



OPERATION

MISSION: IMPROBABLE

'BRAVO'

MISSION

You, as a secret agent (S) have been sent to an enemy outpost on an island which was used as a strategically-located fuel depot for passing enemy ships. Recently, a strange and deadly virus broke out on the island, took a heavy toll, and left the few remaining survivors totally blind!

Their government, in a sinister last-ditch effort to win the war, is planning to extract the virus from the remaining men, and drop a bombload of it over Cleveland!

The remaining men, as Guards (G) have been ordered to place 'Motion Sensitive Machine Guns' throughout the complex, seal themselves inside the buildings, and await their destiny. One guard remains outside, feeling his way around the perimeter of the complex, armed with a powerful laser weapon.



MISSION (Cont.)

Your mission, if you decide to accept it, is to destroy a varying number of guards within a predetermined time, plant a bomb, and escape on a submarine to safety.

All of your movements will be closely monitored by HEAD-QUARTERS, and all orders coming from headquarters will appear at the top of your screen.

Do exactly as you are ordered for a safe and successful mission!

The men, women, and children of Cleveland wish you.....GOOD LUCK!

MOVEMENT

Using your **LEFT** joystick, maneuver throughout the complex but **DO NOT STOP IN THE PATH OF THE ROVING GUARD!** If you are detected by him, he will fire at you with his laser gun, and, he **NEVER** misses!

You may travel directly in his path as long as you continue to move. He doesn't see very well and relies heavily upon the scanning capabilities of the laser. While you are moving, the scanning capability of his laser is disabled thus allowing you to move in his path.

While moving, do not become adjacent to the front or rear of any machine gun (M) or you will be shot.

NOTE: Joystick control is slightly sluggish but becomes somewhat addictive with practice.

NOTE: Movement once inside any building is not allowed.

NOTE: The starting point for all missions is in the lower right corner of the screen.

ZAPPING

All infected guards are sealed within the confines of the buildings. Your only weapon is your wit and a short range laser gun which will enable you to zap a guard from outside the buildings as long as the guard is positioned near an outside wall. To zap a guard from the outside of a building, get directly adjacent to him, release the joystick, then push the joystick again in his direction. If nothing happens, try again and continue until an 'X' appears in the guards spot. Continue zapping guards until signaled to stop.

If the guard is more to the inside of the building, you must tunnel toward him, emerge next to him, and zap him in the same manner as explained above.

NOTE: The clock will stop while you are moving above ground, but will run faster when tunneling or in the mine field.

TUNNELING

Whenever tunneling into a particular building is required, depress 'D' on the main keyboard. The screen will immediately darken, and your position will be relative to the above ground layout. You may then move freely to any desired location in the complex and emerge at that location.

While you are digging, the roving guard will be relocating some machine guns topside, removing any dead guards that he might find, and re-establishing the missile battery, if lowered. He will then go to his customary starting point and will begin his rounds again when you finally emerge.

To emerge, depress 'U' on the main keyboard. Be careful that you don't emerge adjacent to the front or rear of any machine gun or in the lower most pathway on the screen.

NOTE: If you emerge on the same spot that a guard is standing, tunnel-move over-and re-emerge.

BOMBING

After H.Q. has signaled you to stop zapping the guards, it will inform you where to plant your bomb. Position yourself at the lower right corner of the fuel dump and depress 'B' on the main keyboard.

MISSILE BATTERY (Lower)

Before calling for the escape sub, lower the missile battery in the harbor by positioning yourself below the **POWER PLANT STAR**, and push the joystick in the direction of the star.

CALLING THE SUBMARINE

To call the sub, depress 'S' on the main keyboard. After it arrives, head for it and jump aboard. Do this before the roving guard gets around to the missile battery area and notices it lowered. He will raise it back up!

NOTE: If the sub is called before the missile battery is lowered, the sub will be destroyed!



MINE FIELD

If you happen to lose a sub in the harbor by forgetting to lower the missile battery or if you desire to make your escape through the mine field, rather than the normal escape route, then depress 'N' on the main keyboard and follow the crazy native. The native will clear a path for you through the mine field. After he clears a path, a different sub will appear and you must make it to the water before time runs out. If you make it to the water, the sub will pick you up.

NOTE: The clock runs faster when in the mine field, if you bump into a mine, the mission will fail.



TIMING

Each mission, if successfully completed will begin with a lesser amount of time then the previous mission. If any mission is accomplished in less than 1 minute, you will be acclaimed 'Ace of Aces'.

All STARTING missions begin with 4 minutes of time allotted. If any mission fails, the clock will be reset to whatever the starting time was for the last mission.