

**TOP
QUALITY
ACTION**

"Superb
game-play, with an
atmosphere that
will leave you
gasping for
breath"

**STUNNING
GRAPHICS!**



Screen
shots taken from
various computer formats



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**THE
VINDICATOR**

**ARCADE
15
COLLECTION**



JOYSTICK
ONLY

Invasers from a distant star have laid the Earth to waste; mankind has survived... but only just. Small pockets of humanity lie scattered across this desolate landscape and in one is a man, waiting to fight back, waiting to strike a blow for his world, his kind. HE IS "THE VINDICATOR"

Battle through tortuous mazes to infiltrate the alien computer system, and build a device capable of eliminating the star born invaders.

LOADING

Press the SHIFT key and the RUN/STOP key simultaneously. GENERAL LOADING NOTE Progress onto Section Two and Three can only be achieved through Section One, however once you have obtained the access codes you can enter them and proceed onto Section Two and from there onto Section Three.

GENERAL CONTROLS The game is controlled by Joystick in Port 2. Press the SPACE BAR to PAUSE the game and RUN/STOP to ABORT.

SECTION ONE

THE COMPLEX

Having infiltrated the first enemy stronghold you must battle your way through the four levels of tortuous mazes to find the computer rooms which will give the locations of the hidden bomb components. Creatures also carry lift passes and colour-coded computer pass cards essential to your quest. Lifts won't move without pass-cards and computers will kick you out of

the system without the correct colour coded cards, so guard them well. Each computer, once successfully accessed will set an anagrammatical puzzle and give "hangman" type spacing for the solution. A correct answer is rewarded with two parts of the map, one displaying your correct position in that section, the other showing the location of the bomb component. Incorrect answering results in system shutdown and you must therefore try again, if you have a pass-card. Also, the atmosphere in the complex is of a toxic nature combated only by the supplies of oxy-gum to be found within the many storerooms.

CONTROLS

CORRIDORS

TURN VIEWPOINT 180°

LEFT IN DOOR
DOWN LEFT



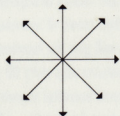
RIGHT IN DOOR
DOWN RIGHT

DOWN CORRIDOR

ROOMS

CHANGE CARTRIDGE (WITH FIRE)/LOG ON/PICK UP

FACE LEFT



FACE RIGHT

LEFT

RIGHT

CROUCH LEFT

CROUCH RIGHT

CROUCH

SECTION TWO

THE TORTURED LAND The final encounter with the Dark Overlord. You have commandeered a fighter plane and must clear a path through some of the tighter parts of the map with your bombs, but don't waste them.

You must then return to your jeep and blast your way through to the entrance to the catacombs. Legions of Robot tanks and helicopters await you and should you survive you must face the Mutoid Guardian of the underground headquarters.

CONTROLS

JEEP

UP
LEFT
DOWN



UP
RIGHT
DOWN

PLANE

UP LEFT
LEFT
DOWN LEFT



UP RIGHT
RIGHT
DOWN RIGHT

DOWN

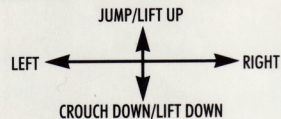
DOWN & FIRE DROPS BOMBS

SECTION THREE

THE CATACOMBS Torn and weary from your epic quest you must descend into Hades.

Survive their onslaught and you will reach Gog's lair at the Earth's core, so give this guy a hotfoot he'll never forget!!

CONTROLS



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The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX