

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld.

Battle through 4 levels of rough, tough action with numerous sub-plots to test your ingenuity and dexterity... feel the heat - Red Heat.

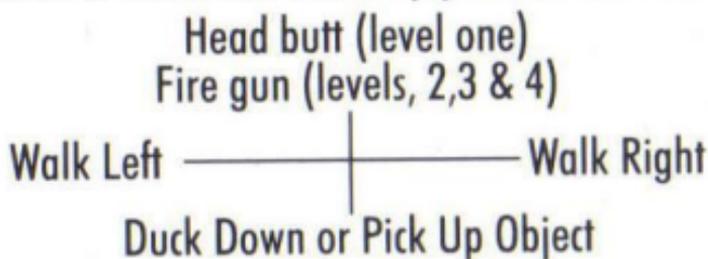
## LOADING

CPC 464 - type RUN" and then press ENTER/RETURN key.

CPC 664 and 6128 - type | TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key. This game loads in 4 parts. Stop tape after each load.

## CONTROLS

Danko is controlled via the joystick as shown...



To punch press FIRE button only.

#### KEYBOARD

Up Q            Left O            Fire M  
Down A            Right P

(Various bonus items may be collected and used by ducking down whilst positioning over them).

#### GAMEPLAY

As Captain Ivan Danko, top cop in Moscow's Homicide Division, you must trace the whereabouts of Viktor Rostavili - known to be head of an international drug trafficking ring. The game comprises of 4 levels of cinematic action each increasing in difficulty. You begin your struggle in a Russian sauna where only skillful hand to hand combat ensures success against a relentless string of criminals. The action now moves to Chicago where the man from Moscow faces a different criminal element. The resulting culture clash and chilling showdown with the drug dealing "clean heads" leads to the climactic confrontation with Viktor himself.

To complete each section manoeuvre Danko through the landscape, overcoming the various adversaries you encounter and staying alert to the bonus stages to provide the energy and firepower you may well need later.

#### STATUS AND SCORING

The main 'status screen' displayed between levels, shows current score, the number of 'lives' remaining and the current stage. The main 'play screen' shows the amount of bullets remaining at the top right (if any), of the total energy remaining at the top left and 'collection indicator' at the bottom middle. Shoot out in the bonus section: Score over 500 for extra energy and 550 for extra firepower.

#### HINTS & TIPS

- \* Try to save your bullets for the deadliest villains.
- \* Not all bonus objects will help you.
- \* Duck to avoid flying objects
- \* Big things come in little boxes!
- \* Watch out for those butch nurses.

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