

## P-47 : THE PLANE

The Republic P-47 Thunderbolt was one of the top American fighters in World War II. In 1943 they were under the control of the British RAF Fighter Command and, operating from bases in England, their principal tasks were relatively short-range sorties over northern France. The following year they were equipped with "drop tanks", giving the extra fuel needed to complement their immense fire-power, and enabled deep daylight raids further behind enemy lines. The P-47 was at the time the fastest and heaviest bomber in the USAAF, and in combat consistently proved its immense strength. With exceptionally good dive characteristics and hard hitting armaments, the "Lead Sled" was the 8th Air Force's premier deadly weapon.

## PICK-UPS

**B** Bombs.....These drop from the 'plane each time you fire.

**E** Spray missile.....These fly from the front of your 'plane as missiles and then split into small projectiles (2 - 8 depending upon your energy level), flying out in fan formation.

**M** Multi-missile.....2 - 8 missiles fly from the front of your 'plane, split into a wing formation, and then continue onwards.

**S** Speed-up.....Depending upon your energy level, these cause your 'plane to speed up.

**T** Directable Fire.....2 - 8 bullets are fired in the direction you are currently holding the joystick. The 'plane will also move in the same direction - a deadly but tricky manoeuvre.

**1 Up** Extra Life.....Gives you an extra life.

## P-47 : THE GAME

Fly your P-47 through eight frenzied levels of enemy activity, bombing ground vehicles and shooting aircraft. At the end of each level you must confront and destroy a large enemy battleship, tank or 'plane to progress to the next level.

Along the way there are several pick-ups. Each time you collect one of these, your energy level increases, starting at level one and increasing to a maximum level of four. Your energy level determines the number of special weapons that each pick-up releases. For example, when you have collected the pick-up for bombs, you will fire one bomb for each level of energy.

## LOADING INSTRUCTIONS

Amiga:

Spectrum 48K:  
Spectrum 128K, +2:  
Spectrum +3:  
Atari ST:  
IBM PC:

Amstrad Tape:  
Amstrad Disk:  
CBM 64 Disk:  
CBM 64 Tape:

If your Amiga has Kickstart on disk, insert the Kickstart disk and switch on your Amiga. Then, when prompted for Workbench, insert the game disk. Type Load ~ then press Play on tape player. Press Enter when 'Loader' is highlighted and then press Play on tape player. Insert disk and then press Enter when 'Loader' is highlighted. Insert the disk and then switch on the ST. The game will auto-boot. Insert disk, select correct drive and the type PC47 for the CGA version, or PE47 for the EGA version. Press Ctrl & Enter then press Play on the tape player. Type Run ~ Disc. Insert disk and then type Load ~,8,1. Press SHIFT & RUN/STOP then press Play on tape player.

## END GAME

On completion of all eight levels, the Spectrum, C64 and Amstrad versions of the game will wrap around to start again. On the ST, Amiga and IBM versions you will receive a congratulatory message and be given the option of running the mission again with a greater degree of difficulty. There are four degrees of difficulty.

## CONTROLS

All versions will have redefinable keyboard controls, as well as a joystick option. The joystick option on the IBM PC will be compatible only with the IBM Game controller card or the built-in joystick port on an Amstrad PC. To quit to DOS on the IBM PC press F10.