

BIGGLES

(C) Yellowbill Services Ltd. and Mirrorsoft Ltd.

THE GAME

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 and 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.

LOADING

1. Connect a suitable cassette player to your Spectrum according to the User Manual. THEN FOLLOW INSTRUCTIONS 3, 4 AND 5 BELOW.

SPECTRUM 48/128 AND PLUS 2 OWNERS

2. Put the 48/128 and Plus 2 systems into 48K mode.

3. Place the rewind cassette into the cassette player.

4. Type LOAD "" on your Spectrum and press ENTER

5. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Spectrum Manual

THE TIMEWARP

Controls

Z - Left, X - Right, P - Up, L - Down, SPACE/B/M/N - Fire. (Or Joystick). Q - Quit game. H - Hold on/off.

PLAYING THE GAME

In the air (1917) - guide Biggles through enemy territory to locate and photograph the weapon. Hit the weapon dumps to get more bombs. Rapidly pressing FIRE shoots your gun, holding FIRE drops a bomb.

On the battlefield (1917) - battle past the enemy to reach the test site. You start with a limited number of grenades, and can only carry five. Extra grenades can be found in the caves. Repeatedly press FIRE to shoot enemy soldiers, hold FIRE to drop a grenade.

In London (1986) - get Biggles and his time twin, Jim, to safety in a mad dash across London's rooftops to get the secret code and escape from the police. Careful strategy is the key to this part of the game, you are not armed so stick together! Press FIRE and DOWN together to switch control between Biggles and Jim, press FIRE at the edge of a building to jump the gap.

THE SOUND WEAPON

Controls

Z - Left

X - Right

P - Nose down (forward)

L - Nose up (backward)

SPACE - Fire. (Or joystick)

O - Increase altitude

K - Decrease altitude

T - Take

D - Drop

ENTER - Make choice

M - Map toggle

BREAK - Quit

H - Hold

Playing the game

At the beginning of the game you and Jim are in a hi-tech helicopter flying over enemy trenches in 1917. Make your way to the first location (the Allied Camp) indicated by the white square on your map then land. You must find Marie, and take her to the next location (the Convent). when you get there, you'll be shown the Test Site location. On reaching the Test Site, you'll be told where the Secret Weapon is - but only if you can quote the code you uncovered in London. You can try and locate the Secret Weapon without the code, but it won't be easy. The helicopter can carry up to four people and four objects simultaneously, and Biggles always remains on board. You will meet Biggles' pals Algy, Bertie and Ginger, "double agent" Marie and Smith. Objects which may be carried include a machine gun, ammo and spare fuel. It's up to you to decide what you need at each stage. The game ends when you destroy the Sound Weapon, or earlier if you crash, run out of fuel, or the damage indicator reaches maximum.

Flight Control

The gunsight is in the centre of the screen, and is used also as a reference point - when it is aligned with the horizon, the 'copter is hovering on the level. Pushing the nose down moves the 'copter forward, and pulling the nose up moves it back. Change your heading by banking left or right. Land by keeping level and gradually decreasing the altitude.

Cockpit instruments

(Top panel, left to right) - VSI (Vertical speed indicator). Fuel gauge, damage indicator, score, rev counter and ASI (Air speed indicator)
(Below window) - heading, altitude, amount of ammo remaining and current sector number.

Lower screen displays personnel (left) and objects carried (right), the central map display is described below.

Maps

Two types of map are available - Radar and Detailed. The Radar map shows the whole battlefield and the current status of each sector. WHITE - Special location sector. BLACK - unknown territory. RED - enemy territory. YELLOW - no man's land. GREEN - safe ground. BLUE - enemy aircraft patrols. PURPLE - enemy fuel dump. The flashing sector shows your current position and can be expanded into detail by pressing M. On this map, red dots are enemy troops, and other coloured dots are either people or objects such as fuel. Location sectors contain a symbol for that location, the exact landing site is shown as a rectangle next to the symbol.

Taking and Dropping

Locate the character you wish to pick up using the detailed map. As you approach it, you will see either a person or a packing case, keep this in your viewscreen, and land. Press T to take it. If it can be brought on board it is described on screen, press RETURN/ENTER to bring it aboard. If more than one object is visible, press SPACE to select another. Press D to drop something, select who or what with SPACE and press RETURN/ENTER to leave it behind. Take off using the increase altitude key.

The Enemy

They are shown as red dots on the detailed map. They may be a patrolling soldier

or a strong hold. Enemies and allies look the same from a distance in the viewscreen, but an enemy will shoot at you if you get too close.

Taking enemy territory

If you destroy enough strong holds in a red territory, it becomes yellow (no man's land). One of your passengers may be able to hold the sector by himself (or herself?) and make it safe ground (green) but the enemy will soon return if you are not swift in your deployment. Any remaining resistance will be gone when you return to this sector.

Hints

Lots of useful things can be found in the SW corner of the map. Fuel is found on safe ground. Enemy fuel dumps are only found behind enemy lines. One of the characters can repair the helicopter if he's on board when you land at one of the main locations. If you go off the map, you will be frozen on the map, turn round and fly back until you start moving again on the map. Machine guns need strong men to carry them.

5 FREE GAMES

Let us know your thoughts on the Silverbird Range.
Drop use a line on the back of a postcard. The lucky winner will receive 5 titles ABSOLUTELY FREE!

WARNING: Copyright subsists in all Silverbird 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.