

LOADING INSTRUCTIONS

To load the game on the 664 or 6128 type in 1 tape, press RETURN then CTRL and ENTER. Then press PLAY on the tape recorder. If you have loading difficulties consult your manual and try adjusting the volume.

GAMEPLAY

The aim of the game is to complete all the operations that may be presented to you. You will receive a score for completing each section. You may increase your score by shooting as many terrorists as you can. The score for completing each section will depend on the length of time taken to complete the tasks.

CONTROL KEYS

The keys are:-

Q = UP

A = DOWN

O = LEFT

P = RIGHT

SPACE BAR = FIRE

DEFINE KEY OPTION/JOYSTICK

ESC+DEL = Abort Game

CLR = Pause Mode

UP = Climb or enter building

DOWN = Climb down or enter firing position

DOWN+FIRE = Fire bullet in current direction

LEFT/RIGHT = Left Right

UP LEFT = Move up and left

DOWN LEFT = Move down and left

UP RIGHT = Move up and right

DOWN RIGHT = Move down and right

FIRE = Launch grenade in current direction.

Task A**Farm House**

A terrorist training centre has been located in a remote farm house. There are believed to be no hostages but this is uncertain. Your job is to take the farm house and rescue any hostages present.

Task B**Military Establishment**

Anti chemical warfare protestors have taken over a military research establishment. And the situation has turned nasty, 5 hostages having been killed. Your task is to regain control of the research establishment.

Task C**Embassy**

The government of the Republic of Mizzi have requested help after terrorists have taken control of their embassy. The President's daughter Suzy, who is studying in this country, was in the embassy at the time of the take over. The terrorists are demanding release of 20 fellow terrorists being held in the Republic of Mizzi.

Task D**Nuclear Power Station**

A remote nuclear power station has been taken over by terrorists. The siege has been going on for the past 69 hours, no demands have been made but three people have been killed so far.

On the screen

- 1) Your score
- 2) Number of lives
- 3) Ammo left
- 4) Grenades left
- 5) Bonus on completion
- 6) Current mission number

(1)		(5)
(2)	(3)	(4)
(6)		
GAME PLAY AREA		

Extra ammo and grenades are available as a bonus. These appear at random during the game in the form of an object. If not all the ammo or grenades are used then additional points are added to your bonus.

When the bonus reaches 0 then you lose a life and the task is restarted.

When you fire a shot or grenade then the appropriate counter decreases (3 and 4).