

PREDATOR 2™



... HE'S IN TOWN WITH A FEW DAYS TO KILL

PREDATOR 2™

THE HUNT CONTINUES...

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CREDITS

ST/Amiga, Spectrum/Amstrad versions coded by Arc Developments.

C64 version coded by 221b.

IBM PC version by Oxford Mobius.

Game graphics by Paul Walker.

Loading screen, inter-level screens and introduction graphics by Herman Serrano.

Introduction coded by Software Sorcery.

Manual written by Richard.

Should you experience loading difficulties with this product, please put the disks ONLY (retain the packaging and documentation) into some sturdy packaging and send it to:

Department PRED2,
Image Works,
Irwin House,
118 Southwark Street,
London.
SE1 0SW.

Please include details of your computer and a brief description of the problem. We will endeavour to provide you with a replacement within 28 days of receiving the disk. This in no way affects your statutory rights.

VIRUS WARNING

This product is guaranteed by Mirrorsoft Ltd to be virus free. Mirrorsoft Ltd cannot accept any responsibility for damage caused to this product through virus infection. To be safe, always switch off your machine for at least 30 seconds before loading the game, particularly if you've just finished using another piece of software. We cannot accept any responsibility for disks that become infected after purchase, but we will replace them for you. Return the disks directly to us enclosing £4.00 per disk to cover the cost of replacement. We will endeavour to replace the disk(s) for you as soon as we possibly can.

NOTE

Due to improvements and enhancements in the versions of this game, there may be some slight discrepancies in the manual. Any such changes have been made with the intention of giving you greater enjoyment of this game.

THE MISSION

LOS ANGELES, 1997...

It's the hottest summer on record. Pollution is choking the city. Rival Jamaican and Columbian drug gangs are fighting the police for control of the streets.

You are Detective-Lieutenant Mike Harrigan, a tough street wise L.A. Cop who is determined to see justice prevail in a city that is being destroyed by the terrible consequences of drugs. It is your job to take charge of the situation and bring an end to the street war as quickly as possible. Unfortunately, as bad as things already are, they're about to get worse...much worse!

A special F.B.I. team has been assigned to the case. Co-operation with the F.B.I. is expected from your own Captain Pilgrim and his supervising officer, Deputy Chief Heinneman. The F.B.I. know something else is out there. Something more deadly than all of the Drug Lords put together. Something silent, invisible, invincible...and ALIEN!

It hunts man for sport. It collects human skulls as trophies. It can take out four men armed with machine guns by hand, and it has now entered the battle...

The following information has been gleaned from various Top Secret F.B.I. reports:

+++ TOP SECRET +++ TOP SECRET +++ TOP SECRET +++

10 years ago, an alien (forthwith referred to as a "Predator") stalked and eliminated an elite Special Forces Team in Central America. There was only one survivor from the team. His testimony revealed that the Predator was able to almost completely camouflage itself with a technology far in advance of our own. It was armed with a laser guided energy weapon which could blast through anything. It seemed to be heavily protected against gun fire and was able to move with great speed and agility. Further investigations have revealed that the Predators have been visiting Earth for centuries, dating back at least 700 years. They appear to be drawn by heat and conflict. They hunt man for sport, but only those worthy of the chase.

Latest intelligence reports suggest that the Predators also have nets, razor sharp disks and telescopic spears that can slice a man in pieces. These weapons are constructed from a metal unknown to man which is self lubricating and harder than diamond.

Do not attempt to engage a Predator in combat. Until more is known about them, avoid at all costs.

LOADING INSTRUCTIONS

ATARI ST / COMMODORE AMIGA

Enclosed you should find 2 double sided disks.

Disk 1 - Boot Disk — This is the game boot disk. Insert this disk in your internal drive and turn on your machine. The game will now load automatically.

Disk 2 - Levels Disk — This disk contains other levels of the game. Insert this disk in your internal drive only when prompted during the game.

DOUBLE SIDED ST USERS: Your Levels Disk also contains a self booting Graphic Introduction. To view the Introduction, insert the disk in your internal drive and turn on your machine. When you reach level 4 simply insert your boot disk to load it.

SINGLE SIDED ST USERS: The Boot Disk and Levels Disk can be used on your machine. However, the Graphic Introduction and level 4 are not accessible. To receive the remaining level 4 disk, please cut out the coupon* from the manual and fix it to the back of a postcard and send it to the Image Works address. Your extra level disk will be dispatched within 28 days.

Controls

ATARI ST / COMMODORE AMIGA

The Atari ST and Commodore Amiga versions can be played with either mouse or joystick. However, we recommend mouse control. Mouse owners should note that either mouse button can be used for firing.

Keyboard Controls (ST & Amiga)	Pause	P
	Quit	F10

IBM PC & 100% COMPATIBLES.

Enclosed you should find two 720k 3.5" disks or four 360k 5.25" disks.

Insert the BOOT disk. At the Dos prompt type "PRED" followed by RETURN. The game will now load automatically and run. Please insert the remaining disks only when prompted to.

If you have more than one Graphics Card available, you can force the game to run in a different mode by adding the following extensions to the loading instruction:

/C	CGA mode (i.e. PRED /C)
/E	EGA mode (i.e. PRED /E)

The PC version can be played by mouse (microsoft compatible) joystick or keyboard.

Keyboard Controls (IBM PC)

Movement of the target cursor is via the cursor keys on the numeric keypad. Other available keys are:

Fire	SPACE
Pause	TAB
Quit	CTRL Q
Return to Dos	CTRL X
Sound on / off	CTRL S

COMMODORE 64

Disk - Insert the disk in the drive. Type LOAD "*" ,8,1 and press RETURN. The game will load and run.

Cassette - Insert the cassette into your data recorder. Hold down the SHIFT key and press RUN/STOP. Press Play when prompted, and the game will load and run.

SPECTRUM

Disk - Insert the disk into the drive and select LOADER from the on-screen menu and press ENTER. The game will load and run.

Cassette - Insert the cassette into the cassette player, then type LOAD "" and press ENTER. The game will load and run.

AMSTRAD

Disk - Insert the disk in the drive and type RUN "DISK". The game will load and run.

Cassette - Insert the cassette in the cassette player. Hold down CONTROL and press ENTER. The game will load and run.

Controls

Spectrum, Amstrad and C64 versions can be played via keyboard or Joystick.

Keyboard controls (Spectrum, Amstrad and C64)

Up	Q
Down	A
Left	O
Right	P
Fire	SPACE
Pause	H
Quit	ESCAPE (C64 version only)

LEVEL 1 - THE STREETS OF LOS ANGELES

"What began 30 minutes ago as a routine traffic citation, has now escalated into a firefight of incredible scale. Two motorcycle police officers pulled over a suspicious truck and stumbled right into a drug stakeout. The downed officers are now trapped in the middle of the ensuing gun fire."

Your Objective

Fight your way through to the Drug Lords H.Q and apprehend the leader for questioning. You will receive back up when you have achieved your objective.

LEVEL 2 - THE PENTHOUSE APARTMENT

"A number of Drug Gang members have been brutally killed. The battle between the Columbians and the Jamaicans continues inside the Penthouse Apartment of one of the biggest Columbian Drug Lords in East L.A. Unfortunately for them, the Predator has invited himself to the party..."

Your Objective

The F.B.I know who is responsible for the killings. Your only chance of finding out is to question the biggest Columbian Drug Lord Ramon Vega, but can you get to him before the Predator or the Jamaicans do?

LEVEL 3 - THE LOS ANGELES FREEWAY

"The special F.B.I team is onto the Predator, and so are you. Two members of your own Police Team have been killed by him. Now you're on his trail in the Los Angeles Subway tunnels..."

Your Objective

You are determined to get the Predator for the deaths of your fellow Police officers. The Predator has finally revealed itself and you must survive long enough to chase the Predator back to his lair...

LEVEL 4 - THE SLAUGHTERHOUSE

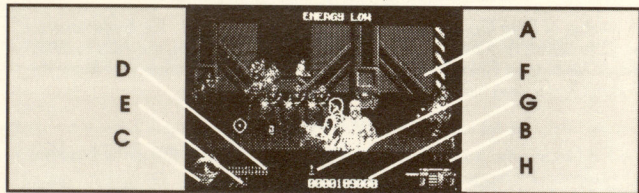
"Traces of animal blood and steroids have been found in a sample taken by the F.B.I. This sample together with other evidence leads you to the conclusion that the Predator is using a slaughterhouse as its base. The F.B.I are one step ahead of you and have made preparations to capture him alive. They hope that wearing

specially insulated suits will stop them from registering on the Predators infrared vision. They plan to use nitrogen to freeze him. Unfortunately, the plan backfires. The Predator knows they are waiting for him..."

Your Objective

Despite your dislike of the special F.B.I team, you must go into the Slaughterhouse and save them from the Predator. Fate will lead you to a one on one confrontation with him, or will it...?

The ultimate aim of the game is to survive throughout all four levels and finally confront the Predator on his own territory. Only then will the ultimate hunter emerge victorious.



(A) The Game Window

You will come under constant attack from Drug Gangs throughout the game so you must be prepared to defend yourself. At the start of each level you are provided with a .45 Magnum automatic hand gun and 5 ammo clips. Move the on screen cursor to aim your gun before firing. Many gang members will take more than one hit before going down wounded.

You are always positioned in the centre of the screen. As the cursor moves, you will turn to face in the same direction. At certain stages in each level you might be attacked from close range. Aim the cursor at the offending person and fire to swing a punch at them with the butt of your current weapon.

If you keep your eyes peeled, you might notice something strange lurking in the background. This is the Predator utilising his light bending camouflage mode. Do not attempt to engage him in combat!

At certain points in the game you will notice three points arranged in a triangular form which will move around the screen. This is the Predators laser guided sight. He will use this to take some of the Drug Gang members for his own evil purposes during each level...(NOT C64 version).

(B) Energy

This indicator shows how much energy you have left before you will be badly wounded and removed from the battle. The energy units decrease from left to right. You will be warned when energy is low. Energy can be recouped to full by collecting body armour pick ups during each level.

(C) L.A.P.D Badge

This is your Police badge. There are many innocent bystanders who must not be shot at during battle. If you accidentally shoot an innocent, your badge will be reduced. If you shoot too many then your badge will disappear and you will be kicked out of the Police Force.

(D) Bullets

This indicator shows how many bullets are remaining in the currently used ammo clip. All weapons use the same ammo clips except for the Grenade Rocket Launcher that uses Grenade Rockets and the magnum which uses its own special infinite supply of ammo.

(E) Ammo Clips

This shows how many ammo clips you have remaining. It is important to note that when you run out of ammo clips you will be forced to use the next least best weapon available, (based on the firing rate of the weapon). You will be supplied with 5 new ammo clips to use with it.

(F) Rocket Grenades

This is a special Grenade that can only be used with the Grenade Rocket Launcher weapon. When the Launcher is collected, the Rocket Grenade is provided.

(G) Score

This shows your current score.

(H) Weapon

This shows your currently selected weapon. Only one weapon can be used at a time. To select a new weapon, shoot at it as it scrolls by in the Game Window, (A). The better the weapon, the faster the firing rate will be. The Grenade Rocket Launcher is considered to be the best weapon, and the .45 Magnum is the most basic. Of course, the faster the firing rate the faster your ammo clips (E) will be used up!

WEAPONS



M-203 GRENADE ROCKET LAUNCHER

This weapon fires a Grenade Rocket and is the most lethal gun available. It will effectively act as a smart bomb, taking out everything on screen at once. As this is a one fire weapon only, you will have to time when you want to use it.



ASSAULT SHOTGUN Mk I

This shotgun is the most rapid fire weapon available. It uses regular ammo clips.



SHOTGUN Mk II

This is a reasonably rapid firing weapon, which uses regular ammo clips.



RIFLE Mk III

This is an average weapon which uses regular ammo clips.



.45 MAGNUM AUTOMATIC

This is the most basic hand gun and has the lowest firing rate in the force. It uses its own infinite supply of ammo.

COLLECTING PICK UPS

Throughout the game, you are able to collect new weapons, ammo clips or body armour. These items will scroll by in the game window (A). Weapons are highlighted with an appropriate indicator pointing to them. Simply aim the cursor and fire at the item to collect it during play.

PLAYING TIPS

Level 1

Don't shoot the Latin women, the Taco stand owner or the injured Police Officers. It is bad publicity if you shoot any TV reporters or anyone being interviewed by them live on national TV!

Concentrate on the Drug Gang members who throw grenades, knives or rockets, or any who try and attack you from close range or hide in doorways. The Gang Members in doorways can't actually be shot down, but you can force them to take cover for a while by shooting at them.

Level 2

There are lots of hidden ammo clips to be found within this level. Try not to shoot any of the Texans!

Level 3

Some people can't shoot as accurately when it's dark!

Level 4

When mixed together, nitrogen and water might interfere with the Predators vision!

Don't shoot at the F.B.I team!

*Attention single sided ST users

PREDATOR 2™

LEVEL 4 COUPON