THE GAME

An abandoned warehouse in the old industrial sector of the city has been taken over by a notorious gang of criminals who are using it as their Headquarters. Its location is perfect - the area is completely deserted - so no-one could possibly know that they're there, or do they?

Acting on a tip off the police have been watching the area closely and have been monitoring the activities of the gang for several months. Inside the warehouse an impressive array of computerised equipment has been installed, and with the help of an expert programmer who has been lured away from a computer games publisher by the prospect of vast sums of money, the gang have discovered a way of temporarily suspending the security systems in 4 of the biggest banks in the city. That was the difficult part, all they have to do now is to plan where and when they are going to make their first hit. However, unfortunately for them they hadn't counted on you as an ace undercover cop, putting a halt to proceedings - and that's putting it mildly!

GAMEPLAY
Getting into the warehouse didn't prove to be too difficult, but the rest of your mission certainly could be. Your instructions are to destroy the warehouse and all the equipment in it, but in order to do this you must reach the master level of the building where the central power electrode is stored. If you manage to reach this point your presence will start off a chain reaction and the building will be destroyed. However, before you reach the master level you must negotiate the preceding 5 levels. On levels 1, 2, 4 and 5 there is a plasma computer which must be deactivated before you can go any further. This is done by shooting the rotating plasma vent when active (coloured red).

However, don't run away with the idea that you're going to have this mission all your own way. Remember you're up against arch criminals who have probably annihilated more cops like you in their time than you've had hot dinners!

POINTS

Unarmed Men	1000 points	Grenades	500 points
Armed roof snipers	5000 points	Missiles	500 points

CONTROLS
Joystick

LEFT	move left
RIGHT	move right
DOWN	squat (left and right may be active at the same time)
FIRE	FIRE
UP/left	aim diagonal left
UP/right	aim diagonal right
UP/fire	jump up (this action causes enemy to release grip if required)

KEYBOARD
The keys are redefinable or use:

Q	-	Up	P	-	Right
A	-	Down	Space	-	Fire
O	-	Left			

Joystick Options
Kempston, Sinclair, Interface II

LOADING INSTRUCTIONS
Type LOAD"" and press ENTER

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