

## AMSTRAD SCREEN SHOTS

AMSTRAD  
464/664/6128

PERISCOPE  
UP



AT 417

AMSTRAD 464/664/6128

# PERISCOPE UP



SUGGESTED  
£1.99  
RETAIL PRICE

## LOADING:

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The programme will now load automatically. *(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)*

## CONTROLS:

**Joystick:** Fire to start.

**Submarine:** Left/Right/Up/Down as normal. Fire to launch Scoutcraft.

**Scoutcraft:** Left/Right/Up/Down as normal. Fire to launch Missile. Dock with Submarine to pass control back to Submarine.

## GAME:

It is the year 2007 and the 'Vax 3000' super computer at Britain's vast undersea nuclear missile base has malfunctioned. Unless shut down it will launch hundreds of missiles around the world, triggering global thermo-nuclear war. Unfortunately the computer has sealed all entrances to the complex as part of the present battle procedure. The only way to the computer is through the underwater access tunnels used during construction.

Controlling your submarine and scoutcraft, you must navigate these tunnels and collect the 8 digits of the pass code required to shut down the computer. On the way you must find the numbered keys necessary to open the electronically sealed doors and at the same time, collect the extra fuel that you require for your long and dangerous journey. To make your task even more difficult, you must also locate and destroy 6 reactor pods hidden behind walls that only offer a small moving gap through which you can aim a missile.

*Continued*

The 'Vax 3000' super computer that controls Britain's vast undersea nuclear missile base has malfunctioned. Unless shut down it will launch hundreds of missiles around the world triggering thermo-nuclear war. As the 'Vax 3000' went to battle stations, all entrances were automatically sealed and all signals jammed. There is no way through—no way to shut down the computer—no way to stop the holocaust—or is there?

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**REMEMBER**—Collision with walls, crushers, lasers and automatic doors is fatal. **Don't** lose 3 scouts or you lose your current submarine. **Don't** lose a submarine as you will also lose all the scouts in it. **Don't** shoot your submarine and **Don't** run out of air or fuel. Above all, **Don't Give Up**.

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If you have written a good programme and would like to discuss marketing, please write to:

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