

# LIVE AN AMERICAN LEGEND



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## THE UNTOUCHABLES



**ocean**

IBM PC & COMPATIBLES  
CBM AMIGA  
ATARI ST  
COMMODORE 64/ 128

### THE UNTOUCHABLES

#### THRILLING ACTION ON THE STREETS OF CHICAGO SCENARIO

Original and diverse arcade-style sections put you in control of Elliot Ness' elite squad of crimebusters. The Warehouse Bust, The Border Raid, The Alleyway Shootouts, The Railway Station Confrontation and The Final Rooftop Duel enable you to re-live the knife-edge existence of Elliot Ness as you crusade through 1920's Chicago in search of Capone's retribution. Take on the Mob as you lead the Untouchables on their most exciting and difficult mission! With six levels of explosive action and a thrilling dénouement.

THE UNTOUCHABLES....LIVE AN AMERICAN LEGEND

#### LOADING

##### PC

Insert disk 1 into drive A, type MENU and press the RETURN key. Follow all on screen instructions. For further information, insert disk 1 and type READ.ME and press RETURN.

##### AMIGA 1000

Insert the Kickstart disk. When the Workbench symbol appears, follow instructions for Amiga below.

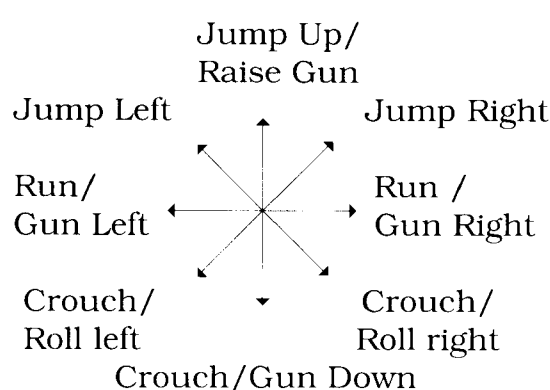
##### AMIGA/ST

Insert disk 1 into drive A. If you have two disk drives, insert disk 2 in drive B. The game will now load automatically.

##### COMMODORE 64

If you have a Commodore 128, then select 64 MODE. Insert the disk into the drive, with the label side upwards. Type LOAD"\*.8,1 (RETURN). The introductory screen will appear after a few moments, followed by the program itself. Follow on-screen instructions.

### CONTROL



#### PC

The game may be controlled using keyboard or joystick. Select Joystick or Keyboard control from the menu screen by pressing 1-3 on the keyboard.

#### KEYS

Q - UP  
A - DOWN  
O - LEFT  
P - RIGHT  
SPACE - FIRE  
F5 - PAUSE GAME  
F1-F4 - CHANGE CHARACTER

#### AMIGA

Control is by Joystick or cursor keys (SPACE=FIRE) only.

CAPS LOCK - PAUSE ON/OFF

#### ATARI ST

Control is by Joystick only.

F10 - PAUSE ON/OFF

#### COMMODORE 64

This game may be controlled by Joystick (Port 2) or keyboard.

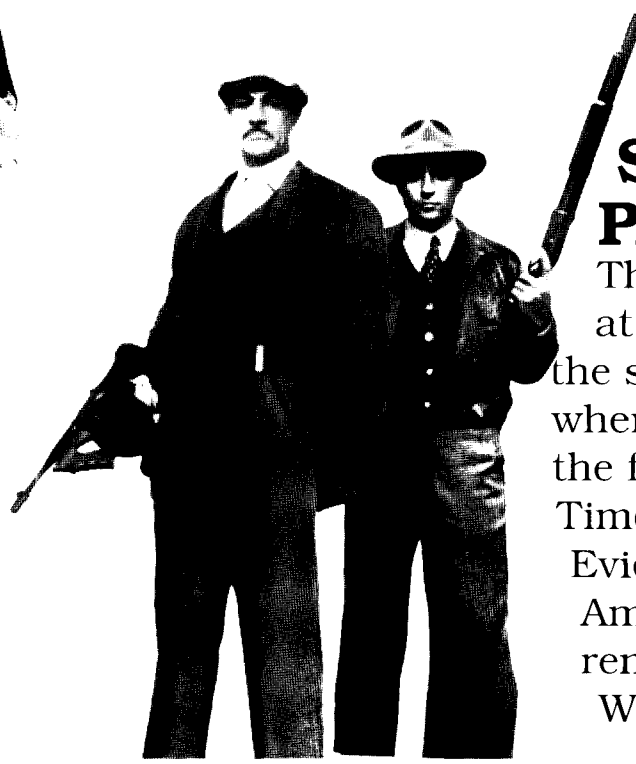
Q - UP  
O - LEFT  
SPACE - FIRE  
A - DOWN  
P - RIGHT

NOTE: These keys can be redefined from the menu screen.

F1 - PAUSE  
RUN/STOP -  
When paused,  
will abort game.

### STATUS PANEL

The Status Panel at the bottom of the screen displays, when appropriate, the following: Score, Time remaining, Evidence collected, Ammunition remaining, Weapon, Energy,



Current active Untouchable, Gunsight, Baby-carriage damage.

## SCORING

Your score is increased by shooting gangsters and collecting evidence in the appropriate levels. In some versions, your energy depletion is shown by your character's image slowly being replaced by that of Capone's. Large bonuses are awarded for completing a level.

## GAMEPLAY

### SECTION 1 - THE WAREHOUSE

You find out that Capone's gang are working in a derelict warehouse, bootlegging liquor. You bust in on them in an attempt to break up their operation. However, this surprise attack yields a bonus as some of Capone's bookkeepers are present, and you must take the opportunity of capturing them in order to gather preliminary evidence of his illegal activities. An arrow will guide you to the positions of the bookkeepers, whom you must shoot in order to make them drop the ledger pages. These pages must be collected immediately before they are removed. There are numerous gun-toting gangsters who will try to thwart you, although some of these guys, when shot, may drop a violin case containing a useful item such as energy or a high-powered weapon. The level is complete when you have collected 100% of the evidence (shown on your Status Panel).

### SECTION 2 - THE BRIDGE

Acting on information gained from the Warehouse Raid, you attempt to thwart an illegal liquor run at the U.S./Canadian border. Armed with a machine gun, you must shoot Capone's men and stop the contraband crossing the border. PC VERSION: Locate and shoot the bottles which appear one-at-a-time in different places on the bridge. You can switch your Untouchables' character when your energy is running low with keys F1-F4. AMIGA/ST VERSIONS: Locate and shoot the bottles which appear one-at-a-time in different places on the bridge. COMMODORE 64 VERSION: The more gangsters you shoot, the larger your 'Evidence Level' becomes. Survive and shoot until you have collected full evidence. If your energy is running low, you can change your Untouchables character by moving to the extreme left or extreme right of the bridge and selecting the character with your joystick.

### SECTION 3 - THE ALLEYS

Acting on a tip-off from one of the men at the border, you head for the train station where Capone's accountant is trying to leave the country. You must get to him (and the evidence) before the train leaves. Capone's mob hears of your intentions and will try anything to prevent you arriving at your destination. As you progress through the streets of Chicago, you are confronted by ambushes at every turn. You must eliminate your attackers quickly in order to get to the train station on time. You are armed with just a double-barrelled shotgun which allows two shots only. After each two shots, you must reload your gun; this is done automatically in the PC, AMIGA and ST versions. If your energy is running low, you may

(when reloading) switch the control to that of another Untouchables character (NOTE: AMIGA & ST users can only switch between TWO of the characters).

COMMODORE 64: To reload, move back behind the wall and press fire twice.

### SECTION 4 - THE TRAIN STATION

As Ness awaits the arrival of the accountant, he helps a woman lift her baby-carriage up the steps of the Station. Before he reaches the top, Capone's accountant arrives with an armed escort who opens fire. Ness releases the baby-carriage which begins a dangerous descent down the steps. You must protect and guide the baby-carriage to the bottom of the concourse, avoiding enemy fire and any obstructions. You must also avoid shooting any innocent bystanders as this will result in a large energy loss.

### SECTION 5 - THE HOSTAGE

Realizing he is the last survivor in the Station, Capone's man takes the accountant hostage at gunpoint and threatens to shoot him in five seconds if you do not drop your pistol. Stone must shoot him within that time, scoring a perfect fatal hit with a single shot.

### SECTION 6 - THE ROOFTOP

With the evidence collected, Capone is indicted for tax evasion. His head hitman, Frank Nitty, is still at large, however, and you must chase him across the courthouse rooftop and avenge Malone's death. This is the final and bloody shootout which, if successful, will result in Nitty falling to his death. Your gun magazine contains just six rounds, so you will need to reload periodically. To do this, move back behind the wall and press fire for each round to be loaded.

## PLAYING TIPS

1. Each level has a time limit, so don't waste time.
2. On levels where you have the option of switching characters, do so frequently as energy of characters inactive recharges slowly.
3. Certain members of the Untouchables must remain alive for certain sections of the game - the Movie may give you a clue.
4. Learn layouts of each level.

## THE UNTOUCHABLES

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