

A VIEW TO A KILL AMSTRAD

GAMEPLAY

Your name is James Bond, the world's top secret Agent, and are now embarking on one of the most important missions of your career. Your objective is to discover what dastardly plots are being hatched by Max Zorin, an evil European electronics magnate, and prevent him from carrying them out. You learn that the information you need is in three main locations. A silver mine under Silicon Valley, the City Hall in San Francisco and on the streets of Paris.

THE CODES

At the end of the first two games you'll be given a code which you must type in at the start of each new game. You may play any game at any time without the codes but will be unable to score points.

Game 1: THE MINE - THE SILCON VALLEY

Max Zorin's plan is revealed. The evil mastermind of the electronics empire is intent on capturing the silicon chip market and blowing up the mine. Bond enters the mine and finds the nuclear detonator has been set. The bomb is in an underground cavern and the only way to get it out is to be winched down. He needs help and May Day is the only person strong enough to help him. You must find and persuade her to aid you in your effort to save countless lives and the computer world! Use the objects you find to help you to defuse the bomb before it's too late!

THE "DUCK SHOOT" MENU

When you press the fire button, control will be passed from Bond to the upper part of the duck shoot menu. Moving left or right will scroll the objects you are carrying. Select the object you require, press fire and control will be passed to the lower menu. To go straight to the lower menu select the downward arrow. There you have a number of actions which can be selected. These are:

RETURN TO GAME - Returns controls to Bond.

SEARCH - Searches the room you are in.

DROP - Drops the object selected in the upper menu.

USE - Uses the object selected in the upper menu.

PICK UP - Enables you to pick up objects having found them with the **SEARCH** command.

PAUSE - Allows you to pause game.

GET LIFT - If you are standing next to lift, this command will cause lift to move to your level.

WINCH DOWN - If you have successfully assembled all winch mechanisms and May Day then this command will cause May Day to winch you down to the detonator.

WINCH UP - This will cause May Day to winch you up.

USEFUL OBJECTS

GRAPNEL GUN - allows you to shoot a rope up from your position and climb it.

DYNAMITE AND LIGHTER - can be used in conjunction to blow up certain rocks.

CODE NUMBERS - five numbers found throughout the mine, used in the correct order, will defuse the detonator.

DIRECTION ARROWS - at bottom of screen is a **RED ARROW** which indicates the direction the bomb is in.

Game 2: CITY HALL

Bond has travelled to San Francisco in his continuing search for Max Zorin but ends up trapped in a lift, between floors with Stacey in City Hall. Zorin sets fire to the top floor and leaves. Bond manages to pull himself out of the lift and must now get Stacey and himself out of the burning building. Use the "duck shoot" menu to help you fight your way to safety. To help you in your task, a light will shine on the side view of the City Hall to indicate your position. Once a room has been visited, it will be marked in colour to show your achievement. To get out you will need a set of numbers which fit into the code holder you start off with. When filled this holder will open the security door at the bottom of City Hall.

USEFUL OBJECTS

GUN AND BULLETS - to shoot open interconnecting doors.

DOOR KEYS - colour coded for the doors which they are intended.

SECURITY CARDS - colour coded for the doors which they are intended.

CUPBOARD KEYS - colour coded for use to open locked cupboards.

Game 3: PARIS CHASE

Bond gives chase to the assassin May Day who leaps from the top of the Eiffel Tower and glides across Paris by parachute. Commandeering a taxi and with the aid of a radio tracker can follow her movements. Your speed, the time and your damage is indicated on the dashboard. Your objective is to reach the correct drop point exactly at the same time as she does, but be careful the winds change constantly and her direction may alter at any time. Along the route you will encounter various hazards.

MUSIC

"The James Bond Theme" by Monty Norman ©1962 United Partnership Ltd. Reproduced by kind permission and the hit single "A View to a Kill" by Duran Duran and John Barry ©1985 Tritec Music Ltd/CBS Songs Ltd are played at various points in the program.

GAME CONTROLS

For details of keyboard and joystick controls see title screen.

LOADING INSTRUCTIONS

Amstrad CPC 464: Type RUN"