

# ESWAT™

## LOADING INSTRUCTIONS

---

### CBM 64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette deck.

### CBM 64/128 DISK

Insert disk in drive. Type **LOAD""",8,1** and press **RETURN**. The game will load and run automatically.

### SPECTRUM 48/128K, +2 CASSETTE

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette deck. Use **LOADER** option on +2 computers.

### AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette deck.

### AMSTRAD CPC DISK

Insert disk in disk drive. Type **RUN"DISK** and press **RETURN**. The game will load and run automatically.

### ATARI ST/CBM AMIGA

Insert disk 1 in drive and switch on your computer. The game will load and run automatically.

## SCENARIO

---

Criminals are running amok, law and order no longer exists in Cyber City.

Only ESWAT (Enhanced Special Weapons and Tactics), the elite division of the Cyberpolice, are capable of restoring peace.

First, you've got to prove yourself by facing the dangers of the streets as a regular SWAT cop. Survive your missions – impress your superiors – earn your stripes and then, if you are still brave enough, you just might enter the ESWAT squad. Armed with a cybernetic exo-suit and equipped with the latest firepower weaponry, including duo laser-cannons, you will be guaranteed to make even the most hardened punk quiver in terror but...

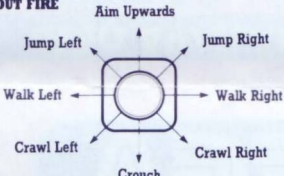
They'll be waiting for you – armed to the teeth and ready to do battle to the end.

ESWAT – it's your only chance to even the score!

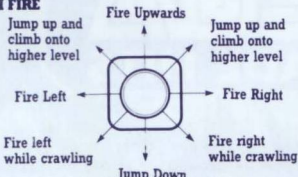
## JOYSTICK CONTROLS

---

### WITHOUT FIRE



### WITH FIRE



## COMMANDS

---

### CBM 64/128

Joystick Port # 1 – Player 1.

Joystick Port # 2 – Player 2.

**LEFT SHIFT** – Player 1 – Special Weapon.

**RIGHT SHIFT** – Player 2 – Special Weapon.

### SPECTRUM

Player 1 – Joystick (Sinclair, Kempston compatible).

Player 2 – Keyboard – **Q** – Up, **A** – Down, **O** – Left, **P** – Right

and **SPACE BAR** – Fire. (These keys are redefinable.)

; – Player 1 – Special Weapon. ) – Redefinable.

, – Player 2 – Special Weapon. ) – Redefinable.

### AMSTRAD

Player 1 – Joystick.

Player 2 – Keyboard – **Q** – Up, **A** – Down, **O** – Left, **P** – Right

and **SPACE BAR** – Fire. (These keys are redefinable.)

**CTRL** – Player 1 – Special Weapon.

Small **ENTER** – Player 2 – Special Weapon.

### ATARI ST/AMIGA

Joystick Port # 2 – Player 1.

Joystick Port # 1 – Player 2.

**LEFT SHIFT** – Player 1 – Special Weapon.

**RIGHT SHIFT** – Player 2 – Special Weapon.

© 1990 SEGA™. All rights reserved. SEGA™ is a trademark of SEGA ENTERPRISES LIMITED. Published by SEGA EUROPE LIMITED. Distributed by U.S. GOLD LIMITED, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

Copyright subsists on this program. Unauthorised copying, lending or resale under any exchange or repurchase scheme in any manner is strictly prohibited.