
INSTRUCTIONS FOR

**CATCH
23**

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1 YOUR MISSION

Intelligence reports and satellite pictures have confirmed the worst – the enemy's CK 23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK 23 is also able to escape the earth's gravitational pull and then achieve geo-stationary orbit in any specific location. There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry.

The CK 23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveillance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute. Where you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This gives you just eight hours to complete your mission.

2 THE ISLAND

The Island is a small island some 400 miles from the nearest mainland. Despite this, it once supported a thriving community who made their living by fishing the well stocked local waters. This community however, has now been evacuated and the several scattered villages are virtually ghost towns. The island is mostly flat windswept heathland, but there is the occasional forest and marsh. There are also mysterious mountains.

3 SHUTTLES

Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still criss-crosses the island. The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but unfortunately your map shows only a few of the principal shuttle routes. It is not possible to leave a shuttle in transit.

4 BUILDINGS

The island contains a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

5 MILITARY ACTIVITY

The island is subjected to an unusually high level of military activity, a further indication of the military complex sensitivity.

(a) Armoured Vehicle Patrol (AV)

These AV have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you. However, they move more quickly than you, and a close encounter is usually fatal.

(b) Foot Patrol

These are heavily armed and, like you they have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

6 MINEFIELDS

The island has a number of areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to your head-up display. Any mines in your field of vision will be clearly visible to you. The enemy have used proximity mines. If you get too close to one, its effect will be swift and lethal.

7 SIGHTLESS IMAGE ENHANCER (SIE)

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3-D representation of your 'world' as you move within it. The SIE also has a sophisticated head-up display which provides you with a constant update on your status and situation.

ZONE		TIME		PATROL	
VISION					
BULLETS	SCORE AND MESSAGE PANEL				COMPASS
BOMB TIMERS	BOMBS CARRIED	SPARE AMMUNITION		BATTERY STATUS	
DANGEROMETER					

(a) *Zone*

The island has been divided into fourteen zones by the occupying military forces. (See Map)

(b) *Time*

Your parachute drop is timed for 2200 hours.

(c) *Patrol Warning*

If an armoured vehicle is nearby a condition GREEN warning sign will appear in this space. If the enemy spots you, this warning will become condition RED.

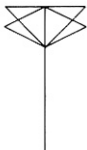
As soon as the AV can get you in its sights, you will be destroyed. Your only hope is to try and run away.

(d) *Vision*

Displays a 3-D image of your field of vision. The range of the SIE is approximately 100 metres. You will not be able to see anything beyond that distance. There are a large number of things you may see but some objects you need to be able to recognise straight away are:-

(i) *Enemy mines*

Only detectable if your batteries are not flat.

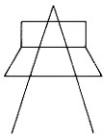


(ii) *Shuttle stops*

(iii) *Your own bombs*



(iv) *Computer terminal/transmitter*



(v) *Any object in a room*



(e) Bombs

You can carry a maximum of three bombs. Each bomb is made from explosives, a detonator and a timing device. You have an unlimited supply of detonators and timers, but to make replacement bombs you must find buildings which contain explosives used by the civilian workforce to quarry for building materials.

You can use a bomb for a variety of purposes.

- i. To destroy buildings
- ii. As a mine to destroy armoured vehicles
- iii. To create a diversion

(f) Spare Gun Clips

You can carry a maximum of three. With the one fitted to your rifle, this only gives you twenty available shots. Try to avoid being trigger happy, therefore. Spare Gun Clips can be found inside most buildings.

(g) Mine Detector Battery Status

If flat, your head-up display will not detect enemy mines. Spare batteries can be found in some buildings.

(h) Compass Direction Indicators

Displays the direction you are facing. Can also be used to lock onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

(i) Message Panel

This displays text information. Your current score will also be displayed every time you add to it.

8 DANGEROMETER

This important panel displays a measure of the danger associated with your current location.

If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush to investigate what happened. Hence your Dangerometer will be high. However, if you are elusive, and keep a low profile, soldiers are less likely to patrol your immediate area.

By strategic planning it is possible to reduce the danger in an area you need to go to, by leaving a time delay mine in an adjoining area. When this goes off, soldiers rushing to investigate this diversion will leave your area at a lower danger level.

Keeping a close eye on your Dangerometer and trying to discover what affects it, is of immense importance.

9 THE RESISTANCE MOVEMENT

As well as the civilian workforce, the enemy recruited a large number of technicians and scientists to help with the development of the CK 23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference.

Unknown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacuated. Their whereabouts are not known.

However, intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location. It is very unlikely they all met together, but nevertheless your sources indicate that they had devised a way to wreck the enemy's plans and that they were on the point of carrying this out when they were discovered.

You have been provided with a brief description of sixteen of the seventeen scientists and this is attached. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hide-out you have located should you come across a computer terminal/transmitter. Being able to correctly identify whose hide-out you have discovered may be a matter of life and death.

10 CONTROLS

ACTION	JOYSTICK	KEYBOARD
FIRE	FIRE	ENTER
Left or turn left	←	Z
Right or turn right	→	X
Up or move forwards	↑	P
Down or move backwards	↓	L
Turn left quickly	← with FIRE	Z with ENTER
Turn right quickly	→ with FIRE	X with ENTER
Bomb Mode		B
Investigate Mode		I
Gun Mode	(Automatic if soldiers appear)	
Move mode (Default)		SPACE

11 GAMEPLAY

(a) Movement

Although the island on which this game takes place is small, the distances involved for someone trying to investigate it on foot are very large. Every time you see the picture move towards or away from you represents one step. By using and mapping out shuttle routes it will be possible for you to cover larger distances more quickly. However, using a shuttle can be a hazardous undertaking.

You cannot leave a shuttle until it reaches its destination, but it is a good idea to keep a watchful eye on the passing scenery.

(b) Gun Mode

If you can see an enemy soldier, he can see you. You will jump automatically into gun mode and it is up to you to be quicker and more accurate than the enemy.

You can only kill an enemy soldier by hitting him in the chest. If you hit him anywhere else, he will be wounded but will still have time to shoot at you.

(c) *To board a shuttle:—*

Enter investigate mode. Move the cursor over the shuttle stop and press FIRE.

(d) *To enter or leave a building:—*

Enter investigate mode. Move the cursor over the door and press FIRE.

(e) *To identify anything else:—*

Enter investigate mode. Move the cursor over whatever you wish to identify and press FIRE.

(f) *To pick up Spare Ammunition, Explosives or Batteries:—*

This will happen automatically if you manage to find them.

(g) *To leave a time delay bomb:—*

Press B to enter bomb mode. The timer of the bomb you are setting will flash. Set the timer using the keyboard numbers.

Example: To set a bomb to go off in 2 minutes and 12 seconds type 0212. The bomb is dropped automatically when set and cannot be defused. Press space to quit option.

(h) *To mine a tank*

Stand in a position which you think is on a tank patrol route. (This can be dangerous.) Proceed as above, but set the timer for a fair length of time. The bomb will explode if a tank goes over it.

(i) *Computer Terminal-Transmitters*

These will be found in the hide-outs of each of the scientists. To LOGON to the system network you must enter the correct password. Identifying whose hide-out you are in will help you do this. If you LOGON correctly to exit systems type BYE.

Once you are into the system, there are useful clues to be discovered, if you can crack them. Also, if you can communicate with any of the other transmitters your direction indicator will get a fix on that transmitter's location and continue to display it in red.

Being able to understand and work with these terminals is vital to success. You are alone in the midst of a hostile enemy. If you can find the nerve centre of the scientists' computer network, you may be able to finish their mission.

(j) *Save Game*

You can save the game to tape or disc, but only from a SAFE House.

If you find the word SAFE written on a wall, enter investigate mode and identify the lettering. Press S or L to Save game or Load saved game.

12 MAP

The Map enclosed with these instructions is intended as a guide only. Serious game players may wish to make their own larger map onto which they can plot shuttle routes, enemy patrol routes, minefields, buildings, marshes, forests, mountains, safe houses, etc.

13 THE SCIENTISTS TOP SECRET

TRACEY COURT AMERICAN AGE: 29 SINGLE

Specialist Area: Targetting Systems

Summary Daughter of war hero General James Court, now tipped as a future Governor of Texas. A keen interest in Ornithology. In 1997 invented the world's first intelligent target system. Hates mice, rats, spiders etc.

SEAN CONNOLLY IRISH AGE: 54 MARRIED: 6 CHILDREN

Specialist Area: Super-Conductivity

Summary Gregarious extrovert. Keen golfer, enjoys reading and fishing and has a fanatical interest in chess at which he is a Grandmaster. In 1995 he moved to Switzerland. Hates fussy people, cats and most politicians.

CRISTOPHOLOUS STAVROS GREEK AGE: 44 MARRIED: 2 SONS

Specialist Area: Aerodynamics

Summary Interests range from showjumping, football and tennis to gardening and keeping bees. In 1994 was severely injured in a car crash and still suffers from severe back pain. Designed famous XT1000 body style with a drag coefficient of 0.1. Hates heights.

HOMERO GUEVARA SPANISH AGE: 44 MARRIED: 2 CHILDREN

Specialist Area: Human Physiology

Summary Brother of the famous bullfighter El Guevara. Competent classical guitarist. Loves music, good wine and good company. In 1995 discovered the ideal diet for weightless conditions. Now working on a revolutionary 'self exercising diet'. Hates crowded rooms and bad wine.

ANN ROBERTS CANADIAN AGE: 34 MARRIED

Specialist Area: Lasers

Summary Comes from a large family. Has six brothers. Organised the worlds first Festival of Laser Art, held in Toronto. Keen on most outdoor pursuits, in particular organised expeditions to explore wild and isolated parts of the world. An excellent swimmer. Hates television and sitting around doing nothing.

OLAF STENMARK NORWEIGAN AGE: 37 MARRIED: 1 CHILD

Specialist Area: Optics

Summary Brother was assassinated in 1997. Since then has withdrawn from public eye. Interested in astronomy. In 1998 he discovered a new star. Enjoys travelling and has a passion for sculpture. Recently developed a light intensification material suitable for contact lenses. Is short sighted. Hates poor workmanship and mice.

PROFESSOR WANG JAPANESE AGE: 32 MARRIED: 3 CHILDREN

Specialist Area: Instrumentation

Summary Son of the founder of KONY, the giant electrical company. Brilliant physicist. Currently working on DSPI (Direct Sensory Perception Instrumentation).

A fanatical love of mountaineering. A member of the 1995 Japanese expedition which recorded the fastest ever ascent of Mount Everest. Appreciates all fine art, but hates cheap imitations of anything.

ZACHARIAS NEUMANN GERMAN AGE: 28 WIDOWER

Specialist Area: Fuels

Summary A gifted concert pianist who tragically lost his entire family in a forest fire. If it were not for the fact that he is also a brilliant chemist he would undoubtedly have made this his chosen career. Currently working on low temperature fuels. Hates fire and heights.

PETER THOMAS BRITISH AGE: 43 SINGLE

Specialist Area: Propulsion Systems

Summary Keen interest in fast cars, windsurfing, real ale, cricket and reading science fiction. In 1994 won the Nobel Prize for Chemistry. In 1996 finished his first novel 'Calm Star' – a success. Hates spiders and seaside towns.

COLIN LASSITER AUSTRALIAN AGE: 47 3 TIMES MARRIED: 3 CHILDREN

Specialist Area: Communications

Summary A friendly extrovert with a passion for virtually all sports. A black belt in Karate. An accomplished mountaineer and rally driver. Has recently been working on 'invisible' communication systems. Hates people who bore him and snakes.

ANATOLI ROMANOV RUSSIAN AGE: 39 SINGLE

Specialist Area: Computer Systems

Summary Quiet, almost recluse like. Keen interest in flowers, astronomy, astrology and hang gliding. In 1991 developed the amazing new tulip 'Interface Zebra'. In 1996 developed the organic interface for computers. Hates noise, smoke and most people too.

RUDI APPEL DUTCH AGE: 22 SINGLE

Specialist Area: Radar Systems

Summary A brilliant mind capable of amazing imaginative leaps. Is working on 'Laser Detection' and 'Gravity Warp Detection' device. Son of a famous politician. Passionate interest in ecology and an active supporter of the Anti Whaling Lobby. An accomplished ski-ier. He hates waste and greed.

MARIO NOTRIANNI ITALIAN AGE: 42 MARRIED: 3 CHILDREN

Specialist Area: Missile Systems

Summary A famous footballer. Played for AC Milan. Was being tipped to play for his country when he broke his leg in 1990. Since then he has developed a keen interest in the history of art. He is writing a book on the subject. His wife is a famous TV personality. Hates very little.

OSWALD OSVALDO ARGENTINIAN AGE: 38 SINGLE

Specialist Area: Test Pilot

Summary Brother of first Argentinian astronaut. A keen explorer. In 1992 discovered a new passage through the Bandees Mountains. Passion for Polo. A brilliant pilot with a cool calculating mind. Hates city life.

MARCEL GUERRE FRENCH AGE: 36 MARRIED: 2 CHILDREN

Specialist Area: Metallurgy

Summary Ski-ing, cooking, wine tasting. In 1990 he represented his country in the Winter Olympics in the downhill, and came 12th. In 1994 developed the worlds first metallic polymers. Hates bad food, cheap wine and dogs.

PROFESSOR NING CHINESE AGE: 52 SINGLE

Specialist Area: Explosives

Summary A cultured and highly sensitive person with two great passions, wildlife and archaeology. In 1992 discovered the 'Red Webbed Warbler' a bird previously thought extinct. A regular visitor to most exciting archaeological digs. Currently working on programmable explosives. Hates processed food.

CREDITS

Game Concept © Martech Games Ltd 1987

Program by Ian McArdle

Graphics by Malcolm Smith

Music by Millers

ALSO NEW FROM MARTECH THE ARMAGEDDON MAN

The year is 2032 AD and the world is balanced on a knife edge between survival and destruction. The last thirty years have seen an enormous expansion of the world's nuclear arsenal. There are now 16 nuclear superpower nations, each with the capacity to trigger the final destruction of mankind – Armageddon!

In a world where trust is crippled by 'Uncertainty of Response' the 16 superpowers form a desperate alliance – the UNN (United Nuclear Nations).

Together they finance and build an enormous network of spy and laser defence satellites capable of monitoring, influencing and even directly controlling the political, economic and military events of the world.

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