

TURBO BOAT SIMULATOR

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THE GAME

Lost in enemy territory, you are the pilot a super high-powered speed boat. Take the helm as you career down the twisting narrow waterways on this mission (almost) impossible. Not only must you avoid the shots from the enemy gun emplacements scattered along both shores, you also have to dodge the boats that race past and the nuclear submarines that could surface at any time. Pick up the parts of the map showing your route home that are dropped by the allied planes - however, don't pick up a mine or you'll never make it back!

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette in the cassette unit and press **PLAY**.

2. Hold down **CTRL** and press the **SMALL ENTER** key.

AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the **SHIFT** and press the @ key. Type **TAPE** and press **RETURN**.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.

3. Hold down **CONTROL** and press the **ENTER** key.

4. Press **PLAY** on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual

PLAYING THE GAME


Controls

The keys are redefinable from the title-page, or use a joystick.

Default keys:

Q	- Up,
A	- Down
O	- Left
P	- Right
SPACE	- Fire
Pause	- X (Spectrum)
	- ESC (Amstrad)

The cargo packages dropped by the allies contain five parts of a map which leads you to your next combat zone, pick them up as they are dropped by passing over them. Once you have them all, you will appear in the next waterway, slightly closer to home. Let's hope you are given the correct route back, but remember the enemy will try and sabotage the cargo and spoil the maps!



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