

THE GAME

So you've always thought of yourself as being fairly courageous, brave, heroic even? Well, this game could just reveal those hidden cowardly aspects of your character which even you didn't know about ...

Three different predicaments face you and how you react in each one will show just how much of a hero you really are. The general idea in each of these, well lets call them tests, is merely to get out alive and you will receive a score for doing just that, but that is not the only aim of the game.

THE EGYPTIAN TOMB

As the intrepid explorer you have found a way into an ancient Egyptian Tomb. You wander around marvelling at all the treasures surrounding you before realising that you have somehow managed to lock yourself in. Now to find a way out! There are seven types of doors which can only be opened by finding the keys that correspond, but that's just a minor problem! The museum you work for want you to collect together the 24 pieces of the ancient tablet which are scattered around the tomb along with food left behind by previous explorers and other treasures. The decision is yours, and by the way there are also some nasty creatures in the tomb!

THE SPACE STATION

You are a lone surviving space man trapped in a ship which has gone off course and is hurtling into space. You are still able to get around the ship by passing through the security doors - if you have the right security pass that is. The easy way out, for the more cowardly amongst us, is to head straight for the escape craft, but if you want to show what a hero you really are then you can attempt to fix the ship and get it back on course by collecting the 24 pieces of circuit board which are scattered around the ship along with other items of interest and fresh supplies which add to your score.

AFTER THE HOLOCAUST

Your last role is as an army officer on a mission into a mutant compound to retrieve a vital document. The compound is a ruined city, and the document has been torn into 24 pieces and scattered throughout what remains of the buildings. Keep an eye out for the mutants who may be lurking in the buildings, you may have to shoot on sight, but to return without the document would mean a court martial at the very least! To enable you to pass between the buildings you will need the appropriate keys, but be brave, if you discover the fresh supplies of food as well you can add to your score.

GAMEPLAY

In all three scenarios you can shoot the nasties that are about. The pause key allows you to load and save your current position. The keys you collect on your travels are displayed at the top right, the food at the middle right and the 24 pieces of each item you have to bring back at the bottom right.

CONTROLS

Joystick or Keyboard. Keys are redefinable at the start of the game.

LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 6128: Type I TAPE and press RETURN. Press CNTRL and small ENTER.

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