

LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD**'' '' and press **ENTER**. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side A. Select **LOADER** option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side A. Type **I** (shifted **@**) **TAPE (ENTER)**, then type **RUN**'' (**ENTER**). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

No one ever told you life in the army would be easy. The Assault Course Combat Academy, is probably the most challenging and realistic combat training simulator.

You'll experience real pain as you are forced up against a range of gruelling obstacles: water jumps, razor-wire, monkey bars, the log challenge, twelve foot walls and the rope swing. If you fail you'll be peeling spuds in the mess-tent for the next three weeks, so polish your boots, put on your best fatigues and kick some mud.

To make your character run you must move the joystick in a left-right, left-right motion, if you are using keyboard controls you must tap the left and right keys alternately. When running you should try to keep your joystick 'wagging' or key tapping at a steady rate. 'Wagging' the joystick frantically will just wear out your arm, and some obstacles such as the parallel log require a slow jog to prevent you falling off.

As you come up against some obstacles such as the wall, the water jump and the rope swing you must press the fire button at just the right moment to successfully complete the obstacle.

You have three chances to complete each course within the time limit shown at the bottom of the screen.

CONTROLS

SPECTRUM/AMSTRAD: Use joystick or keyboard controls. The keys should initially be set as Q,A,O,P and SPACE to Jump.

COMMODORE 64: Use a joystick connected in port 2.

ORIGINAL CODE and GRAPHICS by BRIAN CROSS

C64 CODE by MIC JONES

MUSIC composed by SONIC GRAFFITI and converted by ANDY SEVERN

LOADING SCREEN drawn by MICHAEL SANDERSON from a COVER
ARTWORK by JON CLARK

SOFTWARE COORDINATION by SIMON DANIELS

Many thanx to the ART STUDIO, DATA DUPLICATION,
PRINT and PACKING departments for all their help.



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THIS GAME WAS DUPLICATED WITH CARE BY THE
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All the titles listed should be available from your local stockist.
If you are unable to obtain specific Players, Players 90 or Players Premier titles you may order them direct.

Please send this order to Belinda, Players Mail Order Department, 6 Mercury House, Calleva Park, Aldermaston, Berkshire, RG7 4QW.

Dear Belinda Please send me the game/s indicated, I have enclosed a cheque/ postal order for £

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NAME

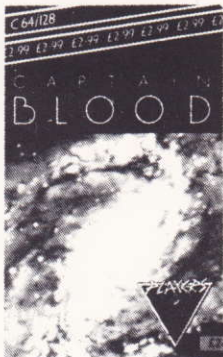
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