



QUALITY ACTION!

"Great stuff... one addictive mean game!"

"... in an Untouchable class of its own".

BRILLIANT GRAPHICS!

CRASH SMASH 94%

Screen shots taken from various computer formats

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ENGLISH



THE UNTOUCHABLES

THE UNTOUCHABLES

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21 COLLECTION

THRILLING ACTION ON THE STREETS OF CHICAGO SCENARIO

Original and diverse arcade-style sections put you in control of Elliot Ness's elite squad of crimebusters. The Warehouse Bust, the Border Raid, The Alleyway Shootouts, the Railway Station Confrontation and the final Rooftop Duel enable you to re-live the knife-edge existence of Elliot Ness as you crusade through 1920's Chicago in search of Capone's retribution. Take on the Mob as you lead the Untouchables on their most exciting and difficult mission! With six levels of explosive action and a thrilling denouement.

AMSTRAD

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.

PLEASE NOTE: Amstrad 64K: This is a multi-load game, follow on screen instructions. Amstrad 128K: The first sections load in one part, then follow on screen instructions to load further levels as required.

CONTROLS

The game may be controlled by either keyboard or

joystick. This is a one player game only.

Preset keys

- Q - UP
- A - DOWN
- O - LEFT
- P - RIGHT
- SPACE - FIRE
- H - PAUSE GAME

(Pressing H while game is paused will abort the game).

THE JOYSTICK AND KEYS CAN BE RE-DEFINED FROM THE MENU PAGE.

JOYSTICK



STATUS & SCORING

PANEL DISPLAYS FROM LEFT TO RIGHT:-

LEVEL 1 Score, Time remaining, Evidence Collected, Energy, Extra weaponry and direction indicator on top right of screen.

LEVEL 2 Score, time remaining, sight, energy level and below this a liquor seized indicator.

LEVEL 3 Score, time remaining, shotgun gauge, energy level and liquor seized indicator.

LEVEL 4 Score, Ness's energy and baby energy.

LEVEL 5 Score, Time, Stone's energy and Accountant's energy.

LEVEL 6 Score, Time and Energy.

Your score is increased by shooting gangsters.

Big bonuses are obtained for completing a level.

Your energy level is depicted by caricatures of the Untouchables. The more you see of Capone the weaker The Untouchables.

GAMEPLAY

SECTION 1 - THE WAREHOUSE

You find out that Capone's thugs are working in a derelict warehouse, bootlegging liquor. You bust in on them in an attempt to break up their operation.

Some of Capone's book-keepers are present, and you must take the opportunity of capturing them in order to gather preliminary evidence of his activities. An arrow will guide you to the evidence when it is present in the building.

SECTION 2 Acting on information gained from the warehouse raid, you attempt to thwart an illegal liquor run at the US/Canadian border. Armed with a Tommy Gun you and your men must find the liquor by avoiding Capone's henchmen and collect it by shooting the barrels until they explode. Untouchables

may be changed by going to the far left or far right of the play area and shooting the bottom right corner of the character icon that appears on screen.

SECTION 3 - THE ALLEYS

Getting a tip-off from one of the men at the border, you head for the train station where Capone's accountant is trying to leave the country. You must get to him (and the evidence) before the train leaves.

Characters can be changed only when in a defensive position against the wall, and by moving to the character icon and shooting the bottom right of it.

SECTION 4 - THE TRAIN STATION

As Ness awaits the arrival of the accountant, he helps a woman lift her baby in a pram up the stairs of the railway station. Before he reaches the top Capone's accountant arrives with an armed escort and opens fire. He lets go of the pram and starts to fire back.

You must guide the pram to the bottom of the concourse avoiding enemy fire and any obstructions. You may replenish your energy by running over medical packs.

SECTION 5 - THE HOSTAGE

Realising he is the last one left in the Station, one of Capone's henchmen takes the accountant hostage at gunpoint and threatens to shoot him in ten seconds if

you do not lay down your arms. You must shoot him within that time, scoring a perfect fatal hit, if you are to succeed.

SECTION 6 - THE ROOFTOP

With the evidence all collected, Capone is in court for the trial. His head Hitman, Frank Nitty, is still at large however, and you must chase him across the court rooftop and avenge Malone's death. This is the final and bloody shootout which, if successful, will result in Nitty falling to his death.

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