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THE UNTOUCHABLES
COMMODORE 64/128



THE UNTOUCHABLES
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
LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

The Game loads in five 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.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD "*"8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow on screen instructions.

CONTROLS

The game may be controlled by either keyboard or joystick in port 2. This is a one player game only.

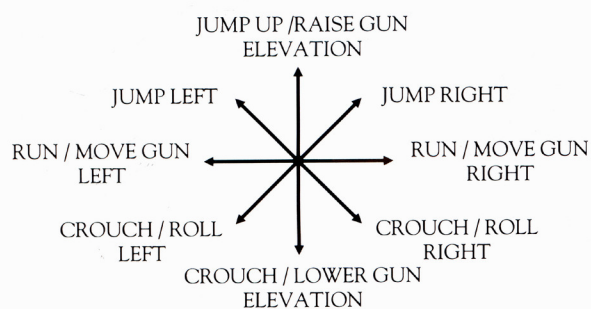
Preset Keys

- Q - UP
- A - DOWN
- O - LEFT
- P - RIGHT
- SPACE - FIRE

These keys can be re-defined from the menu page.

- F1 - PAUSE
- RUN/STOP - IF PAUSED WILL ABORT THE GAME

JOYSTICK CONTROLS



STATUS AND SCORING

PANEL DISPLAYS FROM LEFT TO RIGHT:-

LEVEL 1

Score, Time remaining, Evidence Collected, Energy, Extra weaponry and direction indicator.

LEVEL 2

Four Untouchables (highlighted in white if active), score, time remaining and sight down gun.

LEVEL 3

Four Untouchables (highlighted in white if active), score, time a shot gauge.

LEVEL 4

Ness energy gauge, time and baby energy gauge.

LEVEL 5

Score, time, accountant energy gauge.

LEVEL 6

Ness's energy gauge, shots left, score and time.

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. When an Untouchable dies a Caricature of Capone wielding a baseball bat is depicted.

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.

You may press fire on your joystick to fire bullets only if Ness is standing on the ground.

SECTION 2 - The Bridge

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 shotgun you and your men must find the liquor by avoiding Capone's henchmen. Untouchables may be changed by going to the far right or far left of the playing area and selecting with your joystick. You chosen Untouchable will be highlighted in white. Pressing fire will return you to the main playing area 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.

You must enter the back street to change Untouchables (by moving joystick right) or reload away from enemy fire. Press fire on your joystick to reload your gun. When both your shots are used you will automatically return against the wall.

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 any innocent bystanders as your try to destroy Capone's men.

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 five seconds if you do not lay down your arms. Stone 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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If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find 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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