters. The craft is fitted with high speed laser missiles. The moon base outer defences have been penetrated by the alien attack forces operating from the huge star cruiser stationed just beyond the horizon. There are three types of attack used by the alien forces:

1 **Low Level Aerial Attack.**
The high speed fighters drop their photon bombs which will destroy your craft on impact. The bombs also sometimes create an extra crater for you to jump over. You may need an extra spurt of speed to jump over big craters.

2 **Surface Attack.**
Alien tanks mount surface attack with laser bolts. You must either jump over them or die instantly.

3 Mine Layers.
Alien task force also lay mines in your path. These mines must be jumped or they will destroy the craft.

PLAYING
Craft Control—Joystick Only
Move Joystick Right—Accelerate
Move Joystick Left—Decelerate
Fire Button—Launch Laser Bolts and Torpedos

This is a high scoring game in which you have five lives to achieve the highest score. HI-SCORE and RUNNING SCORE are dislayed continuously and there is an extra life at 50,000 points.

SCORING

Each Second You Survive	—50 points
Destroy Rock	—100 points
Destroy Tank	—100 points
Destroy Alien Craft	—1000 points

GAME 4

PURPLE TURTLES—© Quicksilva Limited

Turtle Bobbing is a sport which may only be carried out with the very rare PURPLE TURTLE (*Purpilious Turtiliorum*). The fabled Purple Turtles rise and fall as the whim takes them (they use their whims to inflate their air sacs) and due to their passive nature and unusual buoyancy PURPLE TURTLES may be used as stepping stones.

See screen for instructions.

GAME 5

COSMIC COMMANDO—© Anirog Software Limited

The setting is a space shooting gallery presented in perspective. Targets hover and weave just out of range. Suddenly they will peal off and swoop towards your position. To gain a respectable rank it is important to achieve a good hit ration. If they get to your ammunition, you will forfeit shots. To make things just a bit more difficult, we have created target snatchers; loss of targets will reduce your score potential. Snatchers can be shot, but no score!
Targets destroyed in:

ZONE 1	1000 points
ZONE 2	500 points
ZONE 3	250 points

Bonus for all targets destroyed
Extra bonus for all targets destroyed in ZONE 1.

PLAY
There are 5 levels of play:
1 Target ships only.
2 Target ships plus target ship abductors.
3 Target ships with a mission to raid your ammunition stores.
4 A faster version of level 1.
5 A faster stage with ammunition raiders and target abductors to deal with.
Extra ammunition every 10,000 points.

GAME 6

STAR BASE DEFENCE—© Anirog Software Limited

The martial race of XENO have developed a device capable of penetrating the automatic defences of our outworlds. The destruction of the energy generators will in turn result in the end of our colonies.

SCORING

Level 1	10 points/hit
Level 2	20 points/hit
Level 3	30 points/hit
Level 4	40 points/hit
Level 5	50 points/hit

JOYSTICK CONTROL
For joystick control move the curser with joystick and push fire button to fire.

Shoot the mystery target for extra power plants.

STACK LIGHT GUN
This game requires the TV to be set up as per light gun instructions.
TO START—Press trigger.

HALL OF FAME
NAME SCORE
You can type your name at the end of the game.

TO SELECT THE REQUIRED PROGRAMME ON YOUR CBM64:
REWIND THE TAPE AND ZERO CASSETTE COUNTER.
FAST WIND FORWARD UNTIL THE SELECTED PROGRAMME SETTING IS SHOWN ON THE COUNTER.
TYPE IN LOAD, "PROGRAMME NAME", RETURN OR PRESS SHIFT/RUN STOP.
FOR YOUR CONVENIENCE LOADING TIMES ON THIS TAPE ARE REDUCED BY THE REVOLUTIONARY "BURNER" SYSTEM.
SHOULD YOU OVER RUN THE SELECTED PROGRAMME SETTING, OR YOUR COUNTER BE NON-STANDARD THE PROGRAMME MIGHT "BOMB", REWIND AND COMMENCE LOADING AT AN EARLIER POSITION. NOTE NEW SETTING FOR FUTURE USE IN THE GRID BELOW.

LOCATION INDEX

	TITLE	PROGRAMME SETTING
SIDE A		
GAME 1.	HUNCHBACK	
GAME 2.	GALAXY	
GAME 3.	MR. WIMPY	
GAME 4.	KONG	
GAME 5.	HEXPERT	
GAME 6.	RING OF POWER	
SIDE B		
GAME 1.	SKRAMBLE	
GAME 2.	DENIS THROUGH THE DRINKING GLASS	
GAME 3.	MOON BUGGY	
GAME 4.	PURPLE TURTLES	
GAME 5.	COSMIC COMMANDO	
GAME 6.	STAR BASE DEFENCE	