

STATUS SOFTWARE

Presents

TIGER MISSION

Produced by KELE LINE A/S LTD. INC.

NOTICE TO PROGRAMMERS

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COMMANDER "Well Brett... this isn't another shoot-em-up devil-may-care mission, this is serious business. You must complete your next assignment in order to prevent an enemy build-up"

FLIGHT CAPTAIN "What's the mission commander?"

COMMANDER "One from which you are unlikely to return — 'THE TIGER MISSION'"

FLIGHT CAPTAIN "I get all the best jobs."

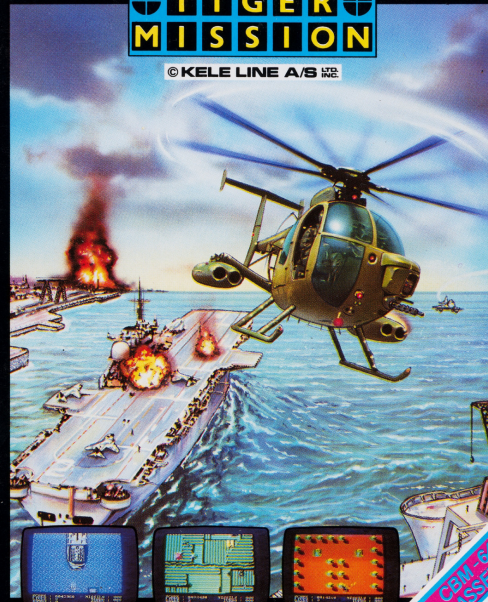


ADD A LITTLE STATUS TO YOUR LIFE

STATUS SOFTWARE

TIGER MISSION

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TIGER MISSION

STATUS SOFTWARE

CBM-64

SSDE 003

CBM-64 CASSETTE

YOUR NAME: BRETT JOHNSON **YOUR RANK:** FLIGHT CAPTAIN
YOUR TASK: "THE TIGER MISSION"
DIFFICULTY FACTOR: IMMENSE
YOUR CHANCE OF SURVIVAL: SLIM

You have been ordered by the defence minister to take charge of the most advanced strike-helicopter ever seen and complete a daring no-win task . . . "THE TIGER MISSION".

THE GAME

The "TIGER MISSION" has been tried before but has never been completed. You have to control the chopper past all enemy defences to finally attack the two TIGER CLASS air-craft carriers.

However, before you can complete this ultimate strike, the enemy has devised intricate defense systems, to thwart you, which are spread out over the landscape. You must wipe these out if you want to survive.

It won't be easy as you face the artillery, airfields, enemy destroyers, remote guided missiles, tank battalions, gunboats and submarines. On your way, make sure you eliminate most or all of the enemy railways, houses, ships, fuel containers, etc. (The fuel containers must be shot many times before they explode as they are armour plated and coated in fire-resistant red paint).

Use all the help you can get, you'll need it. There are far striking missiles, extra lives, turbo speed and scatter bombs available. (The scatter bombs are known as S.M.A.R.T. bombs which stands for Strategic, Military, Airborne, Rocket-propelled, Terminators).

All these extra-help facilities can be obtained by shooting the boxes marked with a cross, but take care, some boxes will remove all the help you've got. If you use brains you can work out which ones they are.

Your commanding officer has also informed you that secret weapon factories are buried underground. Only if they are hit will they appear. Hit them again and you will receive a bonus. Don't bother to save ammunition, you have been given more than enough to do the job.

Once you have completed each level — a landing pad will appear and you must take care to land accurately. The joystick you hold becomes the cyclic (or control lever) of the helicopter, just as in real life. One heavy-handed move and you will miss the landing pad.

POINTS STRUCTURE

TARGET TYPE	POINTS
House type 1	90
2	100
3	200
Railway Coach	110
Gun emplacement type 1	200
2	230
3	250
Ships	350
Tanks	370
Facility boxes	1500
Submarines	1500
Fighters	1500
Cars	2000
Weapon factories	2000
Fuel containers	10000

Each completed level gives a bonus of ten times the bonus obtained by the end of that level.

Each completed level will also give you a further bonus of the level number times 10,000 points.

LOADING INSTRUCTIONS

Cassette -Commodore 128. Turn on your C-128 type GO64 and press RETURN. Then answer Y.
Commodore 64. Ensure cassette is fully rewound. Press the SHIFT and RUN/STOP key simultaneously. Follow the screen prompts.

Good luck, or is that an understatement!

CONTROLS

The game requires a joystick in port 2. The joystick controls the landing just like the Cyclic used in all helicopters.

The space bar will fire the S.M.A.R.T. bombs.

RUN-STOP Pauses the game.

RETURN will produce the high score feature if pressed on the intro-screen.

STATUS & SCORE

On-screen information shows the following:

1. Number of lives left
2. The amount of S.M.A.R.T. bombs you have
3. The amount of far striking missiles left
4. The time allowed for turbo movement (where applicable)
5. Your bonus count

S.M.A.R.T. bombs are used for wiping out all installations in your immediate field of view — take care not to use them too quickly as you never know what comes next. Also each bomb left at the end of the game will give you a 1000 point bonus.

Far Striking Missiles — shoot twice as far as conventional weapons.

Turbo Speed: This doubles your normal forward velocity capabilities and enables you to swoop down on enemy sites. Use it as much as possible as it will not last for long.

Extra Lives: These are well worth having as you'll certainly need them.