

AMSTRAD 464+ / 6128+

AMS

AMSTRAD 464+ / 6128+

AMSTRAD 464+ / 6128+



*Take to the skies
and conduct
sorties over the
enemy island!*

Harrier Attack, written by Durell Software and published by Amsoft in 1984, was one of twelve titles bundled free with the CPC464. Forty years later, it remains an iconic title on the platform, beloved by many for its simple and yet addictive gameplay. Despite its cherished status, it has never enjoyed an official update on the Amstrad.

Decompiled and reprogrammed to take advantage of the advanced hardware features of the Amstrad Plus range, **Harrier Attack Reloaded** brings the action into the 21st century, combining the classic gameplay of the original with fast CRTS scrolling, hardware sprites and an extended colour palette.

Fasten your seatbelt, you are cleared for takeoff!

ACTUAL AMSTRAD
SCREENSHOTS!



9 781916 396029



Amssoft

Harrier
Attack!
RELOADED

DURELL
SOFT
112

Amssoft



BY DURELL SOFTWARE / CPSOFT

Mission brief

Your mission is clear, but the skies will be unforgiving. Launch from the aircraft carrier and plunge into enemy airspace with nerves of steel.

Push your Harrier to the limit or risk running out of fuel before reaching the enemy island. The patrol boat lurks below, armed with guided missiles that will relentlessly track your every move. Adjust your speed and altitude, but beware: fly too high, and enemy jet fighters will descend upon you with a deadly storm of missiles.

The ground will erupt with relentless anti-aircraft fire. At the novice level, you might scrape through the flak, but as you rise in skill, the intensity and precision of enemy fire will turn the skies into a deathtrap. Your short-range rockets can obliterate enemy planes and ground defenses, but act fast—evade the explosion or risk being torn apart by your own fury.

Rain destruction on enemy artillery as you soar over the island, but hoard your bombs—enough to annihilate the enemy base. Only then can you make the perilous return to your carrier before your fuel gauge hits empty.

When the odds are insurmountable, eject and abort. Bail out just before your Harrier is reduced to scrap metal, and you'll score bonus points for cheating death itself.

Good luck, Pilot.
The skies are a battlefield, and only the bold survive...

Loading Instructions

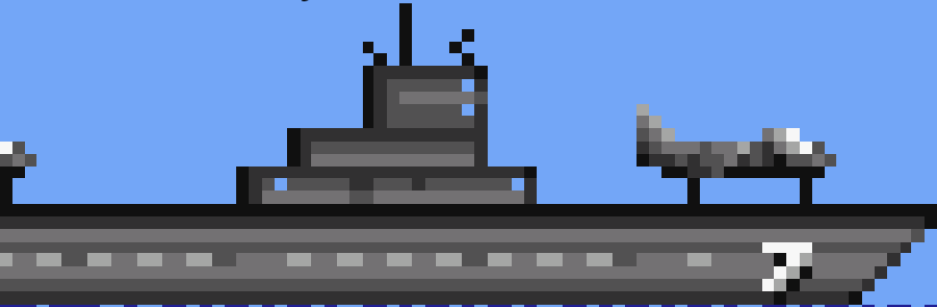
At the BASIC prompt type RUN "HARRIER.BIN" followed by the Enter key to load the game. Joystick and keyboard input are supported, keys can be redefined to suit the player.

Playing Instructions

Controls	Numerical Keypad
Take off & up	.
Down	ENTER
Fire Rocket	0
Bomb Drop	SPACE BAR
Ejector Seat	ESC
Slower	Z
Faster	X

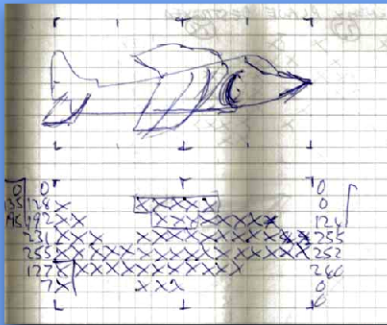
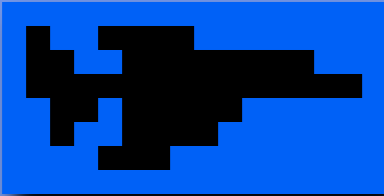
Score

Enemy building	350
Enemy aircraft	750
Land-based weapons	100
Guided Missile	10
Patrol Boat	500
Safe landing	2000
Last second eject	1000



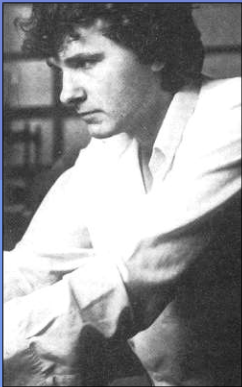
Robert White, founder and director of Durell Software Ltd, and also the inspiration behind the original game...

"I had seen the game Space Invaders and thought it was pretty boring but one day when I was in the pub, where they had computers built into the glass tabletops, I saw one of the original games where computers fire multiple missiles. I thought, I have no idea how to do that, I have to find out, and spent the next three months teaching myself machine code. I used to buy 500 tapes at a time and sell them all by post but within three months I

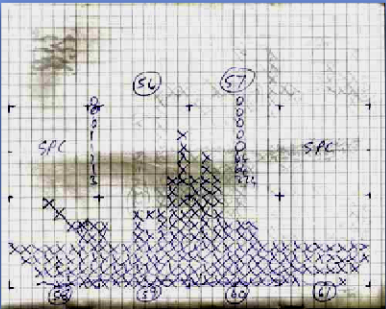


realised it was not sustainable for me to be a programmer and run the business. I had done the spec for Harrier Attack so I got a couple of guys to join me."

Mike Richardson, the man responsible for coding the Spectrum and Amstrad CPC versions of Harrier Attack...



"The original Harrier Attack idea was Robert's. He thought that because of the Falklands War, the Harrier had been in the news a lot, and it would be a good idea to do a game based on that.



Ron did the first version of the game for the Oric and I worked on the Spectrum version. It was a big help to have the Oric game as a guide as there was no decision making to do along the

way. There were no graphics or code sharing. I looked at what Ron had done, then went and did my own thing. Although I am often credited with creating it, the ZX Spectrum and Amstrad versions that I produced were almost entirely based on the Oric version, written by Ron Jeffs."

