



Clean up the  
CRIME-RIDDEN  
Manhattan docks.  
Fight off thugs  
wielding FLICK-  
KNIVES, IRON  
BARS, BASEBALL  
BATS and worse!  
Tackle muggers,  
homicidal  
maniacs, and  
PSYCHOPATHS

- INTERNATIONAL  
INSTRUCTIONS
- MODE D'EMPLOI
  - ISTRUZIONE
  - INSTRUCCIONES



KARATE  
KICKS

GUARDIAN  
ANGEL

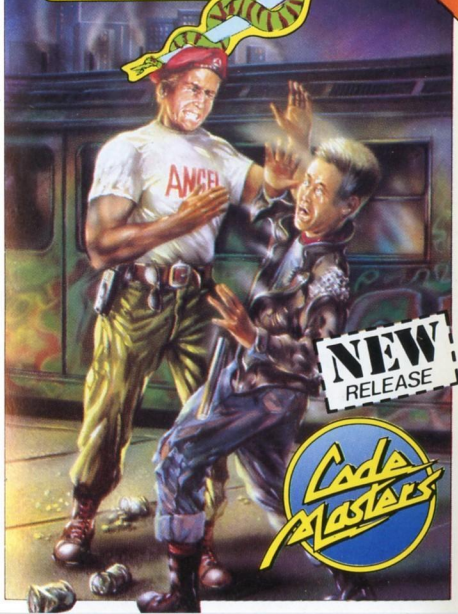


3340

VARIOUS  
COMPUTER  
SCREENSHOTS

# GUARDIAN ANGEL

AMSTRAD  
464/664/6128



NEW  
RELEASE



You are plunged into the depths of the CRIMINAL WORLD IN DOWN-TOWN MANHATTAN. One thug after another assaults you - often GANGING UP IN A BRUTAL ATTACK. The evil killers will be armed to the teeth with FLICK-KNIVES, IRON BARS, BASEBALL BATS AND EVEN CHAIN SAWS!

Watch out for Ricky "Death Star" Chang - he'll try to mow you down in his fork lift truck. Vile rats carrying bubonic plague come scuttering off the ships. Obliterate them with low karate kicks.

You're on your own now. Only you stand between the hoards of MURDEROUS SCUM and the ordinary citizens it is your duty to protect as one of the GUARDIAN ANGELS.

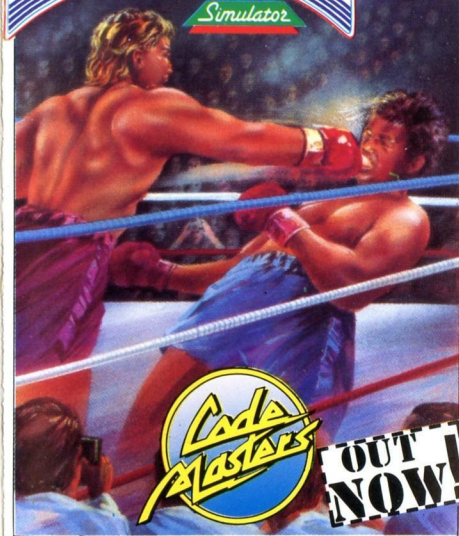
THAI  
BOXERS!

LOADING: on the 464 type RUN"(ENTER)  
on the 664/6128 type :TAPE(ENTER)RUN"(ENTER)

# PRO BOXING

Simulator

ALSO  
AVAILABLE

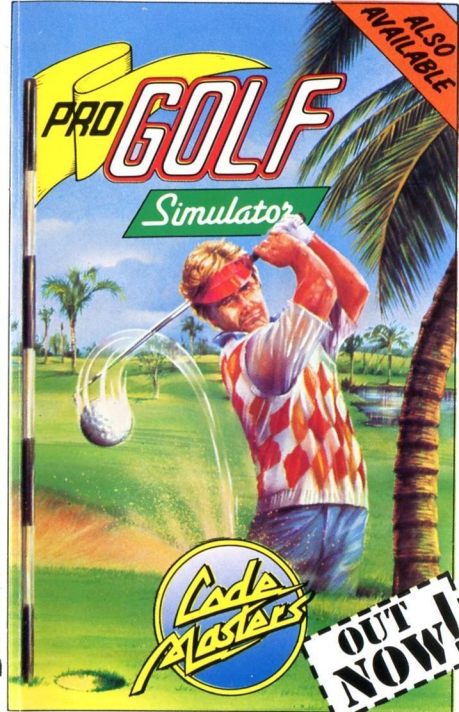


OUT  
NOW!

# PRO GOLF

Simulator

ALSO  
AVAILABLE



OUT  
NOW!

**If you have difficulty loading:** try the B-side of the cassette. It contains an identical copy of the A-side.

Use a **joystick** or use the **keys** below:

|       |          |
|-------|----------|
| Left  | <b>6</b> |
| Right | <b>7</b> |
| Down  | <b>8</b> |
| Up    | <b>9</b> |
| Fire  | <b>0</b> |

Press **3** if you want to redefine these keys.  
Press **1** to **start game**.

During the game press **CTRL** to **pause** the game.  
Press **ESC** to **quit** the game.

Use **left** and **right** to run.  
Use **up** for a **high kick**.  
Use **down** for a **low kick**.  
Use **fire** for a **punch**.

Punch the sailors. Low-kick the rats. High-kick everything else. Hint: learn how many kicks it takes to kill each enemy. Then hold **up** while counting down the kicks. Then press **left/right** to turn round to get an enemy on your other side just as you begin to make your final kick at the first enemy. You will be able to make a very quick turn.

## FRANÇAIS

**Si vous avez des difficultés à charger le programme:** essayez la face B de la cassette. Cette dernière contient une copie identique à celle de la face A.

Utilisez un **joystick** ou utilisez les touches suivantes:

|              |          |
|--------------|----------|
| Gauche       | <b>6</b> |
| Droite       | <b>7</b> |
| Vers le Bas  | <b>8</b> |
| Vers le Haut | <b>9</b> |
| Attaque      | <b>0</b> |

Appuyez sur **3** si vous désirez **redéfinir** (changer) les fonctions des touches mentionnées ci-dessus.

Appuyez sur **1** pour **commencer le jeu**.

Utilisez **gauche** et **droite** pour **courir**.  
Utilisez **vers le haut** pour un **coup élevé**.

Utilisez **vers le bas** pour un **coup peu élevé**.

Utilisez **attaque** pour un **coup de poing**.

Donnez un coup de poing aux matelots.  
Donnez un coup peu élevé aux rats.  
Donnez un coup élevé à tous les autres.

Conseil: apprenez le nombre de coups nécessaires pour tuer chaque ennemi. Puis retenez la touche **vers le haut** pendant que vous comptez les coups. Ensuite appuyez sur **gauche/droite** pour faire demi-tour afin de saisir un ennemi venant du côté opposé juste quand vous commencez à donner votre coup final au premier ennemi. Vous serez en mesure de faire un demi-tour très rapide.

## ITALIANO

**Sei hai difficoltà a caricare:** prova il lato B della cassetta. Contiene una copia identica al lato A.

Usa la leva di comando o i tasti sottoindicati:

|          |          |
|----------|----------|
| Sinistra | <b>6</b> |
| Destra   | <b>7</b> |
| Sotto    | <b>8</b> |
| Sopra    | <b>9</b> |
| Fuoco    | <b>0</b> |

Premi **3** se vuoi ridefinire queste chiavi.  
Premi **1** per iniziare il gioco.

Durante il gioco premi **CNTL** per interrompere il gioco.

Premi **ESC** per abbandonare il gioco.

Usa sinistra e destra per correre

Usa sopra per un colpo in alto.

Usa sotto per un colpo basso.

Usa fuoco per un pugno.

Prendi a pugni i marinai. Dai colpi bassi ai ratti. Colpisci in alto ogni altra cosa.

Idee: impara quanti colpi occorrono per uccidere ogni singolo nemico. Poi mantieni la posizione sopra mentre conti i colpi. Poi premi sinistra/destra per girarti e per raggiungere un nemico dall'altro lato mentre stai iniziando il tuo colpo finale al primo nemico. Sarai capace di fare una virata molto veloce.

## ESPAÑOL

**Si tienes dificultades para cargar,** intenta cargando la cara B de la cassette que contiene una copia idéntica de la cara A.

Utiliza un **joystick** o las **teclas** siguientes:

|           |          |
|-----------|----------|
| Izquierda | <b>6</b> |
| Derecha   | <b>7</b> |
| Abajo     | <b>8</b> |
| Arriba    | <b>9</b> |
| Fuego     | <b>0</b> |

Pulsa **3** si quieres volver a estas teclas.

Pulsa **1** para **empezar el juego**.

Durante el juego pulsa **CTRL** para **detener** el juego.

Pulsa **ESC** para **salir** del juego.

Utiliza **izquierda** y **derecha** para correr.

Utiliza **arriba** para una **patada alta**.

Utiliza **abajo** para una **patada bais**.

Utiliza **fuego** para un **puñetazo**.

Da un puñetazo a los marineros. Una patada baja a las ratas. Una patada alta a los demas.

Un consejo: Aprende cuantas patadas hace falta para matar a cada enemigo. Luego manten pulsado **arriba** mientras vas contando las patadas. Seguidamente pulsa **izquierda/derecha** para dar la vuelta y encontrar un enemigo en tu lado opuesto, justo en el momento en que empiezas a dar tu patada final al primer enemigo. Podras dar una vuelta muy rapida.

# HELP LINES

If you can't get any further in any of these games and would like us to give Hints & Tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

## SPECTRUM, AMSTRAD, C64

|                       |              |
|-----------------------|--------------|
| DIZZY                 | 0898 555 093 |
| TREASURE ISLAND DIZZY | 0898 555 091 |
| FANTASY WORLD DIZZY   | 0898 555 078 |
| LITTLE PUFF           | 0898 555 094 |
| ROCKSTAR              | 0898 555 090 |

## ATARI ST AND AMIGA

|                       |              |
|-----------------------|--------------|
| TREASURE ISLAND DIZZY | 0898 555 092 |
| LITTLE PUFF           | 0898 555 095 |
| ROCKSTAR              | 0898 555 090 |

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. (GREAT BRITAIN ONLY)

Code Masters are always on the look out for good machine code games programmers, and computer artists. If you have written a game which you think is publishable, or have a good graphics demo, please send it to:

David Darling, Code Masters, P.O. Box 6, Southam, Warks, CV33 0SH. (England).



|                      |                             |
|----------------------|-----------------------------|
| Programming & Design | Dinamic Software            |
| Graphics             | Dinamic Software            |
| Music                | Dinamic Software            |
| Project Manager      | Tim Miller                  |
| Production           | Stewart Regan & Shân Savage |
| Illustration         | Rod Walker                  |

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