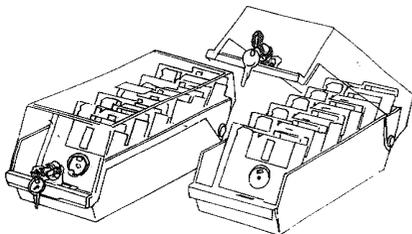


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INSTRUCTIONS

FREE GAMES COMPILATION DISC

1. PYJAMARAMA
2. NINJA RABBITS
3. GUTZ
4. FIREFLY
5. EQUINOX
6. FROST BYTE
7. QUACK

TIB • PLC

PYJAMARAMA

Welcome to the nightmare world of Wally Week.

Even Wallies have to sleep - the trouble is, being a Wally, nightmares are more troublesome than you would think.

For a start everything suddenly seems larger than life, so even everyday objects somehow present difficulties.

And being a Wally, you may find it even harder to release yourself from your predicament. Parts of your nightmare may repeat themselves, repeat themselves, repeat themselves.

This however, is nowhere near as simple as it may sound because many objects are needed to achieve different tasks which will become apparent as the game progresses.

Only two objects can be carried at one time. To change an object, pass over the one required and it will be exchanged automatically (to avoid exchange, jump over the unwanted object).

There are many rooms in the house and a wide variety of "distractions" to overcome. Keys will be required to open some doors, to open others, just jump at the handle.

Even though you are asleep, energy is also a factor in this game. At the top of the screen you will see a glass of milk with "Snooze Energy". A short while after the start of the programme this will begin to decrease. It will also decrease if you are hit by an object or you hit an object. To replenish this lost energy there are items of food in the house, which will appear singly and in different locations. Once it has been consumed the next will appear elsewhere, but always in its same location. When your "Snooze Energy" has run out 3 times, losing 3 lives, you will have to start the game again.

LOADING INSTRUCTIONS : Press the SHIFT/RUN Stop keys together.

NINJA RABBITS

Ninja Rabbits take on the role of human like Ninja Warriors in a fight against the pollution of their environment.

There has been a leakage at a large chemical plant that has filled the air and burrows with a very nasty nerve gas. This gas has caused the normally peaceful animals in their kingdom to become aggressive, especially towards our friendly rabbit.

The rabbit takes it on himself to try and get to the factory that is causing all the problems. Once there he must stop the lab technicians from making any more of these non-friendly chemicals until the leak has been put right, and new safety guides have been introduced to stop this from ever happening again.

LOADING

C64 Disk : Insert disk into drive and type LOAD "", 8, 1. [RETURN].

Wait for the game to load the menu screen then select :

F1 - High score table
F3 - Difficulty level

Press FIRE to start game.

Controls (Joystick only):

Left - Walk Left
Right - Walk Right
Up - Jump Up
Down - Down Hole
Up & Left - Jump Left
Up & Right - Jump Right
P - Pause game
S - Restart
Run-stop - Abort game and return to menu.

With FIRE button pressed:

Fire + Up - High Kick
Fire + Right - Standing Kick
Fire + Down - Low Kick
Fire + Left - Punch
Fire + Up & Right - Hit with Stick

GUTZ

EAT THE SYSTEM!

The Americans were the first to pick up the transmission. Radio pulses from the vicinity of Jupiter - they had a regular pattern and a very unusual frequency. The object approached our planet and began to orbit, not a moonlet or captured meteorite, it was an artificial craft, the product of intelligent life.

"Make contact" they said.....

Have you ever tried communicating with an extremely hungry ten million tonne megabeing the size of a small moon?

LOADING

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

CONTROLS

Control is via the Joystick in Port 2 or the keyboard.

UP	- ;
DOWN	- /
LEFT	- Z
RIGHT	- X
FIRE	- RETURN
PAUSE	- INSERT / DELETE
ABORT	- LEFT ARROW
SHOW MAP	- SPACE BAR

THE GUTZ MAIN DISPLAY

In the main display are :

The current playfield or the quadrant map and it's defensive system information.

On the bottom left :

The current score / high score. 'TRI-PUZZLE' Weapon Status. Current Weapon Type. (If any)

In the Centre :

Main Body Location Scanner (current position flashes). Key / Crystal Hold.

On the bottom right:

Helmet / Energy level indicator lives remaining display.

ORGAN GRINDER

Having being eaten alive by the space alien your main task is really quite simple.... Escape and return to Earth to warn of your deadly discovery. This can only be accomplished by destroying the bodies major functions.

I.E. Shutting down it's kidney's, lungs, heart and brain. Each of these organs can be found in it's own level of intricate arteries and vast complex of inter-connecting tubes and ducts. However, they are encased in a protective 'womb' which can only be opened using a special 'three piece' weapon. These 'parts' can be found in the scattered boxes on each level.

.....Add to this a whole host of slimy, wobbly, creepy crawly nasties, most of which are extremely hungry, and who's only purpose 'in life' is to keep the place free from foreign bodies and.....

AN OFFAL SITUATION!

In each level you may find various items which may be of use to you...

SPARE HELMETS - These will protect you for two and a half minutes each against bullets, gas and a certain selection of creatutres.

KEY - This will enable you to open the 'Super - Weapon' door hidden inside each of the main organ rooms.

CRYSTALS - These hold enough energy to give you at least three minutes of 'rapid-fire', but will also act as a 'main organ' repellant.

MAP - This allows you to view the artery quadrant in which you are currently located. It also supplies vital information concerning the various inhabitants and how to kill the 'section' baddies. However it will cease to function if used for more than three minutes.

BOXES - These contain the pieces you must collect in order to build the contraption used to force open the main organ 'rooms'.

WEAPON HOLDS - These are hidden in artery walls themselves and house the weapons used to destroy the threats surrounding you. Each weapon has different properties and may be useless against some of the 'section' baddies. An extra life is awarded every 10,000 PTS.

HINTS & TIPS -

★Keep moving.

★Use the helmets carefully.

★The way ahead might be step in the wrong direction.

★A good explorer misses nothing!

★If the key fits.....

★The way to a monsters stomach is through it's heart.

FIREFLY

BEAT THE SYSTEM! - The story so far....

Like a virus (a plague?), an evil army begins to expand. Uncaring, uncontrolled, unstoppable? Mankind is all but extinct, the earth long since destroyed. A mechanical (manical?) empire spans the heavens. Huge chrome colonies clutter the solar system.

Home?.....Not for the crew of the interstellar starship FIREFLY returning to the earth after decades exploring deepest space.

Can you pull the plug?....

Pull the wire-wool over their eyes?....

Turn out the lights?

LOADING

DISK - Select C64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "", 8, 1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS - The game is controlled by joystick in Port 2. You command the 'Fly' using a combination of UP, DOWN, LEFT, RIGHT and FIRE. To select between sound effects and music, on the title page, move your joystick left or right respectively.

Press SHIFT LOCK to PAUSE the game during play. The game can be ABORTED by pressing the RUN STOP key.

STATUS and SCORING - The FIREFLY main display shows the following information....

MAIN DISPLAY AREA - The SOLAR SYSTEM CHART or the CURRENT SYSTEM PLAYFIELD

BOTTOM LEFT - DI-BAR indicating DIRECTIONAL ACCELERATION. FUEL STORAGE gauge. DAMAGE gauge. CENTRE.

The number of ships remaining or a scanner displaying the Current System Playfield.

BOTTOM RIGHT - The current Score. The Normal Fire / Rapid Fire indicator. Number of 'YOKAS' you are carrying.

HOW TO BE A FIREFLY

As a commander of the FIREFLY your task is simple....

You must destroy the mechanoid system frame-work, developed by the enemy, by removing the vital energy source used to sustain it's existence. This frame-work is represented on the screen as a system of grids - each being one of the following....

A **ROBOTIC OCCUPIED AREA**

A **UNCONSTRUCTED REGION**

A **'ROBOT FREE' DEAD ZONE**

A **PLANETARY SECTOR**

THE SYSTEM POWER SOURCE

The system grid is developed randomly each game. You always start in the DEAD ZONE on the far left, ready to battle your way through the vast occupied area towards the power source. Your movement is restricted to the DEAD ZONE areas and can therefore only enter a system which is adjacent to one. You do so by positioning the FIREFLY on the appropriate square and pressing FIRE. You cannot enter a system with a planet at it's core. These are the main mechanoid colonies and are too well protected against attack. The unconstructed regions are the least protected by the robots. In order to

'take-over' one of these you must over-ride it's 'intrusion detection' alarm system. This act can only be done manually. If you fail to do this correctly, in the given time, a chain reaction will occur causing the robotic system to 'jumble' itself up forcing you to retreat to the far left of the grid.

ENTERING A ROBOTIC OCCUPIED AREA

The solar system chart will be replaced by a 'close - up' view of the area with one of the FIREFLY's battleships in the centre. The scanner at the bottom of the display will show the entire area and your battle-ship observed from a distance. Your ship is specially equipped with an ion thrust drive and octo-phonic plasma disruptor balls which, if used correctly, can get you out of impossible situations and play havoc with the enemy. Each area has four main energy points (the slow flashing dots on the scanner) and two teleports (fast flashing dots).

These are protected by a selected number of robots which, because of their size, will not show up on your radar. Once destroyed these robots may deposit some 'useful' items.

To 'take - over' the area you must destroy all four energy points. You accomplish this by entering each point and trying to overpower them. You can only do this after collecting four excess energy units (yokas) which are constantly being dispelled into the playfield by each of the energy points. The teleports can be used to move your ship into inaccessible places or for more economical travel around the playfield. However, these are robotic devices and may be difficult for some humans to operate. Your ship can only be damaged by....

ROBOTIC COLLISIONS

MECHANOID MISSILE ATTACKS

INCORRECT TELEPORTAL OPERATION

FAILURE TO OVER-LOAD ENERGY POINT

ENTERING ENERGY POINT WITH INSUFFICIENT ENERGY UNITS

A ship is lost when it can no longer sustain any more damage....thus the occupied area will remain in the 'clamps' of the robots but, if you have any ships left, you may enter the same system again or choose another route through the framework. Can you succeed where the entire human race failed?

HINTS & TIPS

★ Keep moving but watch your fuel.

★ Things get more difficult the closer you get to the main energy source.

★ A herring may not be all that red.

★ Don't lose your sense of rhythm when things get too difficult

★ Getting all mixed up might be a better solution to a puzzle.

★ In the teleport....

The grass is greener on the other side of the fence.

A bird in the hand...

EQUINOX

LOADING: "LOADER", 8 type RUN

In the interminable depths of space, Asteroid Sury - Ani 7 floats majestically in a 400 year orbit. The crater scarred surface obscures the danger that lies below - a danger conjured by man in his attempt to strive forward in space colonisation. Radio-active canisters that were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human inhabitants have now departed and only you - a disposal droid remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid Sury - Ani 7, rich in minerals, has been hollowed out into a huge mining complex. The complex is sectioned into eight levels. All levels contain radio - active canisters whose contents are dangerously unstable and liable to explode. The canisters must be disposed of as soon as possible. Gaining access to the different levels is achieved with numbered level passes. In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the complex.

DEFAULT KEYS

Q	- UP
O	- LEFT
A	- USE
P	- RIGHT
3	- PAUSE
SPACE BAR	- FIRE
RESTORE	- RESET GAME
JOYSTICK DOWN	- USE
1 DEFINE KEYS	- 2 INSTRUCTION
3 START GAME	- 4 JOYSTICK (in Port 2 only)

In order to complete "Equinox" you will need to be able to survive the harmful aliens on each of the numerous levels, and collect a pass on each one. You begin the games with three lives and any prolonged contact with an alien will result in the loss of one life.

Each level contains a Canister, Disposal Chute and Level Pass. You will have to collect the level pass in order to access the next level. As you search each level for these items your time will elapse. To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level. Once you have completed a level the timer indicator will change to a solid green bar which will indicate that all is safe.

In order to eradicate all danger to the complex you will need to have collected all eight canisters and disposed of them before the humans can settle safely in their new surroundings.

INSTRUCTIONS FOR PLAYING "EQUINOX"

DISPLAY PANEL DESCRIPTION

FIRST WINDOW shows which object is currently being held.

SECOND WINDOW shows how many lives you have left.

THIRD WINDOW shows your score and the six coloured squares indicate how much time you have before the canisters on the current level explode.

FOURTH WINDOW has two pointers, the top pointer shows your Thrust - Fuel level, the bottom shows your Laser Energy level.

HOW TO USE THE TELEPORTER TERMINALS

Before a Teleporter can be used, a Teleporter Credit (cyan disc) must be spent at the required Teleporter.

TO SPEND A TELEPORTER CREDIT

When the held object is a teleporter credit, sit stationary within the teleporter and press the USE key or joystick DOWN. If you now wish to teleport, thrust up to the globe-like object in the teleporter and you will be teleported to the second teleporter terminal. However you may leave the teleporter and teleport at a later time.

HOW TO USE TRANS - LEVEL TELEPORTERS

To enter a Trans - Level Teleporter you must be holding a numbered Level Pass. Select the desired level by moving your droid onto the corresponding select button and then pressing the USE key. The translevel teleporter will only give access to levels which are less than or equal to the level pass that you are holding. Exit the translevel teleporter by touching the door.

HOW TO USE A CREDIT DISPENSER

Rest the droid on top of the red plate and press the USE key. This will swap one of your droid's lives for a teleporter credit. The dispenser will only work if you are not holding any objects.

HOW TO DISPOSE OF RADIO - ACTIVE CANISTERS USING DISPOSAL CHUTES

Move into the yellow portion of the disposal chute and press the USE key. This will send the radio - active canister, currently held, to the containment room. Use batteries to restore your Laser Energy and Fuel Barrels to restore your Thrust - Fuel Level. If you should remain without fuel for too long your droid will explode.

N.B. FOR THE COMMODORE 128K OWNERS ONLY

To load the game you must be in the C64K mode. To achieve this you must press the 'RESET' key whilst holding down the COMMODORE key.

FROST BYTE

LOADING INSTRUCTIONS

Commodore: Press the SHIFT / RUN STOP keys together.
Use Joystick Port 2 only.

GAME CONTROLS

Default keys:

*All keys are user definable from the menu screen.

O	- LEFT
P	- RIGHT
A	- USE
Q	- JUMP
SPACE	- FIRE

Joystick:

FORWARDS	- JUMP
FIRE BUTTON	- FIRE
RIGHT	- RIGHT
BACKWARDS	- USE
LEFT	- LEFT
RESTORE	- RESET

THE GAME

You control a little character that moves by turning end over end. His name is Hickey.

Hickey is capable of using three objects to extend his range of movements during the game. These consist of small diamond shaped "Sweets" that Hickey can eat, they come in three colours / effects:

1. Red - Allows you to move faster
2. Blue - Allows you to jump higher
3. Green - Allows you to fall further

You cannot use a sweet until you have picked it up and pressed the USE key. The effect generated will last until you pick up or use another object or sweet, after that the effect will cease.

During the game there will be times when you need to jump higher or fall further even if using a blue or green sweet. In order to help you there will be spring platforms to enable you to jump higher and mattresses to fall onto.

The display panel will be split into three windows. The first window indicates the OBJECT you are holding, the middle window is your STATUS DISPLAY and the third displays your REMAINING LIVES.

STATUS DISPLAY

On the bottom of the screen is a display of the 'Twang' remaining on this level. This is the time left before the captured Kreezer on this level is eaten. If the timer runs out the game is lost.

Top left is your score, displayed in numeric and graphical format.

The middle of the display informs you of how many Kreezers are yet to be rescued.

Far right is your ammunition.

Many of the monsters are deadly and a life will be lost on contact with them. You have five lives to begin with and will be given chances during the game to gain extra lives.

To increase your ammunition you can use various objects which can be found scattered around the caverns.

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QUACK

Top Duck is the world's latest super hero, his extraordinary powers have brought him great fame and fortune. Unfortunately this great fame and fortune brought our hero to the attention of Colonel Oliver Tovarich (War Veteran) and right hand man, to the infamous Dr. Death.

Tovarich who has been known to make the odd "... up" when on a mission for his lord and master, Dr. Death. (In fact every mission to date) has ended in disaster.

So in an attempt to win back favour, Oliver Tovarich set out to capture Top Duck, for Dr. Death's evil genetic, experimental laboratory research. In this laboratory Dr. Death wants to produce a strain of mutant ducks, with super powers, to assist in his ambition to become a Hollywood Screen Star (daft this ain't it?) but that's the plot and this is where we come in.

Oliver Tovarich and his band of genetic mutant assistants, these include Rabid Rats, strange looking Penguins, a Farmer (another Oliver Tovarich mistake), slimey snakes and, for some reason we cannot explain, Humpty Dumpty, have got our Super Hero trapped in a disused, multi-storey car park.

The only weapon Top Duck has at his disposal is his super hard beak. Using this trusty weapon, he is able to peck out large concrete blocks onto the heads of his attackers. This is all the information we have available to help you help Top Duck survive this terrible onslaught.

CONTROLS

When the game has loaded, you may choose from the title screen.

1 or 2 players

1 or 2 joysticks

Your starting level 1, 3, 5, 7, or 9

Your starting speed 1, 2, or 3

You can peck out any of the blocks, either to kill or slow down your attackers. If you peck out all the blocks with Eggs on, the Giant Egg at the top of the screen will flash and a 1000 point Bonus is awarded, if you can get to it while it is still flashing. Pecking out the blocks with the Lightning Flash on will make that whole row of blocks fall.

Use the High Score Table to record your best efforts.

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