



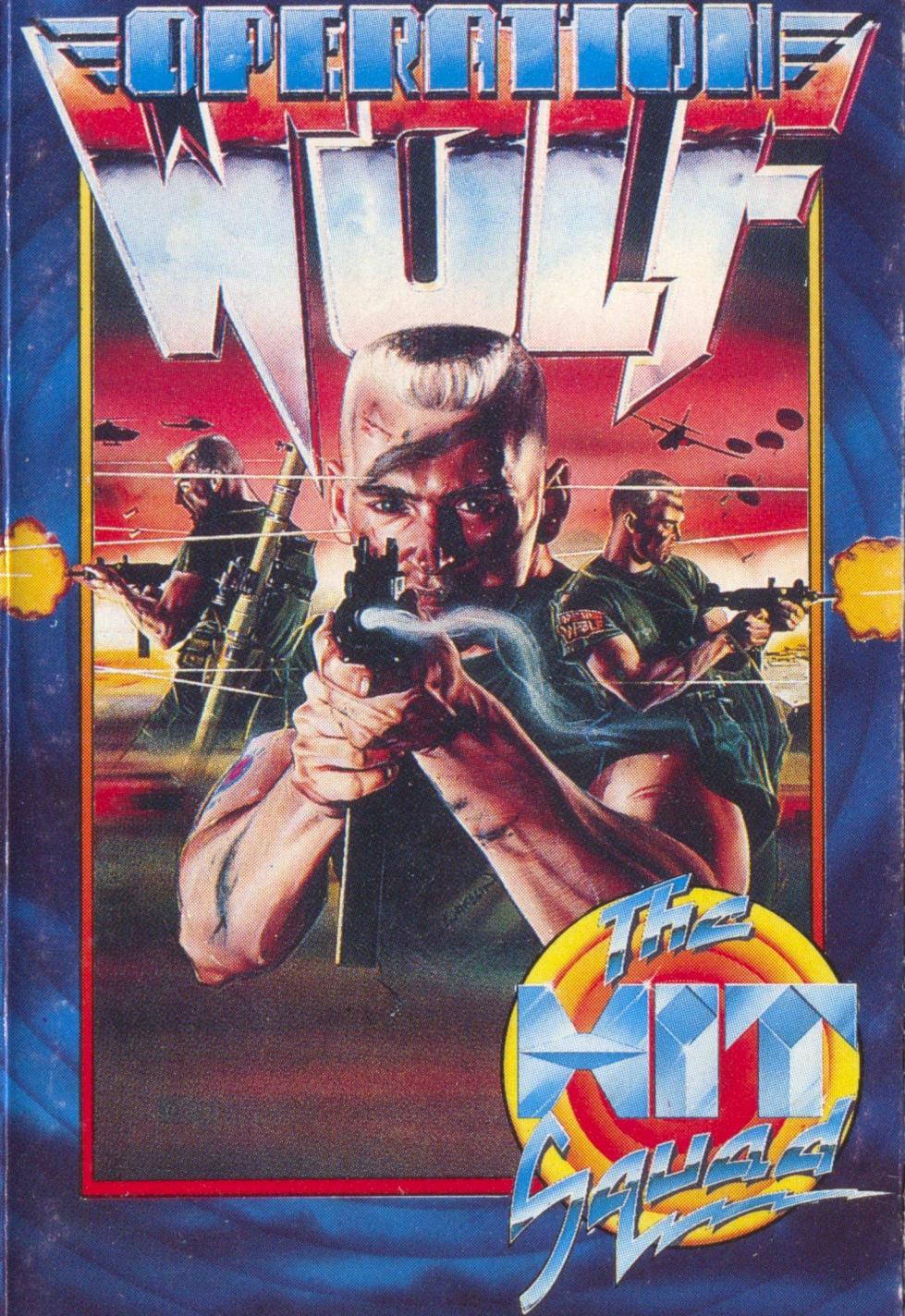
**ACTION CHART-TOPPER!** "Brilliant arcade conversion...fast and frantic" Amstrad Action  
 "It's fantastic" Zzap Sizzler  
**BRILLIANT! FAST! FURIOUS!**



Screen shots taken from various computer formats



**OPERATION WOLF**



Central control to Lone Wolf... parachute into hostile territory... locate enemy concentration camp... release captives interred there... repeat... Operation Wolf; an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countryman being held prisoner in a concentration camp.

Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no chopper cover, not nearly enough ammo and idea if you are going to make it back... volunteers only!

**LOADING**

**CPC 464** - Type "RUN" and then press ENTER key.

**CPC 664 and 6128** - Type | TAPE then press RETURN key. Then type "RUN" and press RETURN key.

## NOTE

On 64K machines, the main game loads and each level has to be loaded individually when needed, follow on screen instructions. ON 128K machines levels 1,2,3 and 4 are in the memory all the time and levels 5 and 6 are loaded when needed.

## CONTROLS

Keyboard is redefinable and joystick can be set up using the define keys option. Normal keys are:

Q - UP	A - DOWN
O - LEFT	P - RIGHT
SPACE - FIRE	G - GRENADES

## GAME PLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub/machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.

Animals, if shot will sometimes drop these items, however under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape. Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage).

## SURVIVAL SUMMARY

Magazines - Shooting this gives one extra magazine or ammunition.

Grenades - Shooting this gives one extra rocket bomb, up to a max of 5.

Free - Shooting this gives an increased rate of fire for one magazine.

P - Shooting this improves your physical condition.

Enemy missile fire can be shot down before it hits you. Vehicles can be destroyed by bullets, but they must be hit several times.

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