

SCENARIO

SEALS - Sea, Air, Land. They are the men of the US Navy's counter-insurgency, special forces. Used in the perilous waterways of Vietnam, the rescue of American citizens in Grenada and the recent action in Panama the US Navy SEALs have two new missions - certainly their most dangerous to date.

MISSION 1

The Gulf of Oman - and a secret location welcomes the arrival of the elite SEAL team. Their objective? To rescue the crew of a recently shot down helicopter.

MISSION 2

Beirut - a dangerous stockpile of missiles must be destroyed before terrorists have a chance to use them. Only the SEAL team have the capability to complete the mission. You control the team. You control the action. You hold the fate of innocent lives in your hands.

LOADING

CASSETTE 128K ONLY

Place the cassette in the recorder ensuring that it is fully rewind.

Select LOADER option and press RETURN key. Press PLAY on your recorder - the game will now load automatically. The tape loads in two 128k parts:-

Mission A (Rescue the Hostage)

Mission B (The Streets of Beirut)

Mission B is located on side 2 of the tape and either mission may be loaded independently.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically. The disk loads in two parts:-

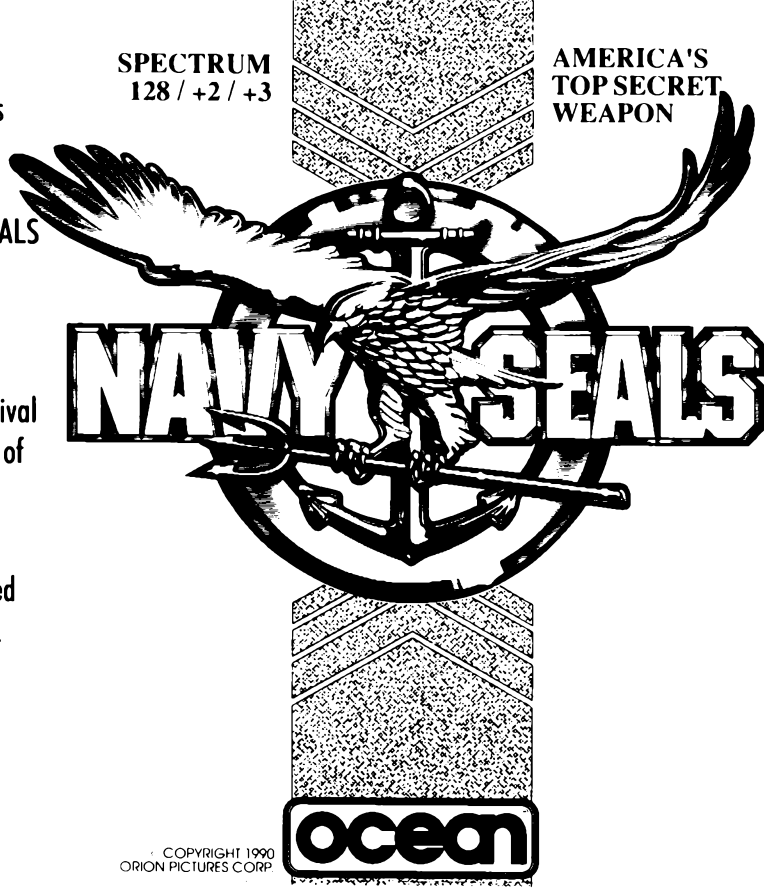
Mission A (Rescue the Hostage)

Mission B (The Streets of Beirut)

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SPECTRUM
128 / +2 / +3

AMERICA'S
TOP SECRET
WEAPON



CONTROLS

This is a one player game controlled by Joystick (Sinclair, Kempston, Cursor) or keyboard which is fully redefinable.

PRESET KEYS

Q UP
A DOWN
O LEFT
P RIGHT
SPACE FIRE
H PAUSE

On Mission Two pressing 1 and 2 together will bring up a map showing where you are and where you must go.

JOYSTICK

UP/JUMP
MOVE LEFT + MOVE RIGHT
DOWN/CROUCH

When crouching, moving the joystick left or right will make you crawl.

When jumping, moving the joystick UP will make you grab on. When you have grabbed something UP will make you swing up. When crouching FIRE will make you swing down. If you press UP when next to a crate you will climb up onto it.

GAMEPLAY

Level 1: The Harbour

You come ashore at the terrorist base. Plant detonators at each Stinger missile avoiding guards or eliminating them where necessary.

Level 2: The Communications Tower

After the tower has been secured all terrorist communication links will be severed and enemy reinforcements will not be summoned. You must then escape underground to the barracks.

Level 3: The Barracks

The SEALS must storm the barracks and remove any resistance.

Level 4: Rescue the Hostage

Plant detonators on all Stinger missiles and then make your way to the prison where the pilot is being held and then make your escape.

Level 5: The Escape

Escape the base as quickly as possible or you will miss your rendezvous with the US Helicopter..

Mission 2

You must make your way through the streets of Beirut and locate the hidden cache of Stinger Missiles. You have a limited time and short cuts can be found by making contact with friendly agents who will help you pass patrols.

STATUS AND SCORING

The status panel displays from left to right:

Character in play, energy, Stinger missiles, score, time remaining, shots remaining and current weapon.

Points are awarded as follows:-

Shooting terrorist	75 points
Detonating bomb	250 points
Extra weapon	50 points

A bonus will be awarded for time remaining on each level.

HINTS AND TIPS

1. Practise various moves each man can perform for maximum manoeuvrability.
2. Learn the map layouts to reduce level completion time.
3. Memorise where the terrorists appear.
4. Remember terrorists only shoot when they see you.
5. Utilise the extra weapons properly for easy progress.

NAVY SEALS

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If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

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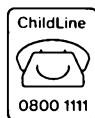
Programming by James Higgins

Graphics by Warren Lancashire and Martin McDonald

Music and Sound FX by Matthew Cannon

Produced by D.C. Ward.

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