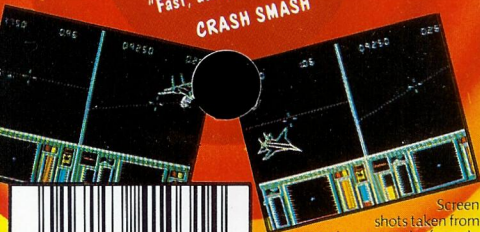




BRILLIANT!
Fast Action!

"Very playable,
great atmosphere,
great fun!" "Satisfaction
galore" AMTIX.
"Top Gun is a brilliant game"
"Fast, addictive air combat"

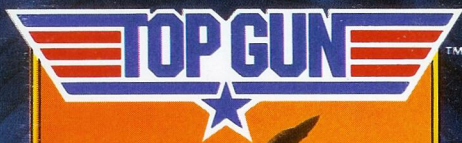
**STUNNING
GRAPHICS!**



Screen
shots taken from
various computer formats.



TOP GUN



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LOADING

CPC 464 — Place the rewind cassette in the cassette deck, type RUN" and press ENTER key.

CPC 664 and 6128 — Type I TAPE then press ENTER key. Then Type RUN" and press ENTER key.

CONTROLS

KEYBOARD (REDEFINABLE)

Player 1

Z — CLIMB
W — BANK LEFT
T — FIRE SELECTED WEAPON
Q — DIVE
R — BANK RIGHT

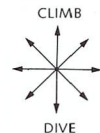
Player 2

. — CLIMB
↑ — DIVE
9 — BANK LEFT
- — BANK RIGHT
8 — FIRE

JOYSTICK

Player 1 and Player 2

CLIMB/
BANK LEFT
BANK LEFT
DIVE/BANK
LEFT



CLIMB/
BANK RIGHT
BANK RIGHT
DIVE/BANK
RIGHT

FIRE — Fire selected weapon.

Controls common to keyboard and joystick (set).

Player 1

CAPS — INCREASE THRUST

SHIFT — DECREASE THRUST

TAB — SELECT WEAPON

Player 2

| — INCREASE THRUST

| — DECREASE THRUST

CLR — SELECT WEAPON

In 2 player mode — out manoeuvre your opponent and shoot him down with a direct hit from one of the missiles or a succession of shots from the machine guns.

In one player mode you must engage and destroy three enemy aircraft before progressing to your next mission — pitting you against faster and more manoeuvrable craft. With two players you each begin with 3 aircraft and the winner is the one left flying.

WEAPON SELECTION

There are 3 weapon types which are selected in weapon mode. This is denoted on screen by a variation in the shape of the sights on the main display and the relevant icon is highlighted on the console.

Cross Hair — Machine Gun/Cannon

Square Sight — Side winder missile

No Sight — Flare mode

FLARES

The flare is used as a decoy and is your only defence to the side winders, they must be used skilfully and with precision timing or the effect will be lost. The flare must be launched so that the enemy missile 'thinks' the ultra high-heat magnesium flare is the jet exhaust, this way you can escape the deadly shot.

Missiles can also be out manoeuvred by a skilful pilot (they "burn-out" after about 20 seconds) and a combination of moves and the astute use of flares should enable you to avoid destruction.

Good luck as you enter the Danger Zone!

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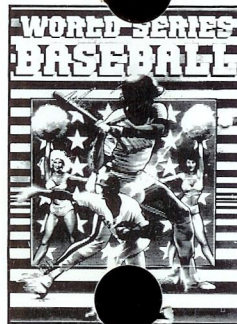
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The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX

**DON'T MISS
GAME No. 4 IN
THE HIT SQUAD'S
ACTION PACKED
SPORTS COLLECTION**



**SPORTS
4
COLLECTION**