

ACTION

SERVICE

AMIGA



ACTION SERVICE

In a top-secret base somewhere in Western Europe, preparations are being made for a total mission.

After volunteering for the Cobra Command special forces unit you have been selected for this assignment. However you must first complete a number of training tests:

Initially you must complete an exhausting assault course, you will be expected to negotiate obstacles such as six foot walls, ditches and lethal razor wire.

When you must move on to the special weapons section, here you must manipulate grenades and explosives whilst avoiding mines and automatic fire.

Straight from completing this test you will move on to the demanding close combat section, where you go up against trained commandos.

Finally you must take on the combination level which incorporates all of the previous elements. Only then will you be ready for the mission itself.

ACTION SERVICE is not just an all action arcade game, it also features an already rare to use yet powerful coding system the COMMANDER CONSTRUCTION SET. The CCS allows you to design your own training course and store them on disc.



INTELLIGENCE is a division
of the Intelligence Group.

SMASH 16 PRESENTS

ACTION SERVICE

for ATARI - PC & COMPATIBLES - AMIGA

Somewhere in Europe...

A top secret training camp where the cream of the crop from the action services must pass a day in order to prepare for top secret missions with the famous cobra command!

Today it is your turn to volunteer for a perilous mission, your participation and your role in the mission depends on your performance here.

You should realize that after this ruthless selection, the mission itself will not be a party but an adventure where you risk losing your life.

However, there is still time to pack up your kit and return home!

ACTION SERVICE 1 : STAGE COMMANDO

The game functions in three modes. Each of these modes will be accessible by pressing the relevant button on the control post (screen).

PLAY MODE

Your task consists of 4 imposing tests.

The **PHYSICAL** route - Physical test where you must negotiate, as quickly as possible, many objects (walls, ditches, barbed wire, ladders) without tripping over them as they litter your path.

You must react in a split second to the orders from your leaders (pushups, air raid) and attempt to escape from Rex the combat dog, trained to thwart your progress.

The **RISK** route where you have to show your skill in handling grenades and bombs, also avoiding mines and the FM rifles which sweep the floor. After that, it is a question of how you can avoid Rex who is always on the loose !!

The close **COMBAT** test - Here you come to meet your adversaries who are giving nothing away. Your pals are ready to take your place, should you fail ! Here you have to put up with the rubber bullets, the exercise grenades and the blows from your opponents kicks. In order to neutralize the guards and bring them down, all methods are permitted - including trickery and cheating !!

- The **COMBINATION** route - A combination of the 3 previous tests

A first plus...

THE REPLAY MODE

The training camp is equipped with an ultra sophisticated video which permits you to follow your course on the screen at the command post and to take note of even your tiniest faults. Nothing escapes the clinical eye of the camera, as it ruthlessly notes your every move and gesture.

By selecting replay mode you can relive your exploits on video. The functions <slow> and <pause> are particularly useful for you to see where you can make improvements. Equally you can watch the route of your adversaries to study their technique and take advantage of it.

A second plus...

THE CONSTRUCTION MODE

COBRA SOFT has created a superb development tool to create ACTION SERVICE -the COMMANDO CONSTRUCTION SET.

Thanks to this you can create your own route and work freely on your own figures. Also you can set your own traps in the background of your choice.

As you can now understand, ACTIONSERVICE is not just an arcade game with simulation, like the others, but a fantastic game which will allow you to express yourself in an action packed adventure.

INSTRUCTIONS

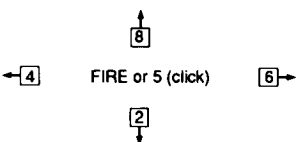
LOADING AND START UP

Atari ST and Amiga : Switch on the computer. Insert game disk in drive A. The program will load automatically. After the presentation click the left mouse button or press the space bar to continue loading.

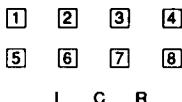
PC and compatibles: Switch on the computer and load DOS. Insert game disk in drive A. Type COBRA and press RETURN. Then follow the onscreen instructions.

COMMANDS

All commands can use either a joystick or a numerical keyboard.



Correspondence keyboard/joystick



function keys on the screen
Control post

Click to continue loading after the presentation screen.

Upon entering the game it automatically defaults to PLAY mode.

1 - PLAY MODE

In the game you make your choices on the control console (see diagram above). This console shows a pad of eight keys (each corresponding to a screen), a confirmation key (C) and the two left and right arrows (L+R).

To choose a function that corresponds to a screen above the console.

- Position the cursor over one of the keys
- Click on it to «press» the key (an LED will light up)
- To see the other screen views corresponding to this function key click on the arrows until you see the screen that you want and once you have chosen, confirm in the same way as above.

NUMBER 1 - MISSION ORDERS showing the ten best scores

NUMBER 2 - LEAVE GAME to quit the game (automatic saving of the mission order)

NUMBER 3 - CHANGE THE NAME OF A PLAYER - on the identity disc on screen 3.

Each of these identity discs corresponds to a player.

When button 3 is selected, you choose one of the identity discs with the help of the arrows

L or R and you erase the current name on the label by clicking on C. You can then put the new name using the ordinary keyboard and finish your input by pressing ENTER or RETURN.

NUMBER 4 - CHOOSE AND CARRY OUT ROUTE - Button 4 is selected, you can choose one of several routes, with the aid of arrows L or R and confirm your selection using C. Note: Only routes 1-4 will qualify for the mission. Route 5 is reserved for a route made in construction mode.

NUMBER 5 - LOADING AND SAVING OF SCORE

5 is selected. You select a disk with the aid of the arrows L or R and confirm by pressing C. The high score of the player is displayed and then saved or loaded under the name of the player. If there is a file with the same name, it will be erased by saving the new score.

NUMBER 6 - LOADING AND SAVING OF A REPLAY (see REPLAY mode). Select a name on the trap.

NUMBER 7 - CHECKING SCORES achieved by a player in all the games.

NUMBER 8 - CHECKING SCORES of the current game (displayed on screen 4). You can see the scores of the 5 best players in that game.

THE SCORES

For good management of these scores insert a new formatted disk in the drive as soon as the game is loaded. This disk will receive scores and replays.

There are 3 types of scores : the usual score, the high-score and the ALL OF FAME score.

The actions (route, scores, loading, saving) always apply to the player whose name appears on the identity disc that can be seen.

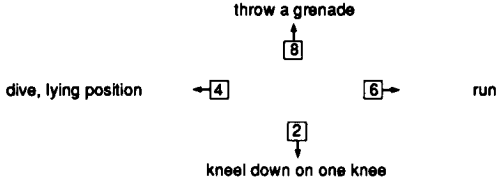
MOVING THE GAME FIGURE

All actions of the game can be controlled using a joystick or a numeric keypad with the same correspondences as for the use of the console.

Pressing ESC abandons the route.

There are several command levels depending on your position:

Starting position: STANDING



5 or Fire button: FIRE (only in the routes 3-5)

Each of these four levels has its specific commands:

6 RUN

When you press 6 (or move joystick right) while standing, the figure begins to run.

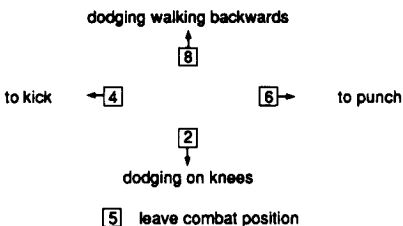
In this level pressing 6 and 5 (pressing the fire button and moving joystick right) simultaneously will cause following actions:

JUMP over a low object
or GRIP hold on a ladder (4/6 to progress, keeping 5 pressed)
or GRIP hold on a cable
or GET OVER a wall
(release 5 to descend)

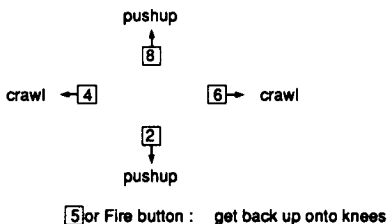
5 FIRE



8 THROW A GRENADE (only if you pick one up) or take CLOSE COMBAT position

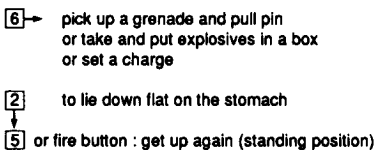


4 DIVE, LYING POSITION



To crawl or to do 10 pushups, press the corresponding keys alternately (move joystick in the corresponding directions alternately).

2 KNEEL DOWN ON ONE KNEE



2 - REPLAY MODE

Replay mode is selected by clicking on the slot marked VCR on the video tape recorder.

This mode allows you to see a replay of the last route that a player executed or a replay that you load with the option LOAD REPLAY.

After launching the replay, the varied functions are available with the joystick or the numeric keypad by:

Fast motion



Fast forward



Slow motion

[5] or fire button : Pause on a picture

ESC : end of replay

If you don't give any commands you get normal play.

Note: ONLY ONE REPLAY REMAINS IN MEMORY. EVERY NEW REPLAY ERASES THE PREVIOUS. IF YOU WANT TO SAVE A ROUTE, SAVE IT AT THE END OF THIS ROUTE.

IF IT IS A SCENARIO YOU CREATED WITH THE CONSTRUCTION SET, LOAD THIS SCENARIO BEFORE LOADING THE CORRESPONDING REPLAY.

3 - CONSTRUCTION MODE

The construction mode is selected on the console by clicking on EDIT. It is then possible to use the various functions on the construction set.

A screen play consist of 256 views each of which holds 4 planes :

- a decoration
 - a background item (optional)
 - the person
 - a foreground item (optional)
- and the ability to set a trap.

The creation of one view consists of the following phases:

I. Place the decorations; click on the option LANDSCAPE and then choose one from those suggested.

II. Choose and place an object in the background (optional); the option ITEMS must be activated.

A - Select ITEM BACK by clicking.

B - Choose an object among those suggested (pass onto another set by clicking on one of the 2 arrows in the item window).

C - Horizontally position the object by clicking on one of 7 squares marked with X to move the item left or right.

D - Vertically position the object by clicking a vertical graduation to move the item up or down.

B, C, D can be done in any order.

III. By clicking on the option MAN you position the height of the soldier by vertical graduation to go up or down in relation to the floor (optional: by default, the floor coincides with the lower decoration).

Use ON to make the soldier appear, OFF to make him disappear.

IV. Choose and place an object in the foreground (optional); the option ITEMS must be used.

A - Select the option ITEM FRONT

Options B, C, D same as before.

(The operations I, II, III and IV can be done in any order.)

V. Set a trap (optional) by clicking on option TRAPS.

The window is replaced with one for traps where it will be possible to choose a trap corresponding to a number that will appear above the view you're working on.

Every trap has a specific type.

Type A: depending on a foreground item

Type B: depending on a background item

Type C: not dependent on an item

HOW TO SET A TRAP

This operation is by far the most delicate and the interest of the game depends on it.

Traps fall into 2 categories - whether they are bound to an object or not. For example, trap No 1 JUMP / FALL can only apply to certain objects (low wall, sandbag...) corresponding to the decoration to explain the fall.

On the other hand the type DO 10 PUSHUPS or CLOSE COMBAT are independent of the presence of items in the decoration - it does not matter where they are put, but for obvious reasons it is not ideal to put them in the middle of the lake...

We suggest that you read the following clues in order for your scenario to be more enjoyable... In order that you are free to give rein to your creative mind, no test will be made on the traps that you set. (The screenplay GAG shows a few examples of what you can get.)

1. JUMP / FALL : associate with small items of type «sandbag», «low wall», «jerry can», «ammo box»... (Type A or B)
2. JUMP / SLIP : associate with items «barrel knocked over» or «damaged barrel» (Type A or B).
3. JUMP OVER WALL: associated with high wall item. (Type A or B)
4. DOG START : the dog appears after you pass on the trap
5. CRAWL: associated with items such as barbed wire, drain pipe... all which should be in the foreground (Type B preferably)
6. Do 10 PUSHUPS: (almost) anywhere. (Type C)
7. AIR RAID: (almost) anywhere. (Type C)
8. MINE: Only associated with mines. Put the item in the background. (Type A)
9. GRENADE: only associated with grenades which must be in the foreground. (Type A)
10. DROWN : only when there is a lake and in the absence of a pontoon. (Type C)
11. SET CHARGE: associated with the decoration object «armoured door». (Type C)
12. GET CHARGE: associate with «little box»; this object must be in the foreground and situated at a reasonable distance before the door. (Type B)
13. SHOOTER: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
14. REAR ATTACK: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
15. HIGH BURST: (almost) anywhere. (Type C)
16. LOW BURST: (almost) anywhere. (Type C)
17. CLOSE COMBAT: (almost) anywhere; the adversary appears after you pass the trap. (Type C)
18. SENTRY back: (almost) anywhere; the adversary appears after you pass the trap. (Type C)

19. GRENADE COMBAT : Put this trap before trap «grenade»; the adversary appears after you passed the trap. (Type C)

20. SWIM: (Type C)

VI. OPTION REPEAT

The last order selected is present in the window of option REPEAT: by clicking on REPEAT you effect this order view by view.

VII. DISK

As soon as your scenario is edited, you can save the game to disk by clicking on the option DISK.

With this same option, you can modify already existing scenarios after loading them.

VIII. END

To leave the construction mode and go to play your scenario.

IX. RESET

Erases a scenario.

To develop good scenarios, we advise you to get used to the play option and to take time to examine the replays to understand the whole function of the concept of ACTION SERVICE 1.

Then you can examine and modify the whole screenplay DEMO by loading it with the DISK option of the construction mode.