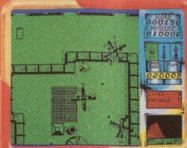




Pilot your way through seven dangerous war zones, in this incredibly realistic gunship simulation. Opt to take command either of the U.S. AH-64 APACHE – the original GUNSHIP – or the Soviet's Mi-28, the most lethal attack aircraft in the Soviet air-fleet, known to N.A.T.O. Military Intelligence as "HAVOC"



C64/128

HAVOC

£2.99

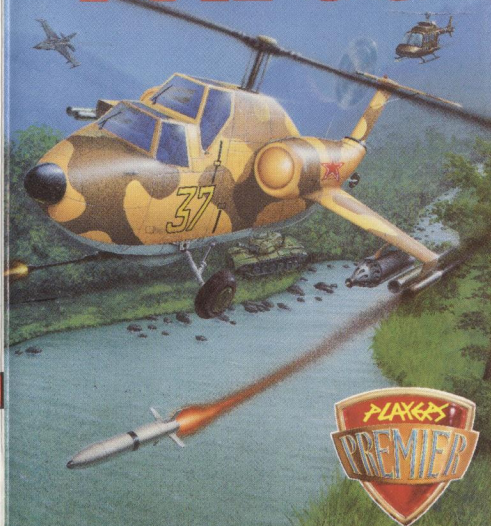


£2.99

C64/128

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HAVOC



LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD** and press **ENTER**. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side B. Select **LOADER** option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664; Rewind the tape to the beginning of side A. Type **I** (shifted @) **TAPE (ENTER)**, then type **RUN** (ENTER). The game should load automatically. Please follow all on screen prompts. 6128 owners load from side B.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

PLAYERS PREMIER SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
3D SNOOKER	2.99	☐	☐	☐				☐
ARMED RETALIATORS	2.99	soon	soon	soon				
ASSAULT COURSE	2.99	☐	☐	☐				
COBRA FORCE	2.99	☐	☐	☐				
ELVEN WARRIOR	2.99	☐	☐	☐				
JOE BLADE III	2.99	☐	☐	soon				
LOST CAVES	2.99	☐	☐	☐				
MIG BUSTERS	2.99	☐	☐	☐				
MOVING TARGET	2.99	☐	☐	☐				
MUTANT FORTRESS	2.99	☐	☐	☐				
SAIGON COMBAT UNIT	2.99	☐	☐	☐				
SHARK	2.99	☐	☐	☐				
SPOOKED	2.99	☐	☐	☐				
STEEL EAGLE	2.99	soon	soon	soon				
ST. CRED BOXING	2.99	☐	☐	☐				
ST. CRED FOOTBALL	2.99	☐	☐	☐				
SUBWAY VIGILANTE	2.99	☐	☐	☐				☐
SUPER LEAGUE	2.99	☐	☐	☐				
TASK FORCE	2.99	☐	☐	☐	☐			
THE RACE	2.99	☐	☐	☐		☐		
WAR MACHINE	2.99	☐	☐	☐				

PLAYERS '90 SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
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AMAZON RESCUE	2.99	soon	soon	☐				
CAPTAIN BLOOD	2.99	☐	☐	☐				
CHAMPIONSHIP WATERSKI	2.99		soon	☐				
JOE BLADE II	2.99			☐				☐
PROHIBITION	2.99	☐	☐	☐				
MACADAM BUMPER	2.99	☐	☐	☐	☐			
SPACE ACE	2.99	☐	☐	☐				
TOURNAMENT OF DEATH	2.99	☐	☐	☐				

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to: Belinda, The Mail Order Dept. 6 Mercury House, Calleva Park, Aldermaston, Berks. RG7 4QW. Dear Belinda please send me the games I have indicated. I have enclosed a cheque/postal order for:

£

NAME

ADDRESS

POSTCODE



5 013728 004774

PLAYERS SOFTWARE

	SPEC	AMS	C64	C16	MSX	XL	BBC
Doodle Bug	£1.99	□					
Dizzy Dice	£1.99	□	□	□	□	□	
Eagles Nest	£1.99	□	□	□			
Joe Blade	£1.99	□*	□	□	□	□	□
Joe Blade II	£1.99	□*	□	□		□	□
Magic Clock	£1.99	□	□				
Magic Maths	£1.99	□	□				
Metal Army	£1.99	□	□				
Power Play	£1.99	□	□	□			
Psycho City	£1.99	□	□				
Radius	£1.99	□	□				
Reflex	£1.99	□	□	□	□		
Riding The Rapids	£1.99	□	□	□			
Shanghai Karate	£1.99	□	□	□			
Shanghai Warrior	£1.99	□	□	□			□
Star Trooper	£1.99	□	□				
Street Gang	£1.99	□	□	□			
Sword Slayer	£1.99	□	□	□			
Tanium	£1.99	□*	□	□			□
Thing	£1.99	□	□	□			
Tomcat	£1.99	□	□	□	□		□
Clean Up Time	£1.99	□	□	□			
Deviants	£1.99	□	□	□			
Hollywood Poker	£1.99	□	□	□	□ +4 only		
Fire Hawk	£1.99	□	□	□	□		
Foot Volley	£1.99	□	□	□			
Varmit	£1.99	□	□	□			
Sea King	£1.99	□	□	□			
Vestron	£1.99	□	□	□			
Crimebusters	£1.99	□	□	□			
Denizen	£1.99	□	□	□			
Skateboard Con' Sys'	£1.99	□	□	□			
Bubble Trouble	£1.99	□	□	□			
Excelsior	£1.99	□	□	□			
Auriga	£1.99	□	□	□			
Autozone	£1.99	□	□	□			
Guzzler	£1.99	□	□	□			
Killapede	£1.99	□	□	□			

* not +2a compatible

The Mi-28, known under the reporting name of "HAVOC" by N.A.T.O. Military Intelligence was designed by the Soviet Mil Bureau in the late 1970's. The power is provided by two front-drive turboshafts, shoulder-mounted and producing an estimated 1,350 shp apiece. Estimated gross weight is 7,100kg, with a payload of 1,200kg plus fuel. Nose-mounted systems give day/night vision and radar sensor and sighting capabilities, while armament includes a ventrally-mounted 23mm gun turret and a mix of AT-6 "Spiral" anti-tank rockets and SA-14 air-to-air missiles on four stub wing pylons.

With a maximum speed of 300 km/h and a range of 240 km the Mi-28 HAVOC is without doubt the most advanced and lethal Gunship in the Soviet Attack Command.

Pilot your way through seven dangerous war zones, in this incredibly realistic gunship simulation. Opt to take command either of the American AH-64 APACHE, or the "HAVOC"

Features:-

- ☆ Amazingly detailed animated backgrounds
- ☆ Artificially intelligent hardness setting
- ☆ 7 tree-structured levels
- ☆ Incredibly realistic sound effects

PLAYING INSTRUCTIONS

The main menu gives you many options for the game. You can choose to be on either the American or Soviet side. Your helicopter is then changed accordingly. After a while

the title screen will display the various aircraft on each side. You must take note of which aircraft you are able to destroy. You can choose the level of difficulty.

You must fly your gunship through three war zones, shooting down enemy aircraft, but not friendly ones. You have three types of weapons with which to do this - unlimited bullets, limited anti-tank rockets, and limited air-to-air guided missiles (guided by your left and right movements).

Along the way you can collect replenishment packs for damage, lives, rockets, and missiles. You also receive a bonus cannon for every 2000 points, and a bonus aircraft for every 5000. (The bonus aircraft can only be collected if you have not shot down any friendly aircraft.)

If you shoot down a friendly aircraft you also loose any bonus aircraft that you may already have collected. Furthermore friendly aircraft will now attack you. (This is not applicable if you accidentally crash into them.)

The enemy's fire power includes tanks, gun emplacements, helicopters, aeroplanes, surface to air missiles, and rocket launchers.

At the end of each level you are confronted with an enemy gunship which you must dispose of before it disappears off the screen. Once you have completed your mission you may land on either of the two available airstrips. You can now choose the next mission you wish to attempt.

CONTROLS

Joystick control only.

Hold down the FIRE button and move the joystick from to right in order to change your weapons.

To pause the game press P

To quit the game press Q whilst in pause mode.

CREDITS

Original Concept: John Foster

Commodore Version: Philip Rushton

Cover Artwork: Peter Austin

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