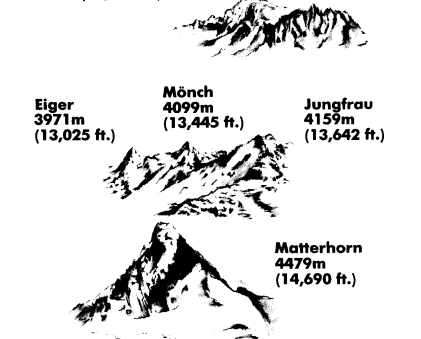


FINAL ASSAULT™

Mont Blanc and the Chamonix Pinnacles
4807m (15,767 ft.)



THE ADVENTURE OF A LIFETIME

You're in the Alps, ready to start off on an expedition to the highest peaks of Europe. And you're going to do it the hard way, avoiding the easy, well-marked tourist trails with their ladders and handholds. The most risky and more difficult the route, the greater the challenge. That's why you're here.

LOADING THE GAME

Atari ST

Set up your system, following the instructions in your owner's manual. Plug mouse into mouse port 1 (you must have the mouse connected while playing Final Assault). Joystick users, plug joystick into mouse/joystick port 0.

Insert disk into drive A, and turn on computer.

When the mountains appear, press **SPACE BAR** or your **FIRE BUTTON** to start the game.

Commodore 64/128

Plug in joystick.

If you have a Commodore 128, hold down the **C**= key while turning on the system to set it to C64 mode. (Or type GO 64 at the prompt and press **RETURN**. When the prompt reappears, type YES.)

Insert disk, type **LOAD** + ***,*,8,1** and press **RETURN**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C**= key and press **RUN/STOP**.)

After the program loads, press **SPACE BAR** to display the first game screen.

N.B. The keyboard commands for C64/128 are as follows: **E** = UP, **=** = DOWN, ***** = LEFT, **↑** = RIGHT, **Clr Home** = FIRE.

Commodore Amiga

Set up your system, following the instructions in your owner's manual. Plug mouse into mouse port 1. (You must use the mouse to select game options.) If you're going to use a joystick to play the game, plug the joystick into port 2.

Insert disk and turn on computer.

Note: The Amiga 1000 must be booted with Kickstart before you enter the game disk. Turn on the system with Kickstart version 1.2 in the drive. (Kickstart version 1.1 may cause graphics flickers during game play.) When prompted to insert the Workbench disk, insert the Final Assault disk instead.

After the program loads, press **SPACE BAR** to display the first game screen.

Spectrum 48/128K Cassette

Type **LOAD** + ****** and press **RETURN**. Press **PLAY** on the cassette recorder. If the ground ahead looks unstable, test it by poking it with your ice axe. (By the way, you always have your ice axes. That's why you're not on the list.)

Spectrum +3 Disk

Turn on computer, insert disk and press **ENTER**.

Keyboard Commands

↑ = Up **K** = Down **L** = Right **J** = Left

SPACE = Fire Keyboard commands are also redefinable.

IBM PC and Compatibles

Set up your system, following the instructions in your owner's manual, and connect your mouse.

Insert the DOS disk into drive A and turn on the system.

After DOS boots, remove the disk from drive A and insert the Final Assault disk.

If your system boots from a floppy drive, type ASSAULT and press **ENTER**. If your system boots from a hard drive, type **A**, and press **ENTER**. Then type ASSAULT and press **ENTER** again.

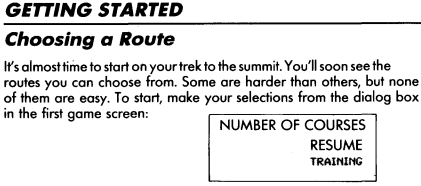
After the program loads, press **SPACE BAR** to display the first game screen.

- A dialog box will now appear on the screen, from here you will be able to select the desired graphics mode (CGA, EGA, Tandy or Monochrome) of your system. The default graphics mode is CGA, to change it use **↑** and **↓** keys to position the cursor then press **SPACE BAR** or **ENTER** to select.
- To select game controls, position cursor next to 'KEYBOARD' option using **↑** or **↓** keys. Pressing **SPACE BAR** or **ENTER** will toggle the option between Keyboard and Joystick control.
- To start move the cursor to 'GAME' and press **SPACE BAR** or **ENTER**
- Press **ESC** to return to DOS

GETTING STARTED

Choosing a Route

It's almost time to start on your trek to the summit. You'll soon see the routes you can choose from. Some are harder than others, but none of them are easy. To start, make your selections from the dialog box in the first game screen:



Disregard the Resume selection for now. You'll use it later to play a saved game. (See **Stopping and Saving** section for details.)

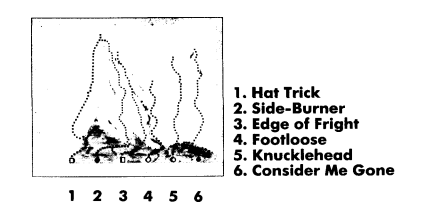
CBM users note: If you aren't resuming a saved game, type in your name and press **RETURN**.

To practise first, press **T** (or move pointer to Training and press **FIRE BUTTON** or **RETURN**). The training trail has a glacier to cross and

a combination of ice and rock cliffs to scale before you reach the summit. You don't have to pack your own rucksack though, and you can follow the on-screen prompts to improve your technique. Best of all, there are no fatal falls in training! Try a training course first, and you'll make it to the top — or at least live longer — when you get out on your own.

If you're ready to go on your own, decide how many routes to include in your trek. You can combine up to three at a time. To select a number, press the **1**, **2** or **3** key (or position the pointer on the number you want and press the **FIRE BUTTON** or **RETURN**).

Now you can see the routes winding into the mountains. Routes marked with a circle are relatively easy; those marked with a square are intermediate; and those marked with a diamond are the hardest. Depending on the number you choose in the dialog box, you can pick from one to three routes in any combination.



1. Hat Trick
2. Side-Burner
3. Edge of Fright
4. Footloose
5. Knucklehead
6. Consider Me Gone

To select a route, move the pointer to its symbol and press the **FIRE BUTTON** or **SPACE BAR**. Now read its description. You'll see the route's name, its total elevation gain in metres, the level of difficulty, and the estimated time it should take to complete the climb.

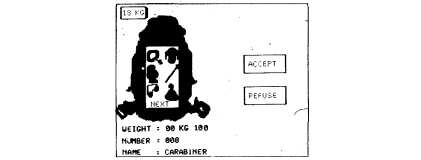
Note: You can also press keys **1** – **6** to select routes. To accept the route press **Y** (**A** to Accept – C64 version) (or move pointer to Yes, then press **FIRE BUTTON** or **RETURN**). If you don't want to accept the route, press **N** (**R** to Refuse – C64 version) (or move the pointer to No and press **FIRE BUTTON** or **RETURN**).

When selecting multiple routes, repeat this process for the second (and third) route. After selecting the last route, you'll automatically proceed to the supply screen where you'll pack your gear.

Packing for the Trail

Your rucksack is automatically supplied with a basic selection of provisions and climbing gear, but check it out before you accept it. It may not contain everything you need, or it may have things you can do without.

You're the best judge of what you need. If your trip is going to be long, for example, you should pack more food. On a short trip you might decide to bring more luxuries. You'll find your packing ability gets better with experience. To make sure you don't leave out anything essential, go through the Packing List in this section while you make your selections.



The total weight of your rucksack and rack (the climbing gear you carry inside your rucksack) can be seen in the upper left corner of the screen. You can find out how you're carrying by moving the pointer over each article in your rucksack. You'll see its name, weight, and how many of that article you have. The first layer you see includes the items packed on top. To see the next layer, select **Next** and press **FIRE BUTTON** or **SPACE BAR**.

Note: The rucksack icons include **h**ath rack and rucksack items. If you decide to accept the basic selection, press **A** (or select **Accept** and press **FIRE BUTTON** or **SPACE BAR**). To modify the basic selection, press **R** (or select **Refuse** and press **FIRE BUTTON** or **SPACE BAR**).

You'll now see all your potential choices laid out for you. Move the pointer over each article in turn. Once again, you'll see its name, weight and how many you already have. Press **FIRE BUTTON** once to add one of that item. Press **FIRE BUTTON** more than once to add more than one.

- To see additional items, press **N** (or select **Next** under the items and press **FIRE BUTTON** or **SPACE BAR**). CBM 64 users use **M** key to select more items.
- To take items out of your rucksack, move the pointer over the item in the rucksack. On screen you'll see the item's name, weight and number. Press **FIRE BUTTON** to remove the item. Press more **↓** keys once to remove more than one of the same item. When all the items of one type are gone, you'll see whatever's on the next level.

As you add and discard, you'll see the weight of the rucksack change to keep track of your total. Try to keep the weight to 25 kilograms or less. To exceed this limit may tire you out more quickly and possibly you may slip on a cliff or fall through the ice.

Once you've packed the rucksack press **D** (or select **Done** and press **FIRE BUTTON** or **SPACE BAR**).

Packing List

Item	Purpose
Ropes	Break your falls when you're climbing. Pack at least one rope.
Carabiners	Metal loops to hook your rope to your climbing gear. You can't use the rope without them.
Ice pins	To attach the carabiners to an ice cliff. You must have ice pins, to use the carabiners and rope on ice.
Pitons	To attach the carabiners to a rock face. You must have pitons or chocks in order to use the carabiners on rock.
Hammer	Pounds in the ice pins and pitons. You can't use the pitons or ice pins without it.
Chock	A carabiner anchor you force into a crack in the rock. You don't need a hammer to use chocks.
Strap	Fastens you onto a rock face. You'll need this in order to get into your pack while climbing.
Jummar	A support that protects you while you haul up the rope. Without it you may have to abandon the rope when you come to its end.

Stirrups
Slings you attach to the carabiners. Useful on very steep rock faces where you have no footholds.

Packing List GEAR CARRIED IN THE RUCKSACK

Item	Purpose
Crampons	Boot spikes, essential for traction on ice cliffs.
Softshoes	Smooth-soled climbing shoes, very helpful on rock.
Helmet	Protection from falling rocks.
Chalk	Improves your grip on rock.
Anorak	A warm jacket. Essential.
Gloves, wool hat, mittens, wool socks.	Warmth.
Gaiters	Protect legs and keep snow out of boots.
Goggles, mask	Block sun and snow glare.
Shoelaces	Spare pair.
Hammock, tent, sleeping bag, foil cover.	To sleep in. Use the hammock for cliffs, the foil cover for emergencies.
Snow shovel	To build an igloo when you don't have a tent.
Knife	For opening cans (you can't eat the canned goods if you don't have the knife).
First Aid Box	Emergency medical aid.
Sun Cream	protects your skin from sun glare.
Lamp, candle	Light in the darkness.
Stove, gas	Cooking.
Canteen	Plates and eating utensils, needed for eating soup and drinking coffee and tea.
Flask	To carry water. Essential.
Matches, lighter	Light the stove.
Rum, wine	Warm you up.
Champagne	For celebrating at the top.
Food and drink	Take what you like and need, but watch the weight.
Save Game Disk	Lets you save your game.

Setting Your Departure Time
Set your departure time in the dialogue box that appears. Trips are automatically set for a 9 am start. If that's OK, move pointer over the time and press **FIRE BUTTON** or **SPACE BAR** (or the **D** key – CBM 64 version). To change the time, move pointer to + or – and press **FIRE BUTTON** or **SPACE BAR** until you see the 24 hour time you want. Then move the pointer over the time and press **FIRE BUTTON** or **SPACE BAR** again. (Press the **D** key on the CBM 64 version.)

You'll now see a dialog box asking if you want to leave in summer or winter. Choose your season by pressing **S** or **W** or by moving pointer to your selection and pressing **FIRE BUTTON** or **SPACE BAR**. The screen changes to bring you to the trailhead, ready to begin your climb.

ON THE TRAIL

Hiking and Jumping
Now you're ready, begin walking at a steady pace (see the table below). If the ground ahead looks unstable, test it by poking it with your ice axe. (By the way, you always have your ice axes. That's why you're not on the list.)

Jump over crevasses. If you make a mistake and fall, try to catch yourself with the same joystick or keyboard motion. If you catch yourself, or if you fall all the way but survive, you'll have to climb out. Climbing out of a crevasse is the same as climbing an ice cliff, so refer to section **Climbing on Ice** for advice on technique. Once you get back on the glacier, continue walking, but be more careful this time.

Action	Joystick Moves	Keyboard Control
Walk	Move handle steadily left and right.	Press – and – one after the other in a walking rhythm. (*, ↑ – CBM 64)
Test the ground	Press FIRE BUTTON	Press SPACE BAR
Jump	Push handle up.	Home on CBM 64. Press ↑ (E – CBM 64)

Using Your Supplies

To open your pack, press **RETURN** (**SPACE BAR** – C64) to bring the pointer onto the screen. Move the pointer onto the pack and press the **FIRE BUTTON** or **RETURN** (**Clr Home** – C64 version) again. You'll see a list of the pack's contents. Push the joystick handle up and down or press the **↑** or **↓** (E or – – C64) keys to scroll through the list. When the article you want is highlighted, press **FIRE BUTTON** or **RETURN** (**Clr Home** – C64 version). You hear a chime, and the article disappears from the list (or if you have one less of that type) because it's now outside the pack.

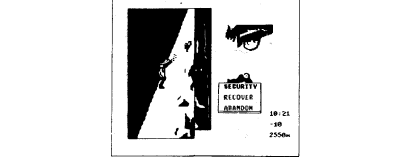
To put something back in the pack or to use any rack item (such as the rope, strap or stirrups), press **RETURN**. Move the pointer onto the climber's head and press **FIRE BUTTON** or **SPACE BAR**. You'll see a list of what you're carrying. Again, use the joystick or the keyboard to scroll through the list. When the article you want is highlighted, press **FIRE BUTTON** or **SPACE BAR**. You hear a chime, and the article disappears from the list because you're now using it or it's back in the pack.

When you select some items, either in your pack or on your body, you won't hear the chime (but a tone will sound) and the items won't disappear from the list. These items are used automatically. For example, you have to use pitons, carabiners and a hammer to secure yourself with the rope while you're climbing on rock. But all you have to take out is the rope itself. (CBM 64 users – to exit the list press the **SPACE BAR**)

Beginner's Luck
The first time you take what should have been a fatal fall, you'll see this message: "You were lucky this time. Keep trying." On an easy course, you'll get three such chances before it's for keeps. Or an intermediate course, you'll get two, and on a hard course, just one. You don't have to climb out when you're saved by luck. Just press **ESC**.

Climbing on Ice
Sooner or later, you'll come to your first ice cliff. The best thing to do is to stop just before you get there, open your pack, and put on your crampons. Then select a rope and proceed.

If you find yourself on the cliff and you haven't had a chance to put on your crampons, play it safe and attach yourself to the wall with the strap. This allows you to get into the pack even while climbing. Put your crampons on, choose a rope and proceed. The strap automatically unfastens when you start moving.



To climb, first dig your axes into the ice (see the table below). Then set your first foot. With your foot secure, pull yourself up. Now set your second foot and pull yourself up. Then repeat the process.

Action	Joystick Moves	Keyboard Control
Dig in axes	Push handle up.	Press ↑ (E – CBM 64)
Set first foot	Pull handle down.	Press ↓ (= – CBM 64)
Pull yourself up	Press FIRE BUTTON	Press SPACE BAR
Set second foot	Pull handle down (FIRE BUTTON C64)	Press ↓ (Clr Home key C64)

Keep an eye on the little man in the right of the cliff. He'll tell you how far you've come and how far you have to go. You'll make steady progress as long as you're wearing crampons. Without them you'll find it takes several tries to set each foot.

Climb this way until you're back on level ground. For best results move quickly enough to climb steadily, but not so quickly that you interrupt axe or footwork.

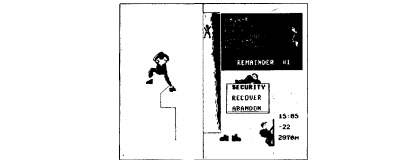
Note: See section **Using the Rope** for more information on ice climbing.

Climbing on Rock

As soon as you've conquered the ice, a new challenge confronts you: a steep rock face. If possible, stop just before you get there. If you go straight from ice to rock, with no flat ground to stop on, secure yourself when you first get on the rock.

Take off your crampons if you're still wearing them. (You can't climb rock with crampons on.) Open your pack, put on your soft shoes and helmet, and take out your chalk. Finally, select a rope and start climbing. The strap automatically removes itself when you set off.

You have to find secure handholds for your hands and feet, pull yourself up smoothly and quickly, and sometimes even dodge falling boulders.



It's best to have three strong holds at all times, so that you can move the fourth limb safely. The hand and foot icons to the right of the rock face are your guides. If an icon is steady, you have a secure hold with that hand or foot. A flashing icon shows a weak or tenuous hold that you should move as soon as possible. If you don't see an icon, you don't have a hold.

You can move one hand or foot at a time. The limb that's selected will flash on your climber. To choose a different limb, press **FIRE BUTTON** or **SPACE BAR** enough times to move the selector clockwise to the limb you want.

Action	Joystick Moves	Keyboard Control
Select hand or foot	Press FIRE BUTTON	Press SPACE BAR
Move hand or foot up or down.	Move handle up or down.	Press ↑ or ↓ (E or – – CBM 64)
Move up, down or sideways	Press FIRE BUTTON while moving handle in direction you want to go.	Hold down DIRECTION key and press SPACE BAR .
Dodge boulders.	Move handle away from boulder's path.	Press – or – (↑ or – – CBM 64) whichever is opposite boulder's direction.

Your first concern should be placing a hand or foot that doesn't have a hold. Then secure any hold that's weak (flashing icon). If all your holds are secure, move the limb that will best help you advance.

When you're positioned well enough so that your arms can pull and your legs can push, hoist yourself up. Move sideways to dodge boulders and get to some holds. Sometimes you'll have to move downwards to reach a secure hold.

You may be able to change position and even hoist yourself up with one or more weak holds, but you have to move quickly. Look carefully at the rock as you climb. Try to place your hands and feet in the cracks. They're the most secure places.

Using the Rope

The rope can save your life either on ice or rock. But you can only use it if you've packed a supply of carabiners, ice pins, and either pitons or chocks, plus a hammer to fasten the pitons and ice pins.

Selecting the rope automatically selects the needed accessories. It also displays a message box which reads: "Security: Recover/Abandon". After you've climbed either 20 or 40 metres depending on the rope you're using, Security begins to flash. You've come to the end of a pitch and you must recover your rope and equipment.

If you've packed your jummar, you can use it to recover the rope and all the climbing aids you used. Press **RETURN** to bring the pointer onto the screen, move it to 'RECOVER' and press the **FIRE BUTTON** or **SPACE BAR**.

If you've forgotten the jummar, Recover won't work. You must select Abandon. You get the rope back, but you leave your climbing aids behind. If you've exhausted your supply of climbing aids, you won't be able to use the rope again.

To continue climbing with the rope, select it again from the rack and keep going. If you come to a difficult pitch and you can't make progress, try using your stirrups. These are slings that fit into the carabiners to make artificial steps. To use the stirrups, first select a foot and place it in the desired position. Then press **RETURN** to move the pointer onto the screen. Point to the climber's head and press the **FIRE BUTTON** or **SPACE BAR** to access the rack. Select the stirrups and press the **FIRE BUTTON** or **SPACE BAR** again. Your foot will now be in a stirrup. When you move that foot, the stirrups are returned to your rack.

WHEN YOU'RE COLD, HUNGRY OR TIRED

Climbing is strenuous and the weather in the mountains changes fast, so you're going to get cold, hot, hungry, thirsty and tired. When you do, a little climber appears in the lower right of the screen to tell you in words or gestures what he needs.

You can ignore your alter ego's demands and keep going, but you'll get steadily weaker and less able to concentrate. Pretty soon you'll find yourself hurtling down a rock face or falling into a crevasse. Before that happens it's best to stop and take care of your needs as soon as you can.

You follow basically the same procedures to eat, drink and warm up. Press **RETURN** to bring the pointer onto the screen. Move the pointer to the rucksack and press the **FIRE BUTTON** or **SPACE BAR**. Find something that fits the bill and press the **FIRE BUTTON** or **SPACE BAR** again.

If you've satisfied his/your needs, the little climber and/or his message disappear. Sometimes, though, whatever, you've chosen isn't enough. For example, the little climber is shivering. You get him a wool hat, but he's still cold. Go back into the pack and take out the anorak. That should do the trick.

Follow the reverse procedure if the little climber gets too hot. Press **RETURN**, move the pointer over the climber's body, select the extra clothes in the list and return them to the pack.

When the climber gets tired, he needs a nap. If you're on level ground, take out the tent. This automatically puts him to sleep. If you've forgotten the tent, take out the shovel and dig an igloo. If you've forgotten both the shovel and the tent, you're in trouble. You can keep going, but you'll get more and more tired. If you get the cold message while in the tent, take out the sleeping bag. If that doesn't work try the foil cover or some warmer clothes.

The clock speeds up while the climber sleeps. The tired graphic or message will disappear when the climber's ready to get up. When it's time to wake up, reverse the procedure to put the tent or shovel back and the sleeping bag back in the pack. You'll probably want something to eat, and then it's time to get back onto the trail.

If you get tired, hungry or thirsty while climbing, check your progress by looking at the little man on the right. If you're close to the top, keep going and then open the pack on level ground.

If you don't want to wait, secure yourself with the strap, open your pack and take out what you need. If you're on a rock face, you can even sleep during your climb, using the hammock instead of the tent. Of course, if you've forgotten the hammock, you'll have to keep climbing.

IF DISASTER STRIKES

To restart game, press **ESC**.

ENDING A GAME

Stopping and Saving (Disk Only)

To save a game in order to resume it later, be sure to pack the Save Game Disk when you're selecting items for your rucksack. When you're ready to stop and save, open your pack and take out the disk. Your game will be saved at that point.

When you're ready to resume play, load the program. When you're asked to choose a route, select **Resume**. You'll start climbing again from where you saved the game.

Triumph – and a New Game

Enter your name in the scoring screen that appears and then press **RETURN**. When you're ready to start again, press **FIRE BUTTON** or **SPACE BAR**. You'll find yourself back at the trailhead, ready to choose a new route and strive for new heights.

ADDITIONAL FEATURES

Press **P** to pause. Press **SPACE BAR** to resume play. To quit program at any time, press **Q** (Back Space – C64 version).

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