

UN SQUADRON™

SCENARIO

For many years, the countries of the Middle East have been in a state of economic and social ruin due to violent civil war. While the rest of the world demanded an end to the bloodshed, evil arms dealers had little trouble infiltrating each country's volatile government with false promises of wealth and power. Now united, and with revolutionary new weapons, this corrupt alliance could dash all hopes for world peace in an instant.

The only obstacle between harmony and anarchy is UN Squadron, a multi-national force, flying the latest aerial fire power.

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette deck.

CBM 64/128 DISK

Type **LOAD""8,1** and press **RETURN**. The game will load and run automatically.

SPECTRUM 48/128K, +2 CASSETTE

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette deck. Keyboard commands, user definable.

AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys together. Press **PLAY** on the cassette deck. Keyboard commands, user definable.

AMSTRAD CPC DISK

Type **RUN""DISK** and press **ENTER**. The game will load and run automatically. Keyboard commands, user definable.

ATARI ST/AMIGA

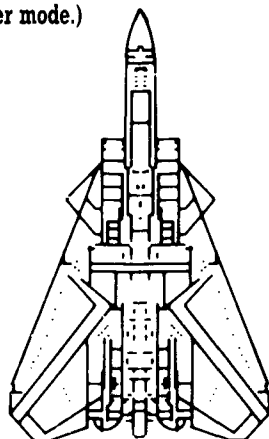
Insert disk and turn on computer. The game will load and run automatically. Follow screen prompts.

Player One: Joystick, Port 2. Player Two: Joystick Port 1.

GAMEPLAY

Once the game has loaded, a title screen will appear. C64/Spectrum/Amstrad users note:- Select the number of players using the joystick (C64 users: Use the joystick in port 2) and press **FIRE** to continue.

After selecting the number of players, a screen will be displayed showing the pilots, and their planes. Select the pilot/plane of your choice by moving the joystick left/right, and press **FIRE** to confirm. (This process can be done simultaneously in two player mode.)

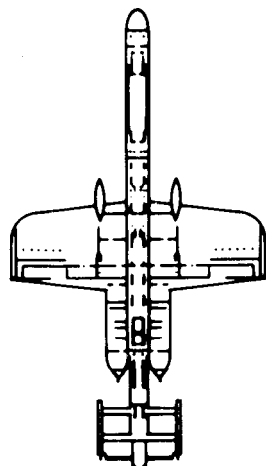


NAME: Mickey Simon NATIONALITY: USA PLANE: F-14
A former American Navy pilot. He can manoeuvre the F-14 Tomcat in aerial combat with unsurpassed skill.

F-14

Equipment: 20mm Vulcan Cannon.

Characteristics: His Tomcat excels in aerial combat and has a wide range of attack possibilities.

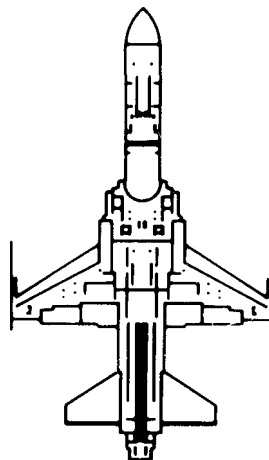


NAME: Greg Gates NATIONALITY: Denmark PLANE: A-10
He used to earn his living by helping hostages all over Europe.

A-10

Equipment: Gatling Gun.

Characteristics: Its forte is ground combat. Bullets for ground attack have excellent destructive power.



NAME: Shin Kazama NATIONALITY: Japan PLANE: F-20
He has displayed the highest shooting rate of all the pilots in the unit. His Tiger Shark is excellent in both ground and aerial attacks.

F-20

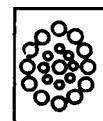
Equipment: 20mm Vulcan Cannon.

Characteristics: His Tiger Shark has speed and destructive power. It can destroy almost anything.

After selecting your pilot, you will be taken to the munitions store where you can buy special weapons, shields or extra energy.

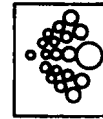
Depending on the amount of money you have, you may be able to buy one of two special weapons per level. (The storeman will give you information on each weapon as you highlight it.) The weapons that may appear are as follows:-

WEAPONS



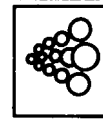
16-WAY SHOT

Launches missiles in 16 directions (ST & AMIGA only).



BULPUP:

This launches missiles in a wide range.



BULPUP II:

A more powerful version of Bulpup.



GUN POD:

Shoots continually at the ground for a limited time (not Spectrum & Amstrad).



SUPER SHELL:

A strong piercing weapon.



NAPALM:

It burns the ground.



ROUND LASER:

Discharges a wide range laser (not Spectrum & Amstrad).



SUPER SHELL II:

A more powerful version of Super Shell.



PHOENIX:

A homing missile.



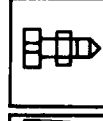
BOMB:

A regular bomb for ground attack.



BOMB II:

A more powerful bomb (not C64).



FALCON:

This is the strongest homing missile (not C64).



NAPALM II:

A more powerful version of Napalm (not C64).



BIG BOY:

The most destructive bomb (not C64).

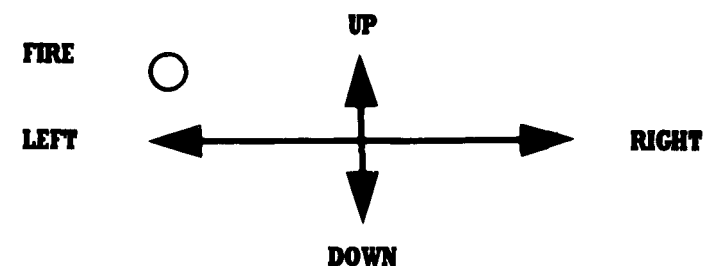
To buy the weapon of your choice, move the cursor over the appropriate weapon icon and press **FIRE**. If you do not have enough money to buy a weapon, the storeman will not allocate it to your aircraft and will inform you that you have insufficient funds. If you do not wish to buy anything or have completed your purchase, press **FIRE** when the cursor is on the 'EXIT' icon. You will now be able to buy a shield or extra energy, depending on the amount of money you have, using the same procedure as buying a special weapon. Move the cursor over the 'EXIT' icon, to enter combat.

COMBAT

There is only one rule to remember, "everything that moves is hostile and potentially deadly" so destroy as much as possible. Each destruction will be rewarded with cash which can be exchanged for special weapons in the stores at the beginning of each new level. Though your aircraft can withstand several direct hits, avoid incoming enemy fire if you can. Destroying some squadrons of jets and ground based vehicles, may release a power globe that, if collected in quantity, will increase the effectiveness of your main weapon. At the end of each level one of the arms dealers' special weapons will appear.

HINT: Try to keep your special weapon in reserve until this point as it's going to take everything you've got to destroy these nightmares of modern warfare.

COMMANDS



Holding down **FIRE** will release a steady stream of gun fire.

A rapid press of **FIRE** will activate your chosen special weapon.

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STRIDER™ II

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on your cassette recorder. Follow on-screen prompts.

CBM 64/128 DISK

Type **LOAD""B,1** and press **RETURN**. The game will load and run automatically. Follow on-screen prompts.

SPECTRUM 48/128K, +2 CASSETTE

Type **LOAD""** and press **RETURN**. Press **PLAY** on your cassette recorder. Follow on-screen prompts. Keyboard commands, user definable. Kempston and Sinclair Joystick compatible.

AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys together. Press **PLAY** on your cassette recorder. Follow on-screen prompts. Keyboard commands user definable.

AMSTRAD CPC DISK

Type **RUN'DISK** and press **ENTER**. The game will load and run automatically. Follow on-screen prompts. Keyboard commands user definable.

ATARI ST/CBM AMIGA

Insert disk and turn on computer. The game will load and run automatically. Follow on-screen prompts.

SCENARIO

The warrior returns from his conquest in the Soviet block to find his services are required on another **WORLD!** The female leader of the planet Magenta has been kidnapped by alien terrorists who are now holding her world to ransom. In return for his aid, the Magentans have given the warrior a devastating high-velocity Gyro laser and a matter converter that, when sufficiently charged, will cybernetically mutate him into an Elite Mechanical Combat Unit. In this form, he should be able to defeat anything the terrorists can throw at him..... or so the Magentans have told him.

GAME PLAY

LEVEL 1

Begin your mission in the forest area outside the terrorists' stronghold. Automated sentry robots patrol this area and are programmed to destroy any alien organism that they encounter. Beware, enemy air support is on the way.

LEVEL 2

Upon leaving the forest, you enter the ruins of a city decimated by repeated rescue attempts by the Magentans. Terrorist artillery stalks the rubble, ever ready for a new attack. Destroy as many of these as you can while avoiding energy discharges from power generators...

LEVEL 3

Moving underground to avoid the full force of a terrorists attack, you find yourself confronted with evil alien hatchlings. Carve a way through these horrible creatures. If you think these nasties are bad... wait until you meet their mother!

LEVEL 4

Back into the open again for a roof-top battle where your agility, speed and skill are critical. Avoid falling into oblivion while fighting energy discharging skulls and other surprises as you get closer to your goal!

LEVEL 5

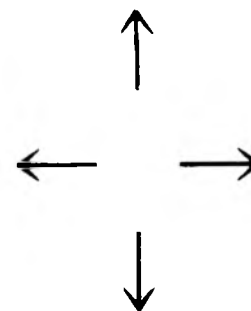
Now you have breached all of their defences, enter and search the prison ship. Locate and free the world leader but watch out, they are not going to let you get to her without a fight!

CONTROLS

CBM 64/128

Joystick - Port 2. Quit - **RESTORE**. Pause on/off - **RUN/STOP**.

Human Mode



FIRE - Use sword. Pressing **FIRE** while standing still will activate the laser.

Robot Mode

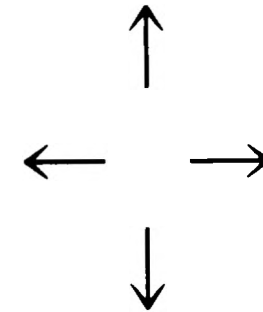
Walk left. ← → Walk right.

FIRE - User laser.

You will transform into a robot for the final battle on each level if you have collected enough energy icons.

SPECTRUM/AMSTRAD

Human Mode



Keys:

1 - Colour Mode. 2 - Mono mode.

SPACE - Use sword. Pressing **SPACE** while standing still will activate the laser.

If you have collected enough energy icons, pressing **ENTER** will transform you into a robot.

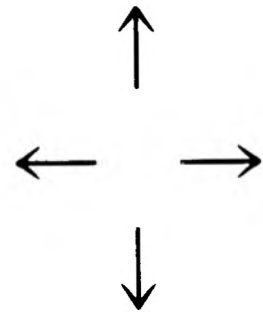
Robot Mode

Walk left. ← → Walk right.

SPACE - Fire laser.

ATARI ST/AMIGA

Human Mode



FIRE/SPACE - Use sword.

Pressing **FIRE/SPACE** while standing still will activate the laser.

Robot

Walk left. ← → Walk right.

SPACE/FIRE - Active laser.

You will transform into a robot for the final battle on each level if you have collected enough energy icons.

K - Select keyboard control. **J** - Select joystick control. **M** - Music on/off. **F** - Sound effects on/off. **H** - Pause on/off.

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