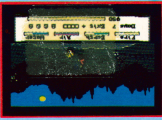


COMMODORE SCREENS



ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT
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MANUFACTURED IN THE UNITED KINGDOM
FABRIQUE EN GRANDE BRETAGNE
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SINGLE CASSETTE PACK



Electric Dreams

CHAMELEON

CHAMELEON



COMMODORE 64/128 CASSETTE

Electric Dreams

SOFTWARE

FLAPJACK

BIG TROUBLE IN LITTLE CHINA



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The world teeters on the edge of a new age of terror unless Lo Pan, the Mandarin War Lord and his bizarre body of supporters can be defeated. Based on the fantastical film BIG TROUBLE IN LITTLE CHINA, the game leads you into the heart of the action as the three heroes Jack Burton, Wang Chi and Egg Shen, fight with sword, knife, magic and fists to rescue Miao Yin from Lo Pan's domain below China-town, San Francisco before she is sacrificed to a demon.

Star Raiders II

The Great Galactic Adventure Continues

The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV star system...
Twisting out of Warp Space I dropped the Liberty Star, the hottest fighter in the galaxy, down at the Zylon Attack Base, released a Star Burst, then as the bomb hit, crashed into the midst of a Zylon Squadron; I don't think they were too pleased with me as their base erupted into incandescent atoms. The old Space Academy training came to my aid; check Weapon Systems, Pulse Lasers for frying them, Ion Cannons for hard boiling them and Star Bursts for scrambling. I thought I'd try a little frying for starters...
The sequel to the game that astounded the world, STAR RAIDERS II will leave you stunned; there is simply no other game to compete with its sheer excellence.



Star Raiders II is a trademark of Atari Corp.

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:-

Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

COMMODORE 64 DISC:-

Type LOAD "*",8,1 and then press 'RETURN'.

SPECTRUM 48K CASSETTE:-

Type LOAD "" and then press 'ENTER'.

AMSTRAD/SCHNEIDER CASSETTE:-

CASSETTE BASED COMPUTER

(ie CPC-464)

—Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH
ADDITIONAL CASSETTE PLAYER

(ie CPC-6128)

—Type TAPE and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

AMSTRAD/SCHNEIDER DISC:-

CASSETTE BASED COMPUTER WITH
ADDITIONAL DISC DRIVE (ie CPC-464)

—Type: DISC and press 'RETURN' then type RUN" DISC and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128)

—Type RUN" DISC and press 'RETURN'.

All programs will RUN automatically after
LOADING is complete

In case of LOADING difficulties please refer
to the chapter on LOADING and SAVING
programs in your computer's User Manual.

In ages past, the Realms of Nature were in Harmony. Unsullied by humankind, they flourished and were sustained by natural laws, as old as time itself. There were certainly occasional skirmishes between the elements, but the laws anticipated this, and the odd forest or two consumed by errant flame demons was swiftly restored. Most such renegades were swallowed up by mist, though sometimes not before they had turned some misguided earth elemental to their cause.

For aeons, this idyllic haven pursued its own course, and balance was maintained: for only in balance could there be harmony, and harmony was the natural order of things. Only one gateway existed which allowed access to the Realms. It had always been there; perhaps intended for use by whatever created them; perhaps left only so that man might enter when he was ready to understand. It was not intended to be easy to find it — indeed it was not in the physical world at all, but a way of moving between the many planes of existence. Only at certain times did it appear, and only if certain conditions were fulfilled by the creature that held the key.

So it was at the very least surprising that a human found it by accident; all the more so when he was driven by evil. He was intelligent, for all his faults, and in a last desperate attempt to elude those who sought to quell his malice, he had summoned all his remaining energy to remove himself to a place of safety. At first nothing happened, and he feared that he had failed, but as his pursuers burst into the room where he hid they saw him fading to nothing, leaving only a laugh ringing in his stead.

How he found himself in Limbo he would never know, but he did know that he was safe, for a time at least — and time was what he most needed; time to ensure that no other human could follow him. He explored the Realm of Limbo to discover its secrets. Beneath the ever present Clock of Time itself he studied the Rules of the Elements and how to apply them to find out what lay behind the doorways. Then, he entered the Realms of Nature.

He was welcomed by the elements, for he was the first human they had seen. They trusted him in their innocence, and did not suspect the plot he was hatching amongst them. For his drive was for power, and what more powerful than rule over Nature herself? At first, only the young and high spirited listened to him as he began to fill their minds with his own malice. Encouraged by his false praise they talked freely, and he pieced together the story of their own genesis.

Each Realm had been formed from the raw stuff of Limbo itself, and the elementals had been created by aligning the ever changing flux which filled its skies. Fire, earth, air and water were all aspects of the same thing. In its pure form it sparkled like life itself, and could be aligned by anything that touched it. When he heard this, the man had the knowledge he desired. For by taking the pure flux from Limbo itself, and transporting it to each of the Realms of Nature in turn, he could install a master race of ruling demons, who could multiply themselves to control the whole Realm unchallenged. He set himself up as their ruler, and became known as the Aligner. Each Realm grew in strength, but he was misguided enough to think that one man could control all the forces of Nature. Each wanted to reign supreme, and that he would not allow. And so they destroyed him utterly, and only his legend remained.

As the hidden sources of flux became more and more tainted in constant re-use by the same elementals, they also began to leak into the world of humans. The years passed, and man found that the forces of Nature in his own world had got out of control. Storms destroyed whole towns, and every traveller was in constant dread of being attacked by stray blizzards or choked by dustballs. Then the oceans rose up and confined man to the land, and even here he was no longer in control of his own destiny.

But Nature had in her wisdom provided one last hope for mankind. His name was Chameleon. He was created as a hybrid of man and pure flux, and marshalled the powers of both. Calling on the forces of Nature to aid him, he could realign his flux

to that of any of the elements, and thus possessed the power to destroy them. And so it was that man set foot a second time upon the lands of the Realms of Nature, but this time sought to undo the wrong he had caused. For only by restoring the tainted flux to its rightful place in Limbo could the balance of Nature be restored, and man once more be allowed to follow his destiny.

© Martin Walker 1986

CHAMELEON INSTRUCTIONS

CREDITS

Conceived and written by Martin Walker.

GAME CONTROL

KEYBOARD

- F1 : Start game (or use fire button).
- F3 : Quit game during play and return to title screen.
- F5 : Select title/end game tune or mute.
- F7 : Pause/continue during game.

JOYSTICK

WITH FIRE BUTTON RELEASED

- Left/Right : Walk
- Up : Jump
- Down : Duck

WITH FIRE BUTTON HELD

Any direction but toward you: hurl current alignment of flux. Pull towards you then release three times: summon alignment

FINDING THE TAINTED FLUX

Tainted flux will appear at the power point where it is hidden when all conditions have been satisfied (no red tell-tale boxes). The ruling demons will try to hide in two ways:

- i) Until a certain power point has been passed.
 - ii) Until a certain time of day is reached.
- You will be advised of any change in status of a tell-tale with a beeping sound — this may mean you have passed a selected power point (arrow flashing as well) or that a selected time of day has been reached (look at the sky). Once you have located the power point hiding the tainted flux, return as soon as you can to fulfil all conditions — it may be necessary to wait there until a certain time of day if this has been indicated.

KEEPING ENERGISED

Chameleon can only exist as long as his energy is maintained. It is used up by hurling flux, and more dramatically by colliding with a demon or stepping in pools or holes. Any aligned path demon, when hit, will revert to pure flux in the form of a Sparkler. Touching one of these will completely re-energise Chameleon. However, anything else colliding with it will produce a clone of itself, so get to it before anything else!

SCORING

Leakage	5 points
Tainted demons	5 points
Limbo demons	20 points
Normal demons	75 points
Super demons	100 points
Sparklers	100 points
Tainted flux	1000 points
Each spare day	500 points
Extra life awarded at 10,000 points.	

DEMONS YOU WILL MEET ON YOUR TRAVELS

- FLAMES — fire demons; particularly aggressive.
- DUSTBALLS — earth demons; a little unpredictable at times.
- MIST — air demons; will swallow you up by dropping from above.
- BLIZZARDS — water demons; appear in swirling clouds of confusion.
- SPARKS — fire demons; speedy path creatures.
- ROCKSLABS — earth demons; spinning marble juggernauts of the path.
- TWISTERS — air demons; whirling winds of the ground.
- BUBBLES — water demons; may surprise you at higher levels.
- FLUX — fills the sky between hives at higher levels.
- LEAKAGE — fills the sky between hives at higher levels.
- WEIRDERS — creatures of Limbo; unpredictable and violent.

All demons in normal realms tend to occupy separate hives — only stray ruling demons will find their way between them.