

Invaders:
Earth is being invaded – you are the planets last chance!
Your orders 'save the world from entire doom and destruction'.
Armed only with a laser cannon you attempt to fight off the never ending onslaught off alien space monsters. Blasting away with your laser you look on in horror as the invaders re-energise and continue their invasion with a vengeance!

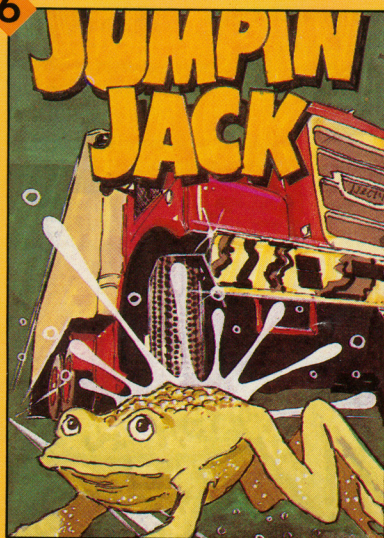
Features:
Fast machine code programming
Smooth multicolour graphics
Sprite Graphics
Synthesised sound effects
1 or 2 player modes
5 selectable game levels
Progressive difficulty
Bonus points
Bonus life
Hall of fame
User definable operating key system
Joystick option
Self demonstration and introduction screens
View demonstration select
Pause game
System restart key
Constant display of 1 & 2 player scores, hi-score, game level and lives remaining.

Command Keys:
System reset CTRL & F1 Reset to start game
1 or 2 player CTRL & F3 Select 1 or 2 player
Game level CTRL & F5 Select difficulty
Game start CTRL & F7 Restart new game (any time)
(Fire button on joystick will also restart new game).
Pause game F1. Stops game and displays "PAUSED" on screen.
Melody Select F3 Melody on/off
View F5 Step through demo and introduction
Joystick works in port 2.

Points Table:
Mother ship – 100 to 300 (at random)
Top row alien – 30
2nd & 3rd row alien – 20
1st row alien – 10
Extra life at 2000 points

Keyboard Control:
Z – move left
C – move right
Shift – Fire
to redefine keyboard controls press SHIFT & F1 and follow screen prompts.

Loading:
Press RUN/STOP key while holding shift key down.



3D Jumpin' Jack:
Jumpin Jack is a game where the player controls our hero, Jack the frog, in an attempt to get him to his riverside bay within a countdown of 60. His journey takes him across a busy dual carriageway with cars, trucks, buses etc., and then a fast flowing river. To negotiate the river he must hop on to logs and turtles backs while avoiding numerous adversaries such as snakes, otters and crocodiles. Apart from his main objective he may also rescue his Lady Frog, Jill and carry her to the safety of his bay.

How to Play:
Jack the Frog (Light Green):
Jack starts from the roadside at the bottom of the screen and can hop in any of four directions, using the keyboard or joystick (see Game Controls).

Jill the Lady Frog (Pink)
She is stranded on a log and may be rescued by Jack and carried to his bay. This task is rewarded by bonus points (see Points Table).

Dragonfly:
A black and purple Dragonfly constantly hovers over the riverbank, dropping into any bay at random. If Jack gets into the bay and eats it he gains extra points. (see Points Table).

Crocodiles:
Two crocodiles appear at Level 2 and higher. The first, coloured brown, swims along the river, opening its

jaws. If Jack lands on its back he is alright but a life is lost if he lands on its snout.
The second, coloured orange, appears in the bays and a life is lost if Jack enters the bay when the whole head is showing. Jack may enter in safety if only its snout is visible and he avoids it, but a life is lost if he lands on its snout.

Snakes:
There are two snakes. The first one coloured pale blue appears on Game Level 3 and higher and is preceded by a hissing sound. Jack loses a life if he crosses its path. The second one, coloured yellow appears on the logs at Game Level 4 and it will kill Jack if he lands on the snake.

Otter:
The Otter is coloured brown appears at Game Level 3. It jumps up at the end of a log, and if Jacks is on that end a life is lost.

Turtles:
Jack must hop on the back of the Turtles to cross the river, but beware they have been known to submerge.

How to Control Jack:
Keyboard:
FORWARD – '
LEFT – Z
RIGHT – C
BACK – I

The game may also be played using the Joystick. If other keys are required other than the standard set shown refer to User Definable Key Selection.

Command Keys:		
Operation	Keys	Response
System Reset	Control & f1	Resets game to start.
Player Option	Control & f3	Select 1 or 2 player game.
Game Level	Control & f5	Select game difficulty.
Game Start	Control & f7	Restarts new game anytime.
(FIRE button also starts game, except during game.)		
Pause Game	f1	Stops game & displays PAUSED on screen.

Melody Select	f3	Melody ON/OFF.
View Facility	f5	Manual step through demo screens.

U.D.K.S.	Shift & f1	Initiates User Definable Key Selection System.
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NOTE: It may be necessary to hold down the selected "f" key until the computer responds.

Points Table:
Each forward leap 20 POINTS
Arriving safely in bay 200 POINTS
As above but with Lady Frog Extra 200 POINTS
Catching fly in bay Extra 200 POINTS
All five bays full Extra 1000 POINTS
Bonus life give at a score of 20,000 POINTS
Bonus points are given as each bay is filled and are calculated by POINTS = TIME REMAINING MULTIP-
LIED BY 10.

User Definable Key System (U.D.K.S.):
A player may re-define the standard set of playing keys according to personal preference. Depress SHIFT & f1 and follow the screen prompts.

Game Levels:
As each set of five bays are filled by Jack a new screen appears with five empty bays and the game level increases progressively for each new screen. At each increase in game level, the vehicles increase in quantity and speed and Jacks adversaries increase in number. The game level may be preset by using the CONTROL and f5 keys. The level is displayed at bottom right of screen.

Status Lines:
The figures at the top of the screen indicate, from left to right, player ones score, high score and player twos score. Player twos score is blanked out when game is in player one mode.
The number of lives remaining are depicted by amount of frogs displayed.
The time indicator is displayed at the bottom of the screen as a blue bar which shortens as time elapses and turns a warning red when time is about to run out.
Games level is displayed at the bottom right of screen.

Loading:
Ensure the recorder is as far away from the TV as possible. Insert and rewind cassette tape. Depress SHIFT and RUN/STOP keys together and depress the PLAY key on the recorder. A few seconds later the display will read FOUND JUMPIN JACK and the program will commence loading for about 8 minutes after which the game will run automatically. If loading problems occur clean tape heads and try the reverse side of the tape.

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- 1 ARCADIA 2 PEDRO 3 COSMIC CRUISER
- 4 B.C. BILL 5 INVADERS 6 3D JUMPIN JACK

6 GREAT COMPUTER GAMES
COMMODORE 64



Arcadia:

Your command is the starship ARCADIA. The most sophisticated space technology ever devised is under your control, including the mind shattering Ion Thrust drive, and the awesome power of dual Plasma Disruptor guns. This makes you the most powerful individual in the galaxy and in some quarters the most hated.

The Atarian nation has been steadily and inexorably extending its empire; quietly engulfing smaller, more vulnerable planets. It is now in a position of immense power, and poised to make a bid to enslave the entire galaxy.

The only force capable of repelling the Atarian hoards is under your command; the starship ARCADIA. Every fibre of your body quivers with tension as you prepare to repel the initial thrust of the Atarian battle fleet.

Wave after wave they attack the Arcadia, each wave lasting a set period of time before it breaks off the attack. If you manage to destroy the entire fleet within this time another fleet will attack you. If an alien race fails to destroy the Arcadia during this period a different race will resume the attack.

Each new onslaught consisting of more sophisticated and deadly spacecraft than the last. Can you continue to fight off the Atarian Empire? The fate of the entire galaxy rests in your hands, do you have the determination, will power and skill to succeed? Can you save civilisation

How to Control the Space Ship:

There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

Left:

The keys to move left are all on the lowest keyboard row. Beginning with SHIFT every alternate key may be used, i.e. SHIFT, X, V, N, etc.

Right:

The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, etc.

Thrust:

Any of the keys on the second row starting at A may be used to move upwards.

Fire:

Any of the keys on the third row may be used to fire your disruptor bolts, i.e. Q, W, E, R, T, etc.

If you have joysticks available you may plug them onto the connector on the right side of the computer. Any standard switch type will work including the ATARI ones. When using the joystick pushing left or right will move the spaceship in that direction. Push forwards for thrust. The fire button will fire the Plasma Disruptors. You may also press the button when the screen says "HIT FIRE TO PLAY".

Status Lines:

The top row shows from left to right: Player one's score so far, the number of space ships available to player one, the time left before the end of the current attack wave, the number of ships available to player two, player two's score so far.

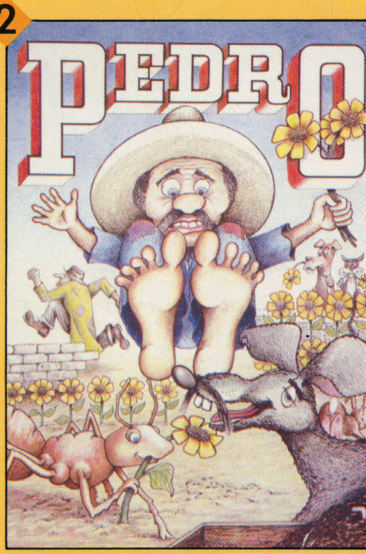
Scores:

The score for each alien destroyed is the number of the current levels.

Loading:

Connect the cassette recorder to your Commodore 64 and switch the computer on. Place the cassette into your tape recorder with the printed side facing upwards. Rewind the tape to the beginning. There is only one way to load ARCADIA 64. Whilst holding down either of the two shift keys press the key marked "RUN/STOP". The message "PRESS PLAY ON TAPE" should appear on the screen. Press "PLAY" on the cassette recorder. The computer should print the word "SEARCHING". If you do not see this message switch off the computer and try again. If loading is successful a message will appear on the screen within 30 seconds. The process is entirely automatic from there on.

2



Pedro:

There'll be no siesta for Pedro, he's the busiest gardener South of the Border.

After many years of hard work and loving care Pedro now has the most beautiful flower garden in Old Mexico. The trouble is all the animals for miles around have acquired a taste for Pedro's succulent blooms and are always looking for ways to break into his garden to eat them. From dawn till dusk as Pedro slaves away, the animals never give him a moments peace. He tries everything to stop them getting to his prize blooms, from blocking the garden paths with compost and bricks, to chasing them away and even jumping on them; but even so, some still manage to get through.

Everytime an animal gets into the garden and eats his flowers Pedro has to plant more seeds, it's problem after problem, and if things aren't bad enough the village tramp keeps sneaking in to try and steal Pedro's seeds, so he has to be chased off as well.

What with marauding animals and thieving tramps it doesn't look as if you're going to get much of a siesta either.

So look lively, you can't put things off till mañana.

How to Play:

To stop the animals from eating his plants Pedro must collect bricks or compost from the bottom corners of the screen and block the maze exists. He may not carry or place more than one object at a time.

Any animals getting into the garden will make for the plants and start eating them. You must decide on whether to block up the maze or stamp out the animals, then you must re-seed the gaps in the garden, at every possible opportunity.

Animals:

Appear on the screen at frequent intervals, they make their way through the maze at the top of the screen and then home in on the flower beds, where they consume plants. As the end of the game is the demise of all the plants in the garden it is most important that you protect and replace the plants, by planting seeds.

Tramp:

He appears on the screen at random intervals. He enters the garden from the side and immediately homes in on the seed box. You must run toward him and frighten him away, otherwise he will steal all your remaining seed.

Levels:

At the end of each level a bonus is calculated on the number of plants left.

At the start of the next level the number of seeds in the box will be increased by one seed for every 4 plants left, up to the original number of seeds you started with.

To get to the next level destroy all the animals.

Game Control:

Keyboard:

The play keys have been laid out in a way so as to offer the player a wide variety of combinations of keys to make the play as comfortable as possible.

Move Left:

The keys to move left are all on the bottom row, beginning with SHIFT, then every alternate key from thereon, i.e. SHIFT, X, V, N, etc.

Move Right:

The remaining keys on the bottom row enable you to move right, i.e. Z, C, B, M, etc.

Move Down:

Any of the keys on the second row up may be used to move downwards, i.e. A, S, D, F, G, etc.

Move Up:

Any of the keys on the third row up may be used to move upwards, i.e. Q, W, E, R, T, etc.

Jump/Pick and Put:

Any key on the top row or the space bar will enable you to jump on the invading creatures, also if you are standing close to either the compost heap, pile of bricks or the seedbox depressing any of the top row or space bar will enable you to pick up one of the items.

If you pick up either a brick or compost and wish to block one of the maze exits, take what you are carrying to the exit of your choice then press any key on the top row, your brick or compost will then be put down.

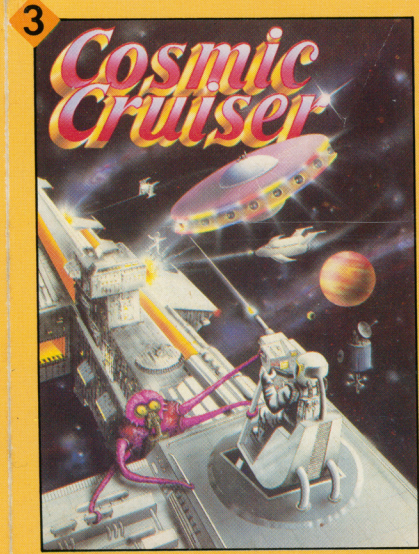
If you pick up a seed, take it to an appropriate gap in your flower bed and press any key on the top row, your seed will then be planted and a flower will 'grow' to replace one that has been eaten.

Loading:

Connect your cassette recorder to the computer as described in the user manual and switch on the computer.

Place the cassette in the recorder with the printed side facing upwards. There is only one way to load PEDRO 64. Whilst holding down either of the shift keys press the key marked "RUN/STOP". The message "PRESS PLAY ON TAPE" will appear on the screen. Press "PLAY" on your cassette recorder. From this point loading is entirely automatic and the game should start within 4 to 5 minutes.

3



Cosmic Cruiser:

A raiding party from the Rallom Empire has taken over one of Earth's far flung space stations.

The only Earth craft in the vicinity is an out dated Cosmic Cruiser and you are the pilot.

A priority signal sends you on what could turn out to be a suicidal mission.

You have been ordered to save the space station crew at all costs. As you hurtle toward your destiny, a daring plan forms in your mind. The only chance you have is to use your exterior laser cannon to blast open the station portals, then by making use of your body propulsion unit you will have to pluck the crewmen from the station and transport them back to your Cruiser. Your plan requires split-second timing and nerves of steel. As you transport your ward back to the Cruiser you must make snap decisions, if you use your hand laser the blast will blow the crewmen into space, can you get back to your laser cannon on time to blast the Rallom fighters or will you have to secure the rescued crewman to a nearby satellite to allow you to move more quickly.

You see the space station in the distance, the adrenalin pumps through your body will you succeed.

How to Play:

By using your external mounted laser cannon you must blast away portals of the revolving space station to gain access to your imprisoned buddies, but beware, not all the portals contain imprisoned crewmen, some are manned by Rallom warriors.

Sometime after your rescue mission commences added dangers in the form of Rallom Fighters arrive to

bomb you with alarming accuracy; this hostile action makes your task infinitely more dangerous and difficult.

Tactics:

As you blast a portal containing an imprisoned crewman you must wait until the portal revolves around to the front of the screen again, and then the crewman will emerge. You must then pick him up and transport him back to the relative safety of your Cosmic Cruiser. During these manoeuvres you will be under constant attack.

Remember, whilst carrying a crewman your speed will be reduced, and you may find it necessary to secure the crewman to a nearby satellite to enable you to return to your laser cannon with more speed.

Game begins:

Your first priority is to get to your laser cannon, mounted on top of the right hand side of the cruiser. As you pass over the cannon you will lock-on to the gun automatically, using your 'left' and 'right' controls you can guide the direction of your cannon.

To rescue the crewmen you must blast away the portals on the revolving outer rim of the space station.

Once you have opened some portals you should move away from your cannon by using the 'up' control. You may now collect a crewman from the opening in the space station.

Now that you have a crewman you must transport him to the open hatch on the top left hand side of your battle cruiser. Be careful to avoid touching one of the floating satellites as the crewmen will become attached to it. You can remove the crewman from the satellite by passing over it.

The alien warriors who were guarding the crewmen begin to come after.

They move quickly towards any crewmen in an attempt to return them to imprisonment.

You must destroy the alien warriors by using either your hand gun or the laser cannon. If you fire your hand gun while carrying a crewman he will float away from you and become very vulnerable to marauding aliens.

The Spaceman:

Can move in any direction on the screen by using the keyboard or joystick. He carries with him a laser pistol at all times.

Crewmen:

They can be collected from open hatchways. As you pass over him he will automatically attach himself to you. If he drifts away because you have bumped into a satellite, or have fired your hand gun, he can be retrieved by passing over him.

Alien Warriors:

Emerge from hatchways in the space station, once out they immediately head for the hero and the crewman, if they make contact with either they will drag them off the screen. If the hero is taken back you lose a life. The alien can be destroyed by either your hand

laser or the laser cannon.

Alien Fighters:

They can destroy you by dropping bombs on you. You must use your cannon to destroy them.

Levels:

As you play through the levels the frequency and nastiness of the aliens increases.

A level is completed when 8 crewmen have been rescued or killed by the aliens, when all the portals have been blown out, or when the timer runs out.

At the end of a level your bonus points will be calculated according to how many crewmen you have rescued.

Laser Pistol:

The laser pistol has a limited ammunition supply, indicated on the status display by a shortening line. The ammunition is replenished at the beginning of each level, and when a life is lost.

Game Control Keyboard:

The play keys have been laid out in a way so as to offer the player a wide variety of combination of keys to make play as comfortable as possible.

Move Left:

The keys to move left are all on the bottom row, beginning with SHIFT, then every alternate key from thereon: i.e. SHIFT, X, V, N, etc.

Move Right:

The remaining keys on the bottom row enable you to move right, i.e. Z, C, B, M, etc.

Move Down:

Any of the keys on the second row up may be used to move downwards, i.e. A, S, D, F, G, etc.

Move Up:

Any of the keys on the third row up may be used to move upwards, i.e. Q, W, E, R, T, etc.

Fire:

Any key on the top will enable you to fire your hand laser or the laser cannon. If you are in position behind the cannon. To locate yourself on the laser cannon, move towards the cannon and as you pass over it press any fire key. The normal left/right controls will now move the laser cannon.

Use of a joystick can be selected at beginning of play.

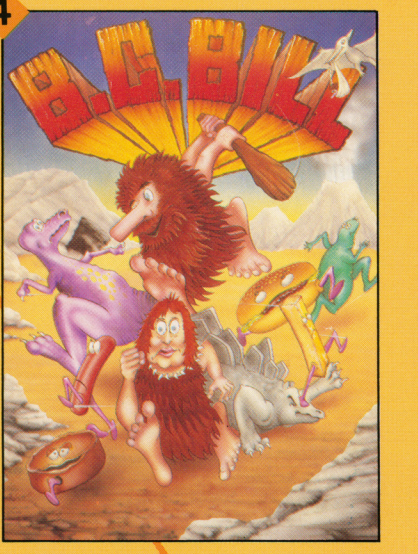
Loading:

Connect your cassette recorder to the computer and switch on.

Place the cassette in the recorder with the printed side facing upwards. There is only one way to load COSMIC CRUISER. Whilst holding down either of the shift keys press the key marked "RUN/STOP" The message "PRESS PLAY ON TAPE" will appear on the screen. Press "PLAY" on your cassette recorder.

From this point loading is entirely automatic and the game should start within 4 to 5 minutes.

4



B.C.Bill:

At the dawn of time when men were chauvinists and women let them get away with it, B.C. Bill ruled his domain with a club of wood.

After leaving his tribe to seek his fortune, Bill has found himself a comfy cave in a desirable area and decided to start his own dynasty.

The first thing he needs are a few wives; and prehistoric courtship being pretty basic this doesn't prove very difficult – every time an unsuspecting lady wanders into his territory, Bill simply runs up behind her and then it's clout on the head with his club, and a quick drag by the hair back to his cave.

One of the problems with accumulating wives is feeding them – so before long Bill is running around clubbing down food, and if that's not bad enough being a model husband invariably leads to children, and once they start arriving Bill's family feeding problems become more and more difficult.

You will be able to watch the seasons change and if Bill has kept his wives well fed and happy they will each produced one offspring at regular intervals.

The fight for survival gets tougher and tougher as the seasons change and the tribe grows. With so many people and so much food around it's hardly surprising that the predatory flesh eating variety of dinosaurs are attracted to Bill's clearing. Not only do they steal his food but will kill anyone who is not safely tucked away in the cave.

Before long his little kingdom is overflowing with wives, kids, food and dinosaurs, and Bill is having a frantic time trying to keep things organised – in fact, many historians believe Bill was the first human to suffer from ulcers.

Once you get to grips with Bill and his way of life you'll realise there's a lot to be said for female emancipation!

Object of the Game:

The object of the game is to collect as many wives as you can, and to then keep your ever growing family well fed until the kids reach maturity (after three years) and leave home to set up on their own. For each of your kids reaches maturity you will gain bonus points.

During winter you will have to provide one unit of food for each wife and one unit of food for each kid. In the summer you will need to supply all wives and kids with a unit of food each plus another unit off food for each newly born child.

If you fail to supply enough food for your family your kids will begin to die – and if your wives are deprived of food they will simply leave home in search of someone who can look after them better, and you will die of a broken heart! You will constantly under attack by predatory flesh eating dinosaurs who will eat your food, your wives and even you.

Points can be gained for each wife and kid you manage to keep fed, and for every dinosaur you kill.

To enter your name on the high score list at the end of the game move the white alphabet pointer in the same way as you move Bill left and right – 'Fire' will enter the letter indicated.

GOOD LUCK AND GOOD HUNTING!

Game Control Keyboard:

Left:

The keys to move left are all on the lowest keyboard row. Beginning with SHIFT every alternate key may be used, i.e. SHIFT, X, V, N, etc.

Right:

The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, etc.

Move Up:

Use any key on the third row.

Move Down:

Use any key on the second row.

Diagonal:

With clever manipulation of either keyboard or joystick you will also be able to move in a diagonal fashion.