

RAMBO

AMSTRAD

GREEN BERET

GREEN BERET

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LOADING

AMSTRAD CPC 464—Place the reword cassette in the cassette deck. Type RUN and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk attached then type [TAPE] then press ENTER key. Then type RUN and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128—Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type [TAPE] then press the ENTER key. Then type RUN and press ENTER key. Follow the instructions as they appear on the screen.

DISK—Insert the program disk into the drive with the A side facing upward. Type [DISK] and press ENTER to make sure the machine can access the disk drive. Now type RUN and press ENTER the game will now load automatically.

NOTE

The [] symbol is obtained by holding shift and pressing the [] key.

THE GAME

RESCUE THE CAPTIVES!

You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations—you are alone, against immeasurable odds, have you the skill and stamina to succeed?

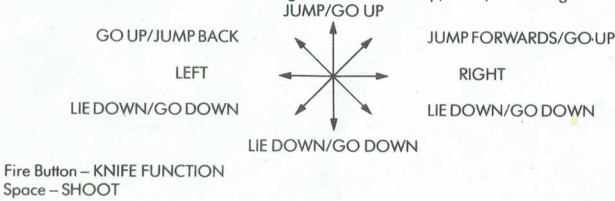
CONTROLS

The program is controlled by joystick and keyboard which is redifinable.

JOYSTICK

(PRESS FIRE TO ACTIVATE JOYSTICK MODE)

The Green Beret is moved as follows using a combination of up, down, left and right.



KEYBOARD

(PRESS ESC TO ACTIVATE)

Keys may be changed from main menu to suit.

Default keys are:

Z - UP SPACE - KNIFE
W - DOWN SHOOT
O - LEFT ENTER - SHOOT
P - RIGHT

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game of any other key to continue play.

PLAYING

RED ALERT!

Use the platforms and ladders to advance through four defence stages:

Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.

Watch your step—you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue). Weapons are:

Grenade Rocket Launcher Flame Thrower

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

STATUS AND SCORING

At the top of the screen is your score, the current high-score and the stage you are currently on. Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS

- Avoid the bullets by lying down and the grenades by jumping.
- Try to save weapons for the end of each stage.
- It is easier to knife people whilst standing still.
- Use your weapons tactically.

GREEN BERET

Program code by Keith Wilson
Graphics design by George Wright
©Konami
©1986 Imagine Software (1984) Limited
Produced by D. C. Ward.

RAMBO

FIRST BLOOD™ PART II

THE OFFICIAL COMPUTER GAME OF THE FILM

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THE ACTION is set in the Vietnamese jungle—A reconnaissance mission which turns into a rescue! You are JOHN RAMBO a highly trained jungle fighter whose instructions are to gain entry to a P.O.W. (Prisoners of War), camp and photograph evidence of American war prisoners—but having found them will your conscience let you walk away.

LOADING

AMSTRAD CPC 464—Place the reword cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type [TAPE] then press ENTER key. Then type RUN and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128—Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type [TAPE] then press the ENTER key. Then type RUN and press ENTER key. Follow the instructions as they appear on the screen.

Insert the game disc into the disk drive. Now type "DISK" to make sure that the machine can access the disk drive. Now type RUN "RAMBO" and press RETURN. The game will now load automatically.

CONTROLS

The game requires joystick or keyboard control and Rambo's movement is determined by the direction in which the joystick is pushed.

The FIRE button activates any weapon system that you are carrying and must be pressed repeatedly for operation.

The different weapons systems at your command appear on the left hand side of the screen and are selected by means of the SPACE BAR.

TAB KEY PAUSES game

CONTROL KEYS

Q - Up U - Left
A - Down P - Right

The Great Escape

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LOADING

CPC 464

Place the reword cassette in the cassette deck type RUN and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type [TAPE] then press ENTER key. Then type RUN and press ENTER key. (The [] symbol is obtained by holding shift and pressing the [] key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type [TAPE] then press ENTER key. Then type RUN and press enter key follow the instructions as they appear on screen.

Insert the program disk into the drive with the A side facing upward. Type [DISK] and press ENTER to make sure the machine can access the disk drive. Now type RUN and press ENTER the game will now load automatically.

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the



TOP GUN

The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-ringing aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" manoeuvres enter the danger zone!

TOP GUN

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LOADING

CPC 464 Place the reword cassette in the cassette deck type RUN and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type [TAPE] then press ENTER key. Then type RUN and press ENTER key. (The [] symbol is obtained by holding shift and pressing the [] key).

CPC 664 and 6128 Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type [TAPE] then press ENTER key. Then type RUN and press ENTER key follow the instructions as they appear on screen.

DISK

Type DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN and press ENTER. The game will now load automatically.

CONTROLS

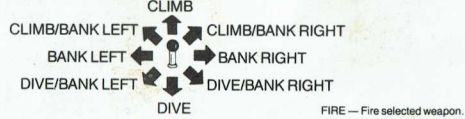
KEYBOARD (REDEFINABLE)

Player 1
Z - CLIMB
W - BANK LEFT
F - FIRE SELECTED WEAPON
Q - DIVE
R - BANK RIGHT

Player 2
1 - DIVE
- BANK LEFT
- BANK RIGHT
8 - FIRE

JOYSTICK

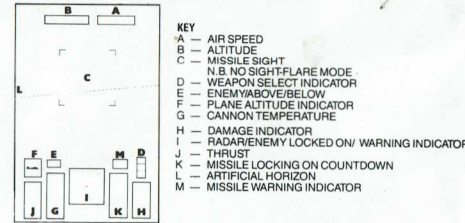
Player 1 and Player 2



Controls common to keyboard and joystick (set).

Player 1
CAPS - INCREASE THRUST
F1 - DECREASE THRUST
TAB - SELECT WEAPON
Player 2
- INCREASE THRUST
- DECREASE THRUST
CLR - SELECT WEAPON

STATUS AND SCORING DISPLAY SCREEN



GAMEPLAY

You are Maverick, a top fighter pilot. Your craft the F-14 fighter is a fast and deadly aeroplane equipped with different weapons and defence systems. Choose to combat against the computer controlled aircraft or go head to head and battle it out. In 2 player mode—out manoeuvre your opponent and shoot him down with a direct hit from one of the missiles or a succession of shots from the machine guns. In one player mode you must engage and destroy three enemy aircraft before progressing to your next mission—pitting you against faster and more manoeuvrable craft. With two players you each begin with 3 aircraft and the winner is the one left flying.

THE GAME

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, secret Temple and many different types of terrain. Colonel Trautman, your C.O. (Commanding Officer), has given you very precise orders... Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way North to the extraction point where a helicopter awaits you. You will then be automatically flown back to the safety of your base in Thailand.

Your orders are specific:

"Do not engage the enemy"

"Do not attempt to rescue"

However when you arrive at the P.O.W. camp and see your former comrade Banks, tied to a Bamboo Cross in the compound you know that another scenario will unfold; one in which you are the Hero! You must decide...

Ignoring your C.O. and using the knife, you cut your buddy free—now there is no turning back as you have alerted the camp guards. Taking Banks with you, you battle your way North towards the helicopter in an attempt to get transport to free all the P.O.W.s.

Having located the chopper you must return to the camp to find the main body of prisoners—again using your knife to cut their bonds, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship, is sent in pursuit.

Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

STATUS and SCORING

On screen information shows current score of the bottom of the screen and is included at the end of the game in the high score table which is fully displayed.

An "Energy Band" shows Rambo's strength reserve and is replenished upon completion of each stage. Bonus points are achieved by collecting weapons hidden at strategic points.

WEAPONS SYSTEMS

Your choice of weapons is displayed at the left side of the screen and the comprehensive list includes KNIFE, AKKOW, EXPLOSIVE ARROW, GRENADE, ROCKET LAUNCHER and MACHINE GUN. (Some of these weapons are available at the beginning, others are hidden in the terrain).

HINTS and TIPS

Try not to disturb or engage the enemy unnecessarily, especially on the way to the P.O.W. camp. (i.e. use of loud weapons will alert enemy activity).

Don't stand still in the camp and remember you will need your knife to cut free the solitary prisoner. Inside the helicopter you can only fire the rocket launcher (which is hidden on board).

It can be very dangerous to deploy certain weapons in inappropriate circumstances. If you can rescue the first solitary prisoner there is no turning back—you are committed to becoming a Hero.

GOOD LUCK!

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PRODUCED BY JON WOODS.

Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrade.

SCREEN DISPLAY DIAGRAM



MORALE

The flag on the left of the screen is the morale indicator, its height on the flagpole denoting the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, toll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escape is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all new events within the camp, i.e. the discovery by the guards of hidden items etc.

SCORING

Your score points and increase your morale by discovering objects, using them and escaping—each of these activities will increase your score.

CONTROLS

KEYBOARD

Q - DIAGONAL LEFT UP
A - DIAGONAL RIGHT DOWN
F - DIAGONAL RIGHT UP
FIRE and UP is pick up. FIRE and DOWN is drop. FIRE LEFT/RIGHT is use object.

O - DIAGONAL LEFT DOWN
M - FIRE
CURSOR UP - GAME ABORT

CREDITS

Produced by D. C. Ward.
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Game Design Copyright Denton Designs 1986.

WEAPON SELECTION

The 3 weapon types which are selected in weapon mode. This is denoted on screen by a variation in the shape of the signs on the main display and the relevant letter is highlighted on the console.

Cross Hair — Machine Gun/Cannon
No Sight — Side winner missile
No Sight — Flame mode

The radar readout indicates the relative position of your enemy aircraft and the arrow indicator denotes that it is above or below you. Yellow warning light means that the enemy has you in their missile sight and the red warning light when a missile has been launched at you.

MACHINE GUN/CANNON

This can be operated when the enemy aircraft is in your sight—25 direct hits are required to down it. A hit is denoted by a border flash and visual reference on the damage indicator. Heat levels of the weapon are displayed on the control panel.

SIDE WINNER MISSILES

To fire a missile it is necessary to fix the opponent directly on your sight for 3 seconds which enables the heat seeking engine to "Lock-On" to the aircraft. However one direct hit is fatal!

FLARES

The flare is used as a decoy and is your only defence to the side winners, they must be used skilfully and with precision timing or the effect will be lost. The flare must be launched so that the enemy missile thinks the ultra high-heat magnesium flare is the jet exhaust, this way you can escape the deadly shot.

Missiles can also be out manoeuvred by a skilful pilot (they "burn-out" after about 20 seconds) and a combination of moves and the astute use of flares should enable you to avoid destruction. Good luck as you enter the Danger Zone!

HINTS AND TIPS

1. Use the machine gun sparingly, they may overheat and jam if fired continuously.
2. Try to position your craft behind the enemy—this is when he is at the most vulnerable and will find it difficult to shake you.
3. Use the machine guns for short range and the missiles for long range attacks.
4. When banking use climb to achieve a greater rate of turn.

HAVE YOU GOT WHAT IT TAKES TO BE A TOP GUN™

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Programme Code 1987 Ocean Software Limited.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge.

Please note that this does not affect your statutory rights.

ARMYMOVES DYNAMIC

Spectrum and Amstrad Design, Code and Graphics by Dynamic Software.
Commodore Designed by Dynamic Software.
Coded by Zack Townsend. Graphics by Andy Sleigh.
©1987 Imagine Software.
Produced by D.C. Ward.

ARMYMOVES

**TARGET... ENEMY NUCLEAR DEVICE...
ATTACK... INFILTRATE... DESTROY...**

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LOADING

AMSTRAD CASSETTE
This program loads separately in two parts. You will be unable to play part two if you have not previously gained the code number from the end of part one.

CPC 464
Place the reword cassette in the cassette deck type RUN and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type [TAPE] then press ENTER key. Then type RUN and press ENTER key. (The [] symbol is obtained by holding shift and pressing the [] key).

CPC 664 and 6128
Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reword tape in the cassette recorder and type [TAPE] then press ENTER key. Then type RUN and press ENTER key follow the instructions as they appear on screen.

AMSTRAD DISK
Insert the program disk into the drive with the A side facing upwards. Type [DISK] and press ENTER to make sure the machine can access the disk drive. Now type RUN and press ENTER the game will now load automatically.

NOTE: You will be unable to play part two if you have not previously gained the code number from the end of part one.

CONTROLS

Spectrum and Amstrad are controlled by either joystick or keyboard and all keys are fully redefinable. Commodore is controlled by joystick Port 2 and the SPACE BAR.

KEYBOARD—Spectrum and Amstrad only.

DIRECTION: UP, DOWN, LEFT, RIGHT, FIRE 1, FIRE 2
JUMP: JUMP
ACCELERATE: ACCELERATE
DECELERATE: DECELERATE
TAKE OFF (ASCEND): TAKE OFF (ASCEND)
LAND (DESCEND): LAND (DESCEND)
ROB: ROB
MISSILE (GROUND TO GROUND): MISSILE (GROUND TO AIR)
AIR TO AIR MISSILE: AIR TO AIR MISSILE
MACHINE GUNS: MACHINE GUNS

JOYSTICK Spectrum (Kempston only), Amstrad and Commodore Port 2

UP, DOWN, LEFT, RIGHT, N.B. Commodore—Fire 2—SPACE BAR.

STATUS AND SCORING

On screen information displays. Points are awarded as follows:
Helicopter 250
Truck 500
Plane 1000
Missile base 800
You begin with 5 lives on level 1 and a further 9 on level 2 with a bonus life every 25,000 points.

THE GAME

You are a member of the SOC (Special Operations Core) a crack regiment of Specialist Commandos picked for the most dangerous missions.

Locked in a safe at the enemy headquarters is information... information so vital that the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems.

Only the best will succeed on this deadly venture... Will you be one of them?

PLAYING

The game is divided into seven sections each of which must be completed to progress to the next one, finally to the enemy headquarters itself and the vital plans which must be located.

STAGE 1
Reach the enemy helicopter base with your missile equipped jeep. Transport lorries will try to block your way, eliminate them with ground missiles and take out the helicopters with your air attack systems.

Parts of the bridgework may be destroyed in which case you must hop over the damaged parts with your turbo boost (care is needed as this may affect your missile sequencing). Once at the base your next move is to steal a helicopter and begin your flight towards the jungle headquarters.

STAGE 2, 3, 4
These stages are all completed by helicopter across differing terrains, from desert to sea and then on over the jungle. Avoid the fighter planes sent out to destroy you and watch out for deadly missile attacks (STAGE 2), Submarines (STAGE 3), and armed look-out posts (STAGE 4).

The following strategies might help:
Take off quickly before the first wave of fighters, arrive and pay attention to your altitude—flying low is dangerous but will enable you to win more points (a bonus helicopter for every 25,000).

Vigilance is required to spot the helicopters (refuelling sites), if you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield. When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.

Switch off the computer and load in the final sections.