

DO YOU WANT TO BE A HERO?

Biggles is a two-game program following the adventures of the famous World War I hero created by W E Johns. But there's a difference – our hero now has a time twin living in the 1980's, and there's a mysterious link between their lives.

The first game, **TIMEWARP**, is in three parts. You (Biggles) must locate the deadly new German weapon and photograph it, find its test site, then escape from the police in modern-day London with the secret code.

The second game, **THE SOUND WEAPON**, finds you at the controls of a police helicopter – on the Western Front in 1917! You must make strategic use of your friends and equipment to make the final assault on the weapon.

With Biggles, you CAN be a hero!

Mirrorsoft Ltd.,
Headington Hill Hall,
Oxford OX3 0BW



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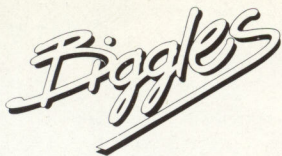
MIRRORSOFT

BIGGLES

COMMODORE 64/128 CASSETTE



COMMODORE 64/128
Joystick needed



Film and characters
copyright Yellowbill Services Ltd &
W.E. Johns Publications Ltd
with music by Stanislas
Sounds by WE M.U.S.I.C.
Side A Designed and programmed
by Dalali
Software Ltd.
Side B Designed by Rod Hyde
and programmed by Mr Micro

The program

This computer program is for the Commodore 64/128. Side A of the tape contains the first game, TIMEWARP, and Side B contains the second game THE SOUND WEAPON. The disk contains both games.

Loading instructions

Tape Hold down SHIFT and press RUN/STOP.
Press PLAY on the cassette recorder
Disk Type LOAD "*"8 and then RUN

GAMEPLAY - Full details inside the pack.

CONTROLS

TIMEWARP

Restart game f1 Pause game f7

Biggles in the Air

Standard joystick movement controls
Press FIRE repeatedly to shoot down enemy planes

Hold down FIRE to release bombs

Biggles on the Battlefield

Standard joystick movement controls
Repeatedly press FIRE to shoot enemy soldiers
Hold down FIRE to throw a grenade

Biggles in London

Standard joystick movement controls
Press FIRE and DOWN together to switch control between Biggles and Jim.
Press FIRE near the edge just before you jump to cross between buildings.

THE SOUND WEAPON

Keyboard or joystick
Bank left Z
Bank right X
Nose down (forward) =
Nose up (backward) SHIFT
Fire Spacebar
The equivalent joystick positions apply.

Other keys used

Increase altitude ;
Decrease altitude ?
Take T
Drop D
Make choice RETURN
Map M
Music on/off S
Restart game f1
Pause game f7

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