

# GUERRILLA

## =WAR=

In the jungles of a tropical island people groan beneath the iron rule of a cruel oppressor. Troops fill the streets and highways, booby-traps litter the countryside and a Tyrant gloats on his throne of power. But on the beaches hope is at hand ... Two crack marines, armed to the teeth and trained to kill, aim to infiltrate this evil stronghold and free a nation from its chains. Join their fight for freedom as you race through rivers and swamps. Your every nerve tingling as you are attacked from all sides. Battle through the cities and towns with your pulse pounding as wave after wave of bloodthirsty mercenaries assail you in a torrent of lead. With your heart in your mouth and your life on the line win through to victory and freedom in the dirtiest of wars.

## LOADING

### CPC 464

Place the rewind cassette in the cassette deck, type RUN and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER key. Then type RUN and press ENTER key.

(The | symbol is obtained by holding shift and pressing the @ key).

### CPC664 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type |Tape then press RETURN key. Then type RUN and press RETURN key and follow the instructions as they appear on screen.

### DISK — CPC 464

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN DISC and press ENTER. The program will now load automatically.

### DISK — CPC 664 6128

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN DISC and press RETURN. The program will now load automatically.

**NOTE** — Each level will load separately: follow on screen instructions.

## CONTROLS

1. Select 1 or 2 player game from the opening menu.
2. Select method of control for that player.

Each player selects one of the available joysticks. You then get another menu to select 'normal' or 'rotate' mode.

'Normal' mode turns the players body in the direction of the joystick, and 'rotate' mode requires 2 keys to 'spin' the body around.

The final menu screen shows each player the keys available for this game.

You are given a "fixed" set of keys if a player is on keyboard, and 2 sets if both players are on keyboard.

If a joystick is selected, you get 3 extra keys for each player:

### PLAYER 1

- A — GRENADE
- S — ROTATE LEFT
- D — ROTATE RIGHT

### NOTE

Rotate keys are ignored in 'normal' mode.

### KEYBOARD

Each player on keyboard gets the following keys:

1 Player game (on keys).

- W — UP
- D — DOWN
- I — LEFT
- O — RIGHT
- ENTER — GRENADE
- SPACE — FIRE
- Q — ROTATE LEFT
- P — ROTATE RIGHT

2 Player game (both on keys)

- W — UP
- S — DOWN
- E — LEFT
- R — RIGHT
- Z — GRENADE
- C — FIRE
- Q — ROTATE LEFT
- T — ROTATE RIGHT

## Player 2

O	— UP
K	— DOWN
U	— LEFT
I	— RIGHT
B	— GRENADE
M	— FIRE
Y	— ROTATE LEFT
P	— ROTATE RIGHT

## 2 Player game

O	— UP
K	— DOWN
U	— LEFT
I	— RIGHT
B	— GRENADE
M	— FIRE
Y	— ROTATE LEFT
P	— ROTATE RIGHT

You can press the two keys "X" and "V" together to quit the game.

You can turn pause on with "F" and turn it off with "G".

## GAME PLAY

Each level has different enemy patterns and positions of tanks and hostages. The object of the game is to fight your way to the palace at the end of level 5 and destroy it. At the end of each level you must eliminate a large enemy with around 32 shots. Each large enemy at the end of the level is different and each require different tactics to destroy it.

If you dispose of certain enemy soldiers they will drop a weapon for you (a Bazooka or a flame thrower). If you die you will lose any 'collected' weapons. At the end of each level you are shown a map with your current position highlighted. At the end of a game enter your initials onto the high score table by using up or down to choose the letters and then press fire to select.

## STATUS AND SCORING

If you rescue a hostage you are awarded a bonus of 1000 points and all your weapons are restored to 50. When in a tank you get extra fuel. If you kill a hostage you are penalised 500 points.

You begin with 4 lives at the start of each game. A bonus life is awarded every 15,000 points, up to a maximum of 10.

## HINTS AND TIPS

- ◆ Try to keep your Tank for as long as possible.
- ◆ Keep a look-out for soldiers behind you.
- ◆ Work as a team in the 2-player mode.
- ◆ Study the movement patterns of the large enemy at the end of each level.
- ◆ Be aware of the limitations of each type of weapon.

## GUERRILLA WAR

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If for any reason you have difficulties in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Imagine Software, 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.

## CREDITS

Coding and graphics by Sentinent Software

Music by Jonathan Dunn

Produced by D.C.Ward

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**MAZDA**