

299

"Action-packed is a very applicable term and if Silkworm doesn't quicken your pulses, you must be in a coma.

Tremendous sound, super-smooth graphics and fiendishly addictive gameplay put this amongst the cream of shoot-em-ups."

C & VG - C & VG HIT

SILKWORM

M
plus

MASTERTRONiC plus



Nuclear arms were outlawed by a series of international treaties after the fourth great war, and now civilisation has returned to low-explosive weapon systems with high delivery rates. War has almost gone 'green'.

Weight of numbers, together with very high firing rates, goes partway towards making up the shortfall in power occasioned by the ban on nuclear weapons. But even though the generals have been provided with an incredible number of tanks, planes, choppers, mines and field guns to play with, they are not at all pleased. They are in fact, well unhappy. The commanders of the One Continent Alliance have joined forces to show the political leaders that they have power - all the land, sea and subterranean forces of the Alliance have rebelled and a military coup looks inevitable.

Our planet is only just clinging to its path through the solar system, having been set wobbling like a top by the energy released in the last of the nuclear wars. Should the generals succeed in seizing power they will return to the nuclear technology of war, and Earth will almost certainly be sent spinning off its orbit into the wastes of space, as yet another nukewar begins.

One small hope for the future of Earth remains. A group of weapons scientists working on advanced helicopter and land-vehicle projects remains loyal to the people, rather than the military. If drivers and pilots can be found for the prototype vehicles in loyal hands, an attempt to fight through the waves of advancing troops could be staged. There's a very, very small possibility that a skilled pilot or driver could take out all the generals. Those odds would be improved if a driver AND a pilot could be found.

Earth's chances of survival hang on a thread, a thread so gossamer fine that it could be made of silk. Realising this, the weapons scientists code named civilisation's last stand Operation Silkworm. Step forward hero, read the briefing and take the controls....

OPERATION SILKWORM: MISSION BRIEFING

Not surprisingly, weapons scientists are not experts at military intelligence. The data they have collected for the benefit of heroes is minimal, but nevertheless useful.

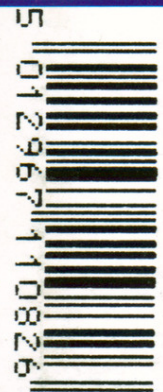
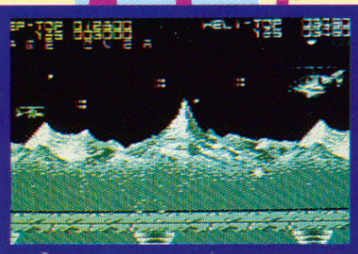
Whether you are working solo or as part of a two-man team, the objective is the same - blast your way to the end of the current level before the time limit expires. The more enemy forces you destroy on the way the better your chance of survival - and the more hero points earned. Time remaining at the end of a level is converted into points.

Landmines, when shot, release a cloud of plasma gas. Drive or fly into a sparkling plasma cloud, and for a while it acts as a shield, protecting you from enemy fire and collisions. If two plasma clouds are on screen at one time, collect

299



SCREEN SHOTS MAY BE
TAKEN FROM A D



the first and then shoot or run into the second to create a smartbomb explosion.

Gooseneck helicopters fly onto the screen as component parts and then assemble themselves. (You'll recognise one the moment you see it.) Only the exposed 'neck' section is vulnerable to attack - and it can take many hits. Destroy a gooseneck, however, and additional weapons systems can be collected.

The generals who are threatening the existence of the planet are found at the end of each level, lurking inside their command craft. While not indestructible, these vehicles are heavily armoured and can take multiple hits before being destroyed. To complete a level, the general has to be killed.

Good luck, volunteer.

LOADING INSTRUCTIONS

CONTROLS: JOYSTICK ONLY

TAPE: hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run

One or two people can join in the fun ... so once the game has loaded follow the on-screen prompts to configure the options. In one-player mode you can choose to drive the jeep or pilot the chopper; if you're attempting a two-player mission with a friend, fight over who is going to control what BEFORE pressing start!

DEUTSCH

LADIANWEISUNGEN

STEUERUNG: NUR JOYSTICK

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Spiel wird automatisch geladen und gestartet.

OPERATION SILKWORM: AUFKLÄRUNG

Egal, ob Sie alleine oder als Partner in einem Team arbeiten, Ihre Aufgabe ist dieselbe - Ihren Weg durch das momentane Level zu ballern, bevor Sie Ihre zugeordnete Zeitgrenze erreicht haben. Je mehr Feinde Sie zerstören, desto besser sind Ihre Überlebenschancen - und je mehr Heldenpunkte erzielen Sie. Die übrige Zeit am Ende eines Levels wird in extra Punkte umgetauscht.

Beschossene Bodenminen ergeben Plasmagas. Fahren oder fliegen Sie in eine der glitzernden Plasmawolken, so wirkt diese kurzfristig wie ein Schild und schützt Sie vor Ihren Feinden und Zusammenstößen. Erscheinen zwei Plasmawolken gleichzeitig auf dem Bildschirm, sammeln Sie die erste ein. Schießen Sie oder begeben Sie sich dann in die zweite, um eine Superexplosion zu verursachen.

Gooseneck-Helektropter erscheinen auf dem Bildschirm als Teile, die sich dann montieren. (Sie sind sofort erkennbar.) Nur der ungeschützte 'Hals' kann durch Angriffe beschädigt werden - und auch dann werden viele Treffer benötigt. Sollte es Ihnen trotzdem gelingen, so können Sie zusätzliche Waffen einsammeln. Die Generäle, die das weitere Bestehen des Planeten bedrohen, befinden sich,

versteckt in ihrem Kommandoschiff, am Ende jedes Levels. Obwohl sie nicht ganz unschlagbar sind, sind diese Schiffe stark gepanzert und können allerlei Treffer ertragen, bevor sie zerstört werden. Um ein Level zu vollenden, muß der General getötet werden.

Viel Glück, Freiwilliger!

FRANCAIS

INSTRUCTIONS DE CHARGEMENT

COMMANDES : MANCHE A BALAI UNIQUEMENT

Maintenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur le magnétophone. Le programme se chargera et se déroulera.

Une ou deux personnes peuvent se joindre à la fête... aussi, une fois que le jeu est chargé, suivez les instructions sur l'écran pour déterminer les options. En mode un joueur, vous avez le choix entre conduire la jeep ou piloter l'hélicoptère. Si vous tentez une mission à deux joueurs avec un ami, mettez-vous d'accord pour savoir qui commande quoi AVANT d'appuyer sur le bouton de démarrage.

OPERATION SILKWORM : INSTRUCTIONS DE MISSION

Que vous travailliez seul ou en tant que membre d'une équipe de deux, l'objectif est le même : foncer pour atteindre la fin du niveau en cours avant que le temps imparti n'arrive à expiration. Plus vous détruisez de forces ennemies sur votre chemin, plus vous avez de chances de survivre et plus vous marquez de points de héros. Le temps qui reste à la fin d'un niveau est converti en points.

Lorsque les mines terrestres sont touchées, un nuage de plasma se dégage. Dirigez-vous vers un nuage de plasma étincelant et pendant un moment, il vous servira de bouclier, vous protégeant des balles et collisions ennemies. Si deux nuages de plasma apparaissent sur l'écran au même moment, prenez le premier, puis tirez sur le deuxième ou heurtez-le afin de créer une super-explosion.

Les hélicoptères 'Gooseneck' volent sur l'écran sous forme de pièces détachées avant de s'assembler. (Vous les reconnaîtrez immédiatement). Seule la partie exposée, le 'cou', est vulnérable à l'attaque et il peut prendre beaucoup de coups. Si vous détruisez un 'gooseneck' cependant, vous pourrez ramasser des armes supplémentaires.

On retrouve les généraux qui menacent l'existence de la planète à la fin de chaque niveau, cachés à l'intérieur de leur appareil de commande. Bien qu'ils ne soient pas indestructibles, ces appareils sont fortement blindés et peuvent prendre de nombreux coups avant d'être détruits. Pour réussir un niveau, il faut tuer le général.

Bonne chance, volontaire...

SILKWORM Programmed by Random Access. Produced by The Sales Curve Ltd.
© 1988 TECMO LTD. © 1990 VIRGIN MASTERTRONIC LTD.

ITALIANO

ISTRUZIONI DI CARICAMENTO - CONTROLLI: SOLO JOYSTICK

Cassetta: Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da solo.

Al divertimento possono partecipare una o due persone... per cui, appena il gioco si è caricato, segui le indicazioni sullo schermo per configurare le opzioni. Ne modulo a 1 giocatore puoi scegliere di guidare la jeep o di pilotare l'elicottero; se vuoi provare una missione a due con un amico, decidete quello che volete controllare PRIMA di premere l'avvio.

OPERAZIONE

SILKWORM:

RAPPORTO SULLA

MISSIONE

Che tu giochi da solo o faccia parte di una squadra a due, l'obiettivo rimane lo stesso - arrivare al termine del livello in corso prima che scada il tempo. Più forze nemiche distruggi lungo la strada, maggiori sono le tue probabilità di sopravvivenza - e ottieni più punti da eroe. Il tempo che rimane al termine di un livello, viene convertito in punti.

Quando colpisci le mine, queste emettono una nube di gas plasma. Guida o vola in una brillante nuvola di gas e per un po' questa funziona da scudo, proteggendoti dal fuoco nemico e dalle collisioni. Se sullo schermo sono presenti due nuvole di plasma allo stesso momento, raccogli la prima e poi spara o penetra nella seconda per creare un'esplosione.

Elicotteri a collo d'oca appaiono sullo schermo come componenti che poi si automontano (quando li vedi, li riconosci). Solo la sezione scoperta del 'collo' è vulnerabile agli attacchi - ma resiste a diversi colpi. Comunque, se distruggi un collo d'oca, puoi raccogliere sistemi d'arma supplementari.

I generali che minacciano l'esistenza del pianeta, li trovi alla fine di ciascun livello, in agguato a bordo del loro mezzo corazzato. Anche se non sono indistruttibili, questi mezzi sono potentemente armati e corazzati, e ci vogliono molti colpi per distruggerli. Per completare un livello, occorre uccidere il generale.

Buona fortuna, volontario.

PROGRAMMED BY RANDOM ACCESS. PRODUCED BY THE SALES CURVE LTD.

©1988 TECMO LTD. ©1990 VIRGIN MASTERTRONIC LTD.

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES. WARNING: ALL RIGHTS OF THE PUBLISHERS AND THE COPYRIGHT OWNER OF THE WORK PRODUCED RESERVED. UNAUTHORISED COPYING, HIRING, LENDING, PUBLIC PERFORMANCE, RADIO OR TV BROADCASTING OR DIFFUSION OF THIS PRODUCT PROHIBITED. THIS PROGRAM IS SOLD ACCORDING TO VIRGIN MASTERTRONIC TERMS OF TRADE AND CONDITIONS OF SALE COPIES OF WHICH ARE AVAILABLE ON REQUEST. © 1990 VIRGIN MASTERTRONIC LIMITED. MADE IN GREAT BRITAIN. IT IS ILLEGAL TO BACK-UP OR COPY THE SOFTWARE CONTAINED ON THIS DISK/TAPE/CARTRIDGE