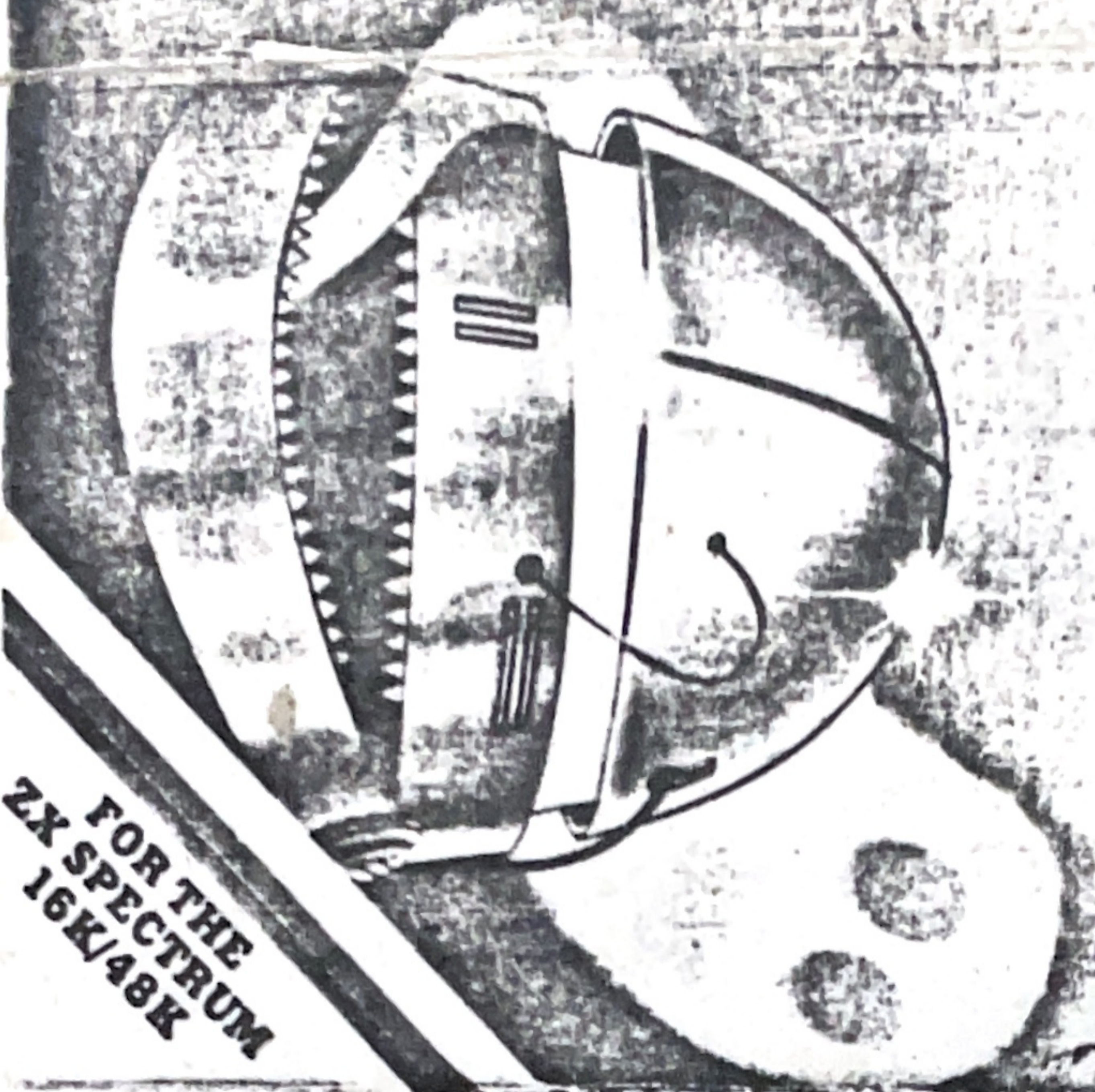


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# SOFTWARE ZX SPECTRUM SPECTRES



FOR THE  
ZX SPECTRUM  
16K/48K

## INSTRUCTIONS

THE GAME SPECTRES, ITS PROGRAM CODE, AUDIO-VISUAL PRESENTATION AND DOCUMENTATION ARE STRICTLY THE COPYRIGHT OF RUC BYTE. (C) 1982  
SPECTRES will work on any ZX SPECTRUM  
LOADING: Place the cassette into the recorder and type one of the following:  
LOAD "spectres" <ENTER>  
or LOAD "" <ENTER>

Where <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in the second method.  
If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on.  
If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.

### PLAYING SPECTRES

Eddie the electrician has a new job. He has to rewire the old mansion on the edge of town. Unknown to Eddie the mansion is haunted by four wicked ghosts who don't like humans at all.

The ghosts all have different personalities. Speedy is red in colour and rushes around the house looking for someone to frighten. Spooky is green and has a special talent for finding humans wherever they may be hiding. Spilly on the other hand is yellow in every sense of the word, and stays well away from intruders although he will, of course, scare them if he finds them. Sparky is a fairly normal kind of ghost. He wanders around, doing nothing in particular until he finds a live person. Living beings bring out the worst in him.

Eddie's job is to go around the house fitting light bulbs. When he has completed the entire floor he may move onto the next level through the central stair well. Unfortunately for Eddie the ghosts don't like light at all and will scare him senseless, driving him back into the stair well, if they catch him. Eddie will then be taken gibbering to the local happy home.

On each floor there are four old power generators and if Eddie gets to one it will switch on and all the bulbs he has placed so far will light up. The light makes the ghosts very weak if they come into contact with it, and whilst in this condition, meeting Eddie will cause them to rush back to the stair well to recuperate. The generators only have a small amount of fuel and when this runs out they will break down and cause all the lit bulbs to short circuit.

P.T.N

In some of the darker corners of the house Eddie can find cans of petrol and can collect it so that the generator stays on for longer although he can't refuel a generator that is already on. Eddie being a strong lad can carry twelve gallons of fuel and each can holds a gallon.  
The border around the screen will turn red when all the bulbs have been fitted into place. Eddie may then move onto the next floor through the central stair well.  
THE TOP STATUS LINE  
The top row shows from left to right:-  
The amount of fuel being carried (in pints).  
The number of lives Eddie has left.  
Eddie's score so far.  
The highest score so far.  
Eddie starts with 3 lives and gains an extra one every time he scores two thousand points.

SCORE  
Points are scored as follows:-  
One point for each bulb placed.  
Ten points for each ghost sent back to the stair well.  
If two ghosts are caught in succession twenty points, three will score thirty, and four will score forty.  
This cumulative scoring will reset after four ghosts. Twenty points for turning on a generator.  
Ninety points for each floor completed.

HOW TO CONTROL EDDIE  
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 CAPS SHIFT every alternate key may be used. i.e. CAPS SHIFT, X, V, N, SYMBOL SHIFT.  
RIGHT  
The remaining keys on the bottom row may be used to move right. i.e. Z, C, B, M, SPACE  
DOWN  
Any of the keys on the second row may be used to move down. i.e. A, S, D, F, G, etc.  
UP  
Any of the keys on the third row may be used to move upwards. i.e. Q, W, E, R, T, etc.

In addition if a key on the top row is pressed the game will "freeze". This allows you to answer the door or feed the dog whilst playing. Pressing any key not on the top row will restart the game.

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