

FAST ACTION SHOOT-OUTS



Sharkey's Moll - a fast and furious arcade blast set over six levels in 1928 Chicago.

Dodge the bullets on the City streets, take cover in the shadowy depths of a gangster's warehouse, and beware of the dangers on a busy building site.

Spare no mercy for the ruthless gangsters, but take care not to hit the innocent bystanders!

Sharkey's Moll - Fast Prohibition Action!

Program:
Brian Beuken
Graphics:
Michael Summerson
Music:
Sound Images
Made in UK

AMSTRAD/
SCHNEIDER

SHARKEY'S
MOLL



SHARKEY'S MOLL



AMSTRAD/
SCHNEIDER

AMSTRAD LOADING
INSTRUCTIONS
Type RUN".
Press PLAY on the tape.



Downtown Chicago 1928 - a festering pit of vice and corruption. The kinda place where hanging around on street corners involves lengths of rope, angry mobs, and a boy scout ability with knots.

It takes a special kinda law enforcement officer to even think about stepping out onto the streets, and even then only with a hearty breakfast and a patented bullet proof vest.

An' that kinda guy just so happens to be you, Lt Sharkey - Champion of Justice 'n' the American way.



GATLING GUNS

MOLOTOV COCKTAILS



THE BRIEF

It was a cold day in the Windy City. Lt Sharkey left his office downtown, to force a meet with Rubbers Malone, the local gangland boss. He knew it wouldn't be easy - Hell, life was never easy these days !!

The City was going downhill - fast. Where else would arson be regarded as major urban renewal ? Nope Chicago sure ain't for the faint of heart.

So with a freshly oiled Gatling, and the wisecrack from some punk about the Untouchables not having washed for three years still ringing in his ears, the "G Man" set out ready for some action.

OPTIONS

After the game has loaded, the following can be selected:

- 0 - To Play,
sets Lt Sharkey out on his first meet.
- 1 - To Set Controls,
selects between Keyboard
and Joystick options.

Sharkey is ready to play on their terms, and has armed himself to the teeth with a Gatling gun and deadly Molotov cocktails, activated by pressing **SPACE..**

The ammunition that he has at his disposal is shown on the right hand side of the screen, along with the number of Molotovs. The gangsters have had a tip-off, and direct hits with their bullets, knives and molotovs will sap Sharkey's energy.

However, shooting the following objects on the screen helps the G Man to carry on his search for the Moll:

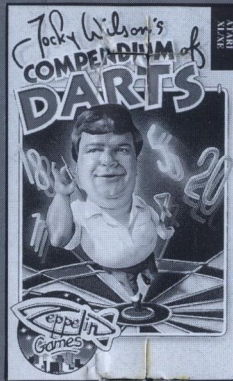
- Machine Gun -** gives spells of rapid fire without loss of ammunition.
- First Aid Box -** patches up Sharkey's wounds and increases his fighting energy.
- Ammunition Clips -** refills his Gatling Gun with extra rounds.
- Bottles -** replenishes Lt Sharkey's store of devastating Molotovs.

The Shoot-Outs take place over the following locations:

**13th Madison and Clyne
Rubber Malone's Hooch Factory
Chicago City Hall Building Site
1st Avenue and Main
The Docks
Malone's Warehouse**

Lt Sharkey is out to equal the score, and bring back his Moll.

Jocky is back on the 'Ockey, in
JOCKY WILSON'S COMPENDIUM OF DARTS
Six Great Games in One Load !!



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