

CBM 64/128 Cassette

64/128

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CRACK DOWN™

A desperate race against time. Take on the role of brave freedom fighters attempting to destroy the fortress of evil Dr. K.

Place time bombs, cross roof tops and junk yards whilst avoiding rivers of mud, oil and lava. Battle through 16 levels in simultaneous two player action, against biogenetic humanoids using machine guns, rocket launchers, super bombs and if all else fails, your bare hands! Remember, if you meet an enemy, there is just one rule...THERE ARE NO RULES!!

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and are subject to the computers specification.

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SEGA

CRACK DOWN™

CRACK DOWN™



STUNT CAR RACER



3D POOL



CHAMPIONSHIP WRESTLING™



STRIDER™



GHOULS 'N' GHOSTS™



TURBO OUT RUN™



X - OUT™



RICK DANGEROUS



ACTION FIGHTER™



HEROES OF THE LANCE



TURRICAN™



DRAGONS OF FLAME



MULTIMIXX 4



VENDETTA



GUNSHIP



PROJECT STEALTH



AIRBORNE RANGER



TURRICAN™ II



STEALTH FIGHTER



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH

COMING SOON:
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD

PROJECT STEALTH
NOT AVAILABLE ON
AMSTRAD CPC
CASSETTE

CRACK DOWN™

LOADING INSTRUCTIONS

CBM 64/128 Cassette

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.

Spectrum 48/128K, +2 Cassette

Type LOAD"" and press ENTER. Press PLAY on the cassette recorder.

Amstrad CPC Cassette

Press the CTRL and small ENTER keys together. Press PLAY on the cassette recorder.

CRACKDOWN PLAYERS GUIDE

After breaking through the main gate Ben and Andy now encounter the Replicants barracks. The keen eyed guards are on constant watch. The Orange guards are masters of Kung-Fu, the Green guards are expert shots.

As Ben and Andy pass the trucks the Kung-Fu masters leap out ready for attack. After making sure they have planted all the bombs they have but seconds to make their way to the next level before the barracks are totally destroyed.

Now Ben and Andy make their way through the underground caverns which lead to the rest of Dr K's fortress. The Green and Orange guards are still hot on your trail but now machine gun carrying bullet proof guards join in the fun. Watch out for the trap doors.

The next level is the refinery, athletic guards with top-of-the-range pistols are out for blood. Things could hot up as some carry flame throwers. Be careful in the water as you could drown.

The fourth level... you now enter Dr K's transporter room. Be quick through the electric doors. On the far right the guards are transported across the fortress on the huge transportation grid.

Four levels down, twelve more to go...

CONTROLS

CBM

Player 1: Joystick 1

Q - Super Bomb

RUN/STOP - Pause

S-Sound on/off

RESTORE - Quit when paused.

Spectrum

Keyboard: Q - Up

A - Down

O - Left

P - Right

Sinclair and Kempston

Joystick compatible.

H-Pause

SUPER BOMB - Hold down

FIRE BUTTON

SPACE BAR - Fire/M for two seconds.

Please note in 2 player mode, (if Player 1 uses joystick, Player 2 must use keyboard or vice versa.

Amstrad CPC

Keyboard: Q - Up

A - Down

Joystick compatible

SUPER BOMB - Hold down

FIRE BUTTON

O - Left

P - Right

SPACE BAR - Fire.

for two seconds.

H - Pause

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ISTRUZIONI DI CARICAMENTO

CBM 64128 Cassette

Premi contemporaneamente i tasti SHIFT e RUN/STOP.

Premi PLAY sul registratore.