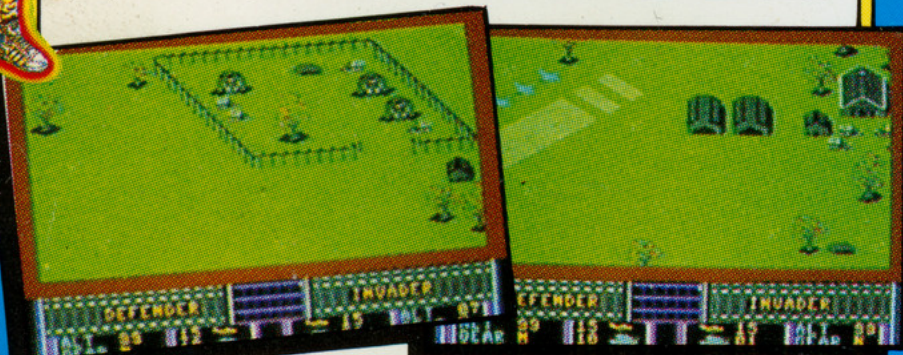




TOP SHOTS



CBM 64 Screenshots

An island of strategic importance has fallen into enemy hands. The island has to be taken at all costs. The island is well defended on the ground as well as in the air. The intelligence reports indicate that a series of bunkers, linked as command posts, provide vital information for the defence of the island to the enemy commander. Destruction of these command posts is vital for the defeat of the enemy. The enemy commander is constantly moving his headquarters. His position will be indicated on the radar screen once all the command posts have been destroyed. Victory can only be achieved when his headquarters have been destroyed.

7 MILLSIDE INDUSTRIAL ESTATE, LAWSON ROAD, DARTFORD.
KENT. DA1 5BH.

TOP SHOTS



5 012717 002715

TOP SHOTS

WAR PLAY COMMODORE 64



TOP SHOTS

£2.99



WAR PLAY

COMMODORE 64

The invader controls the display area and his position is displayed as a small dot on the radar screen, while the defender's position is displayed as a large dot. You, or the defender, can change weapons when the defender is not on the display. At level 1, the joystick control of the tanks and aeroplanes is easier than at the other two levels. At level 1, if you move your joystick left, the tank will turn left and will stay pointing in that direction. At levels 2 and 3, the tank will keep on turning left i.e. go round in circles as long as the joystick is pointing in that direction. There is a considerable change in the speed of movements of tanks, missiles, etc. at higher levels.

The aeroplanes will crash into buildings if they are at an altitude of 10 or less. They will also be within the firing range of the tanks.

LOADING - Type LOAD and Press the RETURN key.

PLAYING INSTRUCTIONS

1. Select level: F1 - level 1 (easy).
F3 - level 2 (medium).
F5 - level 3 (hard).
2. Select: F1 - 1 player
F3 - 2 players

CONTROLS

Invader - Joystick port 1

Defender - Joystick port 2

To select weapons - move joystick up or down to move pointer.
Press fire button to make the selection.

CHANGE WEAPONS

F1 - Invader

F2 - Defender

COMMODORE KEY = Pause

RETURN KEY = Restart