INTRODUCTION

When the diplomats are done talking, when the world's armies and navies can only impotently rattle their nuclear sabres, there's only one thing to do. The governments of the Free World turn to the highly trained men (and women) of the Mayday Squad.

The Mayday Squad, established by the United Nations Security Council to directly meet the menace of international terrorism, is composed of three-man teams of commandos. While all team members share certain qualities, including a high level of athletic ability, courage and tenacity, each also possesses specialised skills. By effectively blending their areas of expertise, the Mayday Squad succeeds where the mass might of mega-powers falls short.

This computer game is the story of one of the Mayday Squad's most perilous missions. The player takes command of the three-man Mayday Squad, which must force its way into what remains of the Lutonian Embassy.

Somewhere inside the building, the teenage daughter of the Lutonian Ambassador cowers in a small room. When The Red Legion, a previously unknown band of fanatics, raided and sacked the embassy, she hid in an out-of-the-way room rather than fall into the hands of the international terrorists.

Though she is temporarily safe, the Red Legion is combing the three floors of the Lutonian Embassy for hostages and booty. Even if they don't find the girl, the Red Legion has threatened to blow up the Embassy at sundown if their demands are not met. And the Lutonians, a stiff-necked people, have no intention of budging an inch.

The Mayday Squad has two missions. A commander may complete either and earn a measure of credit, but only rescuing the Ambassador's daughter *and* blowing up The Red Legion leaders (before they blow the building and escape via a rooftop helicopter) to earn a Special Commendation and Total Victory Parade.

Mayday Squad is a modified first-person perspective game. It mixes quick thinking and blazing combat. In it, the computerist controls a three-person commando team in a life-or-death race against a deadline. The Mayday Squad must assault an embassy captured by a band of international terrorists called The Red Legion.

Prior to the actual start of play, the computerist receives a Mission Briefing. An Option Screen allows the player to select three commandos to form the Mayday Squad. Although each character has abilities similar to other commandos of the same type, there are slight individual differences in performance - and, of course, each man and woman has a distinctive physical appearance.

The computerist uses the controller (or keyboard) to direct this group of three characters during the mission. The three members of the Mayday Squad, shown from a vantage point just behind the group, advance up halls and corridors, climb and descend staircases, ride elevators, search rooms, hunt for secret doors and stairways and fight the enemy wherever encountered.

The computerist controls one member of the squad at a time. A simple command system allows the player to switch control from character to character as the requirements of the mission dictate. The computer guides the actions of the two men not under the player's direct control.

Each member of the Mayday Squad possesses special skills which the gamer must take into account during the mission if it is to be a success. Split second decisions about which man to control directly in each situation build tension and excitement in this thrilling action-combat saga.

1.

<u>LOADING:</u> To load place disk into the drive and switch ON. The program will now load. After a few seconds the title screen will appear.

<u>OPTIONS</u>:

To select an Option move the mouse to a highlighter category required then press left mouse button. Now select an option within the category by moving mouse left or right. Confirm with left mouse button. To continue press Return key.

<u>KEYBOARD:</u>

Q = UP   O = LEFT

A = DOWN   P = RIGHT

SPACE BAR = FIRE

Follow screen commands and press Return.

<u>SKILL LEVELS:</u>

GREENI	-	FAIRLY EASY
REGULAR	-	AVERAGE
VETERAN	-	HARD

<u>HITS PER MAN</u>

Sets the number of hits a soldier can take before he dies.
This can be set at
20 Hits
30 Hits
50 Hits

<u>NUMBER OF GRENADES</u>

Sets how much armament the Squad carries into the Embassy.
This covers grenades, explosive charges and Ammo.

<u>TEAM SELECTION</u>

The Mayday Squad is made up of three experts.
A Captain/Leader: The gunner of the Squad.
A Communications Expert: For picking locks / using computers etc.
A Demolitions Expert: For defusing traps / setting explosives.
Select your Team Members in the same way as the Options Menu when you've finished press Return.
Press 'Y' / 'N' to verify correct selection.
Your Mission Briefing will now follow.

<u>THE SCREEN LAYOUT</u>

TOP LEFT CORNER	-	Mission clock
TOP MIDDLE		Hit point counters for the Squad.
		Below Zero is death.
TOP RIGHT CORNER		Ammunition gauge
BELOW CLOCK	-	INFORMATION BAR
		From time to time messages will
		appear here.
BELOW AMMO GAUGE	-	Compass indicating which
		compass direction you are
		facing.

2.

BOTTOM LEFT PANEL

The Team Selection panel
3 circular icons

(1)	Select Leader for point position.	
(2)	Select Demolition Leader for point position.	
(3)	Select Communications Officer for point position	

COMPASS ROSETTE

The highlighted Icons are possible directions of travel:

The arrow pointing up	-	Walk forward
The arrow pointing Left	-	Turn 90 degrees Left
The arrow point right	-	Turn 90 degrees Right
The arrow point down	-	Turn 180 degrees

When the possibility to go up or down is available, extra Icons will appear to the Left of the Rosette.
To PAUSE or for Game Status press RETURN key.

COMMUNICATIONS MENU

RE-LOAD	-	Re-load gun.
LISTENING DEVICE	-	Used for listening at doors.
SONIC LOCKPICK	-	Used for opening locked doors.
USE COMMUNICATOR	-	Used for Communicating with Base.
OPERATE COMPUTER	-	Gaining information from computers.
IR GOGGLES	-	For better vision in dark rooms.
SEARCH	-	Searches doors and objects for traps.
EXIT MENU	-	Returns to the game.

DEMOLITIONS MENU

RE-LOAD	-	Re-load gun.
THROW GRENADE	-	Throwing Grenades
PLACE EXPLOSIVES	-	For placing explosives on specific objects
PLACE BOOBY TRAP	-	For placing booby traps
SET 30 MIN. TIMER	-	For a 30 min. delayed explosion.
BLOW EXPLOSIVES	-	In rooms in direction you are facing
EXIT MENU	-	Returns to the game.

GAME PLAY:

To move your Team around the Embassy use the arrow icons to the right screen, to pick the high-lighted direction you wish them to travel in, then press the Fire Button.

TEAM MEMBERS CHARACTERISTICS

Each member has his/her own personal skills and these will be listed by selecting the appropriate icon on the left and pressing FIRE.

The injuries sustained by the Team Members are displayed at the top of the screen as is the time remaining and ammunition left.

To PAUSE the game press RETURN.

HINTS & TIPS

If you run out of ammo try searching in the Armoury. When you throw a grenade the closer you are to the target this greater the injuries you will receive - SO BEWARE !

GAME OVER happens when the game is completed or your Team dies.

3.