

Screen Shots Various



SPECIAL REQUIREMENTS:

COMPATIBLE WITH
AMIGA 500
PC: VGA, CGA, EGA
VIDEO CARDS ONLY



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 builds tension and excitement in this thrilling action-packed combat game. Outstanding graphics and addictive gameplay make this game a must for your collection.

Mayday Squad Heroes est probablement le jeu de sauvetage d'otages le plus excitant et le plus stimulant. Prendre une décision dans la seconde pour diriger votre équipe dans chaque situation augmente la tension, et entretient l'excitation dans ce frissonnant jeu d'action et de combat. De remarquables graphismes et une évolution passionnante de l'action font de ce jeu un "must" pour votre collection.

Mayday Squad Heroes tiene que ser el juego de rescate de rehenes más emocionante y estimulante jamás diseñado. Las decisiones para dirigir a tu equipo en cada situación han de hacerse en meros segundos y la tensión y emoción crece en este alucinante juego de toda acción. Gráficos que saltan a la vista y acción adictiva hacen que este juego sea imprescindible para tu colección.

Mayday Squad Heroes ist wahrscheinlich das spannendste und die höchsten Anforderungen stellende Geiselspiel, das je geschrieben wurde. Entscheidungen in Bruchteilen von Sekunden zur Führung Ihres Teams in den einzelnen Situationen sorgen für steigende Spannung und Erregung in diesem aktionsreichen und prickelnden Kampfspiel. Hervorragende Grafik und packende Unterhaltung machen dieses Spiel ein "Muß" für Ihre Sammlung.

Mayday Squad è probabilmente il gioco di salvataggio di ostaggio più divertente e stimolante che sia stato mai scritto. Disaccordi in merito a decisioni secondarie nella direzione del team in ogni situazione, aumentano la tensione e l'eccezione di questo gioco di combattimento pieno di azione. Una grafica spettacolare e un gioco che inchioda allo schermo ne fanno un must per la vostra collezione.

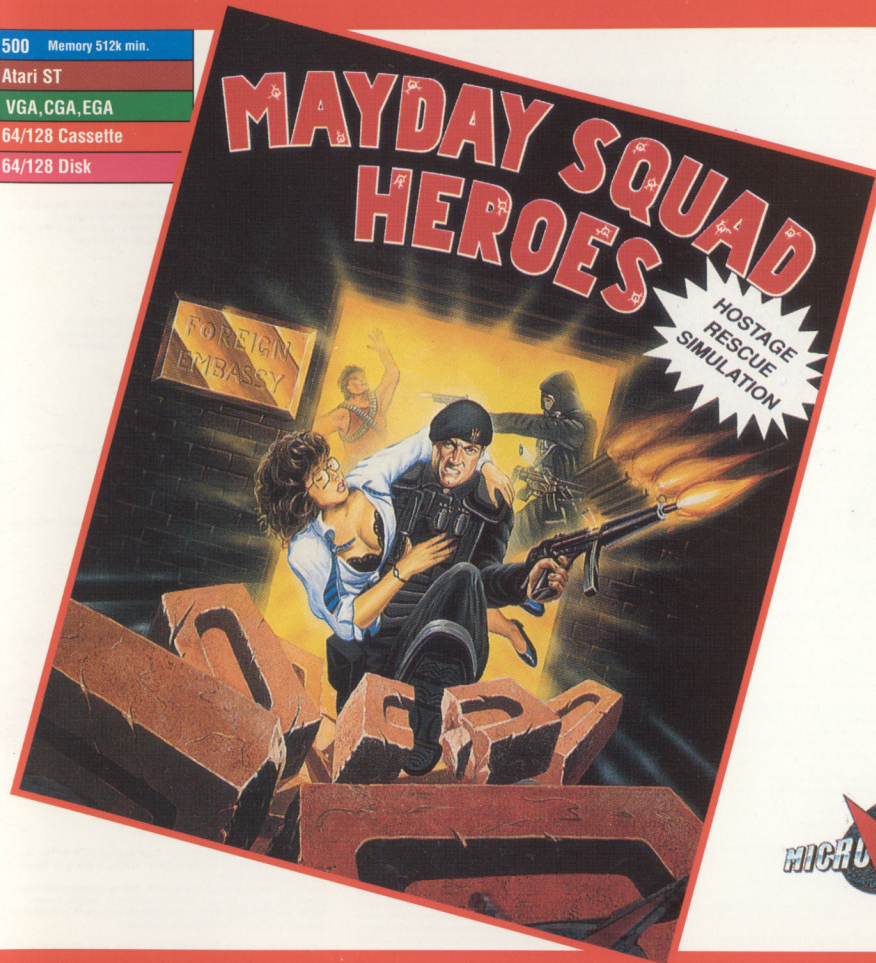
Mayday Squad Heroes is ongetwijfeld het spannendste en meest uitdagende spel over het redden van gijzelaars dat ooit is ontwikkeld. De noodzaak om supersnel beslissingen te nemen voor je team voert de spanning ten top in dit opwindende gevechtsspel tjokvol actie. Fantastische videobeelden en verslavende spelhandelingen maken dit spel een absolute must voor je verzameling.

MAYDAY SQUAD HEROES

Title Code
939



Amiga	500	Memory 512k min.
Atari	Atari ST	
PC 3.5"	VGA, CGA, EGA	
Commodore	64/128 Cassette	
Commodore	64/128 Disk	



MAYDAY SQUAD HEROES

[illegible][illegible][illegible]

Fehlzeiten und Drücken von FIRE auf
Ereignissen werden am oberen Bil-
dschirm links angegeben. Für PAUS
BESTIMMUNG DES SPIELSTUFEN:
GREEN = Ziemlich einfac
YELLOW = Durchschnitt
RED = Hart

SPIES UND HINWEISE: Wenn Ihnen di
scheit. Beim Werfen von Granaten er
halten Sie folgende Informationen:
NODE DES SPIELS: Warum das Spiel
MAUS: RICHTUNGEN FÜR DIE MA
WAHLEN. INPUT: PC UND KOMPA
kontrollmethoden für das Spiel
FIRE: NACH OBEN - Nach oben
FIRE: NACH LINKS - Nach links
ERIESCHEN Wählen

HILFEZURFEIERLICHE: Wählen Sie Ihre
xtra-Tasten für eine Option 1/2/3
ZEITS AUSSEN.

WAHL: Zur Wahl einer der Optionen be
die Kategorie und klicken darauf den Sir
links. Die Taste ist dann aktiviert.
PC drücken für nächste Optionen:
LEASTASTE: drücken für Bewegung
RETURN: drücken nach Wahl.
ASTARUE LEASTASTE=FIRE
=Nach oben A=Nach unten

MAYDAY SQUAD HEF

[illegible]

DAY SQUAD HEROES

odore 64 (Cass)
 odore 64 (Disc)
 & Atari ST

SHIFT + RUN/STOP
 LOAD ~ 8.1
 Insert disk and RESET
 A- GAME

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 through what remains of the Lutonian Embassy. Somewhere inside the building, the daughter of the Lutonian Ambassador covers in a small room. When The Red Army, a previously unknown band of fanatics, raided and sacked the embassy, she fled 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 Army has threatened to blow up the Embassy at sundown if their demands are not met. 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 vote of credit, but only rescuing the Ambassador's daughter and blowing up the Lutonian leaders (before they blow the building and escape via a rooftop helicopter) earn a Special Commendation and Total Victory parade. Prior to the actual start of the computer comes 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 facial appearance. The computerist use the controller (or keyboard) to direct his or her three characters during the mission. The three members of the Mayday Squad, from a vantage point just behind the group, advance up halls and corridors, and descend staircases, ride elevators, search rooms, hunt for secret doors and ways 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 note of during the mission if it is to be a success. Split second decisions about which to control directly in each situation build tension and excitement in this thrilling non-combat saga.

Selection: The Mayday Squad is made up of three experts:

Captain/Leader: The puncker of the Squad

Communications Expert: For picking locks/using computers etc.

Multitools Expert: For defusing traps/setting explosives,

or your Team Members in the same way as the Options Menu when you've finished. Press RETURN, Press Y/N to verify selection.

SCREEN LAYOUT:

LEFT CORNER- Mission clock
 MIDDLE - Hit point counters for the Squad. Below Zero is death
 RIGHT CORNER- Ammunition gauge
 DOWN CLOCK- INFORMATION BAR. From time to time messages will appear here.
 DOWN AMMO GAUGE - Compass indicating which direction you are facing
 BOTTOM LEFT PANEL - The Team Selection panel (3 circular icons)

AMIGA C64:

Select Leader for point position
 Select Demolition Leader for point position
 Select Communications Officer for point position

Compatible

Select Communications Officer for point position
 Select Leader for point position
 Select Demolition Leader for point position

PASS ROSETTE

highlighted Icons are possible

LISTENING DEVICE For listening at doors

SONS LOCKPICK For opening locked doors

OPERATE COMPUTER Gaining info from computers

arrow pointing left - Turn 90 Left rooms

Arrow pointing right - Turn 90 Right rooms

Arrow pointing down - Turn 180 rooms

EXIT MENU Returns to the game

When the possibility to go up or down is available, extra icons will appear to the Left of the Rosette. To Pause or for Game Status press RETURN.

Commando: Possible travelling directions are highlighted. Simply place the arrow over the desired direction press FIRE. RUN/STOP - PAUSES GAME A - ABORTS GAME

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.

DEMOLITIONS MENU

RE-LOAD - Re-load gun

THROW GRENADES - Throwing Grenades

PLACE EXPLOSIVES - For placing explosives on specific objects

PLACE BOOBY TRAP - For placing booby traps

SET 30 MIN TIMER - For a 30 min. delayed explosion

EXPLOSIVES - In rooms in direction you are facing

EXIT MENU - Returns to the game

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.

HITS PER MAN: Sets the number of hits a soldier can take before he dies. This can be set at 20 Hits, 30 Hits or 50 Hits.

NUMBER OF GRENADES: Sets how much ammunition the Squad carries into the Embassy. This covers grenades, explosive charges & ammo.

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. To PAUSE the game press RETURN

SKILL LEVELS: GREEN - FAIRLY EASY. REGULAR - AVERAGE. VETERAN - HARD

HINTS & TIPS If you run out of ammo try searching the Armoury. When you throw a grenade the closer you are to the target the greater the injuries you will receive - SO BEWARE!

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

MOUSE: MOUSE DIRECTIONS: MOUSE CURSOR LEFT BUTTON SHOOT/SELECT

INPUT: PC & COMPATIBLE:

The method of control for the game: ALL USERS CGA AND EGA:

KEYBOARD: control keys If possible type DISPLAY G or EGA before you run the game for full colour

UP ARROW - UP - DOWN CGA or full colour EGA respectively.

DOWN ARROW - DOWN CGA or full colour EGA respectively.

LEFT ARROW - LEFT

RIGHT ARROW - RIGHT

FIRE - SHOOT/SELECT

RE-DEFINE: Choose your keys for UP/DOWN/LEFT/RIGHT & FIRE

Extra keys for all options 1/2/3 quick mouse Cursor FAR LEFT/MID/FAR RIGHT.

OPTIONS: To select an Option move the mouse to a highlighted category required then press left mouse button. Now select an option within the category by moving mouse left or right. Confirm with left mouse button. To continue press RETURN.

Game Options Screen:

KEYBOARD

Press "TAB" to move to next option row Q = UP O = LEFT

Press "SPACE" to move option A = DOWN P = RIGHT

Press "RETURN" when selections are made SPACE BAR = FIRE

