

**OPERATION
THUNDERBOLT
THE UNTOUCHABLES™
IVANHOE
RAINBOW ISLANDS
HEAD OVER HEELS**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



MIDNIGHT RESISTANCE

SCENARIO

A ruthless Commissar, leader of a vicious regime of megalomaniacs, has kidnapped your family (including your Grandfather - a world famous scientist) in a desperate bid for dictatorial power over the earth. Can you rescue your relatives before the evil Commissar forces your Grandfather to use his superior weaponry research in order to enforce his own tyranny throughout the planet? Pit your wits against an obsessive army, their tortuous traps and a convoy of menacing machinery.

LOADING

ATARI ST

Switch on the power to the computer and disk drive, then insert the disk into the drive. This program will then load automatically; follow on screen instructions.

AMIGA 500

Insert the disk in drive A and turn on the computer; the program will then automatically load and run.

AMIGA 1000 Insert the System disk; when the Workbench disk illustration appears insert the game disk; the program will then automatically load and run.

CONTROLS

ATARI ST

This is a one player game controlled by Joystick only in Port one.

UNDO will toggle the sound fx on/off.

HELP KEY - PAUSE

CBM AMIGA

This is a one or two player game controlled by joystick or keyboard. Either player may join the game by pressing fire while there are game credits remaining. Player one uses joystick port 0, player two uses joystick port 1. The shift keys are used

to trigger the backpack weapon as follows:

LEFT SHIFT - PLAYER 1

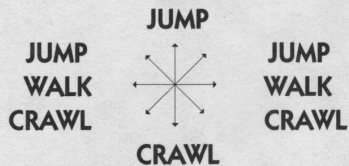
RIGHT SHIFT - PLAYER 2

Player one may use cursor keys instead of joystick, with space bar to fire.

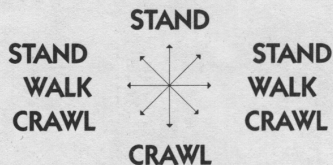
P will pause the game.

S will toggle music/sound fx

JOYSTICK CONTROL WHEN STANDING



WHEN CRAWLING



Press fire button to activate current weapon.

When the fire button is pressed the current action (standing, walking, crawling, jumping) is held. i.e. you may walk and shoot in all directions and crawl and shoot in all directions if the fire button is depressed. Press the space bar to release current 'back pack' weapon. To collect an item (i.e. a key or weapon) just walk over it. To climb a ladder, push joystick up when located in the appropriate position. (e.g. standing/crawling beneath the ladder.)

GAMEPLAY

The game consists of nine levels of all-out action. You must manoeuvre through each landscape and overthrow the various adversaries in your rescue attempt. When destroyed, some of the enemies will drop keys which you may collect. You can only carry six. These may be used to buy extra weapons, backpacks and features from the weapon rooms. These are situated at the end of each level and contain six different types of weapon. However you have a limited budget so you must be careful when making your selection. The weapons within your budget will flash as you walk past their cabinets

and to make your purchase you must jump up and collect it as it falls.

STATUS & SCORING

The following is displayed on screen:

KEYS - This shows the number of keys held (up to six at any one time). These can be traded for weapons and extra credits at the end of each level.

HEARTS - These indicate the number of lives remaining.

CURRENT WEAPON - This shows an icon of your present weapon with the number of rounds remaining.

BACKPACK WEAPON - This icon will be displayed when a backpack weapon is collected, with the number of rounds remaining.

CREDIT COINS - These represent the number of times you may continue play after all lives have been lost.

CURRENT SCORE - Number of points achieved.

HINTS & TIPS

1. Use your weapons sparingly - you only have a limited ammunition supply for each.
2. Select the most appropriate weapons for the tasks ahead.
3. Don't be too worried about collecting the keys - you can only carry six and there are usually plenty of carriers on each level.
4. Don't spend too long choosing your weapons - you may end up with none at all.
5. Don't hang around too long doing nothing - someone may have an eye on you!

CREDITS

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The Hit Squad,
P.O. Box 350
Manchester
M60 2LX