

### GAME FEATURES

Enter warehouse. Avoid dogs, guards and ceiling-mounted anti-personnel weapons which are guided by video cameras.

You may have to use some computer terminals to unlock doors

AMSTRAD

Go down sewers. On your journey you should try to find a hidden time-bomb and carry it to the underground computer centre.



COMMODORE 64

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SPECTRUM

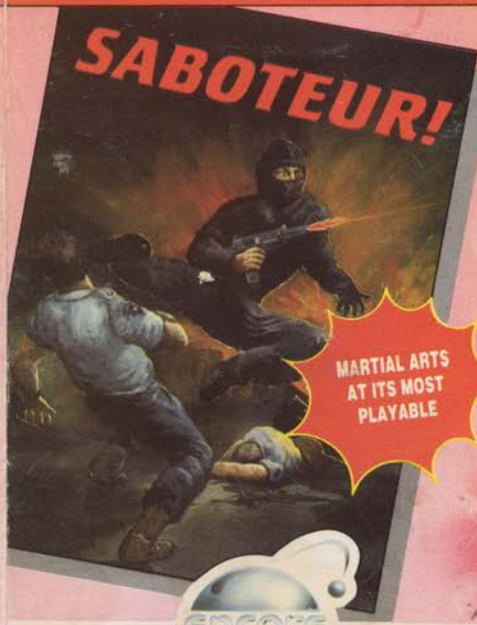
Take time-bomb then escape by helicopter which is on the roof of the warehouse, (you'll have to climb the stanchions and jump across the gantries on the top floor - don't be frightened of jumping-off a screen).

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CBM  
64/128

COMMODORE 64/128

SABOTEUR!



SABOTEUR!

MARTIAL ARTS  
AT ITS MOST  
PLAYABLE

ENCORE

SABOTEUR!

### Scenario

You are a highly skilled mercenary trained in the martial arts. You are employed to infiltrate a central security building which is disguised as a warehouse. You must steal a disk that contains the names of all the rebel leaders before its information is sent to the outlying security stations. You are working against the clock, both in getting to the disk, and in making your escape. You must enter the building from the sea by rubber dinghy, and will then only be able to leave by the helicopter on the roof. You will have to find your way around the warehouse, making use of the guards' own weapons supplies in your struggle through overwhelming odds.

May be played on the keyboard (recommended) or with a joystick.

### LOADING INSTRUCTIONS

Commodore 64/128

Cassette - Press SHIFT and RUN STOP

Spectrum

48K Cassette - LOAD ""

128K Cassette - LOAD "" in 48K mode

Amstrad/Schneider

Cassette - Press CTRL + ENTER

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### Guarantee

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it directly to the following address:

Customer Services Dept., Elite Systems Ltd., Eastern Avenue,  
Lichfield, WS13 6RX, England Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

## Commodore 64/128 Instructions

### STANDARD CONTROLS

WJ	Joystick UP	CLIMB UP if on ladder, or KICK if still
ZXH	Joystick DOWN	CLIMB DOWN if on ladder, or DUCK if still
DI	Joystick RIGHT	MOVE RIGHT
AJ	Joystick LEFT	MOVE LEFT
SK	Joystick FIRE	THROW USE TAKE object, or PUNCH if none

**NB:** If you press the UP control at the same time as the MOVE RIGHT or LEFT control you will perform a SIDEWAYS JUMP.

**NB:** If you wish to aim an object you should press either the UP or DOWN control at the same time as the THROW control.

**NB:** If you press the THROW USE TAKE control when there is an object in your NEAR DISPLAY, then the NEAR object will become HELD.

**NB:** The UP control also starts the helicopter.

**NB:** Skill level 1 is easiest.

The RED BAR below the PAY DISPLAY shows your energy level. This will go down when you get shot, when you fight, when you fall, or get bitten, but it will go up if you stand still. If you run out of energy you die.

### SKILL LEVELS

These control the position of the time-bomb which you will have to carry further on higher skill levels (**NB:** so long as you stay at the same skill level you will always find the bomb in the same place).

## Spectrum and Amstrad Instructions

### STANDARD CONTROLS

A	Joystick UP	CLIMB UP if on ladder, or KICK if still
Z	Joystick DOWN	CLIMB DOWN if on ladder, or DUCK if still
M	Joystick RIGHT	MOVE RIGHT
N	Joystick LEFT	MOVE LEFT
SPACE	Joystick FIRE	THROW USE TAKE object, or PUNCH if none

**NB:** If you press the UP control at the same time as the MOVE RIGHT or LEFT control you will perform a SIDEWAYS JUMP. The distance you jump will depend on whether you were running or standing when you pressed the UP control. You CANNOT kick or jump in rooms with a low ceiling.

**NB:** The THROW control used on its own will throw objects horizontally. If you wish to aim an object you should press either the UP or DOWN control at the same time as the THROW control. This will direct the object up or down (at an angle of 22 degrees).

**NB:** If you press the THROW USE control when there is an object in your NEAR DISPLAY, then the NEAR object will become HELD (and if you had a HELD object at the time it gets swapped to become the new NEAR object). This swapping process will continue until you move away from the NEAR object. **NB:** The UP control also starts the helicopter.

### QUICK START INSTRUCTIONS

Enter warehouse. Avoid dogs, guards, and ceiling-mounted anti-personnel weapons which are guided by video cameras. Cross to other side of the warehouse. You may have to use some computer terminals to unlock doors (not at skill level 1 though). Go down sewers. On your journey you should try to find a hidden time-bomb and carry it to the underground computer centre. Use two mini-trains which connect sewers to computer centre. Take (or swap time-bomb with) the disk, then escape by helicopter which is on the roof of the warehouse (you'll have to climb the stanchions and jump across the gantries on the top floor - don't be frightened of jumping off a screen).

### SCREEN DISPLAYS

The HELD DISPLAY shows the object that you are carrying and ready to throw. Certain objects (*ie* the disk and the bomb) cannot be thrown (though any object can be put down and then HELD again later). If you press the THROW USE control when this display is empty (or contains the disk or the bomb) you will only throw a PUNCH.

The NEAR DISPLAY shows nearby objects that you can pick up or use. If you press the THROW USE control when an object is shown in the NEAR DISPLAY it gets swapped with your HELD DISPLAY. The only exception to this is the computer terminals, which you may USE to lock/unlock doors while a terminal appears in your NEAR DISPLAY. Note that only a few terminals actually control doors, and the rest have other functions which will not affect you. If you have changed the lock status of a door when you USE a terminal the NEAR DISPLAY will show the terminal change colour (*ie* if you leave a terminal when it is purple you have changed a lock). Note that you CANNOT throw or use your HELD object when there is an object in your NEAR DISPLAY. To fuse the time-bomb you must swap it for the disk (in the disk's original location).

At the start of the game your TIME DISPLAY will show how long you have to get to the disk (before its information gets down-loaded to all the outlying security stations, and your mission gets aborted). If you manage to place the time-bomb in the disk's original location the TIME DISPLAY will then show how long you have to get to the helicopter to make your escape. You don't have to get the disk or set the time-bomb before you escape, but you'll be well rewarded if you do.

The PAY DISPLAY shows your earnings in US dollars. You don't get paid for hurting the dogs, and you don't get much for killing guards. You do get some big bonuses for escaping with the disk after setting the time-bomb.

The RED BAR below the PAY DISPLAY shows your energy level. This will go down when you get shot, when you fight, when you fall, or get bitten; but it will go up if you stand still. If you run out of energy you die.

### FIGHTING

DOGS will snap at your heels and cause your energy to run down. You may jump over them, or if you are mean and nasty you can kill them by throwing a weapon (in which case you will have to aim it with the DOWN control).

GUARDS may sometimes be standing still and looking the wrong way, in which case if you move very very slowly you may be able to creep up on them (or just exit the room) without them noticing you. All GUARDS have throwing knives, a gun (loaded with rubber bullets, as they prefer to capture intruders rather than kill them outright), and may resort to unarmed combat (punching and kicking) though they won't have your Ninja skills and therefore won't be

able to kill with a single blow like you. A guard throws a knife at you or shoots at you, you can DUCK down out of the way, though eventually you will either have to kill him or run away. Note that you can't kick a guard in a room with a low ceiling.

The WEAPONS that you can throw include knives, shurikens (pointed stars that you throw), grenades, bricks, rocks, and pieces of pipe. You can throw these when they are in your HELD DISPLAY, and aim your shot by pressing the UP or DOWN control at the same time as the THROW control. You can KICK by pressing the KICK control when you are standing still, or PUNCH by pressing the THROW control when your HELD DISPLAY is empty.

### SKILL LEVELS

These affect the length of time in between shots from the guards and the anti-personnel weapons (*ie* your response time). They also affect the guard dogs which become more vicious at higher skill levels. They also control the position of the time-bomb which you will have to carry further on higher skills levels (**NB:** so long as you stay at the same skill level you will always find the bomb in the same place).

### SCORE

Dog killed	0 (so why do it?)
Guard killed by weapon	100
Guard killed by punch or kick	500 (real Ninja stuff!)
Get disk in time limit	5000
Swap time-bomb with disk	5000
Escape (by helicopter)	1000 (and fight another day)
Escape with disk (bonus)	5000
Escape with disk and bomb set	10000