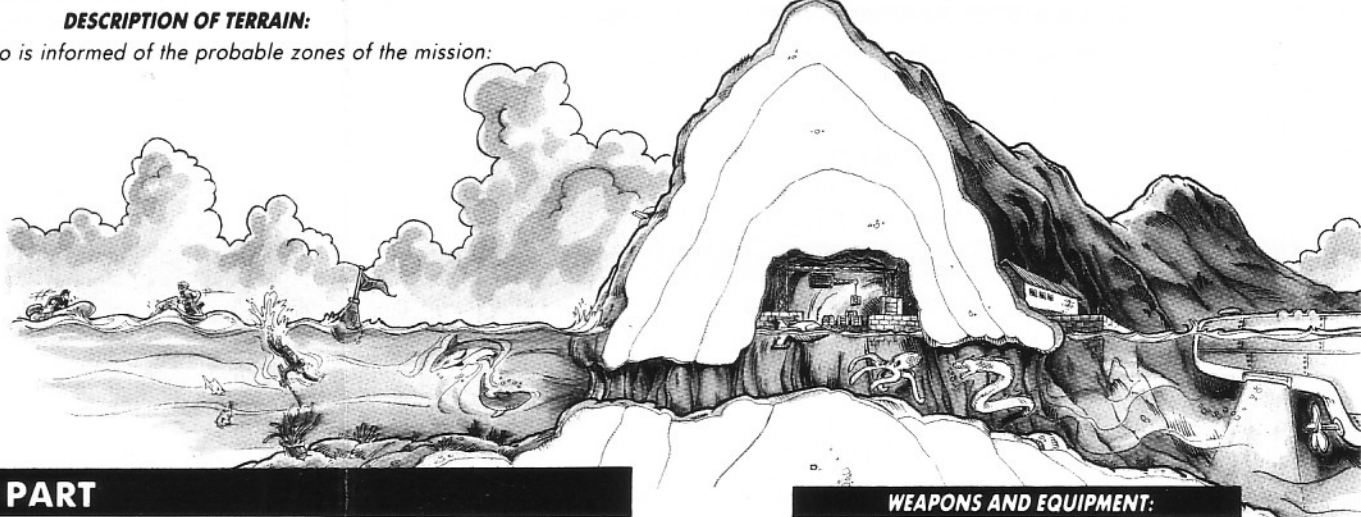


78744003HZ



MISSION:

Locate and destroy
the nuclear submarine U-5544,
equipped with RAIDER-HOMING TORPEDOES.

KEY NAME OF MISSION:

Operation
Octopus

FIRST PART

ZONE 1:

On the sea surface.

-AIM: To find the best spot for immersion.

ENEMIES AND PERILS: The waters are infested with USSEX-12 mines with a detonation device upon contact

and 2.300 g. of solid explosive.

The enemy comandos will each pilot a 6 speed

Aquatic GPX SUZUKI with a bicylindric

DOHC motor.

Technical Description

"ACUATIC" GPX SUZUKI

-M O T O R: DOHC, 4 phase, bicylindric, with 4 valves.

-C A P A C I T Y: 750 c.c.

-REFRIGERATION: with water.

-CARBURATOR: DHLA «DELL ORTO»

-SHIFT GEAR: 6 speeds.

Technical Description

USSEX-12 MINE

-DETONATOR: ultrasensitive, by contact, with multiplier and security system.

-L O A D: 2.300 g. of solid explosive.

ZONE 2:

Below the surface.

-AIM: To locate the entrance to the enemy base.

Once there, capture the bathyscaphe.

-ENEMIES AND PERILS: Avoid the contact with sharks and scuba-divers

that control the entry of enemy base.

Technical Description

SHARK

-TIGER SHARK: an elasmobranch fish between 3 and 4 metres long, with a fusiform body and a very large mouth full of very sharp teeth. Its hide is bluish grey in colour, it is carnivorous and very voracious, and can be extremely dangerous.

Technical Description

"BUZEX 31" DIVING GEAR

-F I N S: made of durable, flexible rubber, with riveted nerves that canalise the water

-BOTTLES: 20 litre double oxygen bottles with a rubber protection.

-S U I T: with pressure buttons and smooth neoprene gloves.

-GOGGLES: they allow 180° of vision and are cushioned inside.

Technical Description

DIMIC-GN 12 IMMERSION GEAR

Prepared to withstand high or low temperatures. Made of high sensitivity lubricated latex. Electronically tested for maximum safety.

WEAPONS AND EQUIPMENT:

You are provided with a HIGGINS "PT" motorboat

with an 890 hp. HONDA motor, an assault rifle

weighing 4.140 kg, which can be submerged

400 feet and a DINMIC-GN12 immersion gear.

The comando is provided with a repetition rifle

and an incorporated FLAMMENWERFER

flame-thrower. Use the selection button

to switch from rifle to flame-thrower or viceversa.

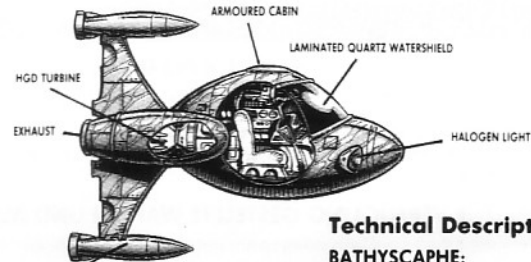
Technical Description

HIGGINS "PT" MOTORBOAT

-M O T O R: HONDA 890hp.

-COMPRESSOR: G Turbo fed.

-S H E L L: reinforced with laminated steel cable.



Technical Description

BATHYSCAPHE:

-M O T O R: 3 HGC turbines, 112 hp.

C A B I N: near spherical, made of steel, with a laminated quartz watershield.

NO. OF PRESSURE VALVES: two.

-PROPULSION: by propellor.

-W E I G H T: 850 Kg.

-ENDURANCE: can withstand depths of up to 3000 metres.

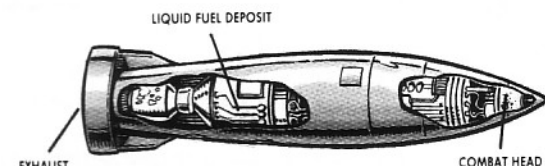
Technical Description

AS-5 KELT MISSILE

-F U E L: liquid injection system

-COMBAT HEAD: specially designed for submarine combat.

-T Y P E: mono phase.



ZONE 3:

In the bathyscaphe

-AIM: Leave enemies' base and penetrate in the

nuclear submarine through the exit door for remainders.

-ENEMIES AND PERILS: Giants octopii hidden in enormous and

dark caves. Giant sea monster must be shot

in the mouth.

Technical Description

OCTOPUS

An octopod whose extended tentacles have a span of up to 8 metres. It can change colour, lives in caves and feeds on anything it finds, crushing it first with its tentacles.

Technical Description

SEA MONSTER

Over 12 metres long and weighing between 1000 and 1200 Kg. This terrifying beast has a thick hide which makes it immune to missiles. Shaped like a giant eel, its bite means curtains for anyone coming near.

HELPFUL TIPS

FROM MAJOR McWIRL:

● The comandos on the aquatic motorbikes are kamikazes. Shoot them down before they collide with you.

● Never enter in contact with a shark.

● Shoot the octopii with two missiles at a time the effect will be triple!

● To destroy the sea monster shoot it repeatedly inside its mouth.

SECOND PART

Inside the submarine

-AIM: To set a bomb at the base of the reactor

and escape alive. In order to escape you will have

to stop the submarine, make it emerge

and transmit the key message to your base.

-ENEMIES



CAPTAIN

His code allows you to perform one time the function of each and any of the officials.



FIRST OFFICIAL

His code allows you to stop the motors and emerge.



FIRST AND SECOND MACHINE OFFICIALS

With their codes you can open the door to the base of the reactor.



FIRST AND SECOND TRANSMISSION OFFICIALS

Their codes allow you to transmit the codified message to your base.



MARINES

Equipped with an M-32 rifle. They can carry a bullet loader.



FLAMETHROWER MARINES

Equipped with a flamethrower. They carry two loaders, one with bullets and one with gasoline.



Technical Description

UNITED DEFENSE MODEL 2 RIFLE

-T Y P E: 820 mm.

-W E I G H T: 4.140 Kg.

-C A L I B R E: 9 mm. parabellum

-FEATURES: submersible to 400 feet. It shoots explosive arrows above or below the surface

Technical Description

5.56 mm. FA RIFLE

-C A R T R I D G E S: 5.56x45 mm.

-W E I G H T: 4.500 Kg.

-L E N G T H: 757 mm.

-C A D E N Z A: 1000 dpm.

-L O A D E R: 25 cartridges

-E F F E C T I V E R E A C H: 400 metres.

Technical Description

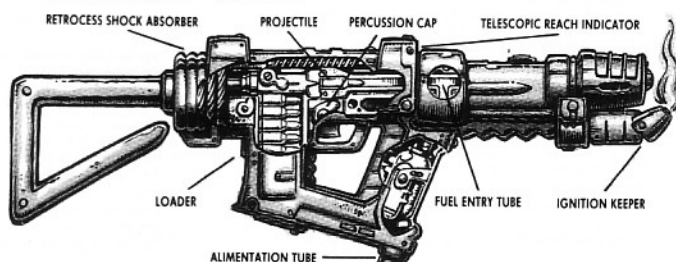
FLAMMENWERFER FLAMETHROWER

-W E I G H T: 35 Kg.

-C A P A C I T Y: 11 litres

-R E A C H: 10 to 15 metres.

-D U R A T I O N: 10 seconds maximum.



To perform any function you have to connect with the central computer of the submarine through any of the terminals within. You also need to know the identification code of the Official in charge of the area related to the order you want to send. E.g.: to open the door to the base of the reactor you must obtain the Machine Official's code and then transmit the order to the central computer.

To obtain the codes, locate the Official, shoot him and search him.

END OF MISSION

Once the bomb has been set, the motors inactive and the submarine on the surface, you must transmit the world «BOMB READY» to your base.

In order that the enemy can't detect it you must codify it in this way:

OABERBYAMD

When you have communicated the success of your mission go up to the control tower and wait for your colleague to rescue you.