OPERATION THUNDERBOLT

Ocean

TAITO
SPECTRUM
48/128/+2/+3

Ocean

SCENARIO

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab Guerillas were in control of flight 102 and had turned the aircraft towards Africa ....The plane lands in hostile territory and the terrorists begin their demands ...

A rescue operation is called for and there is only one man to head it up, Roy Adams.

Weary from his Operation Wolf mission, he is persuaded to put his crack team into a new sortie to free the hostages.
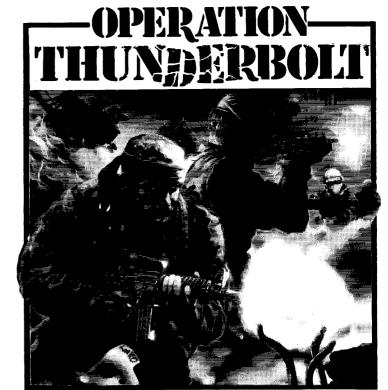
Bringing you enhanced shoot-em-up action for one or two players. Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but brings 3D action to the scenario, pitting you against swooping jets, helicopters, tanks and many more awesome adversaries!

Get the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles! GOOD LUCK IN YOUR MISSION.

LOADING

CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.

2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.

3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:- Type LOAD"" (ENTER). (Note there is no space between the quotes.) The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.

4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

48k: Each level will load in separately – follow on screen instructions. Data is on side B of the tape.

128k: The first five levels load in one part, and the remaining levels are loaded as required – follow on screen instructions.

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.

Please ensure the disk remains in the drive throughout the game.

CONTROLS

This is a one or two player game which is controlled by either Joystick or Keyboard which is fully redefinable. (All usual spectrum joysticks.)

PRE-SET KEYS

Q	– UP
A	– DOWN
O	– LEFT
P	– RIGHT
SPACE	– FIRE

KEYS FOR KEYBOARD AND JOYSTICK

T — PAUSE GAME
R — FIRE ROCKET
ENTER — FIRE ROCKET — PLAYER 2 WHEN NOT USING KEYBOARD
F — START PLAYER 1
G — START PLAYER 2

EITHER PLAYER MAY JOIN THE GAME AT ANY TIME.

STATUS AND SCORING

The Status Panel displays your Score, Life remaining, number of bullets remaining, number of magazines remaining, and number of rockets remaining for either one or both players.

Also shown are the items held by either player. The item on the left is the last one collected. The middle item is the bulletproof vest (if collected) and the item on the right is the Laser Sight (if collected). When either player's life level reaches zero then he will die but can restart by pressing his "player start" button. When both players' energy is zero there will be a continue play option.

Points are achieved by shooting enemies. At the end of the game, if successfully completed, points are awarded for the number of hostages rescued and the life level remaining.

GAMEPLAY

The player equipped with sub-machine guns and rockets must shoot all the enemies who appear on screen. Remember that your energy and ammunition are limited, and these can only be replenished by picking up objects such as magazines and power bottles that appear on screen or those parachuted down in crates.

LEVEL 1

You must work your way, on foot, through hostile soldiers and reach the end of the level where an enemy spy is hiding to complete mission one.

LEVEL 2

You must attack the ammunition depot within a certain time limit. If you are successful you will receive more magazines, rockets and bullets.

LEVEL 3

You are driving a jeep and must reach the enemy hideout where some hostages are being held.

LEVEL 4

You will encounter hostages that have been taken from the aircraft and imprisoned. To release them you must shoot the locks on the doors but avoid shooting them in the midst of all the action! Beware — at the end of this mission you will encounter a heavily armed officer and must use all your skills to defeat him.

LEVEL 5

The boat — battle your way through hostile craft to reach the enemy headquarters where more hostages are being kept.

LEVEL 6

Inside enemy headquarters — you must rescue the hostages to complete your mission. Again you will face heavily armed officers who must be defeated.

LEVEL 7

Make your way down the run-way destroying everything in your path to reach the get-away aircraft.

LEVEL 8

When you finally reach the hijacked airliner you must walk up the centre aisle taking out the grenade throwing and machine-gun blazing hijackers as you go. Take care to avoid the hostages (children). Once you have reached the cockpit you must shoot the last hijacker who is using the pilot as a shield. If you take too long to eliminate him you will not survive his machine gun fire. If you shoot the pilot your only means of escape will perish!

HINTS AND TIPS

1. Pick up all objects that fall from the top of the screen by shooting them. These include magazines, power bottles, medical packs, bullet proof vests and laser sights. Animals if shot, will sometimes drop these items.

2. Try not to spray your opponents with bullets as your ammunition is limited. Pick your targets carefully.

3. Destroy the heavy vehicles before the soldiers as they inflict more damage.

4. If you are overwhelmed by soldiers and your energy is low, use your grenades.

OPERATION THUNDERBOLT

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and 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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Graphics by Ivan Horn
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Produced by D. C. Ward