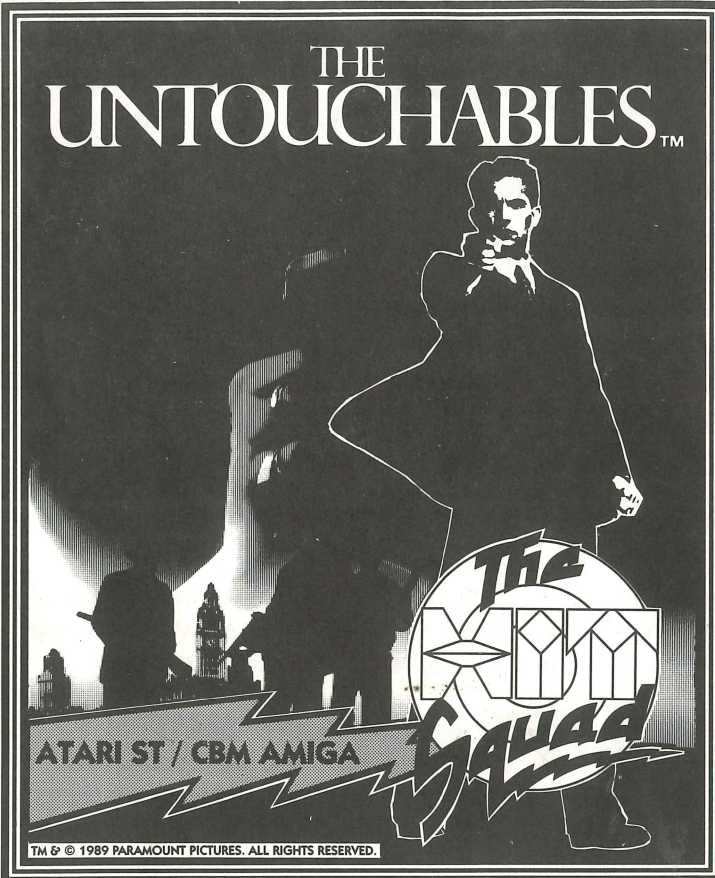


**POWER DRIFT
RENEGADE
IVANHOE
GHOSTBUSTERS II
HEAD OVER HEELS**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



THE UNTOUCHABLES

**THRILLING ACTION ON THE STREETS OF CHICAGO
Scenario**

Original and diverse arcade-style sections put you in control of Eliot Ness's elite squad of Crime Busters. The Warehouse Bust, the Border Raid, the Alleyway shootouts, the Railway Station Confrontation and the Final Rooftop Duel enable you to re-live the knife-edge existence of Eliot Ness as you crusade through 1920's Chicago in search of Capone's retribution.

Take on the Mob as you lead the Untouchables on their most exciting and difficult mission! with six levels of explosive action and a thrilling denouement.

**THE UNTOUCHABLES....
LIVE AN AMERICAN LEGEND.**

LOADING

ATARI ST/AMIGA 500

Switch on the power to the computer and disk drive, then insert the disk into the drive. This program will then load automatically; follow on screen instructions.

AMIGA 1000 Insert the System disk; when the Workbench disk illustration appears follow instructions for Amiga 500.

CONTROLS

ATARI ST

This game is controlled by Joystick only.

F10 - PAUSE ON/OFF

AMIGA

This is controlled by Cursor Keys or Joystick.

SPACE BAR - FIRE

CAPS LOCK - PAUSE ON/OFF

STATUS & SCORING

The following is displayed on screen:-

LEVEL 1

Score, time remaining, percentage of evidence collected, energy, rapid fire, time remaining and ammunition remaining.

LEVEL 2 Score, time remaining, percentage of liquor collected, and energy.

LEVEL 3 Score, time remaining, number of baddies remaining, energy, shotgun gauge.

LEVEL 4 Score, Ness's energy and baby energy. There is a Timer displayed in the Amiga version only.

LEVEL 5 Time remaining.

LEVEL 6 Score, energy, gun status and time.

SCORING Your score is increased by shooting gangsters, collecting violin cases and ledger pages. Big bonuses are obtained for completing a level, on some levels a bonus will be awarded for time remaining.

GAMEPLAY

SECTION 1 -

The Warehouse. You find out that Capone's thugs

are working in a derelict warehouse, bootlegging liquor. You bust in on them in an attempt to break up their bonuses, as some of Capone's bookkeepers are present, and you must take the opportunity of capturing them in order to gather preliminary evidence of his activities. You must collect the ledger pages within the time limit. These pages will be dropped when you shoot a 'ledger carrying' baddy who will be indicated by an arrow. Violin cases and ledger pages must be collected immediately before they are removed. N.B. Amiga version - Ledger will remain on screen until it has been collected.

SECTION 2 - The Bridge. Acting on information gained from the warehouse raid, you attempt to thwart an illegal liquor run at the US/Canadian border. Armed with a Tommy gun you must find the liquor by avoiding and shooting Capone's henchmen, and collect it by shooting the bottles. First aid kits may be found on the bridge and shooting these will boost your energy level.

SECTION 3 - The Alleys. Getting a tip-off from one of the men at the border, you head for the train station where Capone's accountant is trying to leave the country. You must get to him (and the evidence) before the train leaves. Capone's mob hear of your intentions and will try anything to thwart the Untouchables mission. As you progress through the streets of Chicago, on your way to the Train Station, you are confronted by ambushes at every turn. You must

eliminate all of your attackers before you can safely reach the station. Character can be changed when you are hiding behind the wall by pushing up or down on the joystick; Untouchables not in use will regain energy unless they are dead. Moving the joystick left or right, depending on the alley, will allow you to look into the alley; moving the Joystick again will allow you to swing into the alley and shoot or go back into hiding.

SECTION 4 - The Train Station. As Ness awaits the arrival of the accountant, he helps a woman lift her baby in a pram up the stairs of the railway station. Before he reaches the top Capone's accountant arrives with an armed escort and opens fire. He lets go of the pram and starts to fire back.

You must guide the pram to the bottom of the concourse avoiding enemy fire and any obstructions. You must also avoid shooting any innocent bystanders as you try to destroy Capone's men.

SECTION 5 - The Hostage. Realizing he is the last one left in the Station, one of Capone's henchmen takes the accountant hostage at gunpoint and threatens to shoot him if you do not lay down your arms. You must shoot him within the time limit, scoring a perfect fatal hit, if you are to succeed.

SECTION 6 - The Rooftop. With the evidence all collected, Capone is in court for the trial. His head Hitman, Frank Nitty, is still at large however, and you must chase him across the court rooftop and avenge Malone's death. This is the final and bloody shootout which, if successful, will result in Nitty falling to his death.

To reload your gun move back into hiding and press fire on your joystick. Shooting objects such as plant pots may give you extra time or energy.

HINTS & TIPS

- * Learn map layouts for increased manoeuvrability.
- * Try not to hang around too long on any level. Keep moving.
- * Learn how the mobsters act, to devise suitable tactics against them.
- * Switch between your Untouchables quickly if one is low on energy.

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