



THE UNTOUCHABLES

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AMSTRAD CPC

464/664/6128

SPECTRUM

48/128/+2/+3



ENGLISH



FRANCAIS



DEUTSCH

THE UNTOUCHABLES LES INCORRUPTIBLES

TAKE ON THE MOB

The ultimate six exciting action sequences put you in control of Elliot Ness's elite squad of crime-busters.

Alleyway shootouts, The Border Raid, The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a rooftop duel as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES - LIVE AN AMERICAN LEGEND

THRILLING ACTION ON THE STREETS OF CHICAGO

SCENARIO

Original and diverse arcade-style sections put you in control of Elliot Ness's elite squad of crime busters. The Warehouse Bust, the Border Raid, The Alleyway Shootouts, The Railway Station Confrontation and the final Rooftop Duel enable you to re-live the knife-edge existence of Elliot Ness as you crusade through 1920's Chicago in search of Capone's retribution.

Take on the Mob as you lead the Untouchables on their most exciting and difficult mission! With six levels of explosive action and a thrilling denouement.

THE UNTOUCHABLES...LIVE AN AMERICAN LEGEND

SPECTRUM LOADING CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:
Type LOAD"" (ENTER). (Note there is no space between the quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

48K: The game loads in 5 sections. Once a section has been loaded, you remain on this level until it has been completed.

Then follow on screen instructions to progress onto the next level.

128K: The first three levels load in one part then follow on screen instructions for further levels as required.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically. Please ensure disk is in drive throughout game - follow on screen instructions.

CONTROLS

The game may be controlled by either keyboard or joystick.

This is a one player game only.

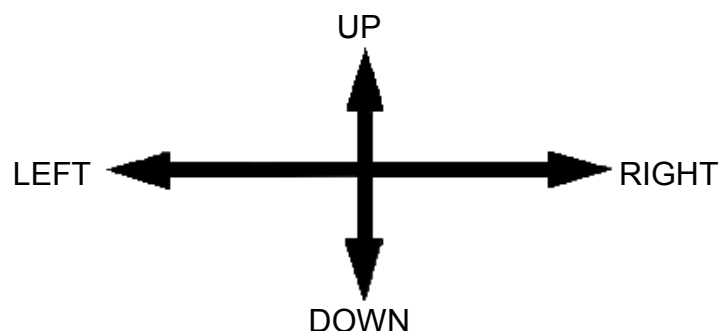
PRESET KEYS

Q	-	UP
A	-	DOWN
O	-	LEFT
P	-	RIGHT
SPACE	-	FIRE
H	-	PAUSE GAME

(Pressing H while game is paused will abort the game.)

THE JOYSTICK AND KEYS CAN BE RE-DEFINED FROM THE MENU PAGE.

JOYSTICK



STATUS AND SCORING

PANEL DISPLAYS FROM LEFT TO RIGHT:

LEVEL 1

Score, Time remaining, Evidence Collected, Energy, Extra weaponry and direction indicator on top right of screen.

LEVEL 2

Score, time remaining, sight, energy level and below this a liquor seized indicator.

LEVEL 3

Score, time remaining, shotgun gauge, energy-level and liquor seized indicator.

LEVEL 4

Score, Ness's energy and baby energy.

LEVEL 5

Score, Time, Stone's energy and Accountant's energy.

LEVEL 6

Score, Time and Energy.

Your score is increased by shooting gangsters.

Big bonuses are obtained for completing a level.

Your energy level is depicted by caricatures of the Untouchables. The more you see of Capone the weaker The Untouchables.

GAMEPLAY

SECTION 1 - THE WAREHOUSE

You find out that Capone's thugs are working in a derelict warehouse, bootlegging liquor. You bust in on them in an attempt to break up their operation. However, this surprise attack yields a few bonuses, as some of Capone's bookkeepers are present, and you must take the opportunity of capturing them in order to gather preliminary evidence of his activities. An arrow will guide you to the evidence when it is present in the building. You may also pick up extra ammunition and extra energy.

SECTION 2

Acting on information gained from the warehouse raid, you attempt to thwart an illegal liquor run at the U.S./Canadian border. Armed with a Tommy Gun you and your men must find the liquor by avoiding Capone's henchmen and collect it by shooting the barrels until they explode.

Untouchables may be changed by going to the far left or far right of the play area and shooting the bottom right corner of the character icon that appears on screen.

SECTION 3 - THE ALLEYS

Getting a tip-off from one of the men at the border, you head for the train station where Capone's accountant is trying to leave the country. You must get to him (and the evidence) before the train leaves.

Capone's mob hear of your intentions and will try anything to thwart the Untouchables mission. As you progress through the streets of Chicago, on your way to the Train Station, you are confronted by ambushes at every turn. You must eliminate all of your attackers before you can safely reach the station.

Characters can be changed only when in a defensive position against the wall, and by moving to the character icon and shooting the bottom right of it.

SECTION 4 - THE TRAIN STATION

As Ness awaits the arrival of the accountant, he helps a woman lift her baby in a pram up the stairs of the railway station. Before he reaches the top Capone's accountant arrives with an armed escort and opens fire. He lets go of the pram and starts to fire back.

You must guide the pram to the bottom of the concourse avoiding enemy fire and any obstructions. You must also avoid shooting at any innocent bystanders as you try to destroy Capone's men. You may replenish your energy by running over medical packs.

SECTION 5 - THE HOSTAGE

Realizing he is the last one left in the Station, one of Capone's henchmen takes the accountant hostage at gunpoint and threatens to shoot him in ten seconds if you do not lay down your arms. You must shoot him within that time, scoring a perfect fatal hit, if you are to succeed.

SECTION 6 - THE ROOFTOP

With the evidence all collected, Capone is in court for the trial. His head Hitman, Frank Nitty, is still at large however, and you must chase him across the court rooftop and avenge Malone's death. This is the final and bloody shootout which, if successful, will result in Nitty falling to his death.

HINTS AND TIPS

Learn map layouts for increased manoeuvrability.

Try not to hang around too long on any level.

Certain members of the Untouchables must remain alive for specific sections -
The Movie may give you a clue.

Learn how the mobsters act, to devise suitable tactics against them.

Switch between your Untouchables quickly if one is low on energy as they regain
power when inactive.

THE UNTOUCHABLES

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a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

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