

C O N T I N E N T A L
S O F T W A R E

1
CATALOGUE



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SOFTWARE FOR THE
MTX
SERIES

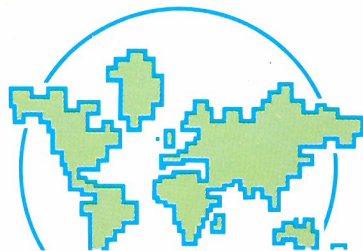
1 CATALOGUE

Continental Software have been asked by Memotech to write high quality software for the MTX Series, and we are currently producing original, exciting games and educational material specifically for Memotech's new machine.

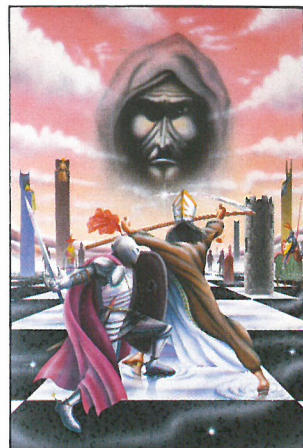
The educational packages are designed to make 'O' level revision enjoyable and interesting. The games include established arcade favourites and original, innovative ideas which test speed and skill to the limit. For computer adventurers the 'Alice' series provides an opportunity to spend sleepless nights in wonderland.

If you have any ideas or suggestions please drop us a line — we are always interested in hearing your ideas and comments.

We advertise regularly in the major computer magazines, where you will find our latest range of software.



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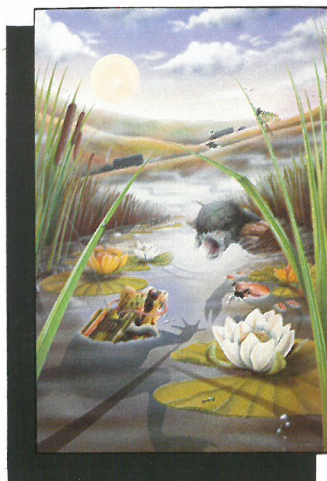
CHESS

A fully comprehensive chess package. Ten levels of play, from novice to championship standard. Pitch your wits against the computer with this fast, versatile machine code program.

Features include: User defined piece and board colours, mistake detection facility, standard board notation, analytic mode, computer generated suggestions for your next move plus fast machine move execution times.

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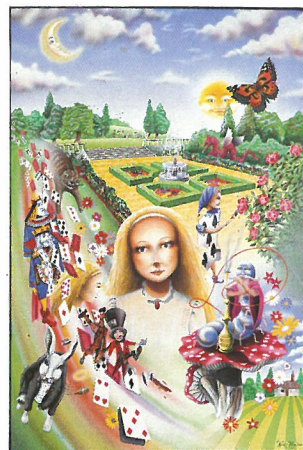


TOADO

The object of the game is to navigate each of **five toads** across a **road** and **two rivers** without being run down or drowning (toads can't swim). There are **three lanes of traffic** on the road, moving left or right at different speeds. **Logs** float down the rivers and these can be used to get you across, but some logs have **turtles** on them — avoid landing on the turtles because they will **eat you**. You can land on a log that has a turtle on it as long as you don't touch the turtle. **Snakes** also slither up and down the river banks, and they are very partial to toads too.

Try to get a toad in each of the **five nests** at the top of the screen; a fly, which is worth **bonus points** can appear in any one of the nests. When you've filled all five nests on one level you move on to the next level. Each new level is faster than the one before — watch out for **lobsters** at the higher levels.

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ALICE IN WONDERLAND

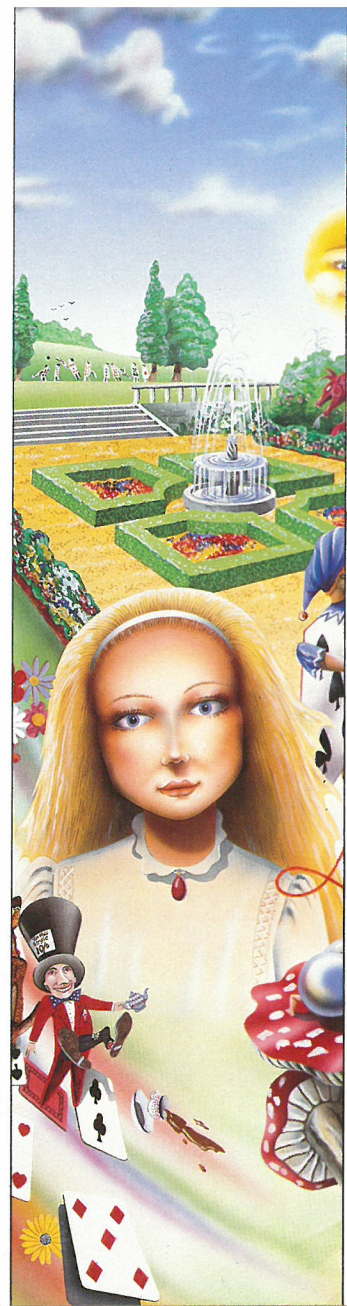
A fully interactive machine code adventure game set in **Wonderland**. You play the part of **Alice**, and explore the fascinating world of Wonderland, full of excitement and suspense. Delve deep into tunnels, caves and wells in search of hidden treasure. Overcome obstacles of varying difficulty using logic, intuition and skill.

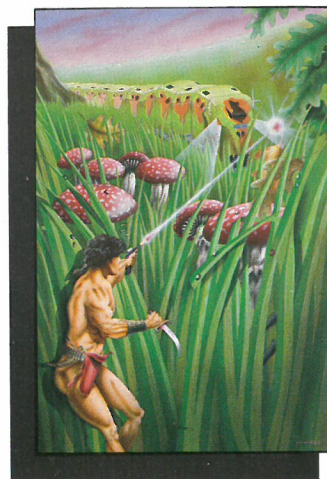
Features include: cursor on/off, beep on/off, save/load game allowing you to stop playing at any point and resume later, Help command for clues, and Inventory command for list of items collected. The program is able to recognise several hundred words.

WARNING

This game is addictive. We accept no responsibility for sleepless nights spent in Wonderland.

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KILOPEDE

Eliminate **mushrooms** and the descending segmented **Kilopepe** to gain bonus points — avoid killer **crabs**, **fleas**, **spiders** and **jellyfish** which chase you across multiple levels of increasing difficulty. Written in machine code, this program makes the most of high resolution sprite graphics and four channel sound effects.

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SUPER MINEFIELD

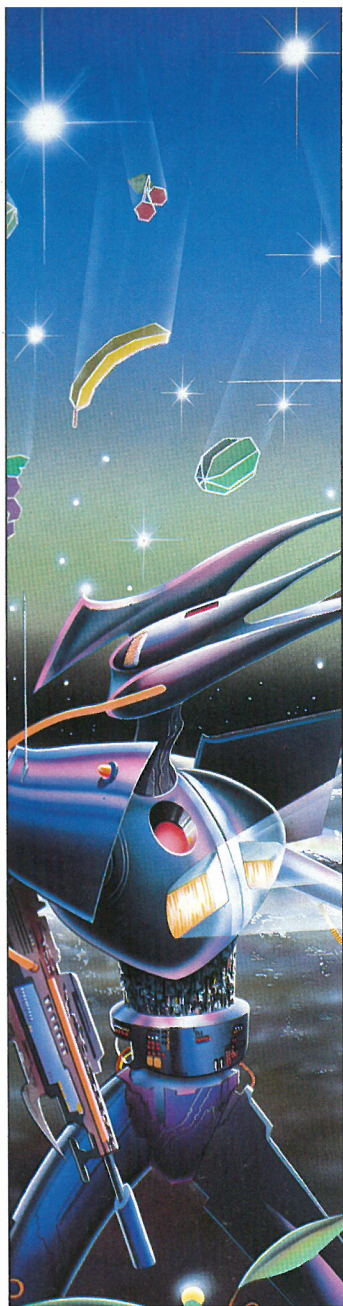
The object of the game is to get from one side of the minefield to the other without being **blown up**. You only get one life so be careful — not all the mines are visible. The only way you can tell how many mines are nearby is by looking at the **mine detector** in the top right hand corner of the screen. You can move horizontally and vertically, so the only mines that are shown on the counter are those which are above, below or to the left or right of you.

If you move across the grass you will leave a trail to help you see where you have been, but you will not leave a trail on the road so beware — **the road is mined**.

On higher levels **tanks** will also appear, these shuffle the squares underneath them around and will sometimes clear a path through the minefield, but they can also block it.

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BLOBBO

Run at high speed around the maze collecting **treasure** and **fruit** worth bonus points — but don't get caught by the **Blobbo-eaters**! Tactical dodging must be employed to avoid them. If you're caught or step on a skull and crossbones you lose one of your three lives. Eating scintillating **power pills** gives you a charge of energy big enough to kill the nasties, but the effect soon wears off, and you must rely on speed and skill to stay alive. Four different mazes combined with sixteen levels of play make this an exceptionally challenging game.

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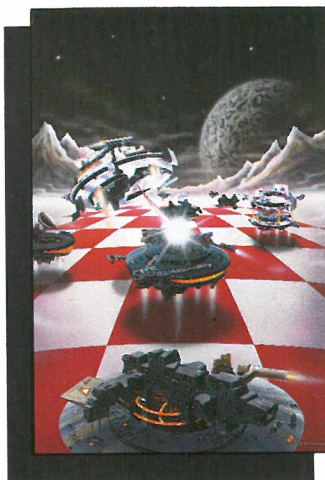


CONTINENTAL RAIDERS

Battle it out at **light speed** in your interstellar fighter, equipped with unlimited **plasma bolts**. The three dimensional cockpit display shows alien ships and asteroids rushing in at high speed — hit them with your plasma gun or swerve to avoid collision. Consult your **galactic map** and jump from sector to sector using **hyper warp**, with full high resolution colour shift and acceleration effects and use the long range scan facility to anticipate fast approaching alien craft. The exceptional speed of Machine Code plus smooth scrolling sixteen colour sprite graphics combine to produce an exciting futuristic game of the highest quality.

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DRAUGHTS

MTX Draughts is an exceptional game, which tests your board-game ability to the limit. There are ten levels of difficulty, ranging from beginners' level through to Championship standards! (It is recommended to begin at a lower level, and to work up to level 9. Of course, levels needn't be played in ascending order.)

Other features include:

Full Capture Search
Optional Playing
Colour and Standard
Grid Notation

MTX Draughts is the perfect companion for any aspiring Draughts Champion — **you** choose your 'partners' ability and progress together when **you** are ready to.

Thoroughly recommended to anyone who believes Draughts to be mere child's play!

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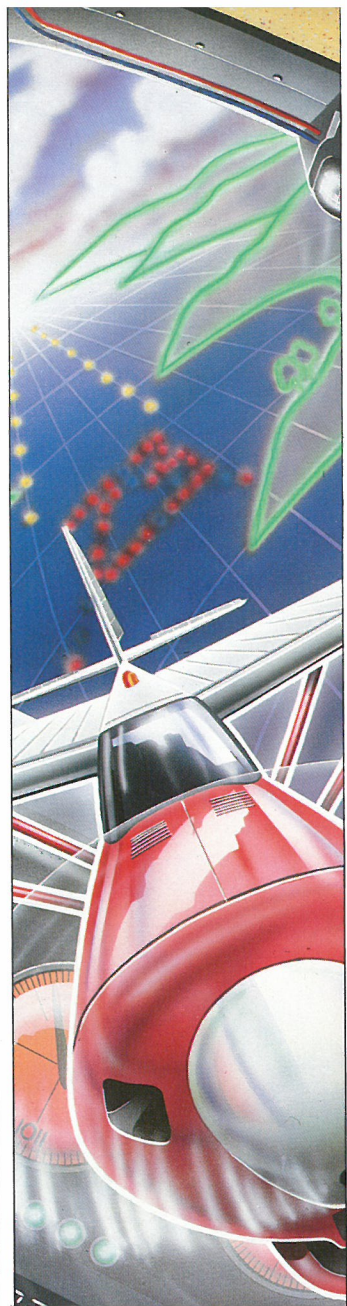


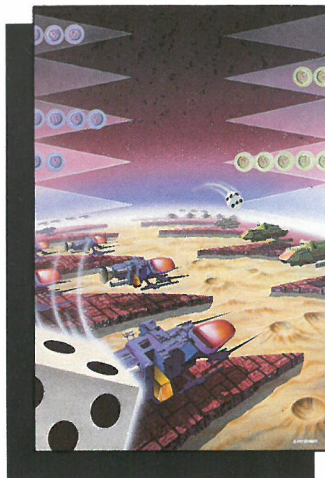
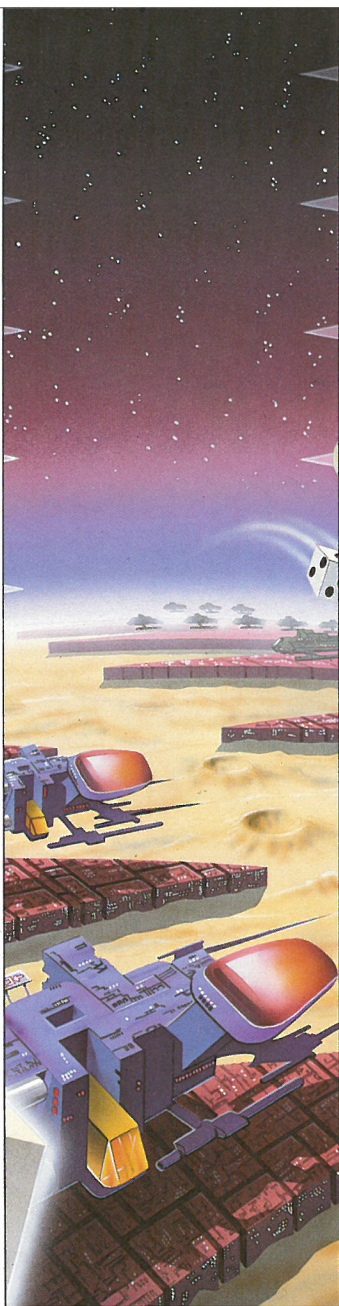
FLIGHT SIMULATOR

A super-realistic three dimensional flight program that simulates a small single engined high powered plane. It combines the magic of true flight and the speed of machine in code any one of three start modes: take-off, land or in-flight. Using the 3D display through the cockpit window plus full cockpit controls you can fly around a large area of countryside and coastline.

All controls and a detailed navigation chart are displayed using high resolution full colour sprite graphics. Four Channel sound is used to produce realistic inflight sound effects.

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BACKGAMMON

Fully animated dice — four levels of play — fast execution of computer's and player's moves — these features combine to put this powerful machine code, high resolution program into the top group of Backgammon packages.

Full playing instructions are included as part of the program.

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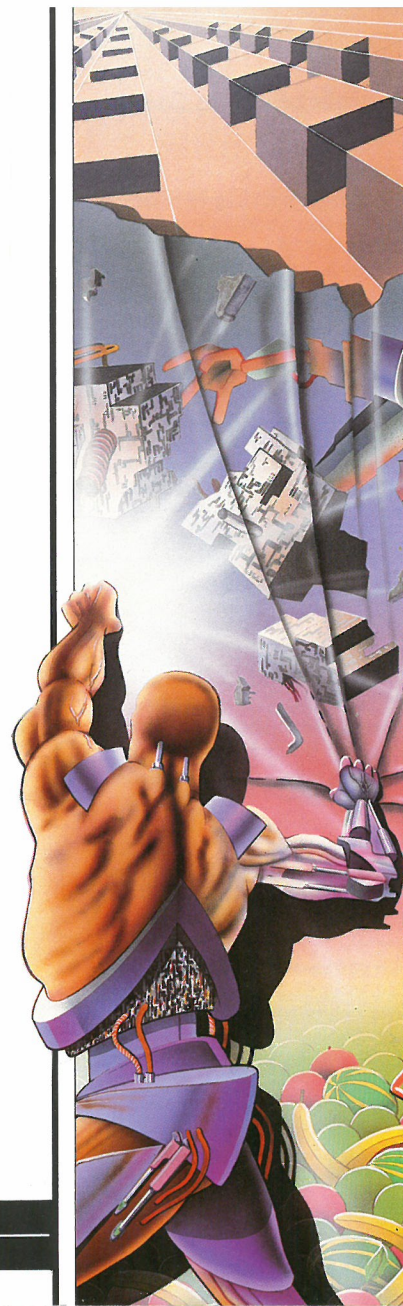


KNUCKLES

Move **Knuckles** around the mazes, using the joystick or cursor keys. Kick **Roks** and **Magic Squares** to squash **Rokeaters**. The object is to line up the Magic Squares, either horizontally or vertically using the fire key or home key, and so advance to the next level, gaining a level bonus. Rokeaters will **kill you** if they catch you, but you can **stun** adjacent Rokeaters by kicking the border patterns. This only works a limited number of times per level so be careful. Roks will disintegrate when kicked unless they are free to move. Eating **fruit**, which appears at random within the maze is worth bonus points.

The **white holes** that appear on higher levels act as **Rok multipliers**, except on level 9 (Megabonus level), where they become **fruit multipliers**. White holes always absorb Magic Squares.

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GOLDMINE

Your task is to collect gold from the mines - a maze of tunnels, ladders and pitshafts.

Beware of the 'Evil Lurchers' once caught - you are doomed.

Hop onto the gold kart runs for inter-mine tunnel travel. Travel up and down shafts on the lifts.

Chop through walls to collect the hidden treasure.

All treasure hunting must be quick and stealthy - Supreme graphics in high resolution. 5 levels and special feature 3 screens per level.

These, and many other features combine to make Goldmine one of the most exciting games around.

EVOLUTION

Imagine the earth some 3000 million years ago. It is hot and poisonous and yet from the simple gases of the earths' atmosphere life is about to spring. The world awaits EVOLUTION.

Your task is to retrace the course of that evolution and reach man. It was not a simple course, there were many dead-ends. There were also times when it appeared that nothing was happening until suddenly startling changes would come from unexpected sources.

This game is as accurate as possible. EVOLUTION was a great adventure. The plants and animals described had, or have, a place in that adventure.

THE TRAIN GAME

For budding train drivers everywhere.

A game of skill, dexterity and logic.

7 levels of increasing difficulty. You are in control of a train (several on higher levels), your task is to guide the train through an extensive network or railway lines, switching the points, in order to collect passengers from the stations. The points must be switched correctly, else you will be derailed.

The race against time is on to collect passengers as quickly as possible. If any stations should become full, alas you lose a life!

Colourful scenery and tunnels are included. Everything in crystal clear high resolution graphics.

More exciting than your average train set!

ALICE II: ALICE THROUGH THE LOOKING GLASS

The sequel to Alice I.

An absorbing adventure game of the highest quality requiring logic and skill. Packed with special features. Live the part of Alice on her journey through the looking glass.

Collect treasures, find the unicorns tea party and a whole host of other fascinating places.

Alice II recognises several hundred words, has hundreds of rooms and incorporates high resolution graphics in amazing multi colour.

OBLOIDS

A game of skill and tactics.

Points are gained by drawing around the score squares and filling them in. Advance to the next level by colouring the complete score screen. But 'Zeeber' beings are out to get you, they must be avoided at all costs. If the four corners of the score screen are successfully coloured in you will be injected with energy and able to kill the dreaded Zeebers, but the energy soon diminishes so you will have to be quick. A multi levelled game in high resolution graphics.

NEMO

You have five ships and an unlimited supply of harpoons. To clear the coastline you must shoot the descending sharks before they eat you. If the sharks reach the bottom of the screen they change into little men who can also move on land. Watch out for lethal floating mines and electric eels, also the patrolling land crab who will kill you if you touch him.

Clear the coastline to move on to another, more difficult stretch of shore. More sharks. More mines. More action!

OTHELLO

Play this popular game against the computer, 4 levels of difficulty. A particularly powerful program written in fast, efficient machine code. Standard grid notation, allowing moves to be easily input from the keyboard. A game of logic, cunning and skill.

BRIDGE

For Bridge fanatics everywhere.

A very powerful program designed to play rubber bridge, which boasts extensive facilities throughout. It maintains full score card (overtricks, undertricks and game points etc.) bids and plays.

Standard bidding, and cue bids. Slam bidding gerber and Blackwood conventions. Special game features include endplays, squeezes, trump finishes, safety plays and more. Test your skills to the limit against the computer.

Due to continuous improvement, programs may differ slightly from the descriptions in this catalogue.

All programs subject to availability.

Continental Software reserve the right to change programs and/or prices without prior notice.

