

GREEN BERET

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved worldwide. Green Beret runs on the Amstrad CPC 464, 664 and 6128 micro computers.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk attached then type TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type TAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

NOTE

The @ symbol is obtained by holding shift and pressing the @ key.

THE GAME

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?

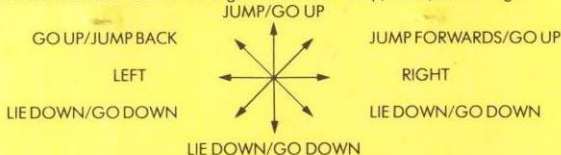
CONTROLS

The program is controlled by joystick and keyboard which is redefinable.

JOYSTICK

(PRESS FIRE TO ACTIVATE JOYSTICK MODE)

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button – KNIFE FUNCTION

Space – SHOOT

KEYBOARD

(PRESS ESC TO ACTIVATE)

Keys may be defined from main menu to suit.

Default keys are:

Z-UP SPACE-KNIFE
W-DOWN ENTER-SHOOT
O-LEFT
P-RIGHT

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game or any other key to continue play.

PLAYING RED ALERT!

Use the platforms and ladders to advance through four defence stages:-

Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue).

Weapons are:

Grenade Rocket Launcher Flame Thrower

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal. . .

STATUS AND SCORING

At the top of the screen is your score, the current high-score and the stage you are currently on.

Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS

- Avoid the bullets by lying down and the grenades by jumping.
- Try to save weapons for the end of each stage.
- It is easier to knife people whilst standing still.
- Use your weapons tactically.

This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE TAPE IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

**MR. YATES, IMAGINE SOFTWARE (1984) LIMITED, 6 CENTRAL STREET,
MANCHESTER M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the tape will be returned immediately to you, at no charge. Please note that this does not affect your statutory rights.

GREEN BERET

Program code by Keith Wilson

Graphics design by George Wright

©Konami

©1986 Imagine Software (1984) Limited

Produced by D. C. Ward.