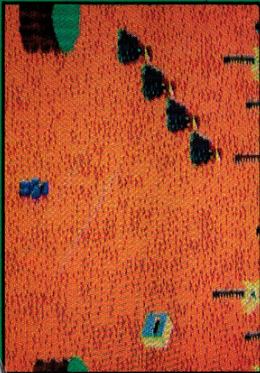


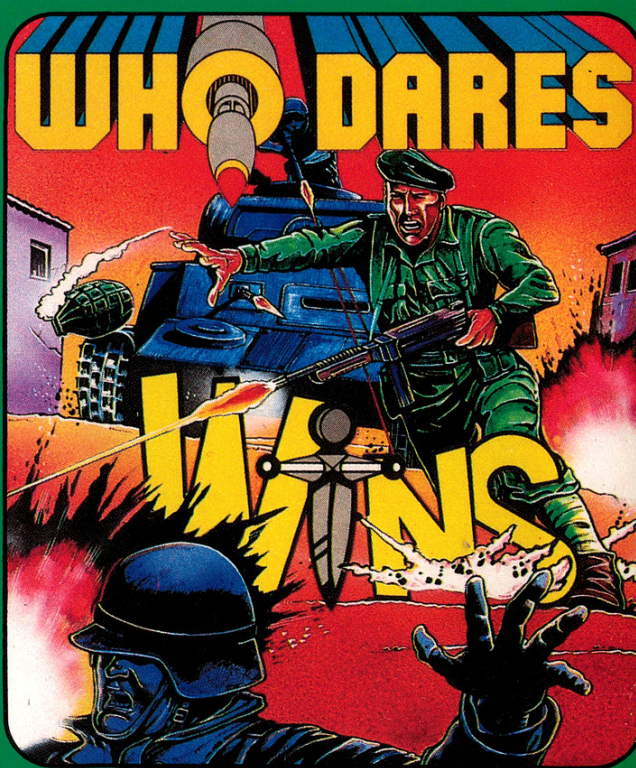
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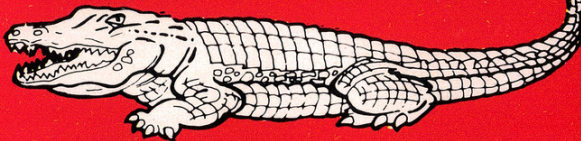
Alligata

Who Dares Wins

Commodore
64



Commodore 64



Alligata Software Limited

Who Dares Wins

Commodore 64

3 lives

8 fields of battle

GAMEPLAN:

Armed at the outset with an automatic rifle and 6 grenades, you must make your way to the first enemy garrison avoiding enemy snipers and hidden obstacles on the way, until you are confronted by the walled compound from which will pour the defending troops and their valiant captain (red uniform). Kill off this attack and you gain entry to the next phase of the enemy territory in search of the next garrison of prisoners. But beware the terrain has changed, the dangers have altered. And on you must battle, clearing your way to the final garrison in the 8th territory where victory should be yours until you learn that your back-up forces have lost their hold on your very first conquest. And so you must return to reclaim the territories the enemy have regained but this time you'll find they're wise to your bravery and the encounters will be even more fierce, the dangers even more cunning.

NOTE: Your grenades can be replenished from randomly hidden ammunition boxes. If you free a prisoner from an enemy guard you earn a high bonus.

FEATURES: Motorbikes, bridges, jeeps, trenches, mountains, sandbags.

OBSTACLES: (We're not telling them all!)

- Enemy Troops armed with
 - automatic rifles
 - mortars
 - rocket launchers

Enemy Pill Boxes - random fire
Watch out for the quicksand!

HOW TO SCORE:

Highest score wins but what is the highest score? Nobody knows, the bravest never seem to come back.

Feature points:

- Free a prisoner - 800 points
- Land a grenade on hill - 250 points
- Kill enemy captain - 1250 points
- Extra man at 10,000; 30,000; 50,000 and every 20,000 points.

HOW TO MOVE:

Joystick only

Rifle Fire - Press **FIRE** repeatedly, rapidly

Launch Grenade - Press **FIRE** and hold down

HOW TO LOAD:

Switch machine OFF then ON Press **SHIFT** **RUN STOP** key together