

# BLAZING THUNDER.

The year is 2059, Zimmerad military supremacy reigns the planet but another feeble attempt to overthrow the regime is underway. Armed with the remaining pieces of miniature hardware, this is the people's final chance for freedom.

Due to a freak course of events a hole is forced open within the time space continuum, causing one of the miniaturised tanks to be sent back in time, only to materialise in the midst of yet another battle.

The only way to survive is to win!

## LOADING INSTRUCTIONS

Pres CTRL and Small ENTER then press PLAY.

Keys redefinable or use Joystick.

## DEFAULT KEYS

- Q - Up
- A - Down
- O - Left
- P - Right
- Space - Fire,hold down for smart bomb
- F - Pause



## **BALZING THUNDER (Trueno ardiente)**

Es el año 2059, y la supremacía militar de Zimmerad reina en el planeta. Una vez más está desarrollando un endable intento de derrocar este régimen. Para el pueblo, tan sólo armado con restos de armamento en miniatura, ésta es la última posibilidad de ganar su libertad.

Debido a una sucesión de inexplicables fenómenos, se produce una abertura en la continuidad de tiempo-espacio, y uno de los tanques en miniatura es retrocedido en el tiempo para materializarse en medio de otra batalla.

El único modo de sobrevivir es ganar la batalla.

### **Instrucciones de carga**

Presionar CTRL y la tecla pequeña ENTER. Luego presionar PLAY.

Se puede redefinir las teclas o utilizar una palanca de mando.

### **Teclas implícitas:**

- Q — hacia arriba
- A — hacia abajo
- O — hacia la izquierda
- P — hacia la derecha
- Espacio — fuego, mantener presionado para la bomba especial
- F — pausa



## BLAZING THUNDER

Nous sommes en 2059, la suprématie militaire Zimmerad règne sur la planète mais une nouvelle faible tentative destinée à renverser le régime se prépare. Armés du hardware miniature restant, le peuple saisit sa toute dernière chance pour recouvrer sa liberté.

Après une suite d'évènements insolites, un trou est forcé dans le continuum de l'espace temps ce qui renvoie les tanks miniaturisés dans le temps, simplement pour qu'ils réapparaissent au milieu de quoi d'autre sinon une autre bataille.

Le seule façon de survivre c'est de remporter la victoire!

### Instructions de chargement

Appuyez sur CTRL et sur la petite touche ENTER puis appuyez sur PLAY.

Touches redéfinissables ou utilisez le joystick.

### Touches par défaut:

- Q — Monter
- A — Descendre
- O — Gauche
- P — Droite
- Barre d'espace — Feu (Maintenir enfoncée pour la Bombe Intelligente)
- F — Pause



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The fun begins when Yogi and Boo Boo wake up from their long winter's nap and find out that their beloved home Jellystone Park must close, and that all of the bears will be sent to a zoo. Yogi cannot bear the thought of being cooped up, and so he and Boo Boo must make their escape.

**HONG-KONG  
PHOOEY**



**AVAILABLE ON:  
SPECTRUM, C64, AMSTRAD CPC, ATARI  
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Baron Von Bankjob has escaped from jail! Who comes to the rescue? It's Hong Kong Phooey, emerging from the sticky top drawer of his special file cabinet, with the help of trusty police cat, Spot. The latest living legend of our time emerges, mask and kimono askew, the indispensable Kung Fu manual tucked firmly inside his pocket.

**RUFF  
and  
REDDY**

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Ruff and Reddy have agreed to test Professor Flipnoodles Pocket Rocket for him. This blasted off but something went wrong and the rocket went out of control leading them out into deep space. The rocket crash landed on an alien world inhabited by aliens called Lilli-Punies, who are small, blue, but very very wary of their visitors. In fact they capture Reddy and tell Ruff that he can get his freind back when he rescues their trapped alien friends.

**AND  
COMING SOON**

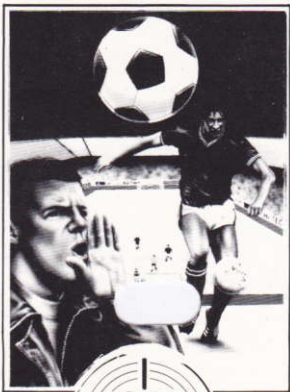
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