

MERCSTM

C64/128

CBM 64/128 Cassette

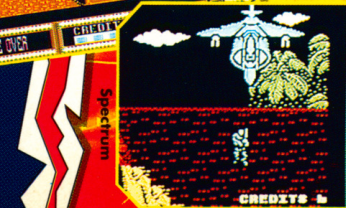
"The best shoot-em up for ages" **Crash**
89% (Spectrum).

"A nice conversion, that fans of the
coin-op original will love to bits"

C64

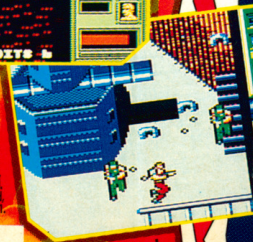
C&VG 87% (Spectrum).

"Mercs is an excellent
coin-op conversion.
It's colourful, smooth
and detailed... there's
loads going on!"
Amstrad Action.



Screen shots are intended to be illustrative of
the gameplay and not the screen graphics which
may vary considerably between different formats
in quality and appearance and are subject to the
computer's specifications.

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OUT NOW
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AVAILABLE ON
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STUNT CAR RACER



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RICK DANGEROUS



ACTION FIGHTER™



HEROES OF THE LANCE



TURRICAN™



DRAGONS OF FLAME



MULTIMIXX 4



VENETIA



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PROJECT STEALTH



AIRBORNE RANGER



TURRICAN™ II



STEALTH FIGHTER



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH

COMING SOON:
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD
PROJECT STEALTH
NOT AVAILABLE ON
AMSTRAD CPC
CASSETTE



MERCS™

LOADING INSTRUCTIONS

CBM 64/128:

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette deck. Follow any on screen prompts.

Spectrum 48/128K, + 2:

Type **LOAD ""** and press **ENTER**. Press **PLAY** on the cassette deck. Use **LOADER** option on + 2 computers. Follow any on screen prompts.

Amstrad CPC:

Press **CTRL** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette deck. Follow any on screen prompts.

SCENARIO

While touring Central Africa for world peace, the former President of the United States was taken hostage by a group of Zutulan revolutionaries. For diplomatic reasons, the U.S. Government decided there should be no military intervention. Instead an 'elite' corps of mercenaries known as "Mercs" has been recruited to rescue the former President, and stop the attempted coup of Zutula by the rebels.

As a highly trained soldier and expert in anti-terrorist tactics, you have been hired by the U.S. Government to assist in this top secret operation. **Joseph Gibson:** Former Green Beret

who served in the 7th Airborne Division. Expertly trained to master a large variety of weaponry. Now a member of "Mercs".

Howard Powell: The founder of "Mercs" in 1985. Prior to that he was the leader of a special anti-terrorist task force.

CONTROLS

CBM 64/ 128

Player 1- Joystick port 1

Player 2 - Joystick port 2

AMSTRAD

Player 1 - Joystick port 1

Player 2 - Keyboard (redefinable keys) or Joystick 2

SPECTRUM

Sinclair ports 1 & 2, Kempston interfaces and redefinable keyboard options are available for both players.

ALL VERSIONS: A short depress of the **FIRE** button/key will fire your weapon.

A long depress of the **FIRE** button/key will fire your "Megabomb".

PLAYING THE GAME

Level 1 - The Beach Head: Intelligence suggests that the beach you've been dropped onto is unguarded. Unfortunately no-one told the enemy that, and a small outpost has spotted your arrival. You must move.

Level 2 - The Enemy Camp: Ahead of you lies the rebels' camp. If you can destroy them here it should seriously thwart any coup attempt. Watch out though. There are a lot of new recruits eager to put their training to good use.

Level 3 - The Naval Base: The rebels have taken control of the harbour area to help them smuggle arms into the country. You must stop them at all costs and break their supply lines.

Level 4 - The Swamp: It may be messy, but it's the most direct route to the President. Jungle warfare is very hard, so you can expect heavy resistance from battle-hardened troops.

Level 5 - The Rebels' HQ: Intelligence reports have indicated that the President is being held in the Northern Quadrant. Let's hope that you get there in time.

Level 6 - The Railway: The rebels are on the move and they've got the President with them. You must track them down, whilst avoiding their rearguard action.

Level 7 - The Airbase: Ahead of you lies a highly fortified military zone. All of the rebels' firepower is being held here. Destroy this and you tear the heart out of their operation, but don't forget the President. They haven't brought him to an airfield for nothing.

Level 8 - The Runway: On the tarmac stands a captured Hercules transporter plane with the President on board. It must not take off!!

LADENWEISUNGEN

CBM 64/128 Kassette

Drücke gleichzeitig die Tasten **SHIFT** und **RUN/STOP** und anschließend die Taste **PLAY** der Datasette. Folge den Anweisungen auf dem Bildschirm.

ISTRUZIONE DI CARICAMENTO

CBM 64/128 Cassetta

Premi i tasti **SHIFT** e **RUN/STOP** contemporaneamente. Premi **PLAY** sulla piastra di registrazione. Segui qualsiasi suggerimento dello schermo.

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