



***GAME PLAY
INSTRUCTIONS***

DISK LOADING INSTRUCTIONS

Turn on the computer.

Turn on the disk drive. Insert the diskette into the drive with the label facing up.

Type **LOAD“!’’8,1 (RETURN)**

CONTROLS

The game can be played with a joystick or a CBM (1351) mouse.

When the device selection screen appears:

Press **F1** to use the mouse.

Press **F3** to use the joystick.

During game play:

Press - to pause the game; press + to resume play.

*** IMPORTANT ***

Be sure either device is plugged into **Port 2** before turning on the power.

Joystick

Press the **FIRE** button to start the game.

During game play:

Move the gunsight up/down/left/right with the joystick.

Press the **FIRE** button to use the machine gun.

Press the **SPACEBAR** to launch grenades.

Holding the **FIRE** button down moves the gunsight at a constant low speed; releasing the **FIRE** button allows high speed motion.

Mouse

This game uses a CBM (1351) mouse.

Press the left mouse button to start the game.

During game play:

Move the gunsight in a circular motion with the mouse.

Press the left mouse button to fire the machine gun.

Press the right mouse button to launch grenades.

HOW TO PLAY

Operation Wolf consists of six missions, which are displayed on the Operations Map Screen. A mission is completed when all enemy forces are reduced to zero. The current level is completed when you escape from the airport with the hostages.

When you are hit by the enemy, your level of injury increases. If the injury indicator reaches the top of the screen, you are dead. Reduce your injury level by getting power drinks.

Collect these supplies to accomplish your objectives:

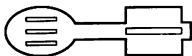
Cartridge

Gives you 32 bullets.



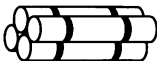
Rocket Grenade

Destroys targets in immediate range.



Dynamite

Blows up all enemy ground targets.



Power Drink

Reduces injury level 5 points.



Super Bullet

High speed automatic fire for 10 seconds - the time is displayed on the weapons status panel.



STATUS AND SCORING

Current score, injury level, and weapons status information are displayed on the right hand side of the game screen. The enemy's current military strength and number of hostages rescued are located on the bottom panel.

Points are awarded for each adversary destroyed. Your injury level increases if civilians are hit, or if you are struck by bullets, grenades, or knives. Bonus points are awarded for each mission completed.

Hostages appear in the Concentration Camp and Airport Missions. A hostage is considered rescued when he crosses the screen without being killed.

Snipers (on the roof, in trees, and behind windows) are considered shielded against dynamite or grenade attack.

The Big Soldier in levels 1, 2, and 3 can be shot in any part of the body. In levels 4, 5, and 6, he can only be shot in the head.

HIGH SCORE SCREEN

Select letters with the joystick or mouse and press the fire button. You can choose a maximum of eight characters. Use the arrows to edit your name. Select the period (.) when finished.

HINTS AND TIPS

- Don't fire constantly-preserve your ammunition.
- Armored cars, gunboats, helicopters, and parachutists inflict the most damage. Shoot them first.
- Pick up extra weapon supplies for maximum fire power.
- Don't kill civilians!
- Get the knife soldier before he gets the hostage!

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