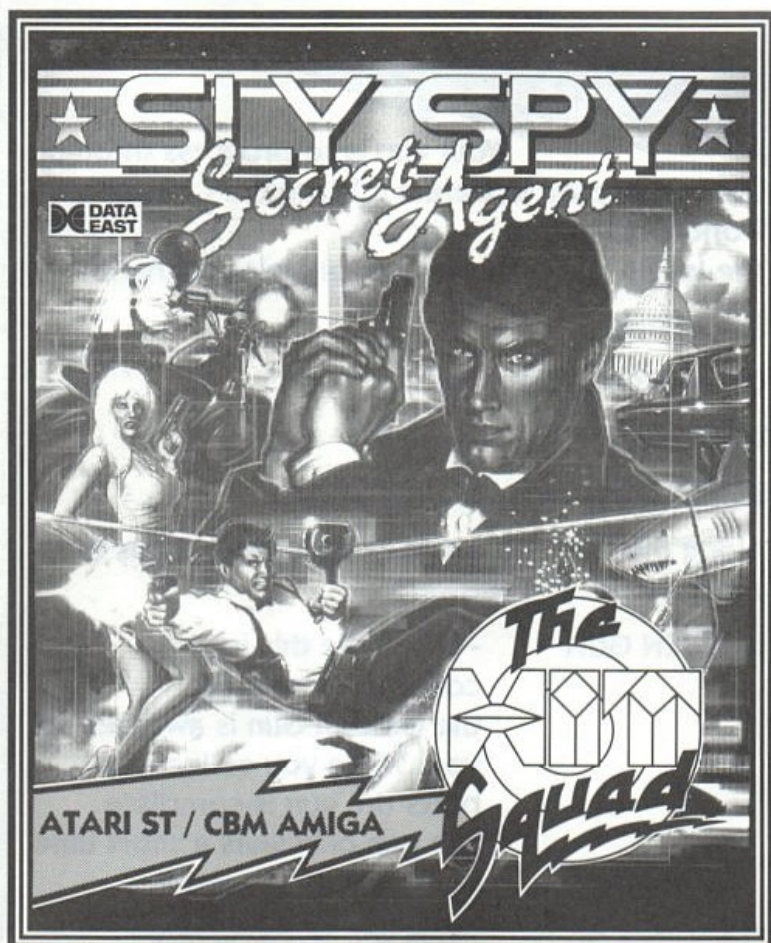


**SHADOW
WARRIORS
PUZZNIC
PUFFY'S SAGA
RAINBOW ISLANDS
CASTLE MASTER**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



SLY SPY

The hit coin-op

game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features, with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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

JOYSTICK

JUMP

WALK LEFT

WALK RIGHT

KNEEL DOWN

FIRE - FIRE WEAPON OR KICK

This game is controlled by joystick only with the following additional keys.

F1 PAUSE

F2 TOGGLE MUSIC/FX

F10 GAME RESTART

GAMEPLAY

Your aim is to progress through 9 levels of play to defeat C.W.D - The Council for World Domination.

The levels take place in the following scenarios:

SKY DIVING

ON MOTORCYCLE

WALKING

SCUBA DIVING

Along the way you can pick up various icons that will increase your power:-

GOLDEN GUN - Each time this icon is collected a part of the Golden Gun is awarded to you. When you collect five parts the gun is complete. The gun only lasts a short time but it is very powerful.

FLASHING B - This will give you more bullets.

COLA CAN - This will give you more energy.

CLOCK - This will give you more time.

MACHINE GUN - This will change your pistol into a machine gun.

STATUS & SCORING

The following is displayed in the status panel:-

1. Weapon Indicator

This can contain one of the following:

Pistol, Machine Gun, Golden Gun

If no icon appears this indicates that you are fighting without bullets.

2. Sly, Health Indicator.

3. End of level Baddie, Health Indicator.

4. Clock.

5. Bullets remaining.

6. Golden Gun Indicator

7. Score.

Points are awarded as follows:-

Sky Diver	400
Dog	500
Big Soldier with barrel	800
Soldier throwing grenades	700
Soldier punching	400
Soldier firing gun	1000
Punk	1200
Motorbike	1000
Jetpack Man	700
Mines	500
Divers	1000
Jetpack Divers	700
Sharks	400
End of level Baddie	10,000

An additional bonus will be awarded which is calculated on Time Remaining x 200.

HINTS & TIPS

- * Try to learn the maps so that you can quickly get the Golden Gun.
- * It is better to progress slowly taking care not to get hit.
- * Shoot the Jetpack Men as soon as you can.
- * Do not shoot too quickly when you get the machine gun as it will use a lot of bullets.

CREDITS

© 1990 Ocean Software Ltd
The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX