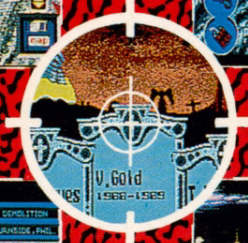


COMMODORE 64 / 128 COMMODORE

CBM

64/128

COMMODORE 64 / 128 COMMODORE



MAYDAY SQUAD HEROES

Mayday Squad Heroes is probably the most exciting and challenging hostage rescue game ever written. Split second decisions to direct your team in each situation build tension and excitement in this thrilling action-packed combat game.

- * Squad Selection
- * Variable skill levels
- * Choice of weapons
- * Multiple play modes



MAYDAY SQUAD HEROES



ACTION
PACKED



MAYDAY SQUAD HEROES

When the diplomats are finished talking, when the world's armies and navies can only impotently rattle their nuclear sabres, there's only one thing to do. The governments of the Free World turn to the highly trained men and women of the Mayday Squad.

The Mayday Squad, established by the United Nations Security Council to directly meet the menace of international terrorism, is composed of three-man teams of commandos. While all team members share certain qualities, including a high level of athletic ability, courage and tenacity, each also possesses specialised skills. By effectively blending their areas of expertise, the Mayday Squad succeeds where the mass might of mega-powers falls short.

This computer game is the story of one of the Mayday Squad's most perilous missions. The player takes command of the three-man Mayday Squad, which must force its way into what remains of the Lutonian Embassy.

Somewhere inside the building, the teenage daughter of the Lutonian Ambassador cowers in a small room. When The Red Legion, a previously unknown band of fanatics, raided and sacked the embassy, she hid in an out-of-the-way room rather than fall into the hands of the international terrorists.

Though she is temporarily safe, the Red Legion is combing the three floors of the Lutonian Embassy for hostages and booty. Even if they don't find the girl, the Red Legion has threatened to blow up the Embassy at sundown if their demands are not met. And the Lutonians, a stiff-necked people, have no intention of budging an inch.

The Mayday Squad has two missions. A commander may complete either and earn a measure of credit, but only rescuing the Ambassador's daughter and blowing up The Red Legion leaders (before they blow the building and escape via a rooftop helicopter) to earn a Special Commendation and Total Victory Parade.

Mayday Squad is a modified first-person perspective game. It mixes quick thinking and blazing combat. In it, the computerist controls a three-person commando team in a life-or-death race against a deadline. The Mayday Squad must assault an embassy captured by a band of international terrorists called The Red Legion.

Prior to the actual start of play, the computerist receives a Mission Briefing. An Option Screen allows the player to select three commandos to form the Mayday Squad. Although each character has abilities similar to other commandos of the same type, there are slight individual differences in performance - and, of course, each man and woman has a distinctive physical appearance.

The computerist uses the controller (or keyboard) to direct this group of three characters during the mission. The three members of the Mayday Squad, shown from a vantage point just behind the group, advance up halls and corridors, climb and descend staircases, ride elevators, search rooms, hunt for secret doors and stairways and fight the enemy wherever encountered.

The computerist controls one member of the squad at a time. A simple command system allows the player to switch control from character to character as the requirements of the mission dictate. The computer guides the actions of the two men not under the player's direct control.

Each member of the Mayday Squad possesses special skills which the gamer must take into account during the mission if it is to be a success. Split second decisions about which man to control directly in each situation build tension and excitement in this thrilling action-combat saga.

LOADING: TAPE: Type LOAD "" or SHIFT and RUN STOP. The game will now load.

DISK: LOAD """, 8, 1. The Disk will now load. Music first then press FIRE after loading has finished.

OPTIONS: JOYSTICK ONLY.

Use the Joystick + Fire Button to select your Team Members and the Teams Attributes.

After you have selected press FIRE to move onto the game.

TEAM SELECTION:

The Mayday Squad is made up of three experts.

A Captain/Leader: The gunner of the Squad.

A Communications Expert: For picking locks / using computers etc.

A Demolitions Expert: For defusing traps / setting explosives.

Select your Team Members in the same way as the Options Menu when you've finished press Return. Press 'Y' / 'N' to verify correct selection.

Your Mission Briefing will now follow.

SKILL LEVELS:

GREENIE	-	FAIRLY EASY
REGULAR	-	AVERAGE
VETERAN	-	HARD

HITS PER MAN:

Sets the number of hits a soldier can take before he dies.
This can be set at:

20 Hits
30 Hits
50 Hits

NUMBER OF GRENADES:

Sets how much armament the Squad carries into the Embassy.

This covers grenades, explosive charges and Ammo.

THE SCREEN LAYOUT:

TOP LEFT CORNER

TOP MIDDLE

TOP RIGHT CORNER

BELOW CLOCK

BELOW AMMO GAUGE

- Mission clock
- Hit point counters for the Squad.
Above selected level is death.
- Ammunition gauge
- Information bar
- From time to time messages will appear here.
- Compass indicating which
compass direction you are facing.

BOTTOM LEFT PANEL - The Team Selection panel (3 icons)

(1) Select Leader for point position.

(2) Select Demolition Leader for point position.

(3) Select Communications Officer for point position

COMPASS ROSETTE:

The highlighted icons are possible directions of travel:

The arrow pointing up	- Walk forward
The arrow pointing Left	- Turn 90 degrees Left
The arrow point right	- Turn 90 degrees Right
The arrow point down	- Turn 180 degrees

The direction that is possible to travel in is highlighted on the compass. To move, simply put the arrow over the desired direction of travel and press FIRE.

RUN/STOP - PAUSES GAME

A - ABORTS GAME

GENERAL:

The LEADER only shoots, he has no other function.

The DEMOLITIONS man throws grenades by pushing up on the Joystick and pressing FIRE.

The COMMUNICATIONS man picks up items and gives reports of what is going on by pulling the joystick diagonally down left.

To re-load your weapon you simply put the Cursor over the appropriate icon of the Team Member you wish to re-load and press FIRE.

GAME PLAY:

To move your Team around the Embassy use the arrow icons to the right screen, to pick the highlighted direction you wish them to travel in, then press the Fire Button.

TEAM MEMBERS CHARACTERISTICS:

Each member has his/her own personal skills and these will be listed by selecting the appropriate icon on the left and pressing FIRE.

The injuries sustained by the Team Members are displayed at the top of the screen as is the time remaining and ammunition left.

GAME OVER: Happens when the game is completed or your Team dies.