

LOADING

CPC 464 – Type RUN" and then press ENTER key.

CPC 664 and 6128 – Type | TAPE then press ENTER key. Then type RUN" and press ENTER key.

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

- | | |
|----------------------|--------------------------|
| 1. The Commandant | 2. Fellow prisoners |
| 3. The German Guards | 4. The escaping prisoner |

THE ESCAPE

"OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e the morale flag is YELLOW you will follow the routine like any other prisoner and this allows you to become familiar with the camp and camp life without having to follow the other characters around manually. You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale flag will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however, by the Guards or Commandant, or that you are carrying when captured will be confiscated immediately. If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security

stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

The flag on the left of the screen is the morale indicator, its height on the flagpole denoting the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly. However, each time one of your possessions is discovered and removed, your morale will decrease. If it reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions. When it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

CONTROLS

JOYSTICK



KEYBOARD

Q — DIAGONAL LEFT UP
A — DIAGONAL RIGHT DOWN
P — DIAGONAL RIGHT UP
O — DIAGONAL LEFT DOWN
M — FIRE
CURSOR UP — GAME ABORT

FIRE and UP is pick up. **FIRE and DOWN** is drop. **FIRE LEFT/RIGHT** is use object.

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