

## **TOTAL RECALL SCENARIO**

Quaid, after a terrifying visit to "Rekall" and an unsuccessful 'memory implant' discovers that his life is a lie.

His past is fiction and his true identity is shrouded in mystery. A mystery whose solution lies on the Red Planet of Mars.

### **LOADING**

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

**CPC 664 and 6128** - Type I TAPE then press the ENTER/RETURN key. Then type RUN" and press the ENTER/RETURN key.

### **CONTROLS**

This is a one player game controlled by joystick only.

FIRE and DOWN will toggle between armed and unarmed combat.

P - Pause game (press fire to resume)

To QUIT the game press ESCAPE.

SPACE BAR - Sound FX on/off.

### **CAR CHASE SECTION**

Push the joystick in the appropriate direction to steer the car.

## **GAMEPLAY**

### **LEVEL ONE**

Quaid must get from his hotel to a phone box on the far side of the city where he will receive further instructions.

Along his way he must collect five vital objects to help him in his quest: a briefcase, passport, ticket to Mars, disguise and a surgical instrument for removal of an implanted homing device.

### **LEVEL TWO**

Having received his instructions Quaid commandeers a 'Johnny Cab' and must make his way to the derelict warehouse area where he can utilise the briefcase-video and learn further information regarding his past.

### **LEVEL THREE**

A starting revelation lies within the video briefcase. It appears that the full answers to his questions lie on Mars.

Now he must escape from the warehouse to the Spaceport to begin his journey.

### **LEVEL FOUR**

Melina and Quaid meet Benny, a taxi driver who helps them escape from the pursuing forces. They must negotiate a dangerous route through the caverns of

Mars until they discover the way to the Rebel hideout.

### **LEVEL FIVE**

Their taxi discarded, Melina and Quaid must proceed on foot back through 'Venusville' down into the caverns to meet Kuato the rebel leader.

Along the route are switches that must be activated to open the doors into the alien reactor that is the heart of Quaid's dilemma. Finding Kuato, Quaid will be given the key to the core room within the heart of the reactor. Between Quaid and his final confrontation are the last vestiges of Richter's armed forces.

Fight your way through then battle Richter himself on the lift up to the core room. Emerge victorious and within, you will find the villain behind your strife, Coahaagen. Here in the core room, he has planted a bomb which will destroy the reactor and Mars' only chance of salvation.

Extra energy will be awarded at 50,000 points and every 100,000 points thereafter. If energy is full ammo will be awarded.

You only have one life, once your energy is depleted the game will be over.

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### **PLEASE NOTE:**

THROUGHOUT LEVELS ONE, THREE AND FIVE, THERE ARE COLOUR CODED SWITCHES, THAT WHEN OPERATED WILL REMOVE,(OR ADD WHERE NECESSARY), WALLS AND PLATFORMS WHICH ARE COLOUR CODED TO ONE PARTICULAR SWITCH.

ALSO IN THE ABOVE MENTIONED LEVELS, BY STANDING ON 'PAD' (SPECTRUM) or 'P' (AMSTRAD), YOU CAN TURN OFF A PARTICULAR TYPE OF LASER FOR SEVERAL SECONDS, ALTHOUGH THE TIME MAY VARY DEPENDING ON THE LEVEL PLAYED.