

ACTION SERVICE

TIENES TRES MODOS: PLAY MODE, REPLAY MODE Y CONSTRUCTION MODE.

-PLAY MODE- CONSISTE EN 4 TESTS.

FISICO= DEBES CONSEGUIR OBJETOS, REALIZAR UNA FUGA SIMULADA, ETC.

DE RIESGO= HAS DE DEMOSTRAR TU HABILIDAD LANZANDO GRANADAS, PONIENDO MINAS, EVITANDO DISPAROS, ETC, SIEMPRE EVITANDO A REX...

DE COMBATE= ES EL ENTRENAMIENTO PARA EL COMBATE CUERPO A CUERPO CON GUARDAS, UTILIZANDO ARMAS Y TODOS LOS TRUCOS QUE SEPAS.

ruta combinatoria= ES UNA MEZCLA DE LAS TRES PRUEBAS ANTERIORES.

-REPLAY MODE

PUEDES VER TODO LO QUE ESTA PASANDO EN EL CAMPO DE ENTRENAMIENTO POR UNA SOFISTICADA CAMARA LASER.

TIENE DIFERENTES FUNCIONES COMO <SLOW> O <PAUSE>.

-CONSTRUCTION MODE

CON ESTA OPCION TU TE CREAS TU PROPIO CAMPO DE ENTRENAMIENTO REALIZANDO LAS PRUEBAS DESEADAS.

INSTRUCCIONES

COMO CARGAR

ATARI ST Y AMIGA: ENCIENDE EL ORDENADOR. INSERTA EL DISCO EN EL DRIVE A. EL PROGRAMA SE CARGARA AUTOMATICAMENTE. DESPUES DE LA PRESENTACION PULSA EL BOTON IZQUIERDO DEL RATON O EL ESPACIADOR PARA CONTINUAR CARGANDO.

PC Y COMPATIBLES: ENCIENDE EL ORDENADOR Y CARGA "DOS" METE EL DISCO EN EL DRIVE A. ESCRIBE "COBRA" Y PRESIONA RETURN. DESPUES SIGUE LAS INSTRUCCIONES DADAS EN LA PANTALLA.

ORDENES

8-ARRIBA. 2- ABAJO. 4- IZQUIERDA. 6- DERECHA. EL 5 EQUIVALE AL BOTON DE FUEGO DEL JOYSTICK, QUE TAMBIEN PUEDE SER UTILIZADO. TECLAS DEL 1 AL 8 Y L, C, R SON LAS TECLAS DE CONTROL DE LA PANTALLA Y EL CONTROL DE MANDO.

PULSA EL CLICK PARA SEGUIR CARGANDO DESPUES DE LA PRESENTACION. EL JUEGO ENTRA AUTOMATICAMENTE EN EL PLAY MODE.

1. PLAY MODE

ELIGES EN UNA CONSOLA DE CONTROL QUE TE MUESTRA 8 CLAVES, UNA CLAVE DE CONFIRMACION Y LAS DOS FLECHAS DE DERECHA-IZQUIERDA (L+R)

PARA ELEGIR UNA FUNCION:

POSICIONA EL CURSOR ENCIMA DE UNA DE LAS CLAVES. HAZ CLICK SOBRE ELLA.

NUMERO 1- TE MUESTRA LAS ORDENES DE LA MISION.

NUMERO 2- DEJAS EL JUEGO.

NUMERO 3- CAMBIAS EL NOMBRE DE UN JUGADOR MEDIANTE LAS FLECHAS L Y R Y HACIENDO CLICK EN LA LETRA C CUANDO LO HAYAS DECIDIDO. PONES EL NOMBRE Y PRESIONAS ENTER.

NUMERO 4- ELIGES LA RUTA CON LAS FLECHAS L Y R Y LA CONFIRMAS PRESIONANDO LA LETRA C. SOLO PUEDES ELEGIR LAS RUTAS DE LA 1 A LA 4, YA QUE LA 5 ESTA RESERVADA PARA EL MODO EN EL QUE CONSTRUYES TU PROPIA RUTA.

NUMERO 5- SE USA PARA GRABAR TU NOMBRE CON TU PUNTUACION CON LAS FLECHAS L Y R Y PRESIONANDO LA LETRA C. SI YA HAS INTRODUCIDO OTRA PUNTUACION CON EL MISMO NOMBRE, ESTA SE BORRARA Y SE INTRODUCIRA LA NUEVA..

NUMERO 6- SIRVE PARA REPETIR UNA RUTA. (VER REPLAY MODE).

NUMERO 7- CON ESTE MODO PUEDES COMPROBAR ANTERIORES PUNTUACIONES.

NUMERO 8- AQUI COMPRUEBAS PUNTUACIONES DE LOS 5 MEJORES JUGADORES EN ESE JUEGO.

PARA CONSEGUIR UN BUEN MANEJO DE LAS PUNTUACIONES INSERTA UN DISCO NUEVO FORMATEADO EN EL DRIVE TAN PRONTO COMO EL JUEGO HAYA SIDO CARGADO. ESTE DISCO RECIBIRA PUNTUACIONES Y REPETICIONES.

PARA MOVER EL GUERRERO

PUEDES USAR EL TECLADO O UN JOYSTICK. PRESIONANDO "ESCAPE" ABANDONAS LA RUTA. PARA EMPEZAR: "STANDING". 8- LANZAR UNA GRANADA, 6- CORRER. 4-CUERPO A TIERRA. 2. ARRODILLADO SOBRE UNA PIERNA. 5 -O BOTON DE FUEGO-. DISPARAR, PERO SOLO EN LAS RUTAS 3-5.

CADA UNO DE ESTOS 4 NIVELES TIENE SUS COMANDOS ESPECIFICOS.

6. CORRER. SI PRESIONAS LA TECLA 6 O MUEVES EL JOYSTICK A LA DERECHA CUANDO ESTAS PARADO, LA FIGURA COMIENZA A CORRER.

EN ESTE NIVEL SI PRESIONAS LA TECLA 5 Y LA 6 SIMULTANEAMENTE -PRESIONAR EL BOTON DE FUEGO Y MOVER EL JOYSTICK HACIA LA DERECHA- CAUSARAS LAS SIGUIENTES ACCIONES :

-SALTAR UN OBJETO BAJO

-SUBIR POR UNA ESCALERA -4 Y 6 PARA SUBIR, TENIENDO EL 5 PULSADO-.

-SUBIR POR UNA CUERDA.

-SALTAR UN MURO -5 PARA DESCENDER-.

5. FUEGO

5. DISPARAR. 4. MEDIO TURNO HACIA LA DERECHA. 6. MEDIO TURNO HACIA LA IZQUIERDA. 2. GUARDAR LA PISTOLA.

8. LANZAR UNA GRANADA -SOLO SI ANTES LA HAS CONSEGUIDO- O ADOPTAR LA POSICION DE "COMBATE CERRADO"

8. TRAMPEAR ANDANDO HACIA ATRAS. 2. TRAMPEAR DE RODILLAS. 4. PEGAR PATADAS. 6. GOLPEAR. 5. ABANDONAR LA POSICION DE COMBATE.

4.BUCEAR, TUMBARSE

8/2. SALIR. 4/6. DESLIZARSE. 5 O BOTON DE FUEGO. PONERSE DE RODILLAS.

2. DE RODILLAS SOBRE UNA PIERNA.

6. COGER UNA GRANADA O COGER EXPLOSIVOS Y PONERLOS EN CAJAS, ETC. 2. CUERPO A TIERRA. 5, O BOTON DE FUEGO. PONERSE DE PIE.

2. REPLAY MODE

SE SELECCIONA HACIENDO UN CLICK EN "VCR". TE PERMITE VER LA REPETICION DE UNA RUTA EFECTUADA POR UN JUGADOR O UNA RUTA QUE CARGASTE ANTERIORMENTE CON LA OPCION "LOAD REPLAY". DESPUES DE QUE HAS COMENZADO, TIENES LAS SIGUIENTES OPCIONES: 8. CAMARA RAPIDA. 2. CAMARA LENTA. 6. PASARLO RAPIDAMENTE. 5 O BOTON DE FUEGO. CONGELAR LA IMAGEN. ESC. FIN DE LA REPETICION. SI NO DAS NINGUNA ORDEN LA REPETICION SE DESARROLLA A UNA VELOCIDAD NORMAL.

NOTA: SOLAMENTE UNA REPETICION PERMANECE GRABADA EN MEMORIA. CADA REPETICION BORRA LA ANTERIOR. SI QUIERES SALVAR UNA RUTA, SALVALA AL ACABAR ESTA. SI ES UN ESCENARIO QUE CREASTE CON EL "CONSTRUCTION SET" CARGA EL ESCENARIO ANTES DE CARGAR LA CORRESPONDIENTE REPETICION.

3. CONSTRUCTION MODE

PARA SELECCIONARLO HAZ UN CLICK EN "EDIT". TIENE VARIAS FUNCIONES. CADA PANTALLA CONTIENE 256 PANORAMAS, CADA UNO CON 4 PLANOS:

-UN DECORADO. -UN DETALLE DEL FONDO -OPCIONAL-. -LA PERSONA. -UN DETALLE DEL PRIMER PLANO -OPCIONAL-. Y LA POSIBILIDAD DE PONER TRAMPAS.

LA SELECCION DE UN PANORAMA CONSISTE EN LAS SIGUIENTES FASES:

1. VISIONAR LOS DECORADOS: HAZ UN CLICK EN LA OPCION "LANDSCAPE" Y ELIGE UNO DE LOS QUE SE TE PROPONEN.

2. ELEGIR UN LUGAR Y UN OBJETO EN EL FONDO -OPCIONAL-. DEBES ACTIVAR LA OPCION "ITEMS".

A. SELECCIONA "ITEM BACK" MEDIANTE UN CLICK.

B. ELIGE UN OBJETO ENTRE LOS QUE SE TE OFRECEN -PASA A OTRO HACIENDO UN CLICK EN UNA DE LAS DOS FLECHAS DE LA VENTANA DE DETALLES-.

C. LA POSICION HORIZONTAL POSICIONA EL OBJETO CON UN CLICK EN UNO DE LOS 7 RECUADROS MARCADOS CON UNA X PARA MOVER EL DETALLE A LA DERECHA O A LA IZQUIERDA.

D. LA POSICION VERTICAL POSICIONA EL OBJETO HACIENDO UN CLICK EN LA GRADUACION VERTICAL PARA MOVER EL DETALLE HACIA ARRIBA O HACIA ABAJO..

PUEDES HACER B, C O D EN CUALQUIER ORDEN.

3. HACIENDO UN CLICK EN LA OPCION "MAN" POSICIONAS LA ALTURA DEL SOLDADO CON LA GRADUACION VERTICAL PARA SUBIR O BAJAR EN RELACION CON EL SUELO -OPCIONAL: SI FALLAS, EL SUELO COINCIDE CON EL DECORADO MAS BAJO-. UTILIZA "ON" PARA HACER APARECER AL SOLDADO Y "OFF" PARA HACERLO DESAPARECER.

4. ELEGIR Y POSICIONAR UN OBJETO EN EL PRIMER PLANO -OPCIONAL-. DEBES USAR LA OPCION "ITEMS".

A. SELECCIONA LA OPCION "ITEM FRONT".

LAS OPCIONES B, C Y D SON IGUALES QUE ANTES.

LAS OPERACIONES 1, 2, 3 Y 4 PUEDEN SER TOMADAS EN CUALQUIER ORDEN.

5. PONER UNA TRAMPA -OPCIONAL- MEDIANTE LA OPCION "TRAPS"

LA VENTANA ES REEMPLAZADA POR OTRA PARA TRAMPAS CON LA QUE SERA POSIBLE ELEGIR UNA TRAMPA ACORDE CON EL NUMERO QUE APARECERA EN LA PARTE DE ARRIBA DEL PANORAMA QUE ESTES UTILIZANDO. CADA TRAMPA ES DE UNA CLASE ESPECIFICA:

TIPO 1- DEPENDIENDO DE UN DETALLE DEL PRIMER PLANO.

TIPO 2- DEPENDIENDO DE UN OBJETO DEL FONDO.

TIPO 3- SIN DEPENDER DE NINGUN OBJETO.

COMO PONER UNA TRAMPA.

ESTA OPERACION ES LA MAS DELICADA CON MUCHO Y EL INTERES DEL JUEGO DEPENDE DE ELLA. HAY DOS CLASES DE CATEGORIAS, DEPENDIENDO DE SI ESTAN HECHAS CON OBJETOS O NO.

EN EL OTRO TIPO -HACER 10 AVANCES O COMBATE CERRADO- SON INDEPENDIENTES DE LA PRESENCIA DE DETALLES EN EL DECORADO.

TE SUGERIMOS LEER LAS SIGUIENTES PISTAS PARA QUE TU ESCENARIO SEA MAS ENTRETENIDO. PODRAS HACER EL TIPO DE TRAMPA QUE QUIERAS. "GAG" TE MOSTRARA ALGUNOS EJEMPLOS.

1. JUMPA FALL: CON DETALLES COMO SACOS DE ARENA O VALLAS BAJAS -TIPO A O B-.

2. JUMPSLIP: ASOCIADO CON BARRILES -TIPO A O B-.

3. JUMP OVER WALL: CON DETALLES COMO ALTOS MUROS. -TIPO A O B-.

4. DOG START: EL PERRO APARECE CUANDO PASAS LA TRAMPA.

5. CRAWL: ASOCIADO CON DETALLES QUE DEBEN ESTAR EN EL FONDO, COMO CABLES DE ESPINOS, ALCANTARILLAS... -PREFERIBLEMENTE DEL TIPO B-.

6. HACER 10 AVANCES: CASI EN CUALQUIER SITIO -TIPO C-.

7. AIR RAID: CASI EN CUALQUIER SITIO -TIPO C-.

8. MINE: SOLAMENTE ASOCIADO CON MINAS. PON EL OBJETO EN EL FONDO -TIPO A-.

9. GRENADE: SOLAMENTE ASOCIADO CON GRANADAS QUE DEBERAN ESTAR EN EL PRIMER PLANO -TIPO A-.

10. DROWN: SOLAMENTE CUANDO HAY UN LAGO Y NO HAY NINGUNA BARCAZA -TIPO C-.

11. SET CHARGE: ASOCIADO CON EL OBJETO DE DECORACION "PUERTA BLINDADA" -TIPO C-.

12. GET CHARGE: ASOCIADO CON LA "CAJITA". ESTE OBJETO DEBE ESTAR SITUADO EN EL PRIMER PLANO Y A UNA DISTANCIA RAZONABLE DELANTE DE LA PUERTA -TIPO B-.

13. SHOOTER: CASI EN CUALQUIER LUGAR. EL ENEMIGO APARECE DESPUES DE QUE PASAS LA TRAMPA -TIPO C-.

14. REAR ATTACK: CASI EN CUALQUIER SITIO. EL ENEMIGO APARECE DESPUES DE QUE PASAS LA TRAMPA -TIPO C-.

15. HIGH BURST: CASI EN CUALQUIER SITIO -TIPO C-.

16. LOW BURST: CASI EN CUALQUIER SITIO -TIPO C-.

17. CLOSE COMBAT: CASI EN CUALQUIER SITIO. EL ADVERSARIO APARECE DESPUES DE QUE PASAS LA TRAMPA -TIPO C-.

18. SENTRY BACK: CASI EN CUALQUIER SITIO. EL ADVERSARIO APARECE DESPUES DE QUE PASAS LA TRAMPA -TIPO C-.

19. GRENADE COMBAT: PON ESTA TRAMPA ANTES DE PONER LA DE GRANADAS. EL ADVERSARIO APARECERA CUANDO PASES LA TRAMPA -TIPO C-.

20. SWIM: TIPO C.

6. OPCION "REPEAT"

LA ULTIMA ORDEN QUE HAYAS SELECCIONADO SE TE PRESENTA EN LA VENTANA DE LA OPCION "REPEAT". HACIENDO UN CLICK EN ESTA OPCION, EFECTUAS ESTA ORDEN PASO A PASO.

7. DISCO

EN CUANTO SALE EL ESCENARIO PUEDES SALVARLO HACIENDO CLICK EN LA OPCION "DISK".

CON LA MISMA OPCION PUEDES MODIFICAR LOS ESCENARIOS YA EXISTENTES DESPUES DE CARGARLOS.

8. ACABAR -END-

SIRVE PARA ABANDONAR EL "CONSTRUCTION MODE" Y JUGAR CON TU ESCENARIO.

9. RESET

BORRAR UN ESCENARIO.

SMASH 16 PRESENTS ACTION SERVICE

for ATARI - PC & COMPATIBLES - AMIGA

Somewhere in Europe...

A top secret training camp where the cream of the crop from the action services must pass a day in order to prepare for top secret missions with the famous cobra command!

Today it is your turn to volunteer for a perilous mission, your participation and your role in the mission depends on your performance here.

You should realize that after this ruthless selection, the mission itself will not be a party but an adventure where you risk losing your life.

However, there is still time to pack up your kit and return home!

ACTION SERVICE 1 : STAGE COMMANDO

The game functions in three modes. Each of these modes will be accessible by pressing the relevant button on the control post (screen).

PLAY MODE

Your task consists of 4 imposing tests.

The **PHYSICAL** route - Physical test where you must negotiate, as quickly as possible, many objects (walls, ditches, barbed wire, ladders) without tripping over them as they litter your path.

You must react in a split second to the orders from your leaders (pushups, air raid) and attempt to escape from Rex the combat dog, trained to thwart your progress.

The **RISK** route where you have to show your skill in handling grenades and bombs, also avoiding mines and the FM rifles which sweep the floor. After that, it is a question of how you can avoid Rex who is always on the loose !!

The close **COMBAT** test - Here you come to meet your adversaries who are giving nothing away. Your pals are ready to take your place, should you fail ! Here you have to put up with the rubber bullets, the exercise grenades and the blows from your opponents kicks. In order to neutralize the guards and bring them down, all methods are permitted - including trickery and cheating !!

- The **COMBINATION** route - A combination of the 3 previous tests

A first plus...

THE REPLAY MODE

The training camp is equipped with an ultra sophisticated video which permits you to follow your course on the screen at the command post and to take note of even your tiniest faults. Nothing escapes the clinical eye of the camera, as it ruthlessly notes your every move and gesture.

By selecting replay mode you can relive your exploits on video. The functions <slow> and <pause> are particularly useful for you to see where you can make improvements. Equally you can watch the route of your adversaries to study their technique and take advantage of it.

A second plus...

THE CONSTRUCTION MODE

COBRA SOFT has created a superb development tool to create ACTION SERVICE - the COMMANDO CONSTRUCTION SET.

Thanks to this you can create your own route and work freely on your own figures. Also you can set your own traps in the background of your choice.

As you can now understand, ACTION SERVICE is not just an arcade game with simulation, like the others, but a fantastic game which will allow you to express yourself in an action packed adventure.

INSTRUCTIONS

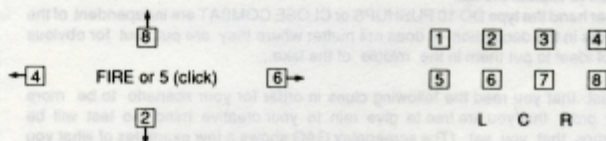
LOADING AND START UP

Atari ST and Amiga : Switch on the computer. Insert game disk in drive A. The program will load automatically. After the presentation click the left mouse button or press the space bar to continue loading.

PC and compatibles : Switch on the computer and load DOS. Insert game disk in drive A. Type COBRA and press RETURN. Then follow the onscreen instructions.

COMMANDS

All commands can use either a joystick or a numerical keyboard.



Correspondence keyboard/joystick

function keys on the screen
Control post

Click to continue loading after the presentation screen.

Upon entering the game it automatically defaults to PLAY mode.

1 - PLAY MODE

In the game you make your choices on the control console (see diagram above). This console shows a pad of eight keys (each corresponding to a screen), a confirmation key (C) and the two left and right arrows (L+R).

To choose a function that corresponds to a screen above the console.

- Position the cursor over one of the keys
- Click on it to «press» the key (an LED will light up)
- To see the other screen views corresponding to this function key click on the arrows until you see the screen that you want and once you have chosen, confirm in the same way as above.

NUMBER 1 - MISSION ORDERS showing the ten best scores

NUMBER 2 - LEAVE GAME to quit the game (automatic saving of the mission order)

NUMBER 3 - CHANGE THE NAME OF A PLAYER - on the identity disc on screen 3.

Each of these identity discs corresponds to a player.

When button 3 is selected, you choose one of the identity discs with the help of the arrows

L or R and you erase the current name on the label by clicking on C. You can then put the new name using the ordinary keyboard and finish your input by pressing ENTER or RETURN.

NUMBER 4 - CHOOSE AND CARRY OUT ROUTE - Button 4 is selected, you can choose one of several routes, with the aid of arrows L or R and confirm your selection using C. Note: Only routes 1-4 will qualify for the mission. Route 5 is reserved for a route made in construction mode.

NUMBER 5 - LOADING AND SAVING OF SCORE

5 is selected. You select a disk with the aid of the arrows L or R and confirm by pressing C. The high score of the player is displayed and then saved or loaded under the name of the player. If there is a file with the same name, it will be erased by saving the new score.

NUMBER 6 - LOADING AND SAVING OF A REPLAY (see REPLAY mode). Select a name on the trap.

NUMBER 7 - CHECKING SCORES achieved by a player in all the games.

NUMBER 8 - CHECKING SCORES of the current game (displayed on screen 4). You can see the scores of the 5 best players in that game.

THE SCORES

For good management of these scores insert a new formatted disk in the drive as soon as the game is loaded. This disk will receive scores and replays.

There are 3 types of scores: the usual score, the high-score and the ALL OF FAME score.

The actions (route, scores, loading, saving) always apply to the player whose name appears on the identity disc that can be seen.

MOVING THE GAME FIGURE

All actions of the game can be controlled using a joystick or a numeric keypad with the same correspondences as for the use of the console.

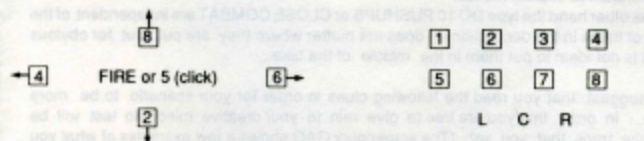
Pressing ESC abandons the route.

There are several command levels depending on your position:

Starting position: STANDING

COMMANDS

All commands can use either a joystick or a numerical keypad.



Correspondence keyboard/joystick

function keys on the screen
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Click to continue loading after the presentation screen.
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MOVING THE GAME FIGURE

All actions of the game can be controlled using a joystick or a numeric keypad with the same correspondences as for the use of the console.

Pressing ESC abandons the route.

There are several command levels depending on your position:

Starting position: STANDING

throw a grenade

dive, lying position

run

kneel down on one knee

[5] or Fire button: FIRE (only in the routes 3-5)

Each of these four levels has its specific commands:

[6] RUN

When you press 6 (or move joystick right) while standing, the figure begins to run.

In this level pressing 6 and 5 (pressing the fire button and moving joystick right) simultaneously will cause following actions:

JUMP over a low object
or GRIP hold on a ladder (4/6 to progress, keeping 5 pressed)
or GRIP hold on a cable
or GET OVER a wall
(release 5 to descend)

[5] FIRE

FIRE

half-turn

half-turn

put gun away

[8] THROW A GRENADE (only if you pick one up) or take CLOSE COMBAT position

dodging walking backwards

to kick

to punch

dodging on knees

[5] leave combat position

[4] DIVE, LYING POSITION

pushup

crawl

crawl

pushup

[5] or Fire button: get back up onto knees

To crawl or to do 10 pushups, press the corresponding keys alternately (move joystick in the corresponding directions alternately).

[2] KNEEL DOWN ON ONE KNEE

[6] pick up a grenade and pull pin
or take and put explosives in a box
or set a charge

[2] to lie down flat on the stomach

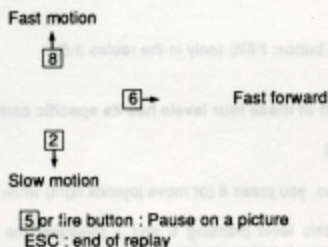
[5] or fire button: get up again (standing position)

2 - REPLAY MODE

Replay mode is selected by clicking on the slot marked VCR on the video tape recorder.

This mode allows you to see a replay of the last route that a player executed or a replay that you load with the option LOAD REPLAY.

After launching the replay, the varied functions are available with the joystick or the numeric keypad by:



If you don't give any commands you get normal play.

Note: ONLY ONE REPLAY REMAINS IN MEMORY. EVERY NEW REPLAY ERASES THE PREVIOUS. IF YOU WANT TO SAVE A ROUTE, SAVE IT AT THE END OF THIS ROUTE. IF IT IS A SCENARIO YOU CREATED WITH THE CONSTRUCTION SET, LOAD THIS SCENARIO BEFORE LOADING THE CORRESPONDING REPLAY.

3 - CONSTRUCTION MODE

The construction mode is selected on the console by clicking on EDIT. It is then possible to use the various functions on the construction set.

A screen play consist of 256 views each of which holds 4 planes :

- a decoration
 - a background item (optional)
 - the person
 - a foreground item (optional)
- and the ability to set a trap.

The creation of one view consists of the following phases:

I. Place the decorations; click on the option LANDSCAPE and then choose one from those suggested.

II. Choose and place an object in the background (optional); the option ITEMS must be activated.

- A - Select ITEM BACK by clicking.
- B - Choose an object among those suggested (pass onto another set by clicking on one of the 2 arrows in the item window).
- C - Horizontally position the object by clicking on one of 7 squares marked with X to move the item left or right.
- D - Vertically position the object by clicking a vertical graduation to move the item up or down.

B, C, D can be done in any order.

III. By clicking on the option MAN you position the height of the soldier by vertical graduation to go up or down in relation to the floor (optional: by default, the floor coincides with the lower decoration).

Use ON to make the soldier appear, OFF to make him disappear.

IV. Choose and place an object in the foreground (optional); the option ITEMS must be used.

- A - Select the option ITEM FRONT
- Options B, C, D same as before.

(The operations I, II, III and IV can be done in any order.)

V. Set a trap (optional) by clicking on option TRAPS.

The window is replaced with one for traps where it will be possible to choose a trap corresponding to a number that will appear above the view you're working on.

Every trap has a specific type.

- Type A: depending on a foreground item
- Type B: depending on a background item
- Type C: not dependent on an item

HOW TO SET A TRAP

This operation is by far the most delicate and the interest of the game depends on it. Traps fall into 2 categories - whether they are bound to an object or not. For example, trap No 1 JUMP / FALL can only apply to certain objects (low wall, sandbag...) corresponding to the decoration to explain the fall.

On the other hand the type DO 10 PUSHUPS or CLOSE COMBAT are independent of the presence of items in the decoration - it does not matter where they are put, but for obvious reasons it is not ideal to put them in the middle of the lake...

We suggest that you read the following clues in order for your scenario to be more enjoyable... In order that you are free to give rein to your creative mind, no test will be made on the traps that you set. (The screenplay GAG shows a few examples of what you can get.)

1. JUMP / FALL : associate with small items of type «sandbag», «low wall», «jerry can», «ammo box»... (Type A or B)
2. JUMP / SLIP : associate with items «barrel knocked over» or «damaged barrel» (Type A or B).
3. JUMP OVER WALL: associated with high wall item. (Type A or B)
4. DOG START : the dog appears after you pass on the trap
5. CRAWL: associated with items such as barbed wire, drain pipe... all which should be in the foreground (Type B preferably)
6. Do 10 PUSHUPS: (almost) anywhere. (Type C)
7. AIR RAID: (almost) anywhere. (Type C)
8. MINE: Only associated with mines. Put the item in the background. (Type A)
9. GRENADE: only associated with grenades which must be in the foreground. (Type A)
10. DROWN : only when there is a lake and in the absence of a pontoon. (Type C)
11. SET CHARGE: associated with the decoration object «armoured door». (Type C)
12. GET CHARGE: associate with «little box»; this object must be in the foreground and situated at a reasonable distance before the door. (Type B)
13. SHOOTER: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
14. REAR ATTACK: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
15. HIGH BURST: (almost) anywhere. (Type C)
16. LOW BURST: (almost) anywhere. (Type C)
17. CLOSE COMBAT: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
18. SENTRY back: (almost) anywhere; the adversary appears after you pass the trap. (Type C)

19. GRENADE COMBAT : Put this trap before trap «grenade»; the adversary appears after you passed the trap. (Type C)
20. SWIM: (Type C)

VI. OPTION REPEAT

The last order selected is present in the window of option REPEAT: by clicking on REPEAT you effect this order view by view.

VII. DISK

As soon as your scenario is edited, you can save the game to disk by clicking on the option DISK.

With this same option, you can modify already existing scenarios after loading them.

VIII. END

To leave the construction mode and go to play your scenario.

IX. RESET

Erases a scenario.

To develop good scenarios, we advise you to get used to the play option and to take time to examine the replays to understand the whole function of the concept of ACTION SERVICE 1.

Then you can examine and modify the whole screenplay DEMO by loading it with the DISK option of the construction mode.

HOW TO SET A TRAP

This operation is by far the most delicate and the interest of the game depends on it. Traps fall into 2 categories - whether they are bound to an object or not. For example, trap No 1 JUMP / FALL can only apply to certain objects (low wall, sandbag...) corresponding to the decoration to explain the fall.

On the other hand the type DO 10 PUSHUPS or CLOSE COMBAT are independent of the presence of items in the decoration - it does not matter where they are put, but for obvious reasons it is not ideal to put them in the middle of the lake...

We suggest that you read the following clues in order for your scenario to be more enjoyable... In order that you are free to give rein to your creative mind, no test will be made on the traps that you set. (The screenplay GAG shows a few examples of what you can get.)

1. JUMP / FALL : associate with small items of type «sandbag», «low wall», «jerry can», «ammo box»... (Type A or B)
2. JUMP / SLIP : associate with items «barrel knocked over» or «damaged barrel» (Type A or B).
3. JUMP OVER WALL : associated with high wall item. (Type A or B)
4. DOG START : the dog appears after you pass on the trap
5. CRAWL : associated with items such as barbed wire, drain pipe... all which should be in the foreground (Type B preferably)
6. DO 10 PUSHUPS : (almost) anywhere. (Type C)
7. AIR RAID : (almost) anywhere. (Type C)
8. MINE : Only associated with mines. Put the item in the background. (Type A)
9. GRENADE : only associated with grenades which must be in the foreground. (Type A)
10. DROWN : only when there is a lake and in the absence of a pontoon. (Type C)
11. SET CHARGE : associated with the decoration object «armoured door». (Type C)
12. GET CHARGE : associate with «little box»; this object must be in the foreground and situated at a reasonable distance before the door. (Type B)
13. SHOOTER : (almost) anywhere; the adversary appears after you pass the trap. (Type C)
14. REAR ATTACK : (almost) anywhere; the adversary appears after you pass the trap. (Type C)
15. HIGH BURST : (almost) anywhere. (Type C)
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Look out for other Smash 16 titles, available from all good computer software dealers. In case of difficulty in obtaining any titles please contact Belinda on (0734) 817421.

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CRASH GARRETT	ST AMIGA PC3.5 PC5.25 out soon



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