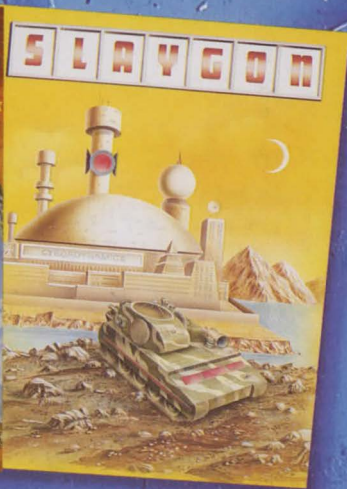
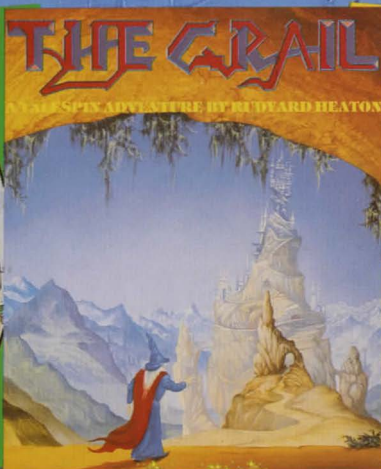
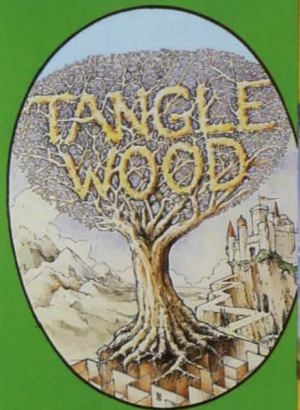


TRI-STAR



ADVENTURERS

SPLITS

TANGLEWOOD

LOADING -

To load Tanglewood, place the disk into internal drive and switch the computer on. The program will load and run automatically.

CONTROLS:-

You can play Tanglewood with either the mouse or the joystick, to summon a mobile,

MOUSE:-

Click on one of the numbered mobile buttons (left hand side).

Move mouse pointer onto the main screen (bulb in lower right corner will come on). Click mouse start mobile movement. Mobile follows mouse.

Click mouse to stop mobile movement.

JOYSTICK:-

Click on one of the numbered mobile buttons (left hand side), and manoeuvre the mobile with the joystick.

OBJECTS:-

To pick up an object, drag it from the found scene to any one of the Carrying screens. To drop an object you do the reverse of picking it up.

SWITCHES:-

(do not read this section if you would rather find out by experiment!!)

There are 4 switches at the foot of the main screen. From left to right:-

- 1:- Quit game...(confirmation required)!!
- 2:- Save or Restore game..(up to 5 files) To re-start use either and select RE-START from window.
- 3:- Sound on/off.
- 4:- Pause.

Only switch 1 will work before a mobile has been selected. So to restore a saved game, load the program, select a mobile, then use switch 2.

There are 3 more switches underneath mobile picture...From left to right:-

- 1:- Suite of programs.
- 2:- Brief location description.
- 3:- Time war-(DAY - NIGHT)..(NIGHT - DAY).

THE GRAIL

REQUIREMENTS:-

To play The Grail you will need an Atari ST with 512k, or an Amiga with at least 1 Mb of RAM.(memory), and a colour monitor or television.

LOADING INSTRUCTIONS:-

ATARI ST:-

Place disk A into the internal disk drive, the program will load and run automatically.

AMIGA:-

Place the GRAIL disk into the internal disk drive, the program will load and run.

PLAYING THE GAME:-

The GRAIL is a fully mouse driven adventure, which uses the left mouse button 'to play the game (by clicking on different parts of the picture) and the right mouse button for controlling functions, such as re-starting the adventure, setting and finding placemarkers (previously saved positions within the adventure), selecting a different drive and/or folder, or returning to the Desktop / Workbench. Left clicking on characters in the story will produce sounds, texts or changes of scene; on passing the cursor over the texts, some parts may highlight: these are the available choices. Left clicking on these may lead the characters to a different scene, or simply be part of an on going conversation. Now it's up to you...!

SLAYGON

LOADING:-

To load SLAYGON insert the first disk into the internal drive and switch the computer on, If you have an Atari ST you will have to click on the SLAYGON.PRG file, If you own a Commodore Amiga the program will load and run automatically..

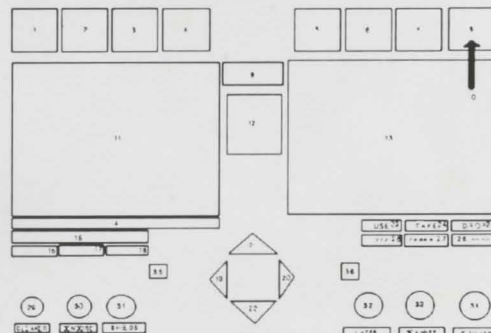
HOW TO START:-

The game will ask you if you would like to continue a save game, if this is so then reply by pressing 'Y', if not then press 'N'. You can also choose the level of difficulty, either [Novice] or [Expert]

SPECIAL NOTES....

- A) You can save the game at any time by pressing the button marked SAVE.
- B) You can load a previously saved game at any time by pressing the button marked LOAD.
- C) You can exit the game without saving by pressing the button marked QUIT.

CONTROL PANEL



- | | | | | | |
|-----|---------------------|-------|---------------------|----|--------------------|
| 1-8 | :- STORAGE AREAS. | 16 | :- QUIT GAME. | 29 | :- CLOAKING |
| 9 | :- DIRECTIONAL | 17 | :- LOAD GAME. | 30 | :- BATTLE SENSOR.. |
| 10 | :- OBJECT SELECT. | 18 | :- SAVE GAME. | 31 | :- SHIELD. |
| 11 | :- MAP VIEW SCREEN. | 19-22 | :- MOVEMENT | 32 | :- LAZER/ |
| 12 | :- SHORT RANGE SCAN | 23 | :- USE OBJECT. | 33 | :- LONG SCAN. |
| 13 | :- CLOSE SCAN. | 24/25 | :- TAKE/DROP OBJECT | 34 | :- PLOTTER. |
| 14 | :- MESSAGE DISPLAY | 26 | :- IDENTIFY OBJECT. | 35 | :- SHIELD/LAZER. |
| 15 | :- ENERGY LEVEL | 27-28 | :- MOVE OBJECT. | | INDICATOR LIGHTS. |

TANGLEWOOD

TANGLEWOOD is a small undistinguished planet in a remote galaxy light years from anywhere on which your uncle has just bought up the mining rights, generally believed to be worthless. However on closer inspection what at first appeared to be very unremarkable rocks turned out to be very rare crystals and guess what, the big companies want in! over 1200 locations to visit with over 700k of fabulous graphics

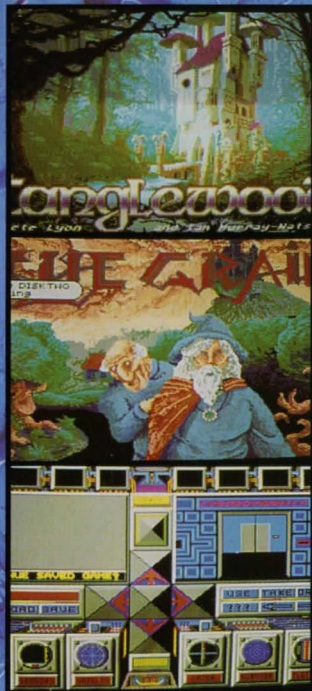
THE GRAIL ADVENTURE (1 MEG)

A curse has been laid upon the unsuspecting town of Kabor. At first the inhabitants noticed little change but soon strange things started happening and wildlife started disappearing, children went missing and people started dying for no reason. After years of searching through ancient manuscripts and legendary books you have discovered the only way to lift the curse and free the people is to search and retrieve the holy grail. Good luck!

SLAYGON

Time is running out and the united defence force needs your help! It seems that the cybordynamics Laboratory has created a virus that could destroy all human life. It's your job to control the SLAYGON (a military robot with the strength of a 100 men and the weapons to match) through a five level, five hundred room complex and destroy the main battle computer. What could be simpler!!!

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ADVENTURERS

AMIGA