

FAST COMBAT ACTION

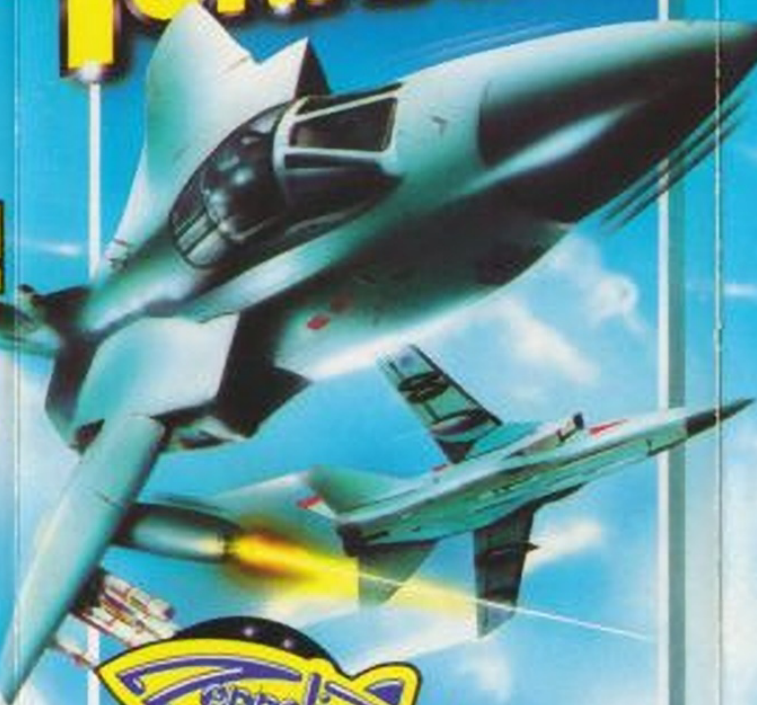
NAVAL ATTACK

Take control of the F1 Tornado, the ultimate search and destroy aircraft for modern battlescape scenarios. Fine tune your Dogfight skills and blast your opponents out of the skies with the latest Highology weapons.

F1 Tornado - Air Combat at its most deadly.

DESERT BATTLEGROUND

HIGH TECH WEAPONS & SYSTEMS

COMMODORE
64/128F1
TORNADOF1
TORNADO

Program: World-Khan
Graphics: Neil Hogg
Music & FX:
Andrew Rodger
Made in UK

COMMODORE 64/128

COMMODORE
LOADING
INSTRUCTIONS
Press SHIFT and
RUNSTOP together. Now
press PLAY on the
recorder.



Mission Briefing. Take-off from an Aircraft Carrier situated in the Gulf at 05.30 hours.... Fly through enemy lines eliminating any aggressive opposition.... Destroy enemy Headquarters and identified enemy installations.... Return to Base..... Intelligence.... sources suggest that enemy's land and sea defences are ready for imminent attack.



5 016414 023387

GAMESPLAY

The **F1 Tornado** flies from the allies Aircraft Carrier based on the edge of the Gulf battle zone. Your mission is to seek out and destroy all enemy installations, frigates, aircrafts, tanks and gun emplacements.

As well as it's oil-cooled machine guns, the **F1 Tornado** can pick up further weapons from destroyed enemy aircraft. When a fighter carrying a sophisticated weapon system is destroyed, picking up the Weapon System icon allows you to choose from the following:

- | | |
|--------------------------------|---|
| Reverse Fire - | Positions the machine guns to fire to the front and rear to remove the threat of a tail attack. |
| Double Fire - | Doubles the firing capacity of the machine guns with devastating results. |
| Speed Up - | Gives the F1 Tornado greater speed and manoeuvrability for Dogfighting. |
| Heat Seeking Missiles - | Forms a shield of Fire around the F1 . |
| Cluster Bombs - | The latest Explosives Technology makes these bombs capable of performing extensive damage. |

Once a weapon system has been installed, the **F1's** on-board computer flashes up the equipment available on the right hand side of the screen. Pressing "**Space**" selects the weapon for use for a measured period of time shown below the weapon selected. Collecting more **Weapon System Icons** allows the weapons to be used for a greater period of time.

Prepare for battle....you only have three chances to complete your mission....*Best of Luck....*

OPTIONS

The **F1 Tornado** is controlled via a **JOYSTICK** connected to **Port Two** on the Commodore 64/128.

JOYSTICK CONTROLS



FIRE BUTTON - WEAPON SYSTEM

- | | |
|-------|----------------|
| "P" - | Pause/UnPause |
| "Q" - | Quits on Pause |

Have you tried?

INTERNATIONAL 5-A-SIDE

The highly realistic Soccer Simulation



PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games Limited and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1991 Zeppelin Games Ltd, PO Box 17, Houghton-le-Spring, Durham DH4 6JP