

STEALTH™

by Tracy LaGrone and Richard E. Sansom

Found 10



CBM 64 Version

SPECIAL FEATURES

- Stunning 3D Effects
- Deadly Enemy Attack Planes
- 5 Levels of Skill
- Vicious Heat-Seeking Missiles
- Ominous Dormant/Active Volcanoes
- Positive/Negative Energy Fields

Commodore is a registered trade mark of Commodore Business Machines Limited.

Joystick required



Broderbund

CBM 64/128

AS 12003



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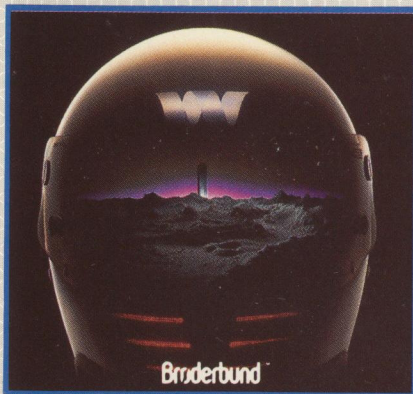
CBM 64/128

STEALTH

AS 12003

STEALTH™

from Brøderbund



Fast Load
Chrome Tape

COMMODORE 64
128 Compatible
A Stunning Visual Action Program
U.S. CHART HIT



I am alone on a strange and forbidding planet. The surviving inhabitants are of no help to me; they cower in mortal terror behind closed airlocks. No word, no thought, no action escapes the malignant notice of that which hovers above all: The Dark Tower.

I see it now, looming on the distant horizon, thousands of metres above the blasted landscape. The elements do not disturb it. The brightness of twin suns does not illuminate it. It harbours and guards a fearsome secret. For within The Dark Tower resides the Council of Nine, merciless rulers of all they survey, cruel overlords of a conquered world. This is their base. This is their prototype. The Earth is next.

The anti-matter engines of my Stealth Starfighter hum reassuringly as I cruise low to the ground, avoiding their radar, manoeuvring through a hostile terrain of spewing volcanoes and deadly negative-energy fields. I know not what grim discoveries await me in The Dark Tower. I know only that I must somehow reach it...and destroy it.

But the Council has protected itself well. Robot-controlled photon tanks stalk me. The sky is alive with warp-fighters, closing in from all directions. The landscape bristles with automated radar towers firing heat-seeking projectiles of doom. High-energy laser artillery vectors anticipate my every move. Outgunned and outmaned, I have only my stealth to rely on.

I cannot turn back. The Tower beckons. Either it, or I shall not see another dawn.

TO LOAD

Turn on your computer. Insert cassette. Press SHIFT and RUN/STOP together. Press PLAY on cassette deck. Plug your joystick into Port 2. A demo will now run.

SPECIAL KEYS

SPACE BAR - Pause/Resume a game
JOYSTICK - Forward - Accelerate
Backward - Slow Down
Left - Turn Left

Right - Turn Right
Button - Fire

CUT HERE



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AS 12003



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STARTING A GAME

After loading, a title page will appear and you will hear the game's theme song. This will be followed by a demo that shows the game action and option screen. Press F5 to call up option screen. Press F5 again to select your start level (you can select from 1 to 3). Then press F1 or joystick button when title screen appears. You can skip the demo and call up the option screen by pressing F1 or joystick button when the title screen appears. To return to the demo from the option screen press F3. Make sure caps lock is off before beginning game play.

THE GAME

The object of the game is to reach and destroy the Dark Tower. One shot will destroy the Tower at Level 1. Each successive level will require an additional shot. The Tower will flash each time it is hit. The game has 5 levels and you can make 3 attempts in each level to reach and destroy the Tower.

ENEMY FORCES

RADAR TOWERS—Track incoming forces and, at levels 3, 4 and 5 will trigger a Heat-Seeking Missile if these towers are not destroyed in time. Value: 100 points.

BUNKERS—A major defence with deadly and accurate firepower. Keep your eyes open for a change in bunkers at level 5. Value: 200 points.

SCOUT PLANES—They attack viciously and deliberately. Value: 300 points.

TANKS—They are elusive and dangerous. Value: 400 points.

MISSILES—Require razor-sharp reflexes to avoid them so keep your eyes open. Value: 500 points.

FIGHTER PLANES—They have no regard for their own safety or yours. Watch out, bandits at 10 o'clock!

Value: 500 points.

NATURAL FORCES

DORMANT VOLCANOES—Ominous and must be avoided at all costs.

ACTIVE VOLCANOES—They spew out molten lava and so are even more deadly.

ENERGY CONSIDERATIONS

POSITIVE ENERGY FIELDS (Yellow)—They increase the energy level in your ship's system

NEGATIVE ENERGY FIELDS (Red)—They cause loss of energy in your ship's system.

Your ship's energy capacity is 3000 energy units. You pay a "price" of 10 energy units for each shot you fire from your guns.

SCORING

The rating screen displays your last game rating. Your rating will be calculated based on high score and low time. You receive a bonus for the level you attempt and for the fighters left at the end of each game.

GOOD HUNTING AND GOOD LUCK!

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A fabulous 3D martial arts Karate program—you'll never believe it!

U.S. TOP HIT—STEALTH (C)

A lone fighter against deadly Aliens—Wild 3D scrolling scenarios!

U.S. TOP HIT—THE CASTLES OF DR. CREEP (C)

A chilling action strategy program—you may not get out alive!

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U.S. TOP 10 HIT—SKYFOX (C)

A stunning 3D combat program. Air to Air and Air to Ground like you've never seen before.

U.S. CHART HIT—AXIS ASSASSIN (C, A)

An addictive shoot 'em up program. There are no rules, no strategies. Your only goal is to survive.

U.S. CHART HIT—D BUG (C, A)

An action game and a 'Fantastic Voyage' down inside the computer that runs it.

U.S. No. 1 HIT—LODE RUNNER (C)

The ultimate action/strategy program that started another American Gold Rush. 150 different challenge screens, plus easy to use game generator.

U.S. TOP 10 HIT—ARCHON

(C, A, S, M)

A chess based strategy program where the pieces fight to the death

and cast spells on screen.

De-luxe package including booklet. Play the computer or a friend.

U.S. TOP 20 HIT—RAID ON BUNGELING BAY (C)

A sophisticated, compelling action/strategy program featuring realistic helicopter controls and a 360° scrolling screen.

U.S. No. 2 HIT—ONE ON ONE (C, A, S, M)

A 'Real-Life' basketball action program designed with the help of two of America's top players. 1-2 players. Play the computer or a friend.

U.S. No. 5 HIT—REALM OF IMPOSSIBILITY (C, A, S, M)

An exciting action/strategy program with 13 different dungeons and 3 levels of difficulty.

U.S. TOP 10 HIT—M.U.L.E. (C, A)

A strategy program for 1 to 4 players. Your objective is to settle a distant planet. A complex and intriguing game with excellent music and graphics.

U.S. CHART HIT—HARD HAT MACK (C, A, S, M)

A compelling action program set on a construction site. Features 3 separate screens and several levels of challenge.

U.S. HIT—MURDER ON THE ZINDERNEUF (C, A)

A de-luxe packaged, Agatha Christie style detective strategy program complete with booklet.

U.S. TOP 20 HIT—DAVID'S

MIDNIGHT MAGIC (C)

A realistic pinball action program

with lots of special effects for the enthusiast. 1-4 players.

U.S. No. 1 HIT—CHOPLIFTER!

An exciting all action program giving you the chance to become a hero—one of America's best selling computer programs.

U.S. TOP 20 HIT—SPELUNKER (C)

A gripping action/strategy program set in subterranean caverns full of ghosts, featuring six levels of increasing challenge.

U.S. TOP 20 HIT—OPERATION WHIRLWIND (C)

A de-luxe packaged World War II strategy program with four different levels of skill. Includes instruction manual and battle map.

Key: C = COMMODORE 64 (128 COMPATIBLE)

A = ATARI 600/800XL/130XE

S = SPECTRUM 48K

M = AMSTRAD CPC464