

# ARMY MOVES

## LOADING

### COMMODORE CASSETTE

This program loads separately in two parts. If you want to play the second part, you must fast forward the tape to the desired position and load it in. You will be unable, however, to play this if you have not previously gained the code number from the end of part one.

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT Key and the RUN/STOP key simultaneously. Follow the screen instruction—PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

## CONTROLS

Commodore is controlled by joystick Port 2 and the SPACE BAR.

JOYSTICK Commodore Port 2.



N.B. Commodore—Fire 2—SPACE BAR.

## 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... information so vital that 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.