

BOMBSCARE

© 1986 J. BOND

THE GAME

The planet is Neptune . . . the year is sometime in the future. An alien enemy has planted a huge time bomb at the centre of the planet's space station. The Base, as a result, has been evacuated and a bomb disposal robot (code name ARNOLD) has been sent in. You must control this robot, and defuse the bomb.

Certain tools will be required, which together with other useful objects are scattered around the deserted space station. The enemy aliens will attempt to sabotage your mission with enemy absorbing devices which ARNOLD can destroy.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette into the cassette unit, and press PLAY.

2. Hold down CTRL and press the small ENTER key.

AMSTRAD 664, 6128 AND 464+ DISK

1. Hold down SHIFT and press the key. Type TAPE and press RETURN.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.

3. Hold down CONTROL and press the ENTER key.

4. Press PLAY on the cassette player.

PLAYING THE GAME

Access to ARNOLD'S control system is via the keyboard of your computer. The required keys are as follows:-

MOVE FORWARD Q FIRE A

TURN ANTICLOCKWISE O TURN CLOCKWISE P

PICK UP OBJECT (There is space for 5) Z

SELECT OBJECT X ACTIVATE OBJECT C

Once you have used ARNOLD to collect the necessary tools, return him to the bomb room, and defuse the bomb. Movement around the station will be greatly speeded up by the teleport system there, but you have no operating instructions. If you face failure, you may do the dishonourable thing and leave the station by guiding ARNOLD to the exit door!



WARNING: Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired, or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below **CLEARLY MARKED "RETURNS"** and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

Firebird Software, First floor, 64-76 New Oxford Street, London WC1A 1PS

Firebird and the Firebird logo are registered trademarks of British Telecommunications plc.

Other exciting games in the Firebird 199 Silver range*

CBM 64/128

Booty
Cylu
Seabase Delta
Raging Beast
Thrust
Caverns of Eriban
Collapse
Freak Factory
Spiky Harold
Ninja Master
Harvey
Headbanger
Rebelstar

Amstrad

Short's Fuse
Seabase Delta
Spiky Harold
Thrust
Harvey
Headbanger
Star Firebirds
Ninja Master
Collapse
Raging Beast

Spectrum 48K/+

Booty
Short's Fuse
Cylu
Spiky Harold
Seabase Delta

The Wild Bunch
Helichopper
Spike
Ninja Master
Star Firebirds
Buccaneer
Gyron Arena
Rebelstar
Thrust

Atari 800/ 800XL/130XE

Thrust
Collapse
Ninja Master
(available
Autumn 1986)

CBM 16

Runner
Shark
Booty
Spiky Harold
(available
Autumn 1986)

*Correct at time of printing

HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

- ★ BADGES
 - ★ STICKERS
 - ★ POSTERS
 - ★ NEWSLETTERS
 - ★ AN EXCLUSIVE
MEMBERSHIP No.
 - ★ YOUR OWN
MEMBERSHIP CARD
- (Subject to availability)

PLUS . . . We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.