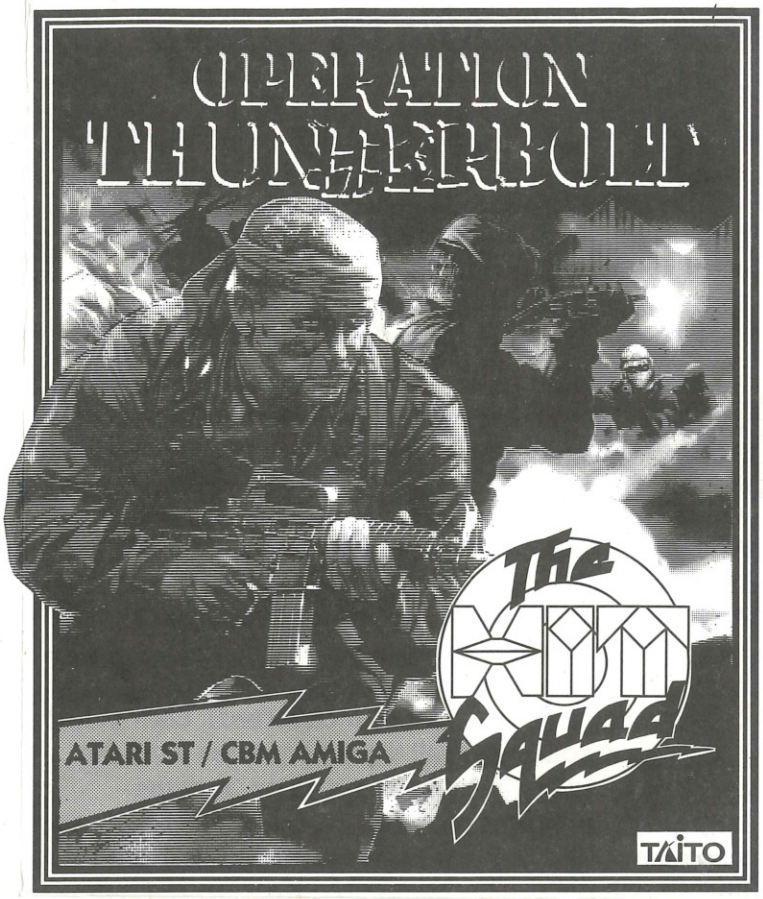
POWER DRIFT
RENEGADE
IVANHOE
GHOSTBUSTERS II
HEAD OVER HEELS

LOOK OUT FOR THESE FANTASTIC GAMES FROM

The Hit Squad



OPERATION THUNDERBOLT

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston. Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa....The plan lands in hostile territory and the terrorists begin their demands..... A rescue operation is called for and there is only one man to head it up - Roy Adams.

Weary from his Operation Wolf mission, he is persuaded to put his crack team into a new sortie to free the hostages.

Bringing you enhanced shoot 'em up action for one or two players, Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but brings 3D action to the scenario, pitting you against swooping jets, helicopters, tanks and many more awesome adversaries!

Get the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles!

GOOD LUCK IN YOUR MISSION.

LOADING

ATARI ST Switch on the power to the computer and disk drive, then insert disk 1 into the drive; the game will load automatically and run. During play the game will locate its disks in any attached drives.

AMIGA 500 Insert the disk in drive A and turn on the computer; the program will then load automatically and run. During play the game will locate its disks in any attached drives.

AMIGA 1000 Insert the System disk, when the Workbench disk illustration appears insert the game disk; the program will then automatically load and run. During play the game will locate its disks in any attached drives.

CONTROLS

This is a one or two player game which is controlled by either mice or joysticks. The following selection keys are used:

F1 START ONE PLAYER GAME
F2 START TWO PLAYER GAME

F8 MOUSE/JOYSTICK SELECTION
F9 PAUSE GAME
F10 QUIT GAME

Mouse and Joystick selection If mice are selected then player one uses the mouse in port 1 and player two uses the mouse in port 2. If joysticks are selected, player one uses the joystick in port 2 and player two uses the joystick in port 1.

ST USERS PLEASE NOTE: Due to hardware restrictions only one mouse may be used.

STATUS & SCORING

The status panel displays your score, life remaining, number of bullets remaining, number of magazines remaining, and number of rockets remaining for either one or both players.

Also shown are the items held by either player. The item on the left is the last one collected. The middle item is the bulletproof vest (if collected) and the item on the right is the Laser Sight (if collected). Each player had three credits, when all three have been used the player is dead and must start the game from the beginning. If a player dies on a level he must replay the whole level. The game will not advance to the next level until the player(s) have completed the current level. Points are achieved by shooting enemies. At the end of the game, if successfully completed, points are awarded for the number of hostages rescued and the life level remaining.

GAMEPLAY

The player, equipped with sub-machine guns and rockets, must shoot all the enemies that appear on screen. Remember that your energy and ammunition are limited, and these can-only be replenished by picking up objects such as magazines and power bottles that appear on screen or are parachuted down in crates.

LEVEL 1 You must work your way, on foot, through hostile soldiers and reach the end of the level where an enemy spy is waiting with vital information.

LEVEL 2 You must attack the ammunition depot to gain supplies. If you are successful you will receive more magazines, rockets and bullets.

LEVEL 3 You are driving a jeep and must reach the enemy hideout where some hostages are being held.

LEVEL 4 You will encounter hostages that have been taken from the aircraft and imprisoned. To release them you must shoot the locks on all the doors but avoid shooting them in the midst of all the action! Beware, at the end of this mission you will encounter a heavily armed officer and must use all of your skills to defeat him.

LEVEL 5 The boat. Battle your way through hostile craft to reach the enemy headquarters where more hostages are being kept.

LEVEL 6 Inside enemy headquarters. You must rescue the hostages to complete your mission. Again you will face heavily armed officers who must be defeated.

LEVEL 7 Make your way down the runway destroying everything in your path to reach the get-away aircraft.

LEVEL 8 When you finally reach the hijacked airliner you must walk up the centre aisle taking out the grenade-throwing and machinegun -blazing hijackers as you go. Take care to avoid hostages (children). Once you have reached the cockpit you must shoot the last hijacker who is using the pilot as a shield. If you take too long to eliminate him you will not survive his machinegun fire. If you shoot the pilot , your only means of escape will perish.

HINTS & TIPS

1. Pick up all objects that fall from the top of the screen by shooting them. These include magazines, power bottles, medical packs, bullet-proof vests and laser sights. Animals, if shot, will sometimes drop these items.
2. Try not to spray your opponents with bullets as your ammunition is limited. Pick your targets carefully.
3. Destroy the heavy vehicles before the soldiers as they inflict more damage.
4. If you are overwhelmed by soldiers and your energy is low, use your grenades.

CREDITS

© 1988 Taito Corp. All Rights Reserved.
© 1989 Ocean Software Limited.
The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX