

AMSTRAD/ SCHNEIDER

Q10 TANKBUSTER

Q10 TANKBUSTER

AMSTRAD/
SCHNEIDER



AMSTRAD
LOADING
INSTRUCTIONS
Type RUN".
Press PLAY
on the tape.

Q10 TANKBUSTER BRIEFING

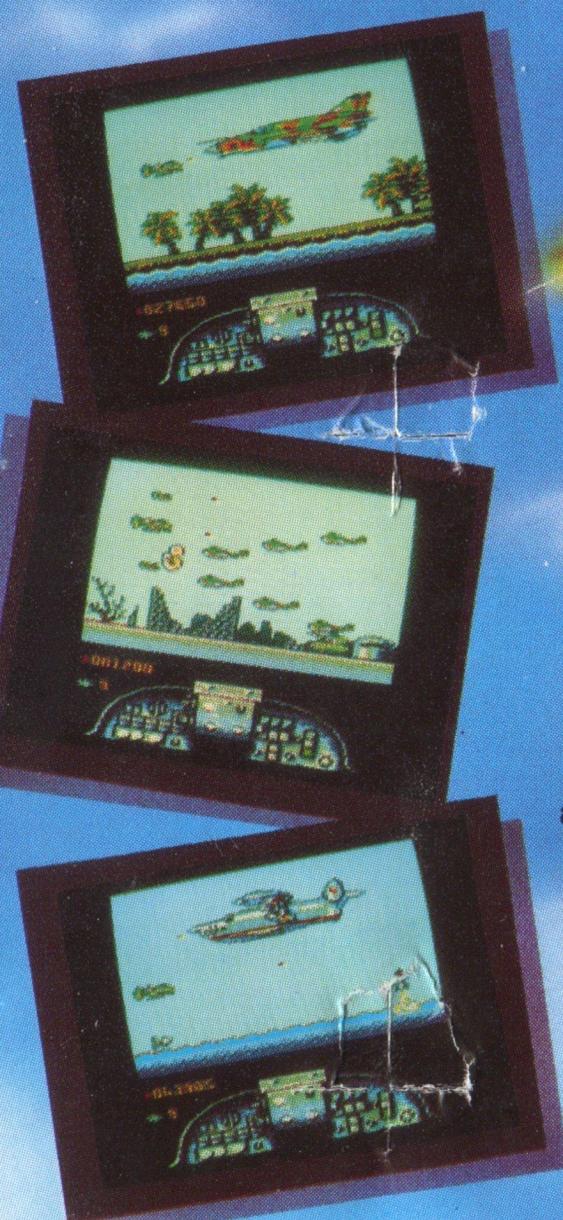
Enemy Tank division heading North by North West at 05.00 hours....Fly through enemy lines to intercept platoon movement 100 miles South of the theatre of war....Tanks covered by enemy Ground and Air support.... INTELLIGENCE....Enemy Tank forces capable of inflicting heavy damage to already weakened allied instalments....Q10s to prevent further movements by immobilisation of Tank machinery....Enemy have knowledge of Q10 Tankbuster deployment. End of briefing.

The American Q10 Tankbuster Aircraft - an intricate piece of flying machinery, capable of reducing Tank platoons to scrap metal with devastating accuracy.

Piloting the Q10 demands the use of High Technology Armour Piercing Shells and Oil-Cooled Machine Guns for land, air and sea operations.

Q10 Tankbuster- Deadly Air Combat.

Program:
Ian Richards
Graphics:
John Cassells
Made in UK



5 016414 032938



MISSION DETAILS

The Q10 Tankbuster flies from the Allied base in the Mediterranean, heading towards various Tank movements in the War Theatres. Your mission is to seek out and destroy all hostile forces, using Armour Piercing shells to eliminate Tanks, Troop Carriers, and assorted Mobile Gun Placements.

The Q10 also possesses a Heavy Duty Oil-Cooled Machine Gun, situated at the front of the fuselage. This is activated to destroy hostile airborne craft, such as Fighters and Heat-Seeking Missiled Helicopters.

When a flying enemy machine carrying a sophisticated weapon system is shot down, a Weapon System Icon is left behind which can be picked up by the Q10 Tankbuster. The first Icon collected gives the Q10 additional firepower above normal air space. The second Icon adds firepower below the Q10 Tankbuster.

Once the Q10 Tankbuster has full firepower, additional weapon Icons act as Cluster Bombs, destroying all enemy activity on the screen.

The end of every mission is marked by a confrontation with an enemy craft of awesome firepower.

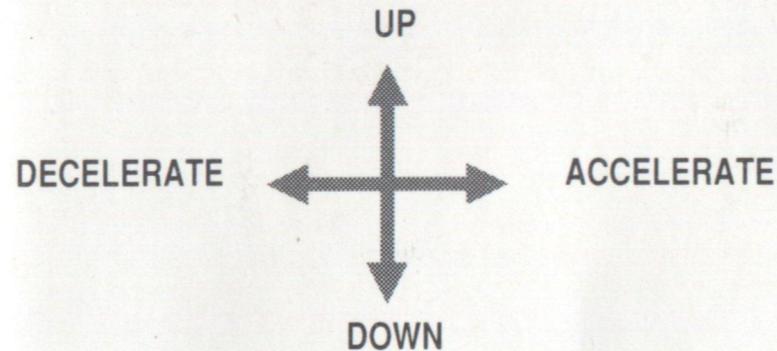
The Q10 will be sent on a series of demanding missions, involving new battleground scenarios and various enemies that have to be eliminated.

Prepare for fast action conflict....you are only allowed three errors of judgement for every mission....Best of Luck....

OPTIONS

- 1. Keyboard -** Press to toggle between Keyboard and Joystick control methods.
- 2. Define the Keys -** Allows the keys to be altered from those set by De-Fault.

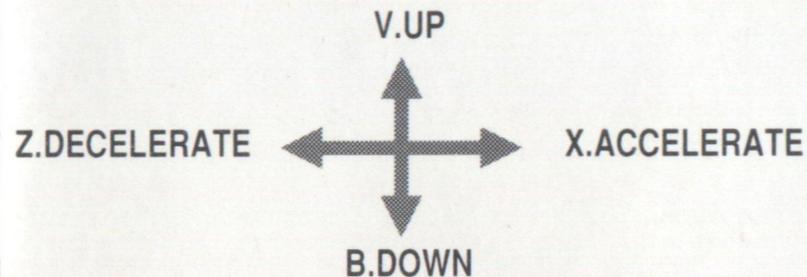
JOYSTICK CONTROLS



FIRE BUTTON - ACTIVATES MACHINE GUN

**FIRE BUTTON AND DOWN - DROPS ARMOUR
PIERCING SHELLS**

KEYBOARD DE-FAULT KEYS



SPACE - ACTIVATES MACHINE GUN

SPACE + B - DROPS ARMOUR PIERCING SHELLS

"P" - Pauses and Un-Pauses the Action

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

THE AIRCREW SPECIAL OFFER!!

The Aircrew is a unique games club, dedicated to bringing you all of the latest information on Zeppelin, Zeppelin Platinum, and Impulze products.

The Aircrew bi-monthly magazine is packed full of big prize competitions, insider hints and tips, game exclusives, free trade posters, special offers, exciting features, and gives all members advance information on all new game releases!!

To obtain your free, no obligation, information pack on The Aircrew, please write giving your full name and address to:

The Aircrew, Dept A, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP

The Aircrew - the most exclusive Games Club in the World!!

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games Limited and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1992 Zeppelin Games Ltd, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP