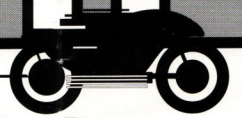
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ACTION FIGHTER



GAME CONTROL
ATARI ST/AMIGA

Plug a joystick in the joystick port. Push UP to accelerate, DOWN to decelerate. The following keys are also used:

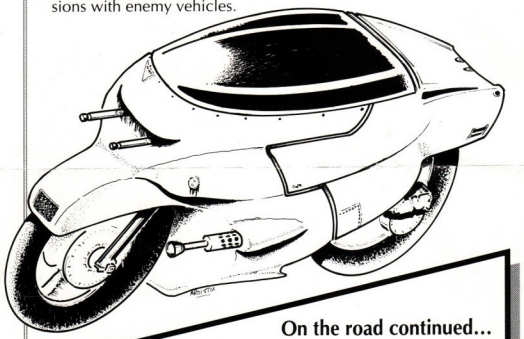
CONTROL .....Pause/Unpause
ESC .....Abort game
SPACE .....Transform car to bike
...../bike to car

THE MOTORCYCLE

As a ground vehicle, the motorcycle has very good acceleration and deceleration capabilities. It has very good manoeuvrability capabilities (left to right).

The enemy helicopters will not attack.

The motorcycle has no front or rear protection from collisions with enemy vehicles.



On the road continued...

There is an indicator at the top of the screen which warns you how the road ahead is going to turn etc. so you can slow down if you wish to avoid the ramps.

If you ever see a Sega van on the road, position yourself just behind it and you will be automatically drawn inside. You will then be equipped with a new weapon. The weapons are collected in the following order:

1. Double fire power
2. Missiles
3. Reverse Firing
4. Limited invulnerability

If you lose a life then you will lose all add-ons and will have to start collecting again.

In the air

When in the air, your jet-car can fly at one of two speeds. You start at the slower speed, but you can collect a floating bonus which allows you to go faster.

When you reach the end of the air section you will have to destroy the mission objective.

If you see the Sega twin rotor helicopter then fly into the back of it to pick up extra weapons, which are the same as those collected in the ground Sega van.

In addition to your standard firing weapon, you also have a bomb sight to accurately aim the bombs that you drop.

Flag bonuses (COMMODORE 64, AMIGA & ATARI ST versions only).

Flags can be collected on the ground and in the air. There are 20 to collect on each level and collecting all of them will result in an extra large bonus.



ACTION FIGHTER

You have been charged with five highly dangerous missions from the President to destroy the enemies attack force. Combat will take place in enemy territory on the ground and in the air. For this purpose you will have use of the latest top secret transforming vehicle.

You begin the game as a motorcycle. You may then collect four parts (represented by A B C D icons) which will change the motorcycle into a car. The icons will appear depending on the number of enemy vehicles you have destroyed.

When you change into the car, pressing the SPACEBAR will transform your car back into the motorcycle and vice versa.

Changing into the jet-car is done automatically after collecting the last two parts (represented by the E and F icons). The jet-car will only change into the motorcycle when landing takes place after completing the mission objective. This also results in the loss of all parts collected.

GAME PLAYING

You must travel on the ground based section destroying enemy vehicles and collecting parts icons (ABCDEF) until you take off.

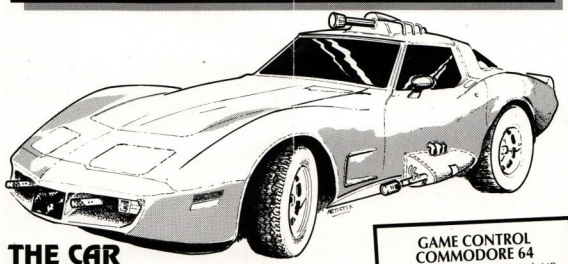
Once in the air you must travel to your mission objective. This is described at the start of each level. These targets can either be bombed or shot depending on their altitude. When they have been defeated the next mission will be displayed.

There is a time bonus on each level for completing each mission. If you destroy the objective within the time limit then bonus points are added.

On the road

When travelling on the road you will be attacked and obstructed by enemy vehicles. You must stay on the road as there are various crash barriers along the route. If you hit them whilst driving relatively slowly, you will merely bounce off. However, if you hit a crash barrier at high speed then you will be destroyed.

There are also ramps to negotiate which cross over water. These can be jumped if approached at the correct speed and position. You can avoid the ramps by pulling into the side road in time if you are driving too fast on the approach.



THE CAR

The car can survive collisions from the front and rear.

It has very good control capabilities when knocked from the side by an enemy vehicle.

Enemy helicopters will attack the car.

Acceleration is not as good as the motorcycle.

Manoeuvrability is not as good as the motorcycle.

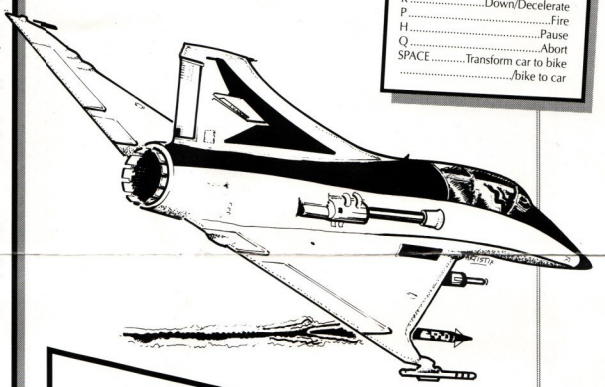
GAME CONTROL
COMMODORE 64

Plug a joystick in port 2. Push UP to accelerate, DOWN to decelerate. The following keys are also used:

RUNSTOP .....Pause
Q .....Abort
SPACE .....Transform car to bike
...../bike to car

THE JET-CAR

The Jet-car has good manoeuvrability



GAME CONTROL
IBM PC/TANDY

Z .....Left
X .....Right
O .....Up/Accelerate
K .....Down/Decelerate
P .....Fire
H .....Pause
Q .....Abort
SPACE .....Transform car to bike
...../bike to car

Loading Instructions

Spectrum 48/128k/+3

Cassette users should be in 48k mode. Type LOAD"" and press Enter.
Spectrum +3 disk users should insert the ACTION FIGHTER disk into the internal drive and select Loader.

Amstrad CPC 464/664/6128

Cassette users should press the Control key and small Entry key together then press any key to load.
Disk users should place the ACTION FIGHTER disk into the internal drive and type RUN "ACTION" to load.
Place the ACTION FIGHTER disk in the drive and type"LOAD"*",8,1 then press Return.

Atari ST

Insert the ACTION FIGHTER disk into the drive A and switch on the computer. The game will now load automatically.

AMIGA

Users of Amigas with Kickstart on disk should initially boot Kickstart version 1.2 or later.

At the Workbench prompt, insert the ACTION FIGHTER disk. The game will now load automatically.

IBM PC/TANDY

Boot up as normal with MS DOS and insert the ACTION FIGHTER disk in drive A. At the prompt, type ACTION and press Enter/Return.



GAME CONTROL
SPECTRUM/AMSTRAD CPC

You can either use joystick control, or play via the keyboard:

Z .....Left
X .....Right
O .....Up/Accelerate
K .....Down/Decelerate
P .....Fire
H .....Pause
Q .....Abort
SPACE .....Transform car to bike
...../bike to car

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