

CONFLICT COMMAND

THE GREAT ESCAPE

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PSYCHO SOLDIER, GREEN BERET, ARMY MOVES

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CONFLICT COMMAND

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, 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.

ATTENTION SPECTRUM 128K USERS LOADING

To load Psycho Soldier and Green Beret, switch on the computer and use the cursor key (↔) to highlight "48K BASIC" and press "ENTER". When the game screen has cleared type "J" and press ENTER. Press PLAY on tape and the game will load automatically.

LOADING

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 two 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.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

CONFLICT COMMAND



SPECTRUM 48/128

GREEN BERET

THE GAME RESCUE THE CAPTIVES!

You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations - you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS

The program is controlled by either joystick or keyboard which is redefinable. Most types of interface are compatible and on screen instructions indicate the correct procedure.

JOYSTICK

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button - KNIFE FUNCTION

With keyboard control a separate key is defined as "Shoot". With Joystick this feature is activated by pressing any key on the keyboard (with the exception of the top row).

PLAYING RED ALERT!

Use the platforms and ladders to advance through four defence stages:-

Missile Base; Harbour, Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick, shoot and bite to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the commandant.

Weapons are: Flame Thrower, Grenade, Rocket Launcher.

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

STATUS AND SCORING

On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.

Any weapons that you may be carrying are graphically displayed at the bottom left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

HINTS AND TIPS

- Avoid the bullets/missiles by lying down or jumping.
- Weapons can be used to destroy more than just the enemy.
- Keep moving or you may have a lot of company.
- Try to save weapons for the end of each stage.
- Watch the skies!

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PSYCHO SOLDIER

The Heroine is back, and this time she's not alone, in a new arcade-action game.

Caught once more in the strange, unfathomable games of the gods. Athena has been whisked through time and space to a bizarre alternate reality where humanity is in thrall to a race of demons, each more fearsome than the last. The few survivors who resist their unearthly over-lords look to her for guidance and redemption and once again the mantle of saviour has been placed upon her.

Steeling herself against the unknown terrors that await she seeks an answer within herself and then a voice, cold and clear like a bell tells her that all power is hers. The force of truth and justice a weapon in her hands to smite her assailants and crush their evil hearts.

Awaking as if from a dream, she arises and steps out into the war-torn world into which she has been thrust. Her eyes grow hard as somewhere a scream tears the silence and strikes a cold hard echo in her warrior's heart.

Her stride, long and languid carries her into the shadows, there her fate is awaiting; perhaps her death.

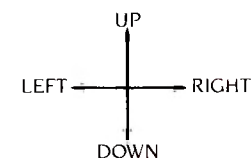
Join Athena in her quest as she cuts a bloody swathe down through the demon-infested hell of an oppressed world to her ultimate confrontation with the vile despot at the worlds dark core.

CONTROLS

Psycho Soldier is controlled by joystick or keyboard which is redefinable

JOYSTICK

(Kempston, Cursor or Sinclair)



FIRE - FIRE LAZERS
SPACE BAR - FIRE BOMBS

KEYBOARD

↑ - UP
↓ - DOWN
→ - RIGHT
← - LEFT
⓪ - FIRE LAZERS
SPACE BAR - FIRE BOMBS
BREAK - PAUSE

GAME PLAY

Power through all six levels (each of 30 screens) in this scrolling platform scenario.

Take the role of the Heroine as you progress along each level destroying the bricks. These reveal icons which can be picked up to increase energy, bombs and lazer power... but beware the negative icons especially the dreaded mushroom!

At the end of each level you must destroy the building with a combination of bombs and lazer fire before progressing and during every stage there are numerous adversaries to overcome. Shooting the Globe which appears from the inside of the egg renders you indestructible (dragon mode) until your energy is depleted.

GOOD LUCK

STATUS AND SCORING

On screen display shows your bomb energy (a different colour for each type of bomb), number of bombs remaining and current score. Points are gained by hitting the protagonists that you encounter, the larger they are the more points you score, ranging from 100 points for the smaller ones, up to 1,500 points for the larger and more vicious types. On completion of each level 10,000 points x the level number is awarded. Extra lives are awarded at 50,000 points, 150,000 and every 100,000 thereafter. An extra life will also be awarded for hitting the playing card which appears randomly at various levels throughout the game.

HINTS AND TIPS

- ★ Try to use the bombs sparingly and make the most of their differing attributes depending on energy: e.g. Blue bombs can destroy several enemies when sent bouncing between them.
- ★ Energy and Bomb Icons are predictable, learn their position.
- ★ On higher levels the dagger is useful.
- ★ Use the Spaceship to destroy as much as possible during the limited time it is available.

Conversion by



The Software House Ltd.

Program, graphics and music by Source. © 1987 SNK CORP. OF AMERICA.

THE GREAT ESCAPE

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.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement.

The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

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

1. THE COMMANDANT

This daunting figure controls the camp, it is he who chooses the number of soldiers to place on particular patrols and the observation positions. At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become. The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine. Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed. Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

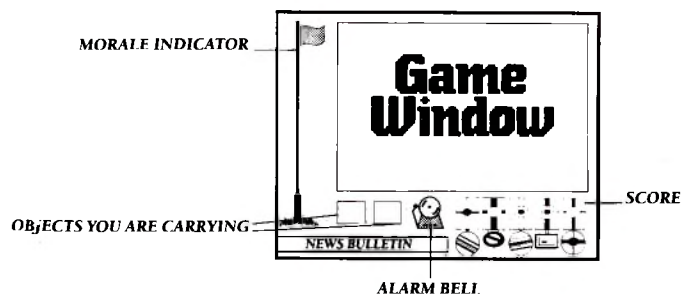
4. THE ESCAPE - "OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale flag is green 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.

SCREEN DISPLAY DIAGRAM



MORALE

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. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever 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.

NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

SCORING

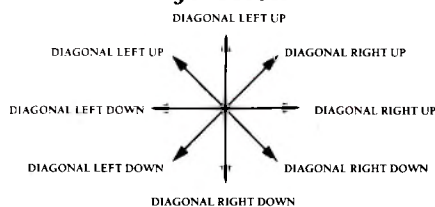
You score points and increase your morale by discovering objects, using them and escaping - each of these activities will increase your score.

CONTROLS

KEYBOARD

REDEFINEABLE KEYS - FOLLOW SCREEN INSTRUCTIONS.

JOYSTICK



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

ARMY MOVES

CONTROLS

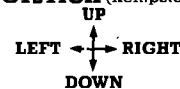
Amstrad is are controlled by either joystick or keyboard and all keys are fully redefinable.

KEYBOARD

DIRECTION	JEEP	HELICOPTER	SOLDIER
RIGHT	ACCELERATE	DECELERATE	MOVE RIGHT
LEFT	DECELERATE	ACCELERATE	MOVE LEFT
UP	JUMP	TAKE OFF (ASCEND)	JUMP
DOWN	—	LAND (DESCEND)	JUMP/DOOR
FIRE 1	MISSILE (GROUND TO GROUND)	BOMB	GRENADE
FIRE 2	MISSILE (GROUND TO AIR)	AIR TO AIR MISSILE	MACHINE GUNS

N.B. You will be unable to play part two if you have not previously gained the code number from the end of part one!

JOYSTICK (Kempston only)



STATUS AND SCORING

On screen information displays. Points are awarded as follows:-

Helicopter	250	Submarine	1500
Truck	500	Tower	1500
Plane	1000	Bird	Variable
Missile base	500	Men	Variable

You begin with 5 lives on level 1 and a further 9 on level 2 with a bonus life every 25,000 points.

THE GAME

You are a member of the SOC (Special Operations Core) a crack regiment of Specialist Commandos picked for the most dangerous missions. Locked in a safe at the enemy headquarters is information vital to the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture... Will you be one of them?

PLAYING

The game is divided into seven sections each of which must be completed to progress to the next one, finally to the enemy headquarters itself and the vital plans which must be located.

STAGE 1

Reach the enemy helicopter base with your missile equipped jeep. Transport lorries will try to block your way, eliminate them with ground missiles and take out the helicopters with your air attack systems. Parts of the bridgework may be destroyed in which case you must hop over the damaged parts with your turbo boost (care is needed as this may affect your missile sequencing). Once at the base your next move is to steal a helicopter and begin your flight towards the jungle headquarters.

STAGE 2, 3, 4

These stages are all completed by helicopter across differing terrains, from desert to sea and then on over the jungle. Avoid the fighter planes sent out to destroy you and watch out for deadly missile silos (STAGE 2), Submarines (STAGE 3), and armed look-out posts (STAGE 4). The following strategies might help:- Take off quickly before the first wave of fighters, arrive and pay attention to your altitude - flying low is dangerous but will enable you to win more points (a bonus helicopter for every 25,000).

Vigilance is required to spot the helicopters (refuelling sites), if you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield).

When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.

Switch off the computer and load in the final sections.

STAGE 5

Now you're on foot and the going gets really tough, negotiate the swamps and break through to the enemy barracks. Enemy guerillas lob grenades and avoiding the explosions is a must, at night watch out for eyes, they will indicate the enemy's location and grenade source.

Giant Toucans will fly low, scare them away with gunfire and duck to avoid their ferocious beaks which can prove deadly.

In the swamplands jump from island to island but remember when crouching you may not be able to spring far enough to avoid the suffocating quicksand.

STAGE 6

You've found the barracks, but to reach the main building you must traverse beyond the watchtowers and repel all hostile attacks. The following strategy may help:-

At the beginning of the screen clear the way with hand grenades, this will give you some time to get your bearings. Crouching down while shooting and while moving under windows or watch towers will improve your chances and help gain ground.

STAGE 7

The final test, reach the bunker where the plans are hidden, find the safe and your home and dry. A few tips will help you here:- Be careful with the doors, hide behind them to prevent them being opened. When on the stairs the enemy cannot see you, so make sure the coast is clear before stepping off. Remember grenades can bounce off walls, study their trajectory with care. This operation is difficult but essential, your success is a must... GOOD LUCK

ARMY MOVES **DYNAMIC**

Design, Code and Graphics by Dynamic Software.