



AMSTRAD
SCREENS



Into the Eagles Nest

You were briefed at eleven.
They told you you're the best.
You handle the worst jobs, the
delicate jobs - the messy jobs no-
one else will risk taking.
That's why you're here.
Your mission - to infiltrate and
destroy the stronghold of a top
enemy commander which serves as
temporary barracks and armoury
for the divisions under him - to
rescue three fellow saboteurs held
prisoner in the bowels of the
fortress - to steal back as many
antiquities as possible from the
commander's private collection.
So you're the best.
Prove it.

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PANDORA

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COMMODORE
64/128
CASSETTE

Into the
Eagles Nest

Into the Eagles Nest



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A freezing wind blows down the valley bringing with it the distant sound of anti-aircraft fire. Far below, a convoy of armoured trucks winds its way up the steep road to the fortress. They're moving troops and ammunition. You run a practised eye over the stronghold that looms above. There's only one way in - the main gate. In the cold half light you shake out the paper that lay crumpled in your pocket.

DATE: 09.08.85 **TIME:** 12.43

ISSUED BY: Army Intelligence, 9th Division

OFFICER IN CHARGE: Capt. A. Challis

OFFICER IN CHARGE OF GRAPHICS: Lt. R.A. Chapman

CONTROLS: Joystick, Space - Pause, Restore - Restart game

MISSION: Destroy Eagle's Nest

LOADING INSTRUCTIONS: COMMODORE CASSETTE

- To load hold down the **SHIFT** and tap the **RUN/STOP** key.

BRIEF: Six key divisions are in your area - the main force is believed to be quartered in the fortress codenamed Eagle's Nest. There has been growing concern over the number of troops in this strategically unimportant area for some time, which leads us to assume that a counter-offensive is being planned. Three saboteurs sent to destroy the Eagle's Nest have been captured. The third managed to set up a network of explosive charges at key points in the fortress, but was captured before they could be detonated.

OBJECTIVES: Infiltrate the fortress and rescue the three captives before they break under torture. It is your aim to cause maximum havoc and confusion before finding and detonating the hidden explosive on all four floors. Whilst doing so it is in your interests to recover as many art treasures and jewels as possible from the commander's private collection.

So that's the job. The lives of three fellow soldiers depends on your courage and skill. Out on the road the convoy draws near and roars past. A canvas covered truck brings up the rear. In a matter of seconds you're under that canvas flap and laying sandwiched between two crates of ammunition. Tyres crunch on gravel, then rumble onto planking. You're in the Eagle's Nest. The mission has begun.

PROGRAMMERS REQUIRED

Pandora is a publisher of recreational software covering a wide variety of popular computers. We would like to hear from authors familiar with machine code who write top quality programs. If you are self motivated and involved in developing games software, contact Richard Paul Jones for an informal discussion.

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