

#### LOADING INSTRUCTIONS:

To load the game, insert the disk into the disk-drive and press the reset button on your computer. The game will load automatically.

#### CONTROL MENU:

Press the CONTROL key whilst on the Title page to get the Control menu. In the Control menu use your Joystick to select the option you want to use and use the Fire button to select the option you require.

#### OPTIONS:

**DIFFICULTY (EASY/HARD)** - Determines the number of hits needed to kill an enemy soldier (One or Two).

**CASTLE (ONE/TWO)** - Selects which castle you wish to attempt.  
Castle two is harder to complete.

**SOUND (ON/OFF)** - Turns the sound ON/OFF

**MESSAGES (ON/OFF)** - This allows you to turn off the in-game messages

**START GAME** - Press Fire button, then select the mission you require using the joystick (left & right):

- 1 - Blow up the fortress.
- 2 - Rescue ONE prisoner and blow up the fortress.
- 3 - Rescue TWO prisoners and blow up the fortress.
- 4 - Rescue THREE prisoners and blow up the fortress.

Press Fire button to commence game.

During the game, use the joystick to control your character (in port 1, not the mouse port).

Press CONTROL to Pause

Press CONTROL + ALT and Left hand shift key to abort the game.

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## ATARI ST MISSION BRIEFING



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**MISSION CODENAME: "EAGLES NEST"**

"E"-Zero Hour

"E"-minus Four Hours: Briefing

"E"-minus Three Hours: Despatch

"E"-Hour: Parachute Into Mission Zone

**OBJECTIVE: TO DESTROY "EAGLES NEST"**

**BRIEF:**

"Eagles Nest" is a strategically positioned garrison fortress believed to be Central Command for an imminent enemy counter-offensive. **STRENGTH: SIX FULL DIVISIONS.** It poses a major threat to the continuation of our advance and must be eliminated before the final offensive can begin.

The most efficient method to ensure the destruction of "Eagles Nest" is by sabotage, the fortress having a vast and comprehensive defence against armoured and troop assault. A previous attempt at sabotage has failed, but intelligence reports suggest that before the three man team were captured they managed to set up a network of explosive charges at key points throughout the fortress. It is not known if the locations of these charges have been discovered. Our intelligence sources have also managed to secure the plans for the ground floor.

CLASS I  
SECURITY  
CODE ONLY



**Fortress IV**

FOR  
Scale :  
Date : Oct 1961  
Dwg no : 2381  
Drawn by : R.C.P.R.

CLASS I  
SECURITY  
CODE ONLY

**OBJECTIVES:**

Your objectives are to infiltrate the fortress and rescue the three captives before they break under torture. Causing maximum havoc and confusion, find and detonate the explosives on all floors. It is in your interest to investigate anything you find as you will need keys and passes for the fortress doors and lift. It is also in your interest to collect any art treasures and jewels you find from the Commanders private collection. You will find ammunition dumps inside - carry no more than you need. Be careful in confrontations - loose shots could detonate the vast hoards of explosives stored in the many rooms. This will not destroy "Eagles Nest", it will merely terminate your mission.

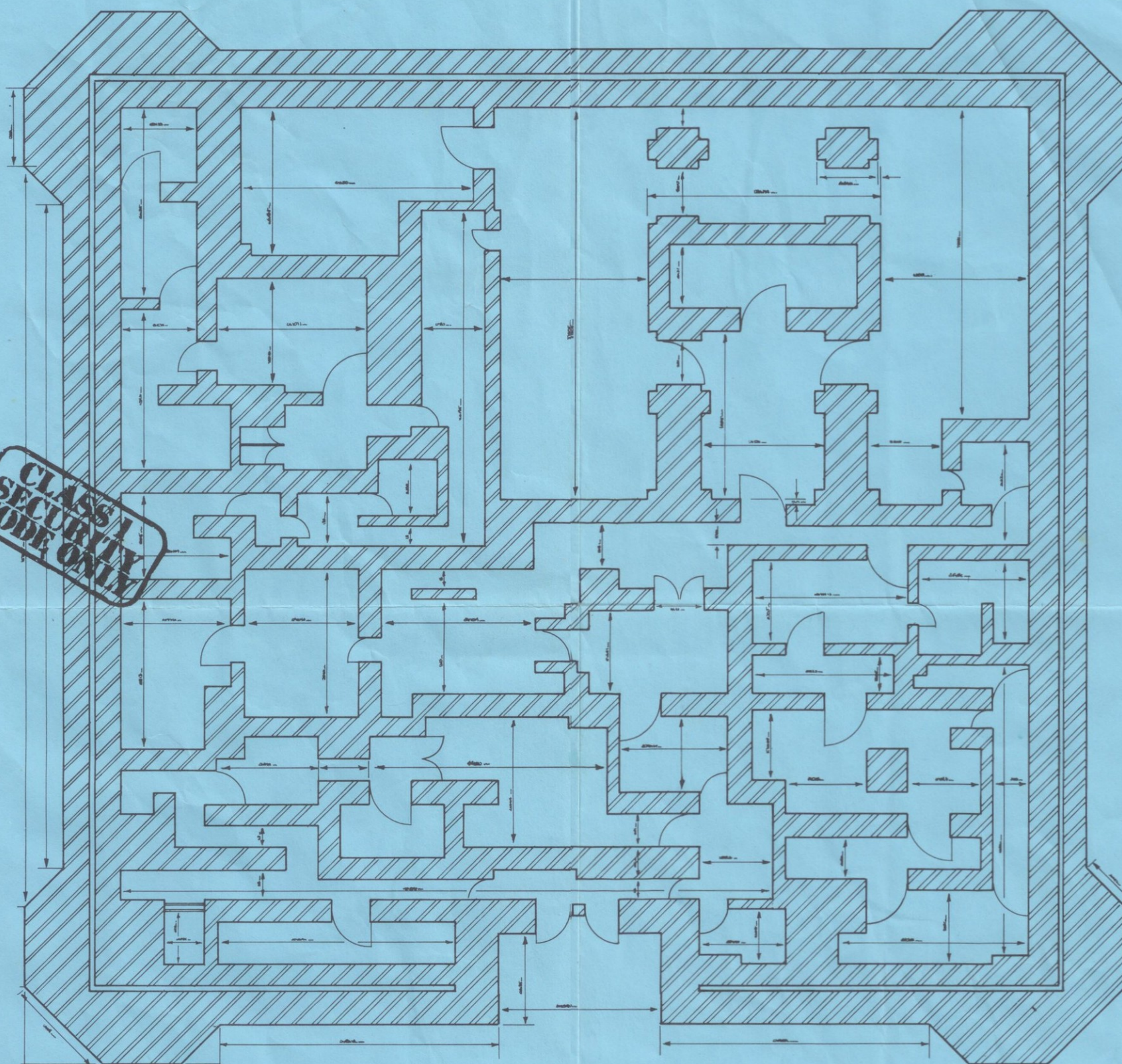
Our main offensive will start at "E" PLUS FOUR HOURS, by which time you should have completed your mission.

GOOD LUCK - we are depending on you.

**PROJECT:**  
Alterations and fortifications  
Fortress IV fortified castle.



CLASS 1  
SECURITY  
CODE ONLY



**TITLE:**  
FORTRESS IV GROUND FLOOR PLAN  
Scale : 1 : 500  
Date : October 1936  
Dwg no : 2381/36/5  
Drawn by : R.C.P.F.

**PROJECT:**  
Alterations and fortifications to  
Fortress IV fortified castle.

*All dimensions in millimetres  
For larger scale plans refer to detail  
drawings.*



