

FRONT LINE

To Operate This Program You Will Require a Joystick

LOADING INSTRUCTIONS

TAPE: Hold down SHIFT and press RUN/STOP. The program will automatically load and run.

DISK: Type LOAD "FRONT*",8,1

THE GAME

Date: 23.00 hrs, 23rd February 1944.

Location: Top secret strategical war planning headquarters, somewhere in the south of England.

Agenda: 1). Conventional war operations in the Edward Isles. Notes from classified official recorders file:

Colonel Clive Carruthers rose uneasily and addressed the gathered defence leaders, "Gentlemen", he said, "we have received news that our special supply dumps on the Edward Isles are in danger of being seized by the enemy. As all of you would I'm sure agree, these have to be recovered as soon as possible from the warzone, or the resulting imbalance of power could be catastrophic. The enemy has gained air superiority in the region by drafting in fast shooting jet fighters, devastating bombers and helicopters equipped with homing missiles. On the ground they have roaming tanks, land mines, gun emplacements and, if the reports are to be believed, slow homing fireballs which spout from holes in the ground and, if not shot quickly, bounce frantically across the island.

"Colonel", interrupted an R.A.F. official, "there are no planes, not even experimental, capable of retrieving the supply dumps from such a hostile environment...."

Colonel Carruthers then stopped the official and motioned Brigadier-General Alastair Lethbridge-Stewart to speak.

"Our traditional armoured tanks wouldn't fare too well either, but our latest development, the Death Tank Interceptor, just might. It is equipped with incredibly thick armour plating capable of withstanding several direct hits.

The tank could also repair some of its armour plating and gain extra shell ammunition whenever it recovered one of the supply dumps. Colonel that tank is our only choice!" The meeting then broke up and within 12 hours a brave soldier was sitting at the controls of the Death Tank Interceptor, ready to do his duty for King and Country....

Further instructions continue on reverse.

WRITTEN BY LEE BRAINE

PRODUCED BY RICHARD PAUL JONES

MUSIC BY CHRIS COX

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**INTERCEPTOR
MICRO'S**

Lindon House, The Green, Tadley, Hants.

**INTERCEPTOR
SOFTWARE**

FRONT LINE



SUITABLE FOR THE
commodore 

**INTERCEPTOR 1989
MICRO'S** © 1984

FRONT LINE



PUBLISHED BY:-

INTERCEPTOR SOFTWARE

MERCURY HOUSE

CALLEVA INDUSTRIAL PARK

ALDERMASTON

BERKS

FRONT' LINE

CONTROLS

Guide the tank by using a joystick in Port 2. Shells can be fired in the direction the tank is facing, by pressing the firebutton. The shells will only explode when you release the firebutton, so you must control their range carefully or you will under/overshoot your target. Press 'SPACE' to pause the game, and 'SPACE' again to restart.
