



**SUPERB
PLAYABILITY**

COMMODORE
64/128

KAMIKAZE



1348

Be a **SUICIDAL
KAMIKAZE
PILOT!** Battle
through biplanes,
jets,
paratroopers,
tanks, jetpackers,
jeeps, soldiers
with bazookas –
even UFO's.
**INCREDIBLY
PLAYABLE!**

Pack your plane with
DYNAMITE, and
**KAMIKAZE THE
CASTLE!**

INTERNATIONAL
INSTRUCTIONS



**ACTUAL
C64
SCREENSHOTS**

KAMIKAZE

COMMODORE
64/128

完結大いな編の舞台は

**NEW
RELEASE**



An incredible do-or-die mission to
rescue top-level military hostages
from a fortified enemy base
defended by the weirdest
assortment of opponents you've
ever come up against! You must
succeed – whatever the cost! There's
only one way to blast open the
armoured enemy Headquarters –
you must perform a daring Kamikaze
dive in your explosive-laden fighter
plane! Then blast your way home
through hostile enemy territory
taking on Jets, Tanks, Paratroopers,
Bi-planes and even Flying Saucers –
constantly fighting to keep yourself
and your VIP passengers alive! Real
herosim – the Japanese way!

**INCLUDES
UFO'S**

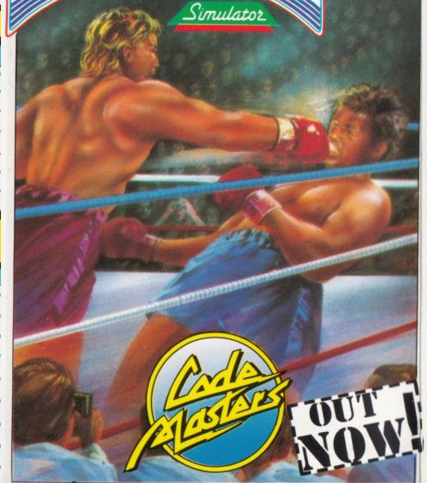
**DICE
WITH
DEATH!**

LOADING: (C128 USERS SELECT C64 MODE)
Type **LOAD** press **RETURN**

**PRO
BOXING**

Simulator

**ALSO
AVAILABLE**



**OUT
NOW!**

**GUARDIAN
ANGEL**

**ALSO
AVAILABLE**



**OUT
NOW!**

KAMIKAZE C64

Loading Problems? Try the B-side of the cassette – it contains an identical copy of the A-side.

CONTROLS

use a Joystick in port 2 or the Keyboard to control your 'plane.

ACTION	KEYS	JOYSTICK
Start Game	SPACE	Fire
Fly Up	Q	Up
Fly Down	A	Down
Fly Left	O	Left
Fly Right	P	Right
Fire	SPACE	Fire
Pause/Unpause	RUN STOP	
Quit	Q when PAUSED	

Use Fire and Left or Right (depending on which direction you're flying in) to turn the 'plane around.

To complete each mission you must take off from your airfield, destroy the Enemy HQ with the dynamite by shooting the 'plane carrying it and then swooping down to catch the falling dynamite before it hits the ground. Carrying the dynamite, you must Kamikaze-dive into the gate of the Enemy HQ (a Castle on Level One) and destroy it, releasing

the hostages who will wait to be picked up. You can only carry two hostages at a time – any others will wait for you to come back for them. Fly back to your airfield with the hostages and land to drop them off. If too many hostages die the mission will be aborted and the game will end. Once all the hostages are rescued you have completed the mission and will proceed to another, more difficult level.

ISTRUZIONI ITALIANE

Probemi nel caricare? Prova il lato B della cassetta – contiene una copia identica a quella del lato A.

COMANDI

Usa la Joystick nella porta 2 o la Tastiera per controllare il tuo aereo.

AZIONE	TASTI	JOYSTICK
Inizio gioco	SPAZIO	Fuoco
Volo in alto	Q	Sopra
Volo in basso	A	Sotto
Volo a sinistra	O	Sinistra
Vola a destra	P	Destra
Fuoco	SPAZIO	Fuoco
Pausa/Ripresa	RUN/STOP	
Abbandono	Q quando in Pausa	

Usa Fuoco e Sinistra o Destra (a seconda della direzione in cui stai volando) per girare l'aereo.

Per completare ogni missione devi decollare e distruggere il Quartier Generale del nemico con la dinamite e trasportare gli ostaggi a casa. Procurati la dinamite colpendo l'aereo che la trasporta e calati sotto per afferrare la dinamite prima che cada al suolo. Con la dinamite devi lanciarsi a kamikaze nel cancello del Quartiere Generale del nemico (un Castello sul Primo livello) e distruggerlo, lasciando gli ostaggi, che aspetteranno lì di essere prelevati.

Puoi solo trasportare due ostaggi alla volta- gli altri dovranno aspettare che tu torni a prenderli. Ritorna alla tua pista di atterraggio con gli ostaggi e lasciali scendere. Se muoi troppi ostaggi la missione è fallita e il gioco termina. Quando tutti gli ostaggi sono in salvati invece la missione è completata e potrai procedere ad un altro più difficile livello.

Code Masters are always on the lookout for good Machine Code games programmers, and computer artists. If you have written a game which you think is publishable, or have a good graphics demo, please send it to: David Darling, Code Masters, P.O. Box 6, Southam, Warks, CV33 0SH. (England).

HELP LINES

If you can't get any further in any of these games and would like us to give Hints & Tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. (GREAT BRITAIN ONLY)



Programming	Ashley Routledge & David Saunders
Graphics	Ashley Routledge
Music & Sound Effects	The Maniacs of Noise
Project Manager	Tim Miller
Production	Stewart Regan & Shan Savage
Illustration	Alastair Graham

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