

LEE ENFIELD IS

"SPACE ACE"

LEE ENFIELD IS "SPACE ACE" is the first in The Time Troubleshooter Series and introduces for the first time on the computer screen a hero of the "New Age" - Lee Enfield.

Lee's background is varied and exciting, always there when he's needed, ready to lend a helping hand to a close friend or underdog, whatever the call, whatever the time zone. For Lee defies our understanding of travel, being able to jump the mightiest barrier of all, the barrier of time itself.

So he now finds himself in the 22nd Century in an attempt to rescue his old friend Bill. He knows his fight will be a tough one as he has to battle his way past robot-soldiers, galactic monsters, snipers and abstract apparitions, and even after he smashes through these obstacles he has to destroy the magnetic meteor globe which throws his laser rifle's sights askew, before he can proceed from one level to the next.

Lee takes his chances, he has to. After all he didn't get his troubleshooter badge for nothing - will you be able to!

IBM compatibles, ATARI & AMSTRAD CPC

LEE ENFIELD IS COMPATIBLE WITH :

IBM COMPATIBLES, ATARI ST & AMSTRAD CPC COMPUTERS.

IBM PC VERSION

- Make sure the computer is properly connected.
- Load D.O.S.
- Type TATOU and press RETURN.
- When you are presented with the menu, type your choice.

ATARI ST VERSION

- Insert the disk in the drive.
- Connect the central unit.
- Click twice on disk A.
- Then, click twice on TATOU.PRG

AMSTRAD CPC TAPE VERSION

- Make sure your computer is connected properly.
- Insert the cassette in the tape-recorder.
- On Amstrad CPC 664 and 6128, type ITAPE (to get I, press SHIFT and @ simultaneously).
- Then, also for Amstrad CPC 464, press CTRL and ENTER (on the numeric keypad) at the same time.

AMSTRAD CPC DISK VERSION

- Make sure your computer is connected properly.
- Insert the disk in the drive.
- Type ICPM (to get I, press SHIFT and @ simultaneously).

P RINCIPAL OF THE GAME

You have to get rid of all your enemies that have been sent by the Yellow Shadow to destroy you. You can see the sights of your laser rifle on the screen. It is very sophisticated because it shows you where the enemy is. Also, it gives off a ringing signal which becomes more high-pitched when the enemy is ready to shoot.

COMMANDS**IBM PC:-**

ESC : to stop the game.

F1 : to stop the music.

F10 : panic key (space to replay).

JOYSTICK:-

To direct the gunsight, move the handle of the joystick in the required direction.

To shoot, press the FIRE button.

To protect yourself with the magnetic shield, press any key.

KEYBOARD:-

To direct the gunsight use the cursor keys.

To shoot, press the space bar.

On PC versions, to protect yourself with the magnetic shield, press any key except the space bar, ESC or the keys on the numeric keypad.

On ATARI ST and AMSTRAD, press ESC.

MOUSE:-

To direct the gunsight, move the mouse in the required direction.

To shoot, press the button on the left-hand side of the mouse.

To protect yourself with the magnetic shield, press the button on the right-hand side of the mouse.

N.B.: The magnetic shield gradually loses its power so it is better to use it only when really necessary.

You will quickly discover that the Yellow Shadow has lured you into a trap you will have to be shrewd in order to stay alive...

LEE ENFIELD is an INFOGRAMES production.

Original Author : Henri VERNES.

**Programming : William HENNEBOIS, Richard BOTTET,
Yves LAMOUREUX.**

Graphics : Dominique GIROU.

Music : Charles CALLET.

CONDITIONS OF GUARANTEE

INFOGRAMES guarantees all its products against any defect in manufacture for one year from date of purchase. In the event of a defective cassette or disk being returned, it will be replaced once the fault has been checked. To replace the defective software, please contact your INFOGRAMES retailer and give him the cassette or disk with its original packaging. You may also replace your product by sending it directly to:

INFOGRAMES
MITRE HOUSE - ABBEY ROAD
ENFIELD - MIDDLESEX EN1 2RQ

This guarantee is invalid if the cassette or disk returned as faulty has been damaged in any way whatsoever, whether by accident or not, and the fault is not related to a manufacturing error.