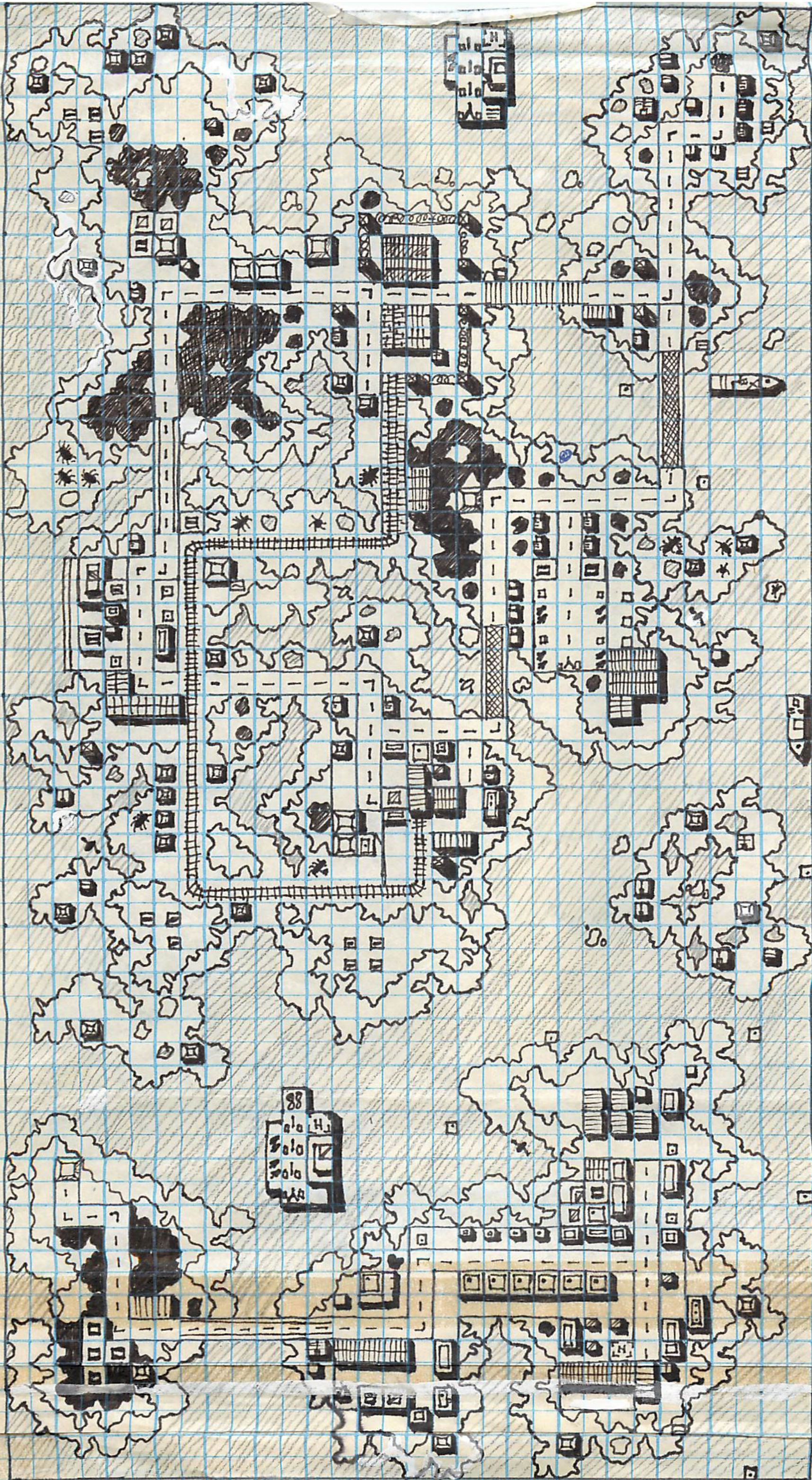
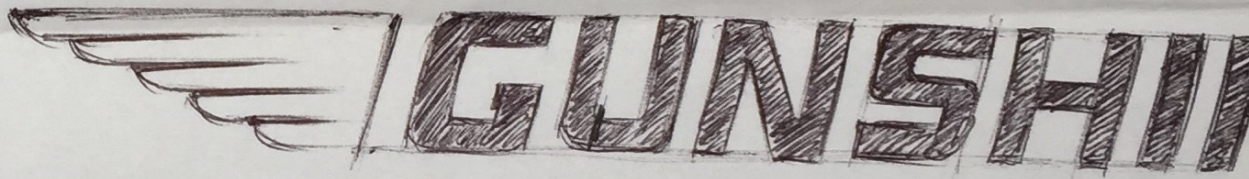
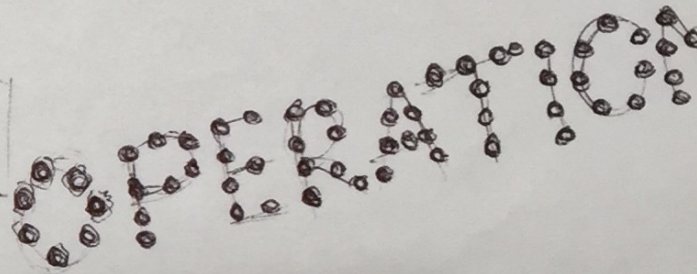
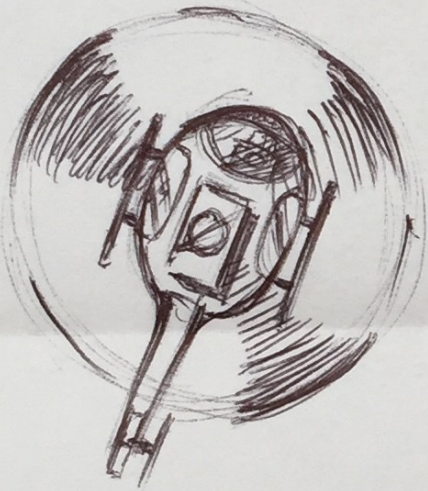
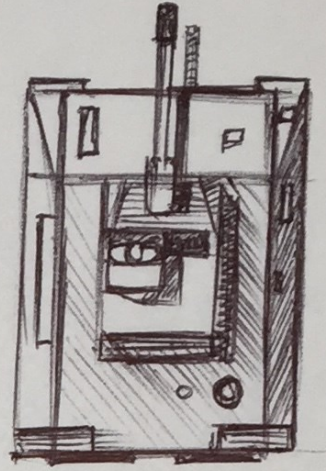
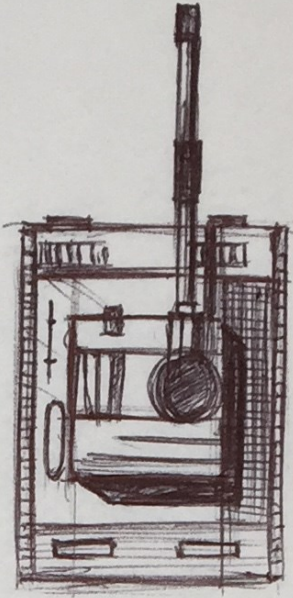
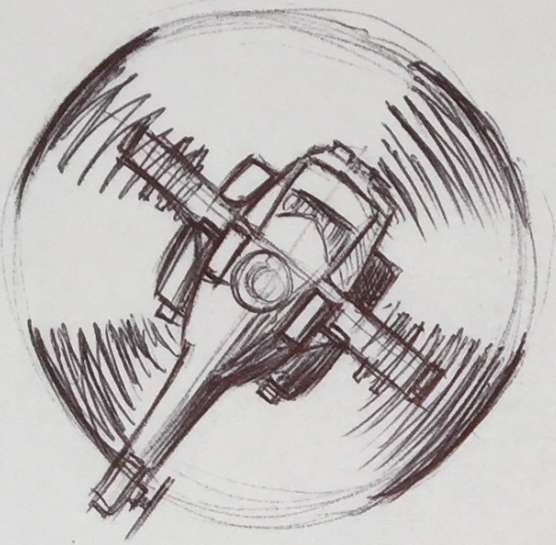


INDICATES
ONE 4x4
CHARACTER
BLOCK.





OPERATION

OPERA

blue white
orange orange
yellow yellow
white white

G

OPERATION GUNSHIP

9/10/90.

INTRO

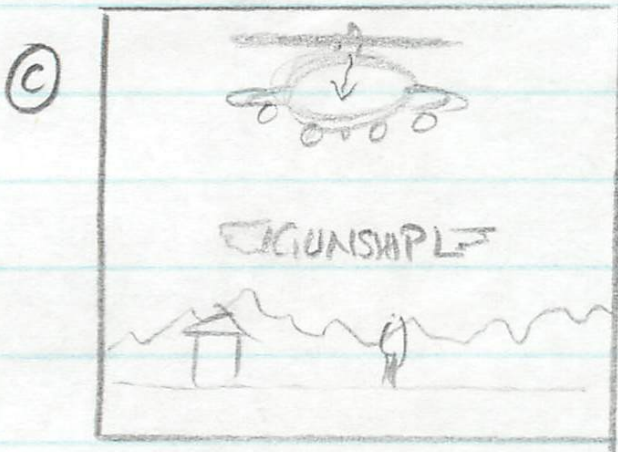


fade/scroll up up



logo falls in & bounces.

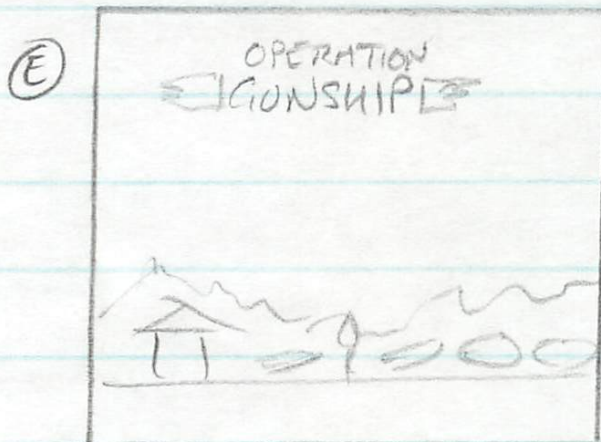
this erases credits



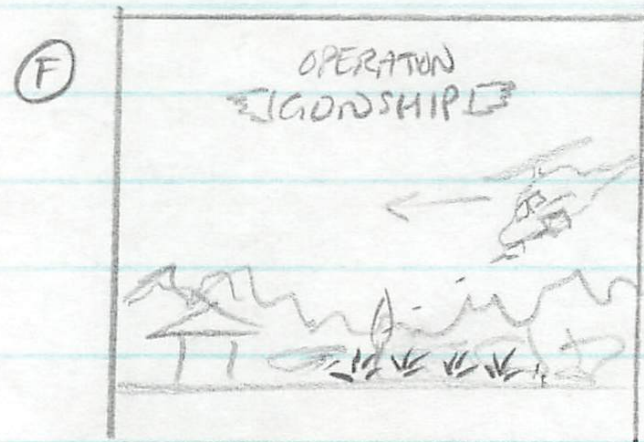
helicopter slowly glides in.



helicopter shoots bullet holes spelling out operation



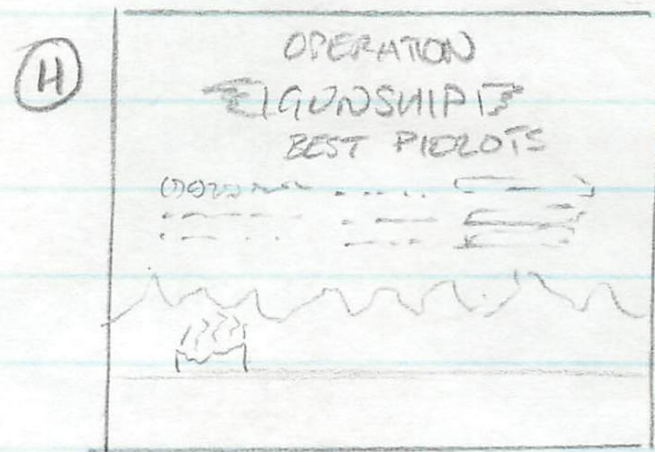
helicopter & logo glide up together stopping to leave just logo visible.



helicopter comes horizontally across shooting bullets creating small path of explosions



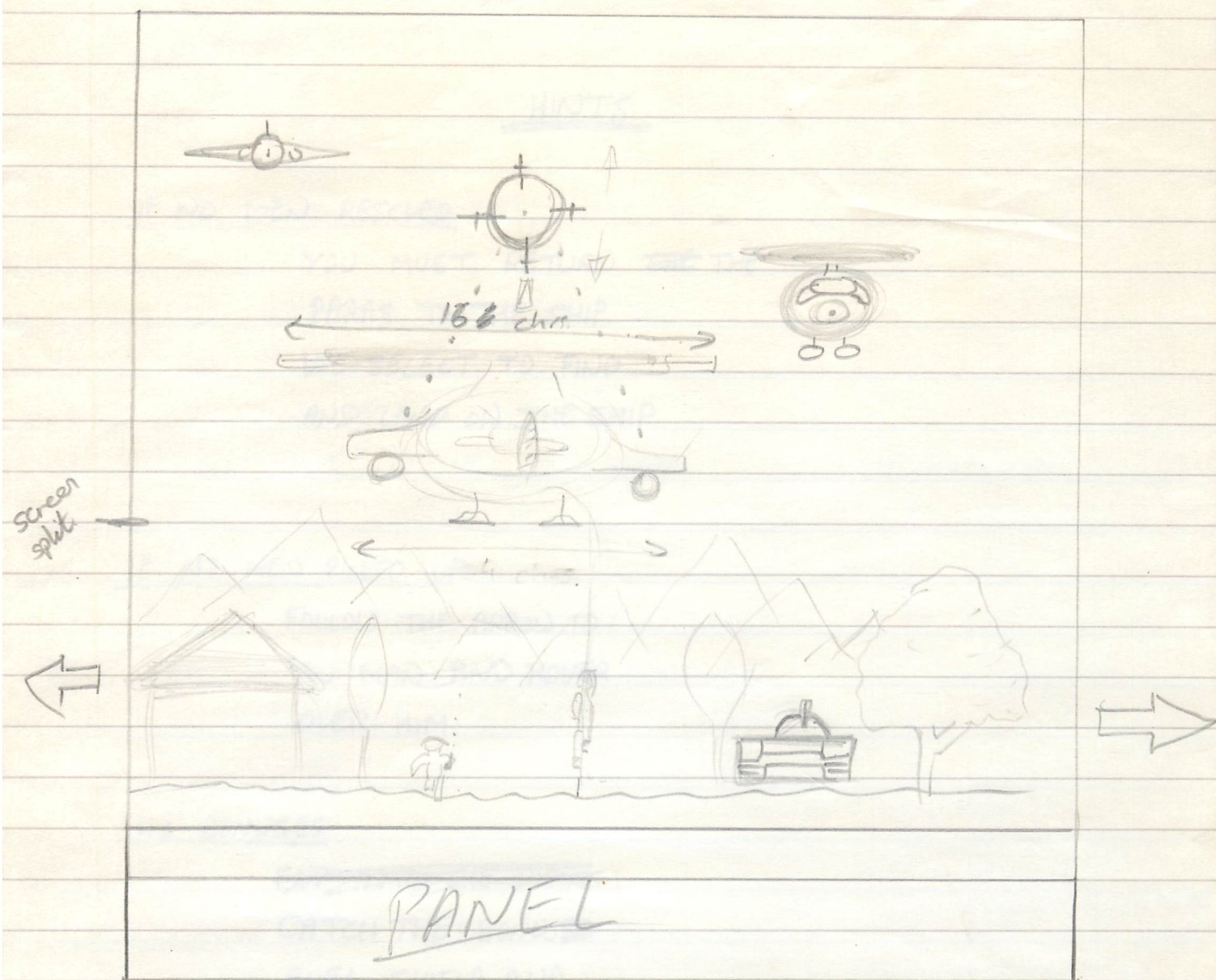
missile launched into house with large explosion



smoldering destroyed house fade up hiscores wait & fade off.

REPEAT

do demo of game with recorded keeps for 20 secs.



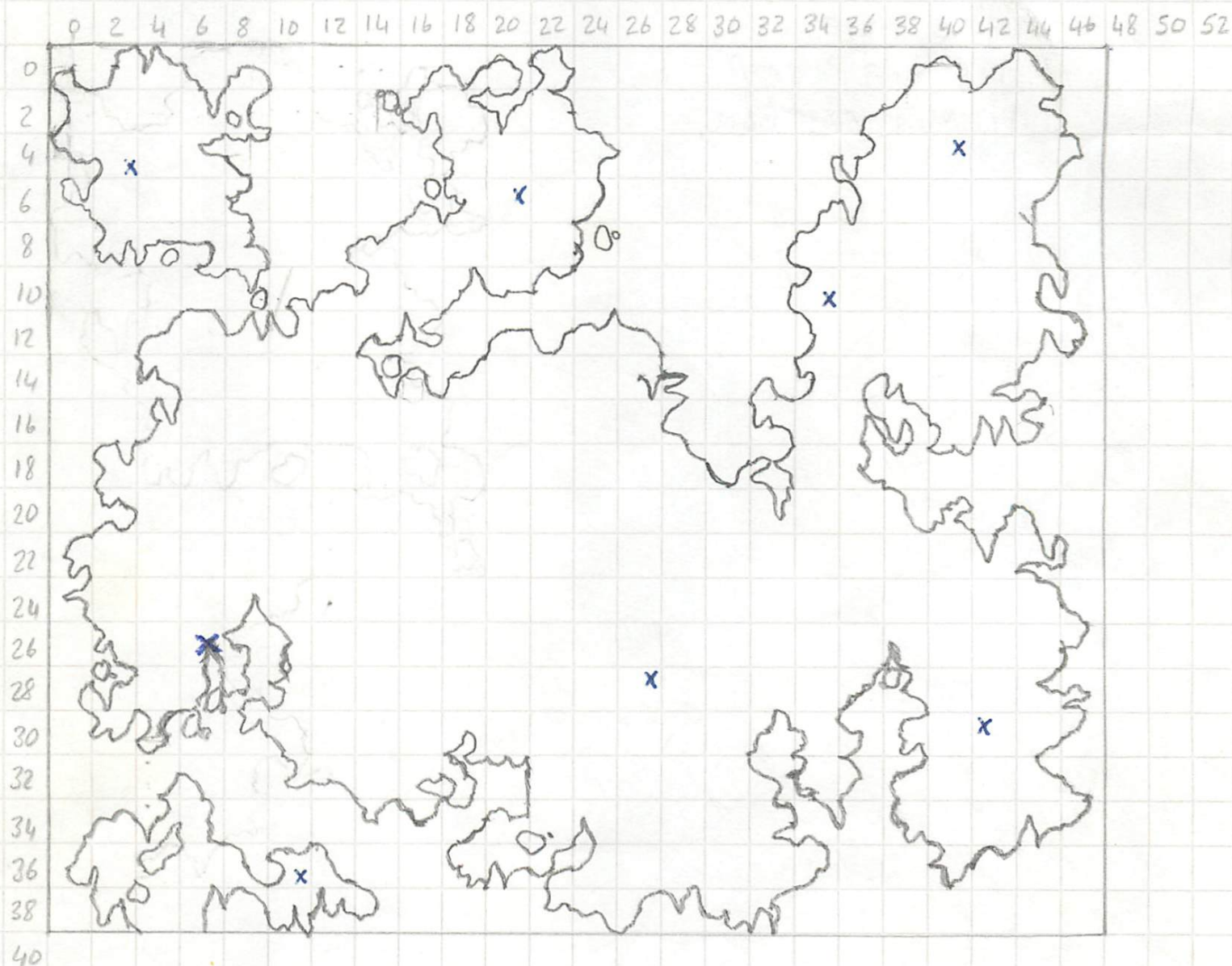
& land
 comes
 up to
 meet it. → The helicopter descends to the position shown
 & the ladder is thrown out.
 The man to be rescued runs back & forth
 waving violently
 stop the ladder near him & he run to it & start
 climbing
 You must then shoot the on-coming enemies
 using left right, up

MAP 2

8 men.

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62 64

LEVEL 2



MAP Ø

1 man.

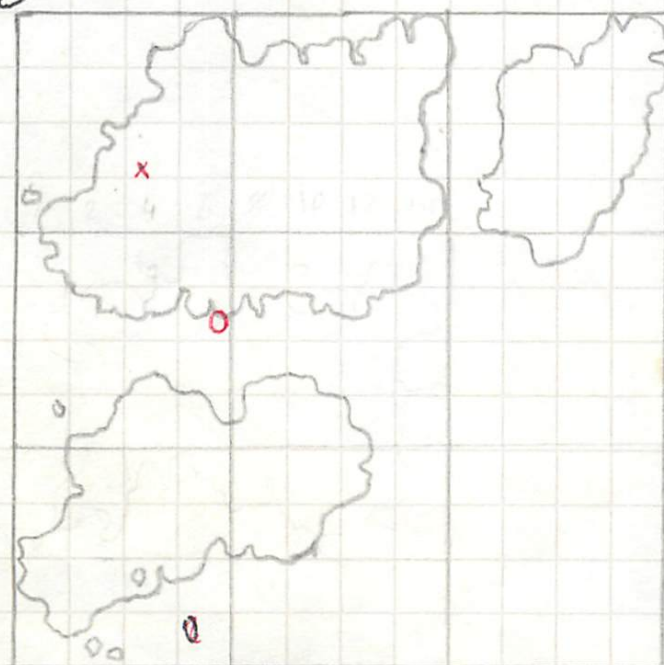
(MAP 6 on Amiga)

MAP Ø

24x24

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62 64 66

LEVEL Ø



IF CRASHED

WHY YOU CRASHED

~~YOU EXHAUSTED YOUR FUEL~~ X

~~YOU FLED ON FUMES AND~~
FINALLY

YOU FELL FROM THE ~~SKY~~
SKY AFTER EXHAUSTING ~~YOUR~~
YOUR FUEL SUPPLY

IF FUEL = 0

① THE ENEMY ~~FINALLY~~ EVENTUALLY
SMASHED YOUR ~~SHIP~~ GUNSHIP'S
DEFENSIVE SHIELD

② YOU WERE DOWNED
AFTER EXTREME BATTLE

③ ~~THE~~ THE RELENTLESS ~~GROUND~~
GROUND TO AIR FIRE ~~DEFINITELY~~
FINALLY DEFEATED YOU

④

PICK 1 of 4
at RANDOM.

MAP 3

5 men.

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60

0

2

4

6

8

10

12

14

16

18

20

22

24

26

28

30

32

34

36

38

40

42

44

46

48

50

52

54

56

58

60

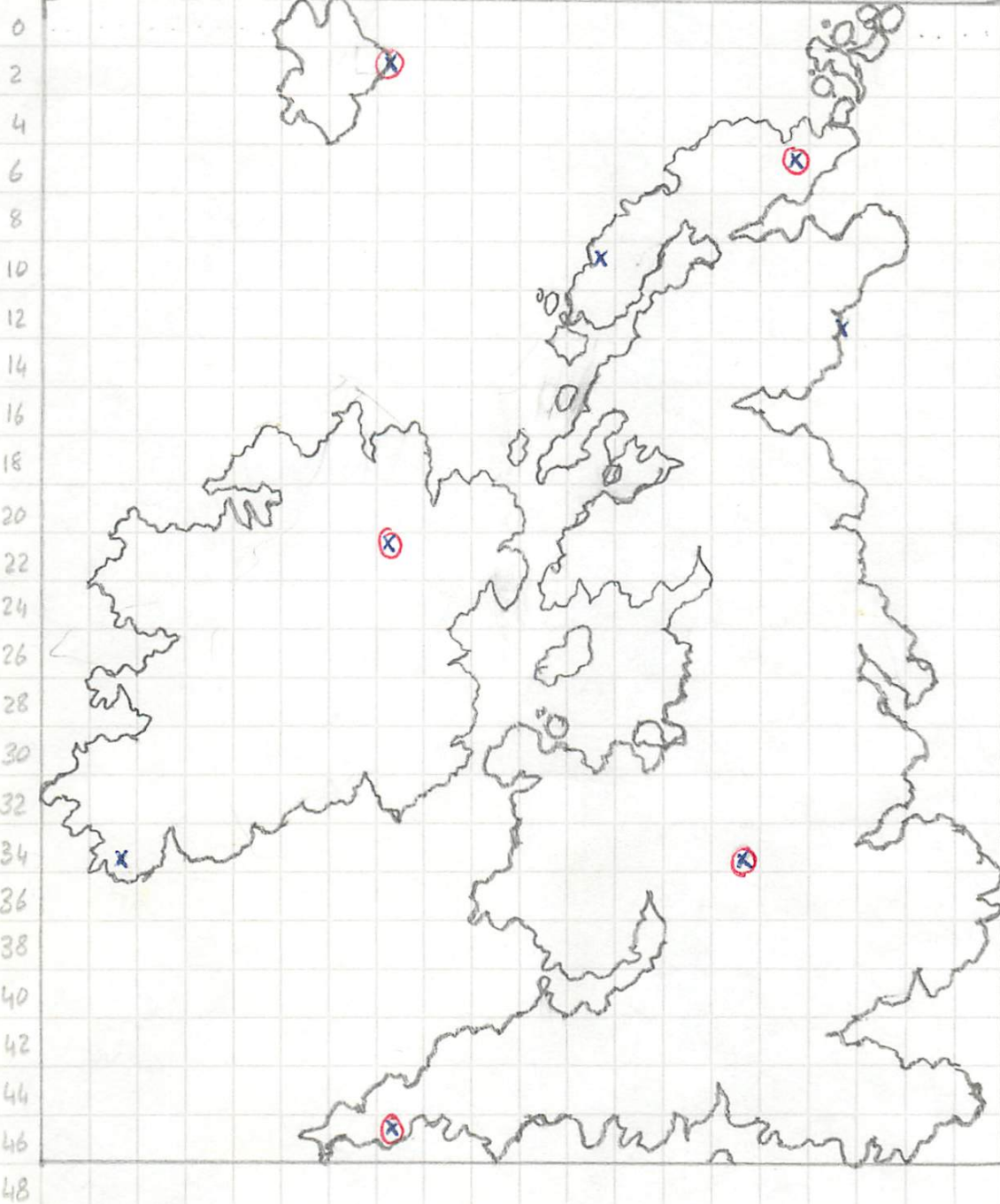
62

64

LEVEL 3

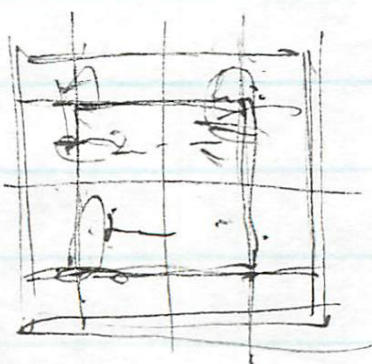
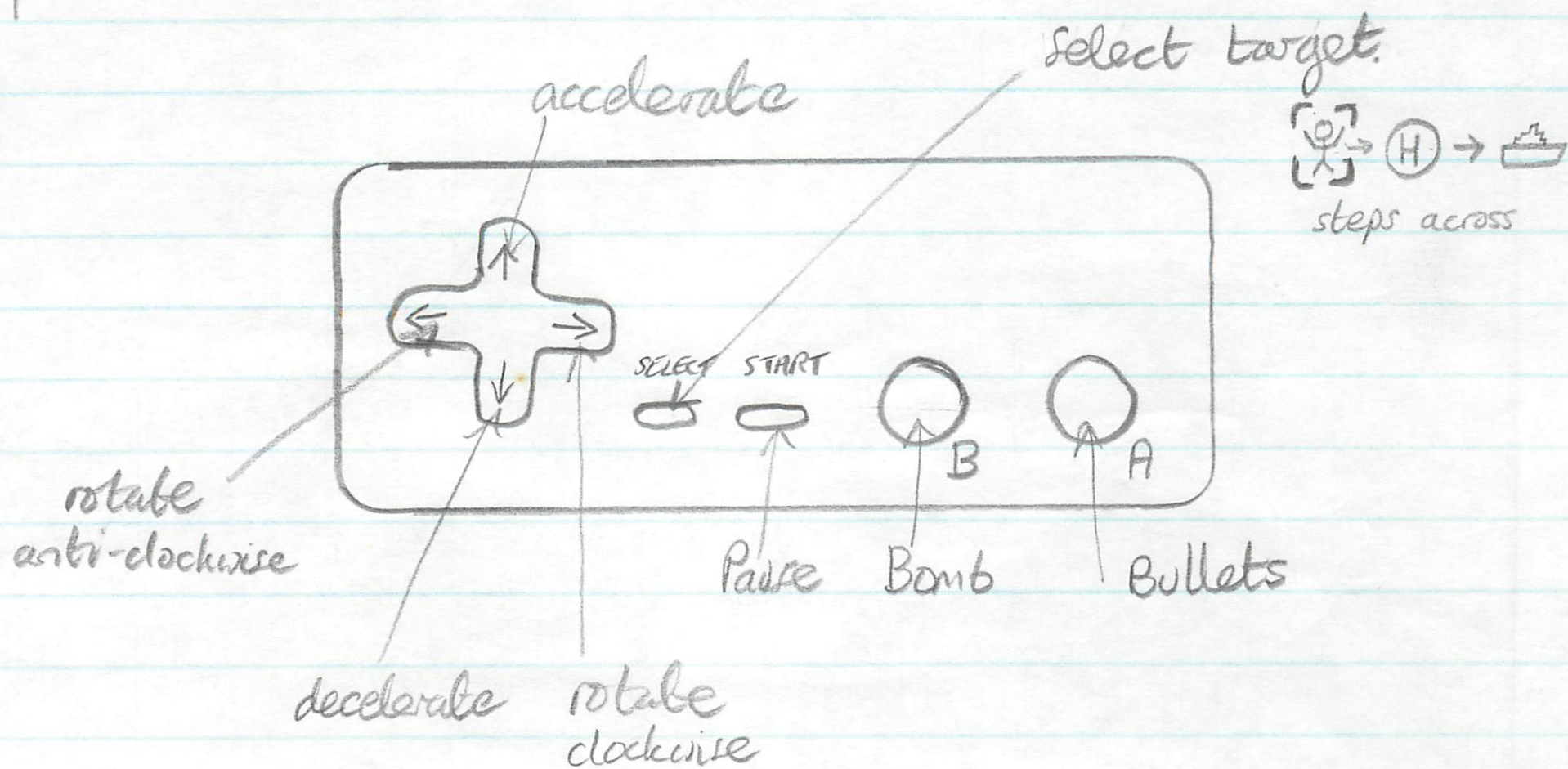
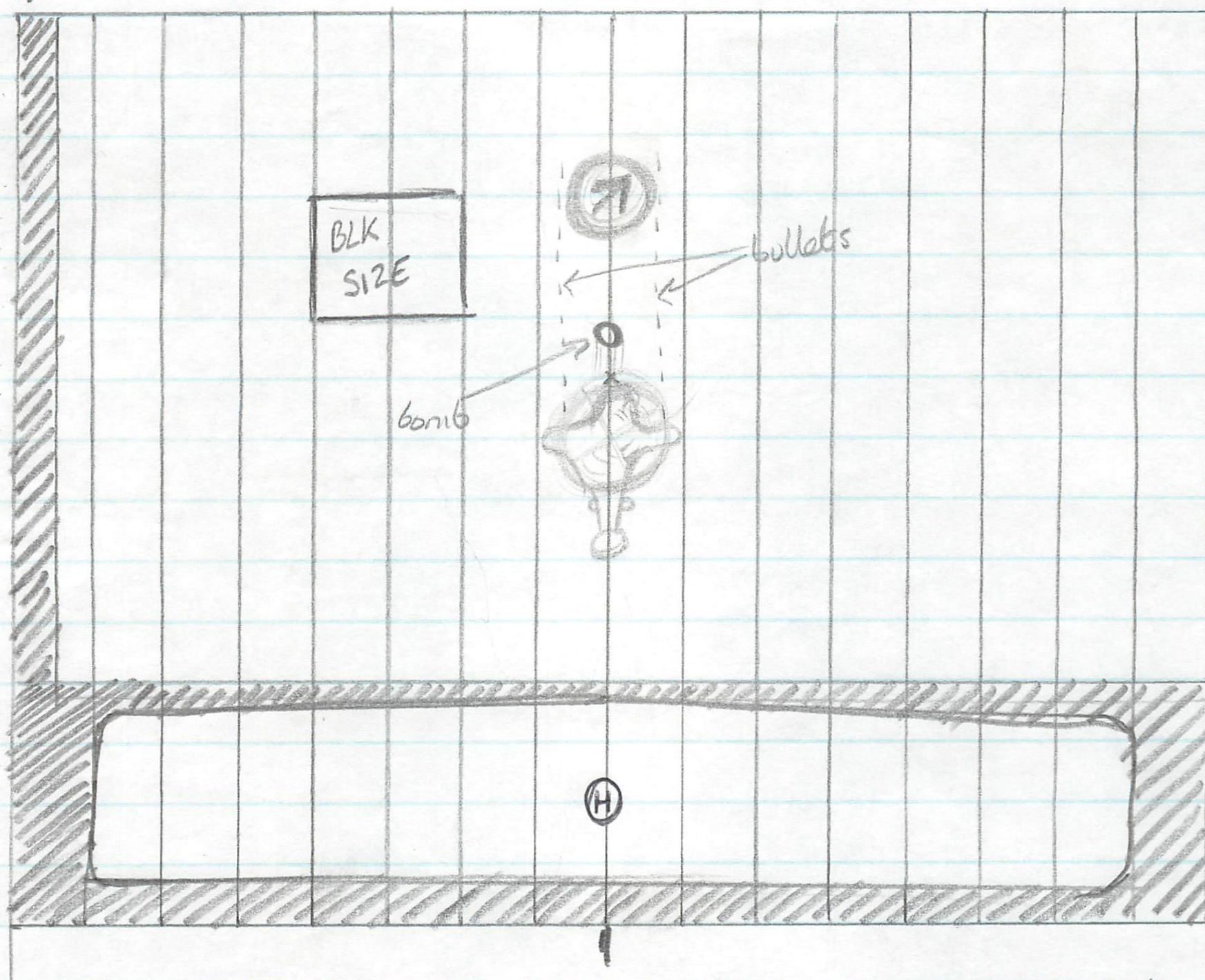
1 1 0 1 0 1 1 0

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40



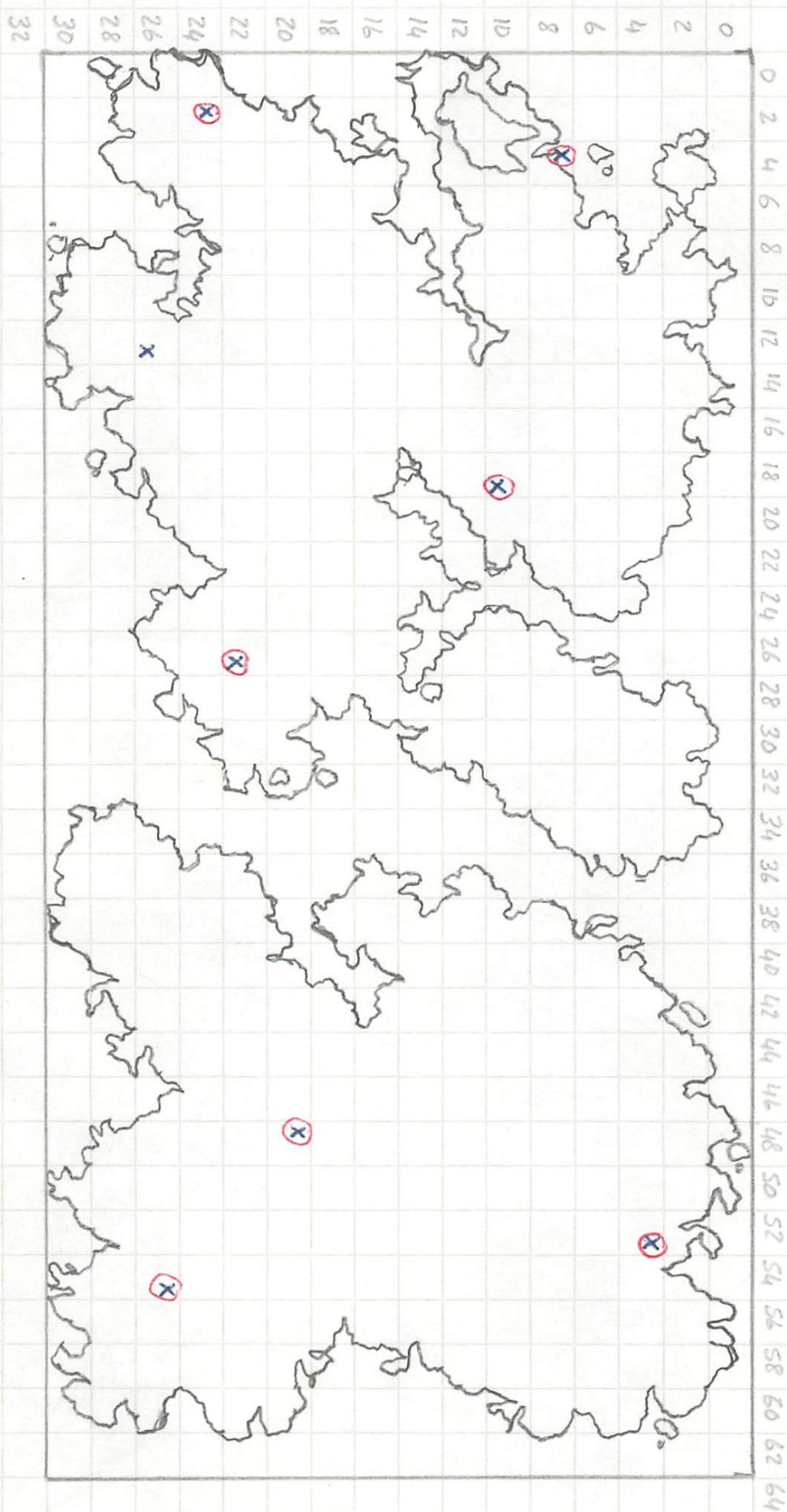
Turned off

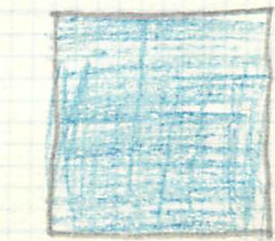
OPERATION GUNSHIP



7 mer.

LEVEL 5

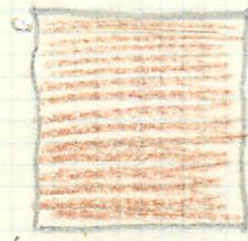
[illegible]



✓ 800



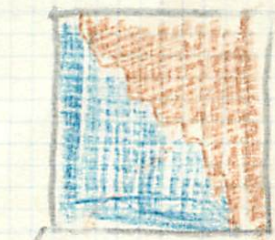
✓ 801



✓ 802



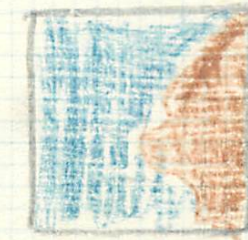
✓ 803



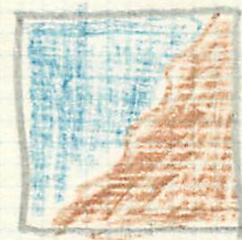
✓ 804



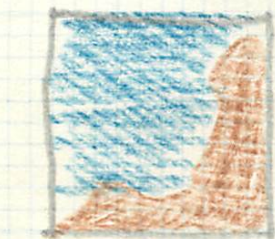
✓ 805



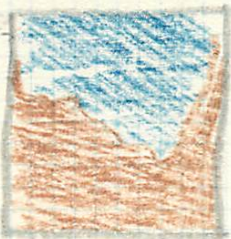
✓ 806



✓ 807



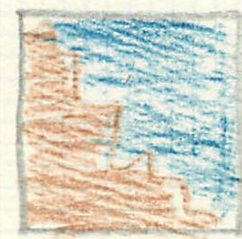
✓ 808



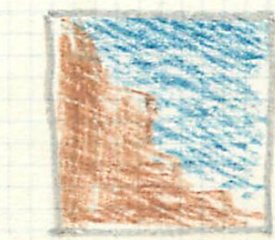
✓ 809



✓ 80A



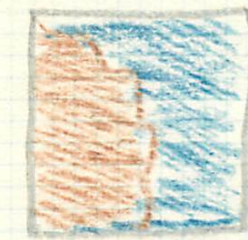
✓ 80B



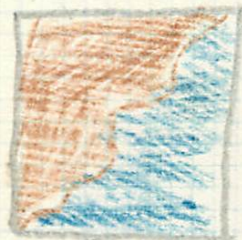
✓ 80C



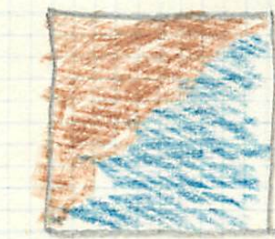
✓ 80D



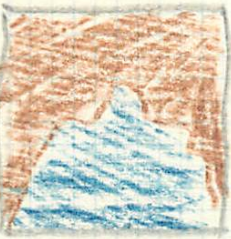
✓ 80E



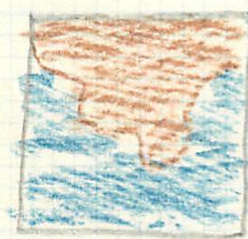
80F



810



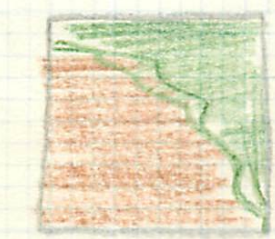
811



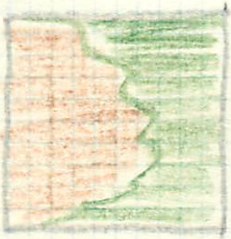
812



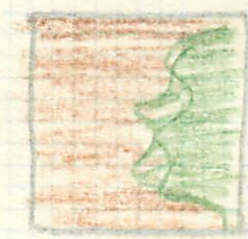
813



814



815



816



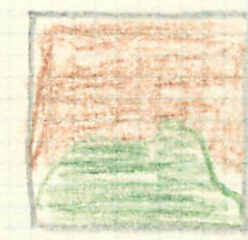
817



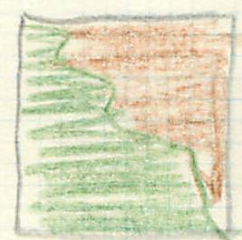
818



819



81A



81B

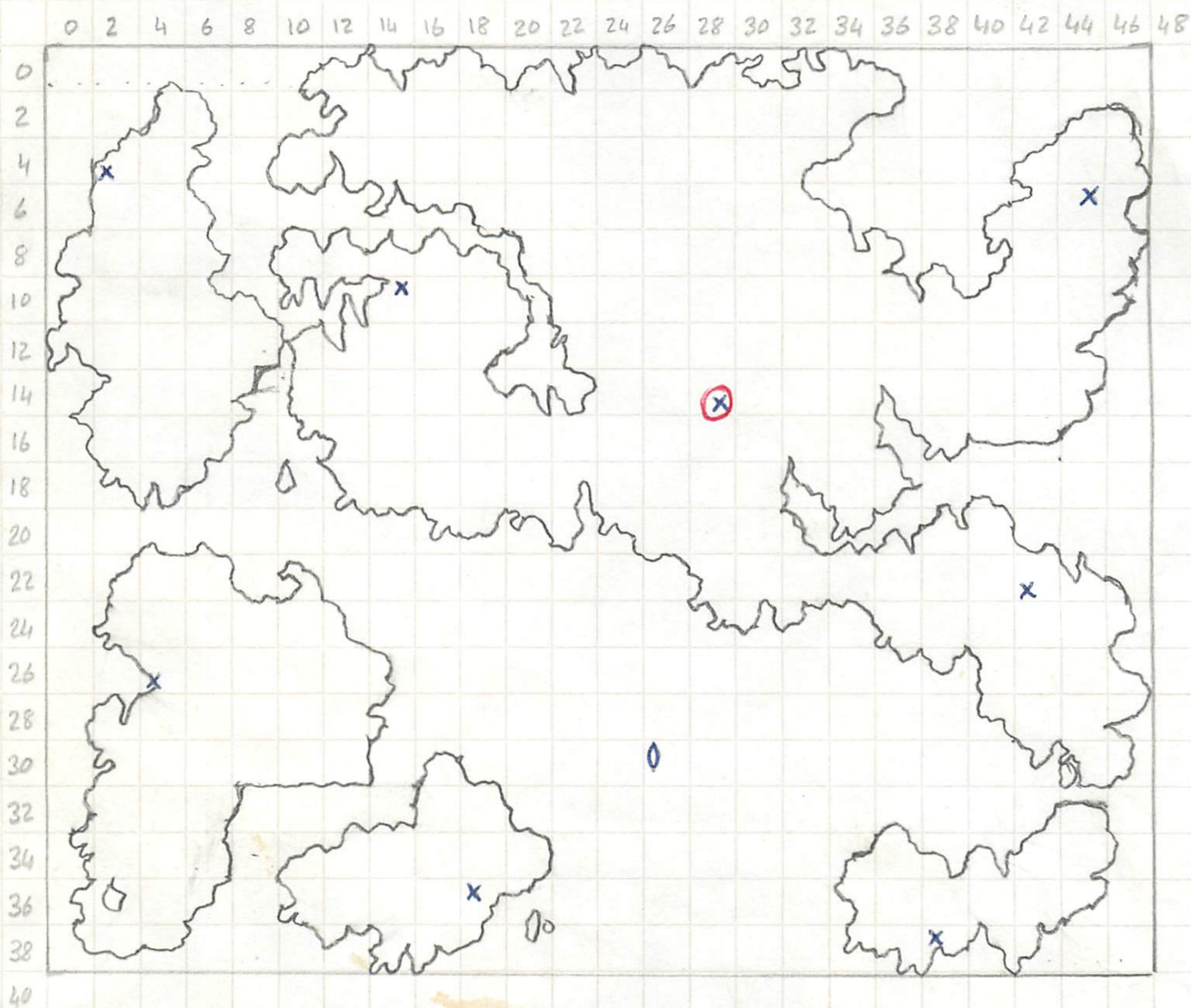
MAP 5

1 man.

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62

0 6 6 0 1 0 0 0

LEVEL 6,



MAP 7

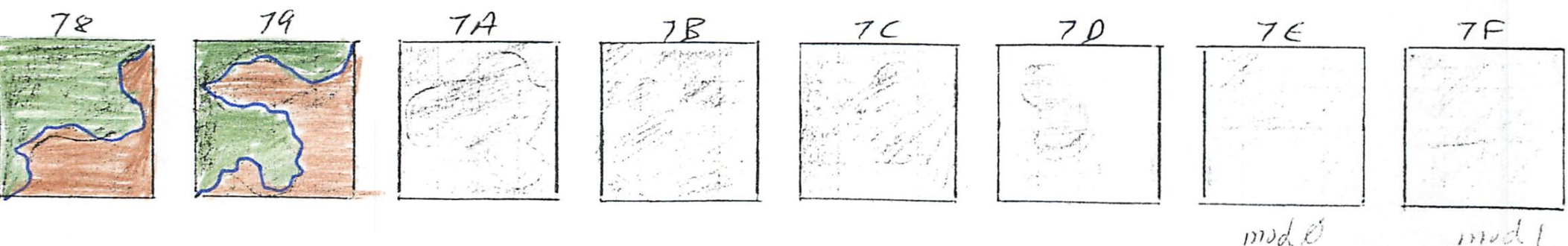
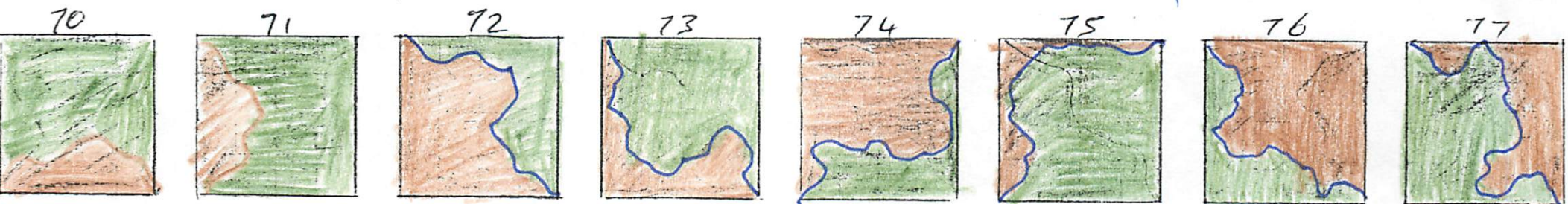
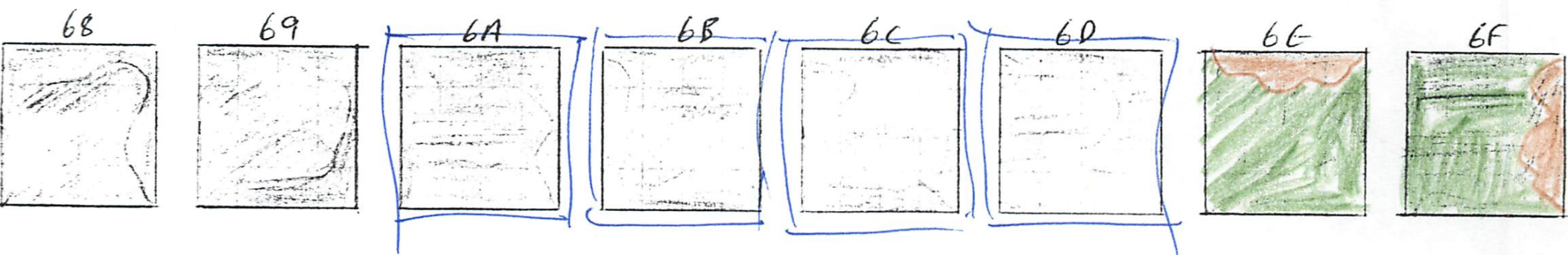
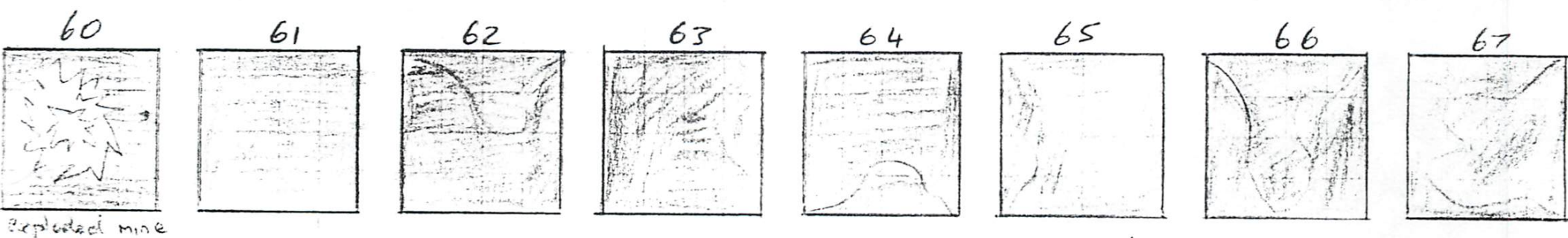
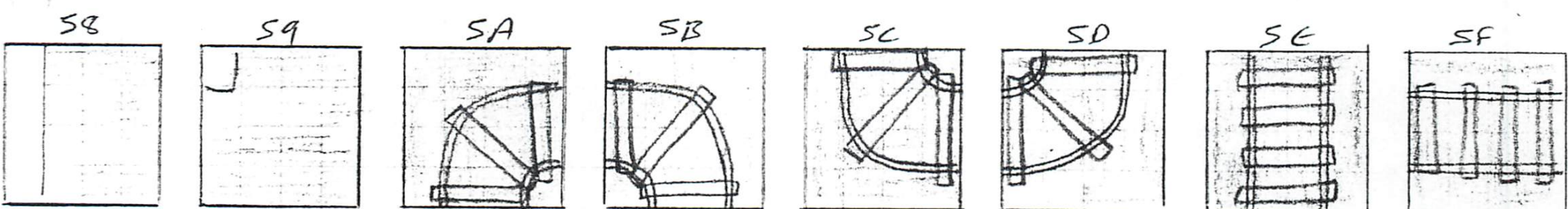
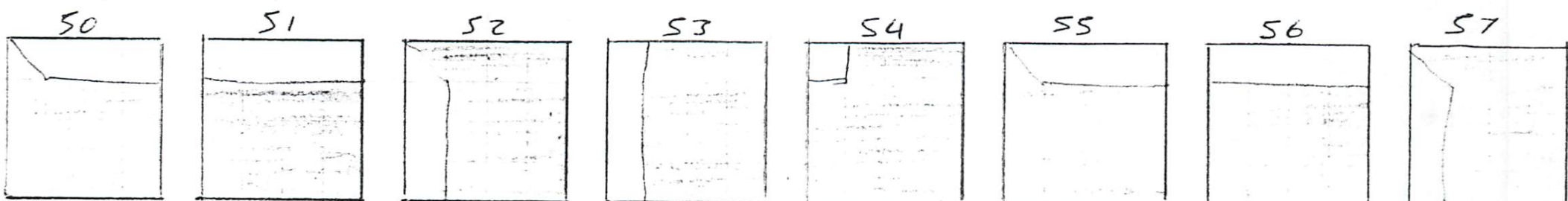
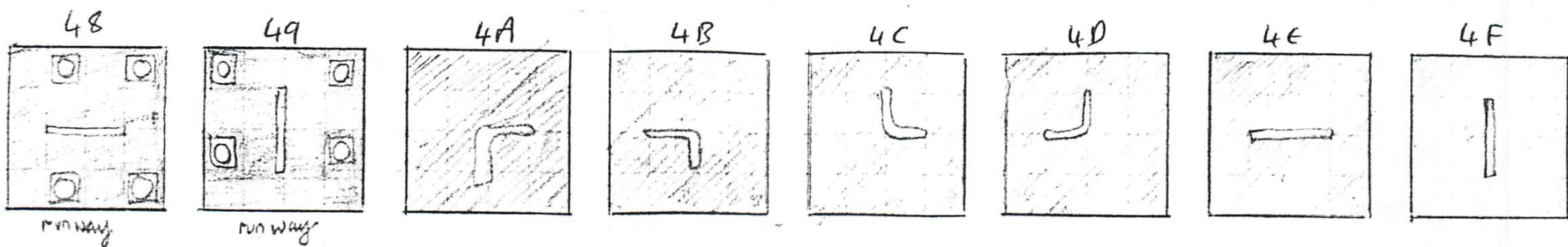
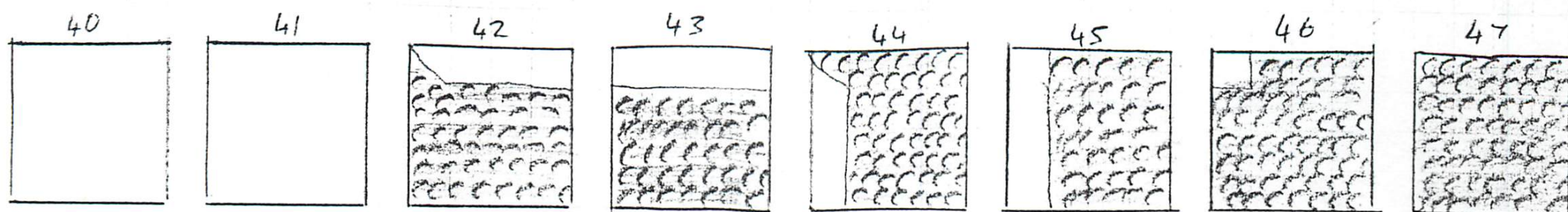
Ø men

0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62

LEVEL 4

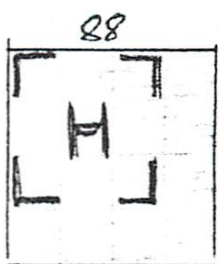
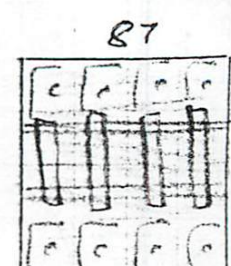
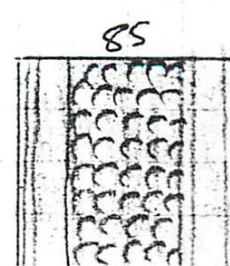
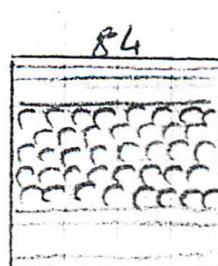
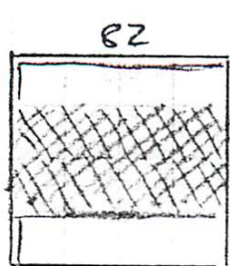
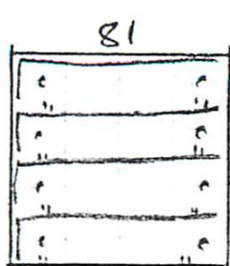
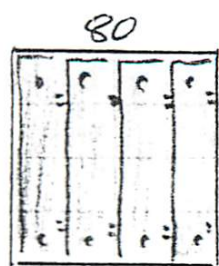


FIRE HAWK

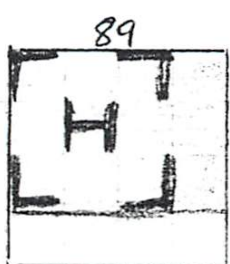


FIRE HAWK

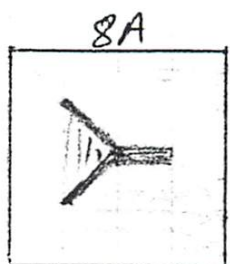
Bridges



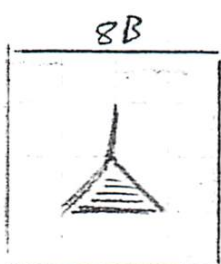
HELI GEN.



HELI GEN.



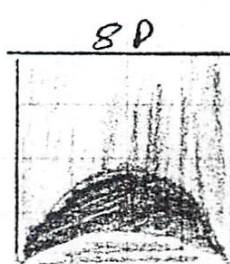
plane gen →



plane gen ↑



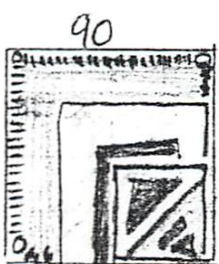
tank gen ←



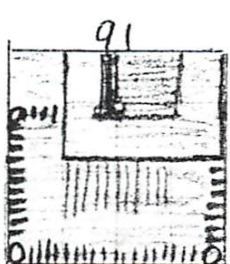
tank gen ↓



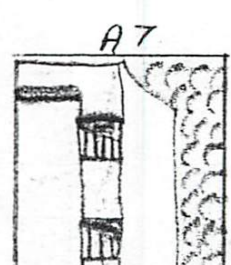
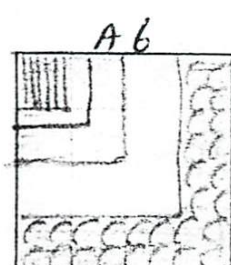
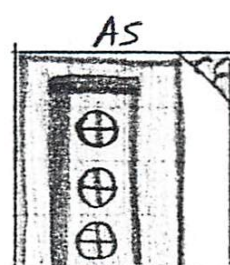
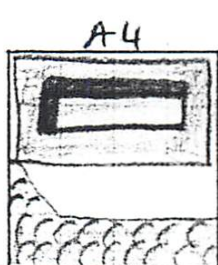
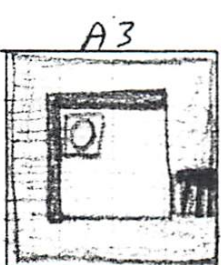
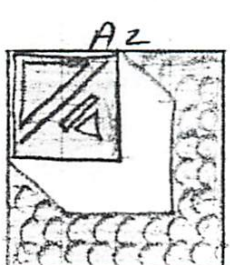
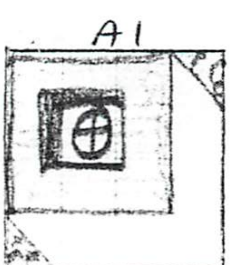
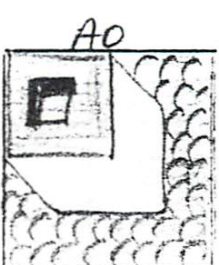
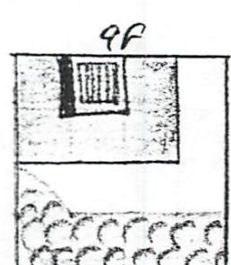
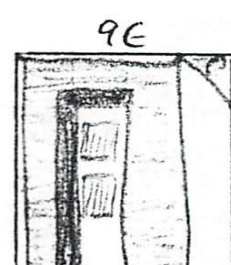
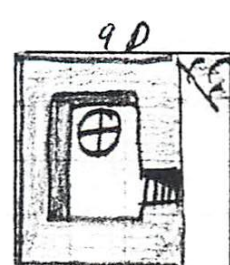
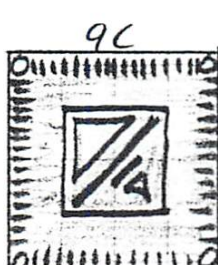
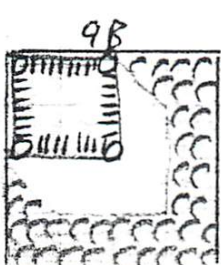
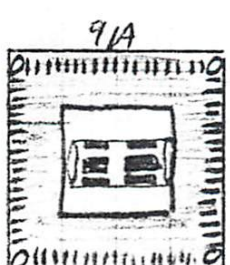
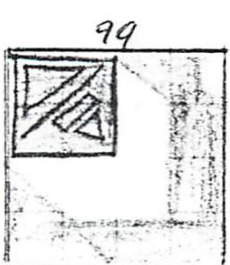
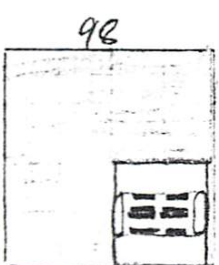
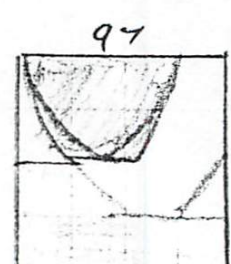
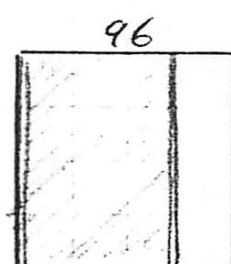
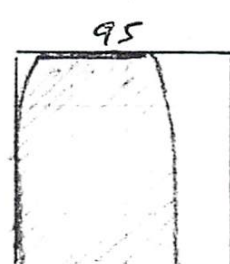
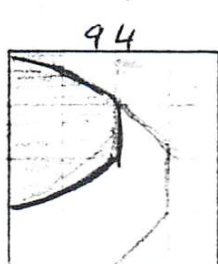
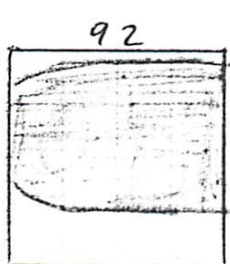
brown boat



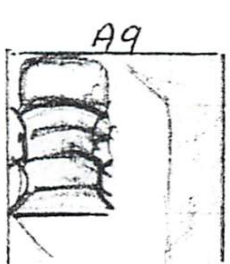
Ship bridge



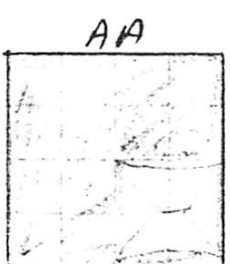
Ship bridge



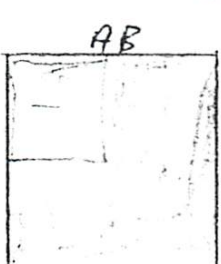
JEOP



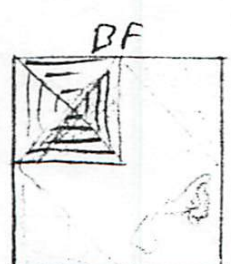
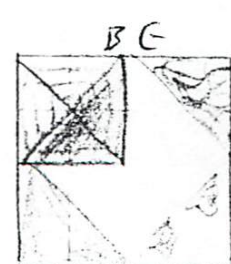
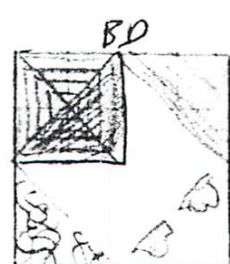
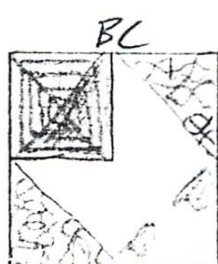
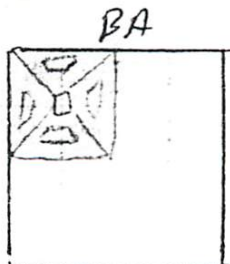
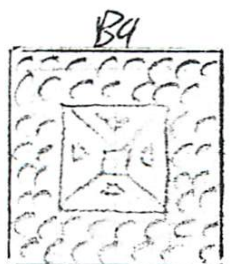
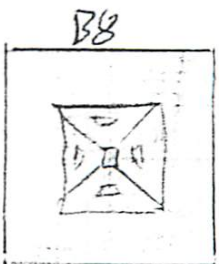
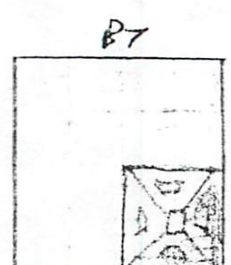
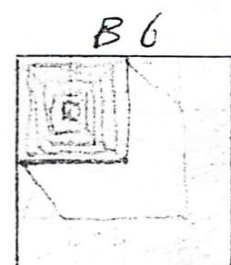
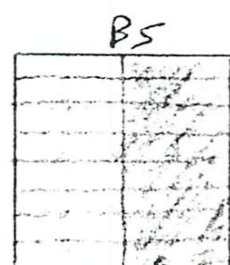
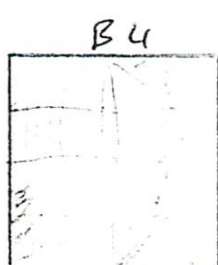
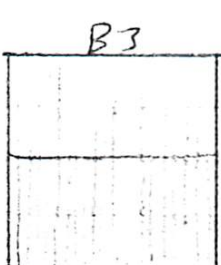
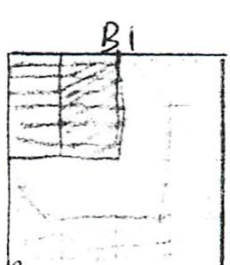
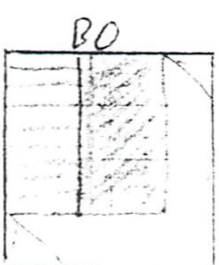
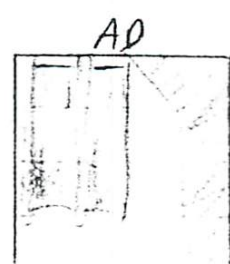
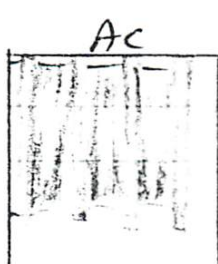
LOOPY



TENT



TENT



Graphic Space
for Pickup Game

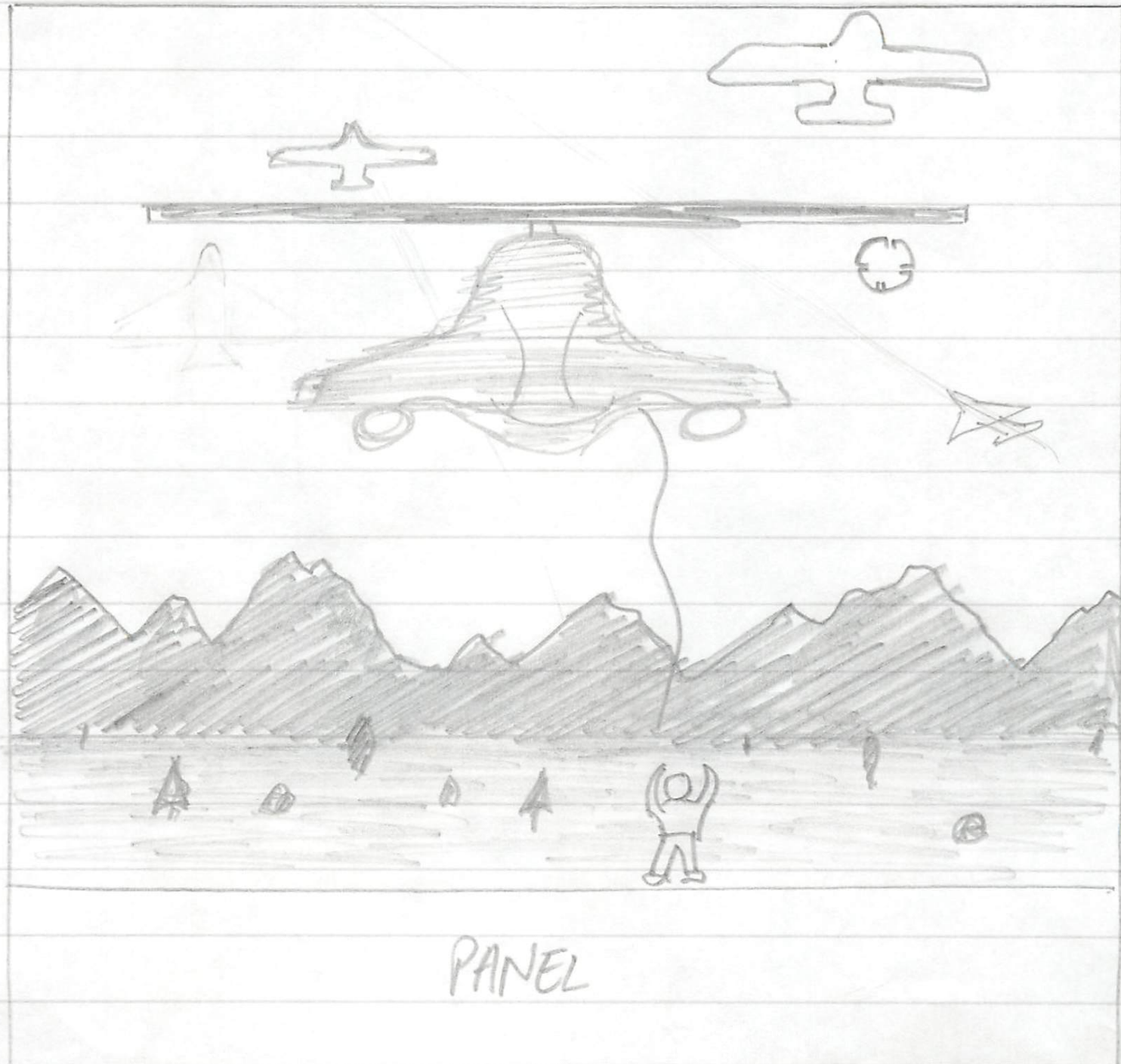
$$86 \rightarrow 86 + 21$$

used upto 107
panel. 183 $\rightarrow$

$\therefore$ we've got $183 - 107$ left 76

Explorations/sparks take 20.

$\therefore$ 56 left



HINTS.

IF NO MEN RESCUED

YOU MUST RETURN ~~THE~~ THE
PARAS TO THE SHIP.
USE SELECT TO FIND
AND LAND ON THE SHIP

IF NO MEN PICKED UP

FOLLOW THE ARROW TO
YOU MAN AND HOVER
OVER HIM.

NO BONUSES

~~FLY INTO THE AIRING~~
CATCH THE BONUSES
FUEL, SHIELD AND
AMMO ^{WHICH} ~~THAT~~ EMERGES
FROM EXPLOSIONS.

NO BULLETS SHOOT

HOLD A TO FIRE
BULLETS

NO BOMBS

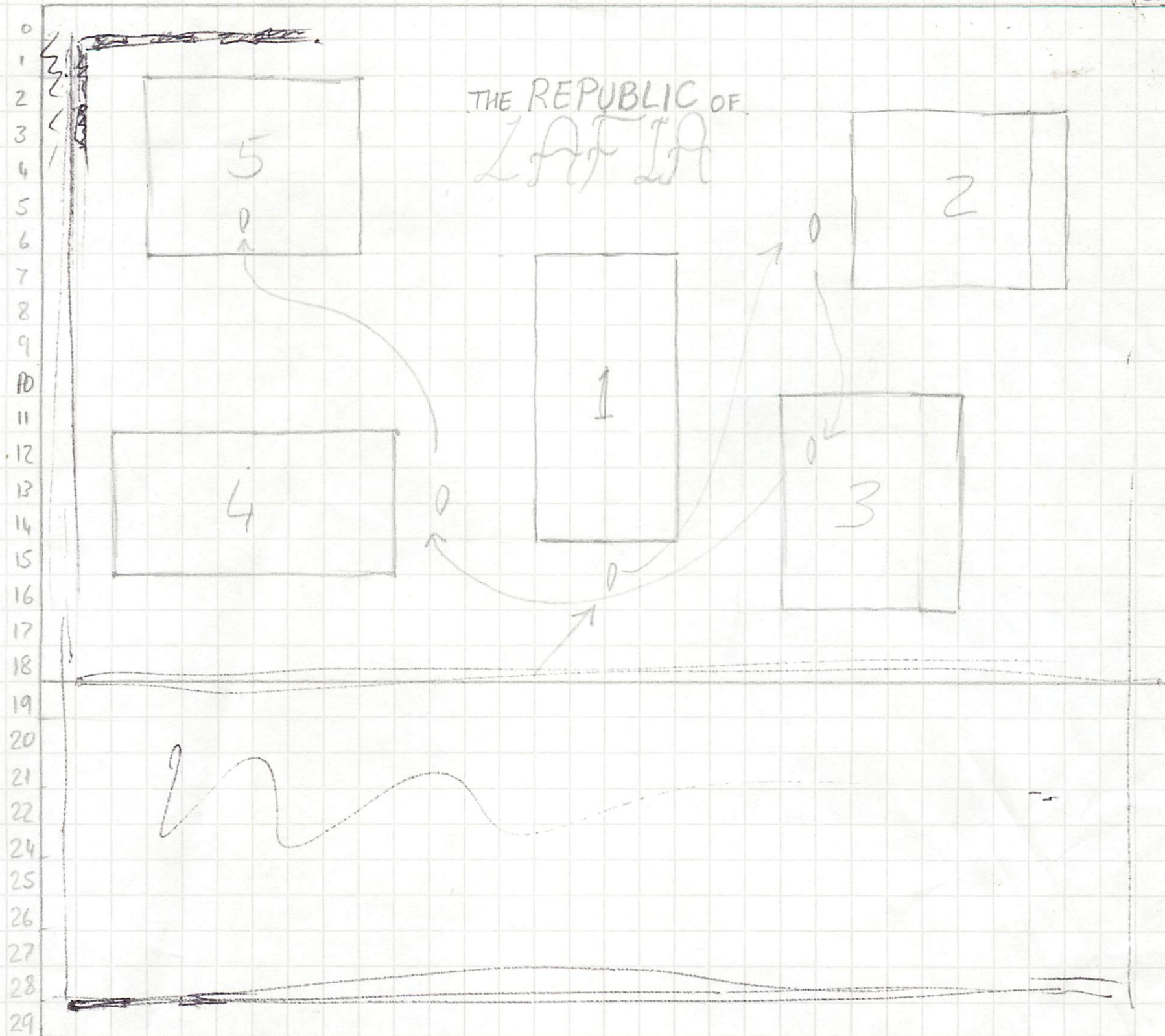
PRESS B TO DROP
BOMBS ON LARGER
TARGETS

DESTRUCTION BONUS = 0%

TARGETS REQUIRE SEVERAL
SHOTS TO DESTROY THEM
DON'T FLY TOO FAST

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

200
chrs



PAL 0

PAL 1

PAL 2

PAL 3

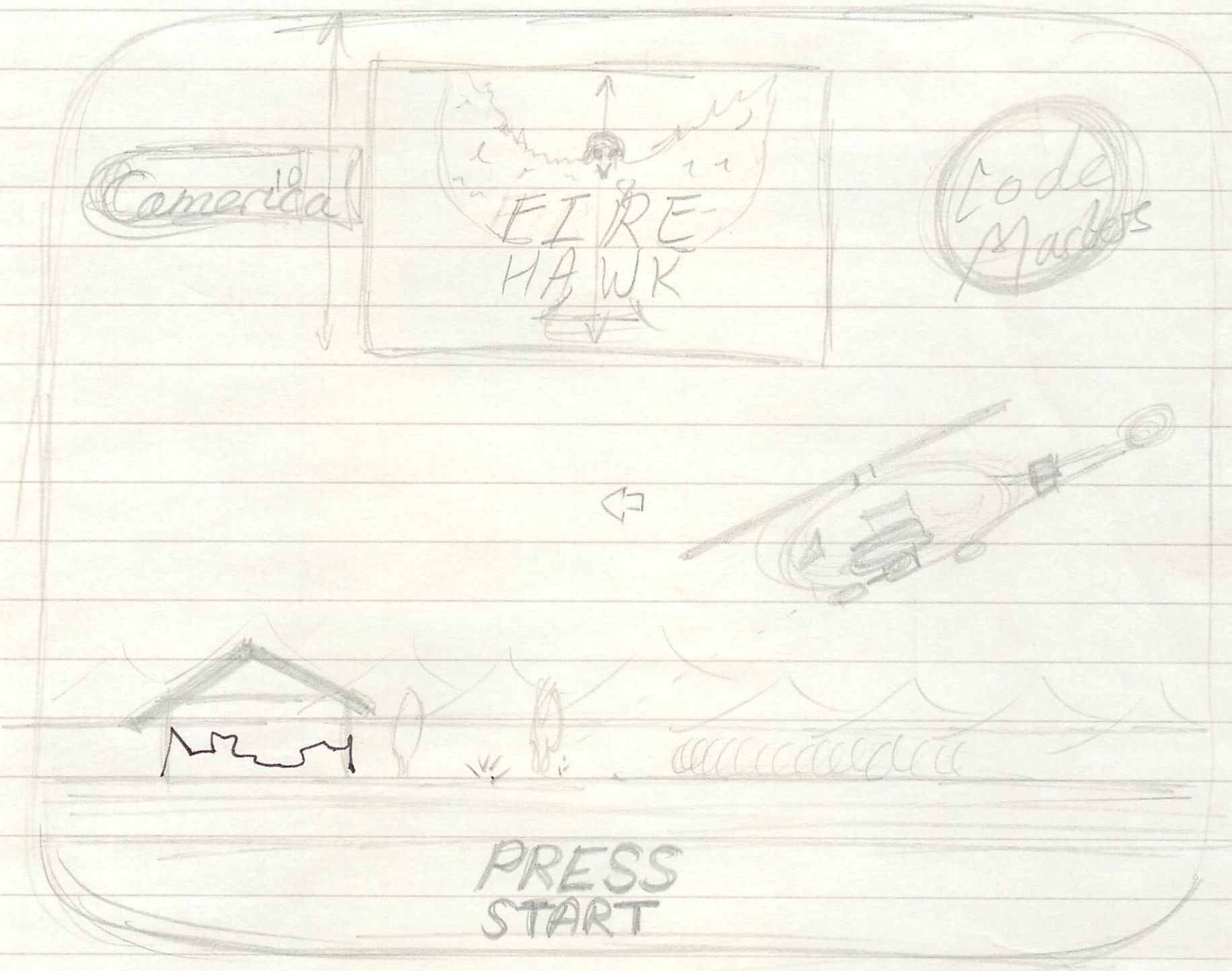
BLACK



1	blue	blue	blue	blue
2	yellow/bsr	brown?	green	blue
3	red/white	white	green	blue

Island invisible

writing



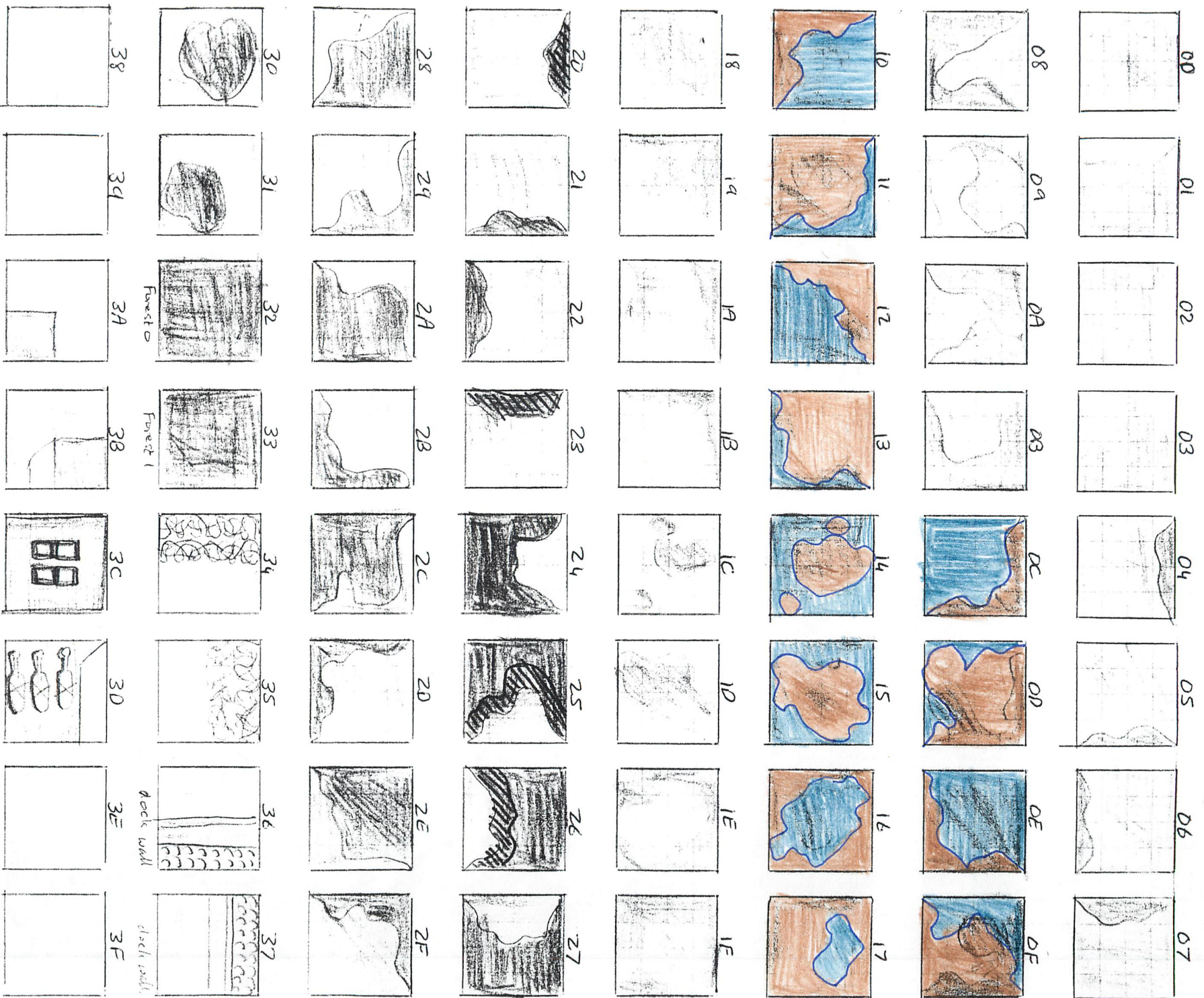
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0272 278492
 0272 411694

763875

200/15 13.3.

FIRE HALL



TONES