

Thunder Blade™

Hold onto your stomachs, unscramble your brains and get ready to pilot the meanest fighting machine ever to storm the skies. Fly through the war-torn skyline of Skyscraper City, plunge out to sea for an epic battle with the enemy, race on for a shoot out in rocky canyons and lush dense forests. The action never ceases!

CBM 64/128

"A must for the arcade machine lovers" ...

CRASH 91%

"Thunder Blade is 100% fabulous" ...

... AMSTRAD CENT POUR CENT.

SPECTRUM

CBM 64/128

AMSTRAD

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

KIXX, UNIT 3,
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ITALIANE COMPRESSE

THUN CBM

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THE NO.1

Thunder Blade™



KIXX 006

Thunder Blade™

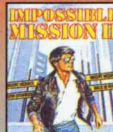
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The meanest fighting machine
ever to storm the skies ...



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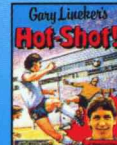
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THUNDER BLADE™

LOADING INSTRUCTIONS

CBM 64/128

Cassette: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Follow on screen prompts.

SCENARIO

Your country is being overrun by the marauding rebel forces of a merciless and unforgiving dictator, General Swindells. Battle weary troops accede to the superior power of the rebels' sophisticated weaponry and it is only a matter of time before the government is overthrown. KIXX H.Q. have summoned you as their last remaining hope to vanquish the enemy using the ultimate flying machine; Thunder Blade, an advanced attack helicopter. An experienced veteran of many an aerial campaign, can you accomplish the seemingly impossible?

The mission details are outlined to you in various strategic stages:

1. Skyscraper City
2. Mountain/Desert
3. River Delta
4. Refinery

In each sector, you will come up against both ground and air forces, all trying to defend one of their super fortresses, which must be destroyed at all costs. Once the last stronghold has been defeated you'll deserve a good rest.

GAMEPLAY

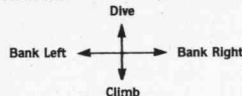
You start the game with five reserve helicopters (two reserve helicopters for C64 version). The game is over once all of your helicopters have been destroyed or once the last stronghold has been taken. An extra helicopter is awarded on achieving a pre-defined number of points.

You engage the enemy from both vertical and horizontal viewpoints. Thunder Blade's advanced weaponry system comprises a rapid-fire Chain Cannon, used for aerial targets such as enemy helicopters and airplanes. One quick burst is all that is needed. Straight line air-to-ground missiles take care of your land and sea enemy targets. Remember though, missiles are not suited to rapid fire, so accuracy and timing is of primary importance. They also cannot shoot at enemy aircraft, only ground craft, so remember Cannon for Air, Missiles for Ground (Spectrum/Amstrad only) CBM users please note: both Cannon and Missiles can shoot any target.

To hit your target on land or sea, position yourself in a direct line with the enemy's vehicle and press the **FIRE** button.

JOYSTICK CONTROLS

Joystick Speed Control



FIRE not pressed



FIRE pressed

KEYBOARD CONTROLS

Joystick Speed Control
Keyboard Speed Control
Pause
Continue
Music on
Sound FX on

C64
F7
F1
SPACE

Keyboard Speed Control

Accelerate
Decelerate

C64
F1
F3



SCORING

Points are awarded for destroying the following enemy aircraft:

1. AH-6NS Sparrow Hawk Attack Helicopter.
2. Type-74 Bengal Tiger Tank.



3. F-14 Meercat Jet Fighter.

4. A4U-N2 Corsair Fighter Aircraft.

5. ASH-07 Barracuda Torpedo Cruiser.

6. Stage 1 Mobile Fortress : SRS-78A1 Blackbird.

7. Stage 2 Mobile Fortress: Marauder Troop Carrier.

8. Stage 3 Fortress: BA-001 Mermaster Invasion Craft.

9. Stage 4 Command Fortress

The Command Fortress is the rebel nerve centre and by destroying this your country will be liberated. The identity is scarcely known as many who have seen it, haven't lived to tell.

Bonus points are awarded at the end of each level. The bonus depends on the number of craft destroyed. A time bonus is also awarded.

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THUNDER BLADE™

ISTRUZIONI DI CARICAMENTO

CBM 64/128

Cassette: Premere contemporaneamente **SHIFT** e **RUN/STOP**. Premere **PLAY** sul registratore. Segui le indicazioni sullo schermo.