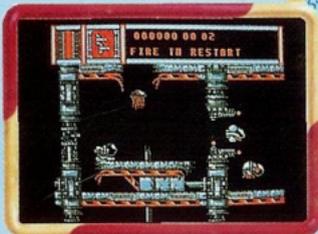# OUT NOW

SHARK
Fire Fish HQ have lost contact with the undersea mining complex Atlantic Five. The ultimate underwater experience. Game design by Sonia Knight.

MOVING TARGET
The evil Drugs Duke of Columbia must die and it's all down to you.
'It's action all the way. .....The best budget game i've played today!...should give you hours of play.'
Nick Roberts: CRASH

MUTANT FORTRESS
'Is the biggest and best thing PLAYERS have ever done, apparently. Looking at the screen shots are almost feel inclined to agree.'
AUGUST 89 ISSUE

OUT SOON

JOE BLADE 3
He's here again! Only this time they've given him his gun back.
Just one man is capable of bringing the hostages out alive:
That man is Joe Blade.

ELVEN WARRIOR
Enter the mystical world of the Elven Warrior. Embark on a magical journey that will take you far from your forest home, deep into the realms of the un-dead.

SUPER LEAGE
Has to be the ultimate football management game, includes organised crime, stadium improvements, membership cards and croud violence as well as all the traditional features.
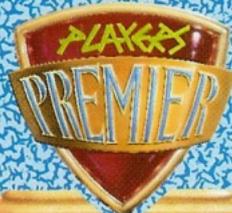
SAIGON COMBAT UNIT

LOADING THE GAME

SPECTRUM 48K: Rewind the tape to the beginning of side A. Type LOAD "" (ENTER) then press play on the tape deck.
SPECTRUM 128K: Rewind the tape to the beginning of side A. Select the LOADER option from the menu then press play on the tape deck.
AMSTRAD CPC 464: Rewind the tape to the beginning of side A. Hold down CTRL and tap the small ENTER key then press play on the tape deck.
AMSTRAD CPC 664, 6128: Rewind the tape to the beginning of side A. Type | (Shifted @) TAPE (ENTER) the type RUN"(ENTER).
COMMODORE 64/128: Rewind the tape to the beginning of side A. Hold down SHIFT and tap the RUN/STOP key then press play on the tape deck. 128K owners ensure that your machine is in 64K mode.

Once you have completed the first part of your mission you will be provided with a password. When this occurs reset the computer and load the game from the B side of the cassette. You will then be prompted to enter the password. You can not play this second 'city' mission until part one has been completed.

THE STORY

In a daring suicide raid the evil Viet-Cong have destroyed the Hard Core United States Marine Corp headquarters in Saigon. Most of your comrades and many innocent civilians were killed or wounded in the terrible attack, worse still your C.O has been captured by the enemy.

Your mission is to rescue the officer before he is forced to reveal our plans to his captors. This mission will be extremely difficult. But when you signed up for the SAIGON COMBAT UNIT, no one told you it would be easy.

THE GAME

You must rescue your commanding officer, from the clutches of the evil Viet-Cong. In each stage of your mission you will be awarded coins for each VC soldier you kill, which must be collected. These coins may be traded for additional weaponry, grenades, extra ammunition or first aid kits at the trading posts dotted around the picturesque Vietnameese country side. Avoid enemy mines (these remain invisible until you are next to them), water and holes. Contact with enemy bullets or soldiers will drain your strength.

CONTROLS

KEYBOARD:

Q : JUMP
A : CROUCH
O : WALK LEFT
P : WALK RIGHT
SPACE : FIRE WEAPON
RETURN : SMART/ BOMB GRENADE
H : HOLD/PAUSE
X : QUIT GAME

JOYSTICK:

UP : JUMP
DOWN : CROUCH
LEFT : WALK LEFT
RIGHT : WALK RIGHT
FIRE : FIRE WEAPON

Use the following combinations to obtain these additional moves:

UP/FIRE : JUMP and FIRE WEAPON
DOWN/FIRE : CROUCH and FIRE WEAPON
WALK/UP/FIRE : FIRE WEAPON DIAGONAL UP and WALK
WALK/DOWN/FIRE : FIRE WEAPON DIAGONAL DOWN and WALK
UP/WALK : DIAGONAL JUMP   WALK

SAIGON COMBAT UNIT CREDITS

ORIGINAL CONCEPT	SIMON DANIELS
Z80 VERSIONS	OPTIMUS SOFTWARE
CODE	NEIL HILL
GRAPHICS	ADRIAN LUDLEY
C64 CODE AND GRAPHICS	CRAIG WIGHT
ORIGINAL MUSIC SCORE	SONIC GRAFFITI
AY MUSIC CONVERSION	ANDY SEVERN

STORY, TEXTUALS AND SHOTS	SIMON DANIELS
ARTWORK & LOGO	JON CLARK
INLAY PRODUCTION	SI & STEVE T
MASTERING	KEVIN PARKER
MAIL ORDER	BELINDA

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