

SPECIAL OFFER

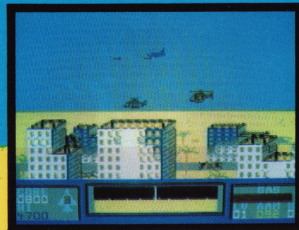
TITLE	TITLE	TITLE
SPECTRUM 48K	CBM 64	BBC B
DR FRANKY & MONSTER	FALCON PATROL	BUG BOMB
SORCERY	HIDEOUS BILL	LANDFALL
STARFIRE	AMBUSH	SPACE ADVENTURE
GOLF	VIC 20	TRENCH
RACING MANAGER	MISSION MERCURY (unexp.)	MICROBE
LOUIX	ENVAHI 8K	PLANKWALK
QUETZALCOATL	CREEPERS 3K/8K	CRUNCHER
RIDER	ELECTRON	NOC A BLOC
THE ISLAND	BUGS	CHECKOUT
ATLAS ASSIGNMENT	JUNGLE JIVE	JUNGLE JIVE
SPACE COMMAND	ORIC 48K/ORIC ATMOS	SEA ADVENTURE
	THEM	BRAINSTORM

*You must include this card with your order.

VGA 6005

TOTAL QUANTITY at £2.99 each

Fresh from the success of Falcon Patrol (Chicago C.E.S. 1984 AWARD WINNING GAME), Virgin Games and Steve Lee proudly present the sequel, **Falcon Patrol 2**. Having obtained the upper hand in this desperate desert war, the enemy is about to launch it's final offensive on your battered town. Into the fray pour the enemies' helicopter-attack squadrons, carrying deadly missiles, flak batteries and radar jammers. In order to combat the manoeuvrability and elusive tactics of these helicopters, your Falcon Fighter has now been armed with air-to-ground, as well as air-to-air missiles.



FALCON PATROL 2

FP II



CBM 64

FALCON PATROL 2

VGA 6005



COMMODORE 64 - JOYSTICK CONTROL

... Having obtained the upper hand in this desperate desert battle, the enemy is about to launch its final offensive on your battered town.

- Incredible 3D graphics
- Joystick control
- Flashload rapid load system (faster than disc)
- 16 level game with increasing difficulty
- Radar jammers
- Flak batteries



- 3 types of enemy helicopters – Solo, Gunship, Transport
- Marvellous sound effects and theme tune
- Air-to-ground missiles
- Air-to-air missiles

If you thought Falcon Patrol was good ...

FLASHLOAD

CREATED BY STEVE LEE
WITH ORIGINAL MUSIC BY DAVE LEE

For a limited period Virgin Games are offering the following titles mail order for a **bargain price of £2.99 inc. postage and packing.**

To order, simply indicate the titles you want and send a cheque or postal order to the "Grab it While You Can" Department, Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX.

I enclose cheque/P.O. for £

NAME

ADDRESS

*Offer subject to availability.

TELEX FROM GHQ TO FALCON 1....
TELEX 01.15 HRS....ENEMY NOW HAS
AIR SUPERIORITY....BRINGING IN
HELICOPTER ATTACK SQUADRONS....
BELIEVED TO POSSESS MK11 RADAR
JAMMING EQUIPMENT....ALSO
LANDING FLAK BATTERIES...
SUGGEST LAST RESORT USE STOCKS
OF NEW ATG MISSILES...
MESSAGE ENDS....
01.16 HRS....FPGHQ 379

THE ENEMY

Possess 3 types of helicopter:

Transport
(grey)

This helicopter drops flak batteries and radar jammers but is unarmed.

Gunship
(brown)

This helicopter escorts the transporter on it's bombing mission. His function is to shield the transport helicopter but he will still try to bring you down if he can.

Solo
(red)

This helicopter is extremely manoeuvrable and will do its utmost to lure you into making mistakes enabling it to despatch you to your maker!

Flak Battery

These will fire deadly flak as soon as they have been dropped into position by the transport helicopters.

Radar Jammers
(blue)

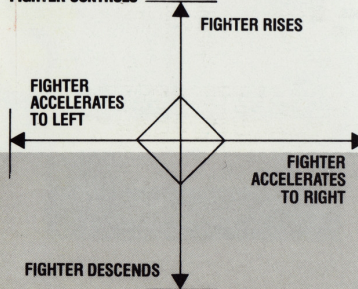
These cylindrical devices when dropped by a transport helicopter distort your radar. The only way to de-activate them is to locate and destroy them.

FALCON
(Falcon Fighter)

Your VTOL jet is armed with 100 missiles, comprising of air-to-air and air-to-ground missiles, known as AAM's, and a very sophisticated radar. Your jet can hover, climb and descend vertically and fly as a normal fighter.

Note: As this is a very realistic interpretation of a VTOL, do not expect to be able to stop dead instantly in your fighter. You must decelerate before trying to hover and turning cannot be accomplished in an instant.

FIGHTER CONTROLS



To release air-to-air missiles fly horizontally and press fire button. To release air-to-ground missiles pull down on the joystick while pressing fire button.

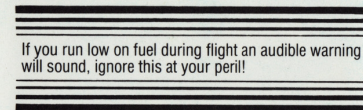
By mastering these techniques you can destroy high/low flying helicopters as well as flak batteries and radar jammers.

LANDING PAD

Your landing pads allow you to re-fuel and re-arm your aircraft. To do this you must descend **VERTICALLY** on to one of the pads. Upon landing a re-fuelling warning signal will sound and be visually confirmed (along with the number of missiles being taken on board) on your control panel.

You may break off re-fuelling/arming if you feel that your position has become too vulnerable.

Note: If your landing pad has suffered 75% or more bombing damage you cannot land on it (*this encourages careful aim!*).



If you run low on fuel during flight an audible warning will sound, ignore this at your peril!

RADAR

Your radar is a very accurate and almost essential aid to a successful mission. It shows the height and direction of the travel of the enemy helicopters and your landing pad. The centre line shows your position and the white markers on the horizon your landing pads.

If your radar display becomes unreadable then the enemy have dropped a radar jammer and you must locate and destroy it to recover your radar.

SCREEN DISPLAY

Left hand side: current score and high-score, Falcon fighters left.

Centre: radar.

Right hand side: fuel gauge, level you are on (16 max.), missiles remaining, no. of helicopters left in enemy wave.

WAVE LEVELS

You start on wave one, the display will tell you how

many helicopters are in that level, a skilled tactician will make use of this! As you proceed through the levels so you encounter more helicopters, flak batteries and radar jammers.

EXTRA LIFE

An extra life is won at the beginning of every fifth wave.

HIGH SCORE

If you have a high score, select your name by moving the white cursor left or right, by using the joystick, over the letter you require and press the fire button. When your name is complete move the cursor to the at the end of the alphabet and press the fire button.

Note: Virgin Games will be keeping a high-score log, please write and tell us of your score if over 10,000.

INSTRUCTIONS

- Joystick control
- Press Shift and Run/Stop keys to load the cassette (this tape carries the Flashload rapid load system)
- Plug your joystick into Port One
- Press fire button to start game
- To pause the game press the Commodore key, to re-start press the key again

**CREATED BY STEVE LEE
WITH ORIGINAL MUSIC BY DAVE LEE**

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