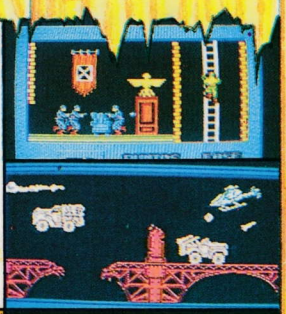
LIVE ACTION

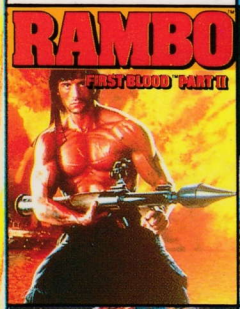
ocean



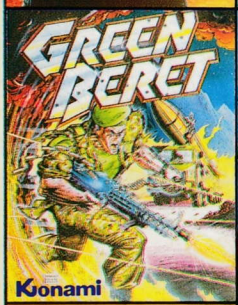
5 ALL-ACTION COMPUTER HITS

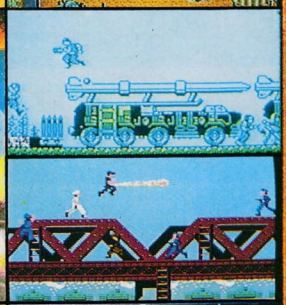






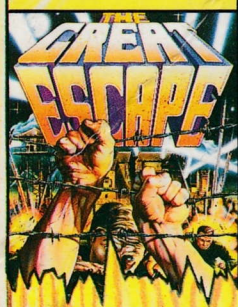


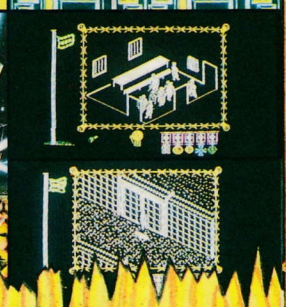












5

ALL-ACTION COMPUTER HITS

LIVE ACTION

ARMY MOVES

You are a member of the SOC (Special Operations Corps) a crack regiment of Specialist Commandos picked for the most dangerous missions.
Locked in a safe at the emeny headquarters is information . . . information so vital that the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems.
Only the best will succeed on this deadly venture . . . Will you be one of them?

Game Design Dinamic

RAMBO First Blood Part II

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, a secret Temple and many different types of terrain. Colonel Trautman, your C.O. (Commanding Officer), has given you very precise orders . . . Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way North to the extraction point where a helicopter awaits you. You will then be automatically flown back to the safety of your base in Thailand.
Your orders are specific:
"Do not engage the enemy"
"Do not attempt to rescue."
However when you arrive at the P.O.W. camp and see your former comrade Banks, tied to a Bamboo Cross in the compound you know that another scenario will unfold ; one in which you are the Hero! You must decide . . . Ignoring your C.O. and using the knife, you cut your buddy free—now there is no turning back as you have alerted the camp guards. Taking Banks with you, you battle your way North towards the helicopter in an attempt to get transport to free all the P.O.W.s.
Having located the chopper you must return to the camp to find the main body of prisoners—again using your knife to cut their bonds, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship is sent in pursuit.
Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

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GREEN BERET

RESCUE THE CAPTIVES!
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations—you are alone, against immeasurable odds, have you the skill and stamina to succeed?

© Konami

TOP GUN

The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" mavericks enter the danger zone!

TOP GUN TM & © 1986, 1987 Paramount Pictures Corporation. All Rights Reserved.

THE GREAT ESCAPE

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

Game Design Copyright Denton Designs 1986

Screen shots taken from various computer formats



5 ALL-ACTION COMPUTER HITS

LIVE ACTION



AMSTRAD
CPC 464·664·6128
CASSETTE