

## DEEP STRIKE by Nick Wilson

### LOADING

Place tape in tape recorder (6128) or Datacorder (464) and rewind to start. Switch computer off, then back on again. While holding down the CTRL key press the ENTER key (6128) or SMALL ENTER key (464). Then press the PLAY tape control, and finally press the SPACE-BAR to start loading.

### STANDARD CONTROLS

| KEY   | JOYSTICK | ACTION                               |
|-------|----------|--------------------------------------|
| Q     | Up       | Fly higher                           |
| A     | Down     | Fly lower                            |
| +     | Left     | Bank left                            |
| }     | Right    | Bank right                           |
| ENTER | Fire     | Fire machine guns                    |
| SPACE | -        | Drop bombs (from bomber)             |
| M     | -        | Flight map (also acts as PAUSE PLAY) |

### QUICK START INSTRUCTIONS

You are in control of a World War I fighter. Your job is to protect and guide a flight of four bombers to take out an enemy fuel dump. You may then land and refuel before heading out once again.

Keep your compass pointer vertical or you will run into heavy flak and also run out of fuel. Shoot down all planes EXCEPT for your own bomber which will fly dead ahead of you. Fly around hills - don't hit them - or you will damage your propellers. Avoid barrage balloons. If one of your bombers gets hit a replacement will fly in after a few seconds. Bomb anything you like. If you can stay on course and survive long enough you should eventually pass over the enemy fuel dumps which you must wipe out. Watch out for the ultra-dangerous Black Barons. If you need a break, press the MAP key to inspect your progress - this also acts as a PAUSE GAME control.

### THE SCREEN

Your controls at the bottom of the screen include the following:-

**COMPASS POINTER** Keep this vertical! It indicates the direction to fly in. If it moves to either side, then FLY IN THAT DIRECTION or you will encounter intense anti-aircraft fire. At the end of the game you must be on the correct flight path or you will not find the enemy fuel dump.

**TWO PROPELLER BLADES** The blue one is yours, the green one belongs to the bomber currently in front of your plane. The propellers get worn away if the planes are damaged by either GUNFIRE, or HITTING HILLS. When either propeller disappears that plane is destroyed.

**FUEL GAUGE** Shows your fuel supply. Stay on course and you will be fine. Fly off-course for long and you will be an ex pilot.

**BOMBERS GAUGE** Shows number of bombers still flying. Once they have all been shot down the enemy will concentrate on your fighter.

**AMMUNITION BELT & BOMBS** These will slowly disappear as they get used up. After long bursts of gunfire the gun at the end of the ammo belt will glow red and your firing will become irregular.

### UP/DOWN OPTION

You may select either of the two UP/DOWN options. On one your plane flies up when you push the joystick forwards/up. On the other your plane flies up when you pull the joystick back/down (ie: like a real plane). This option also works on the keyboard.

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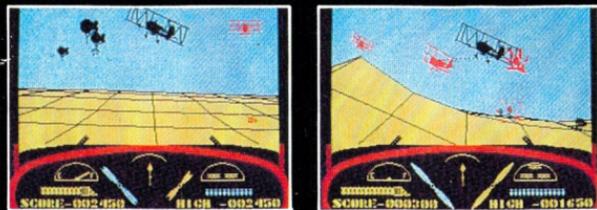
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FULL INSTRUCTIONS MAY BE FOUND ON THE REVERSE SIDE OF THIS SHEET.



At last an opportunity to try your luck against the Red Baron and his flying circus of World War I flying aces. This game not only lets you take-off in a fully armed fighter, but also gives you control of the four bombers of your DEEP STRIKE attack force. It uses the latest techniques to bring you a smooth-scrolling and tilting 3D landscape viewed from the cockpit in full colour. Very simple flight controls combined with superb graphics and high speed action make this a MUST for all dog fight enthusiasts.

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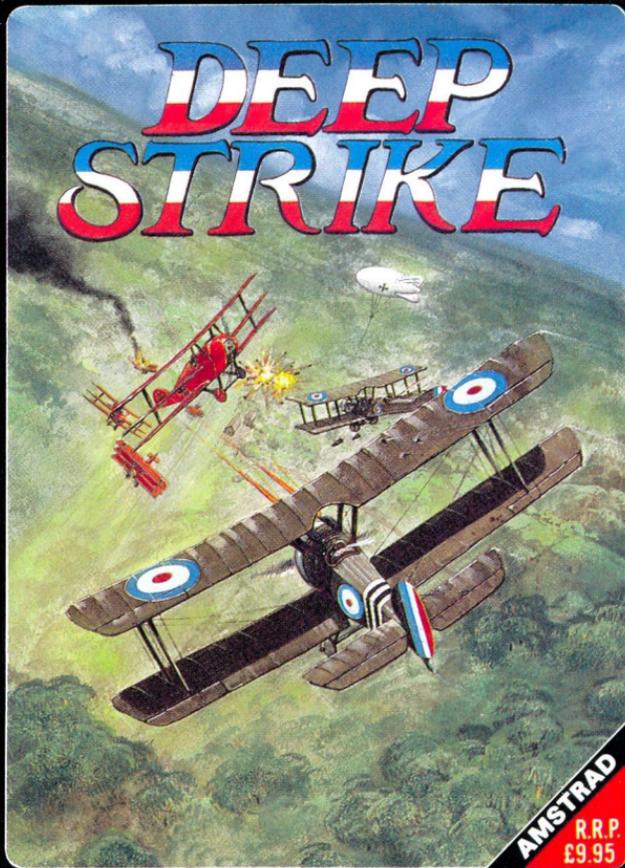
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