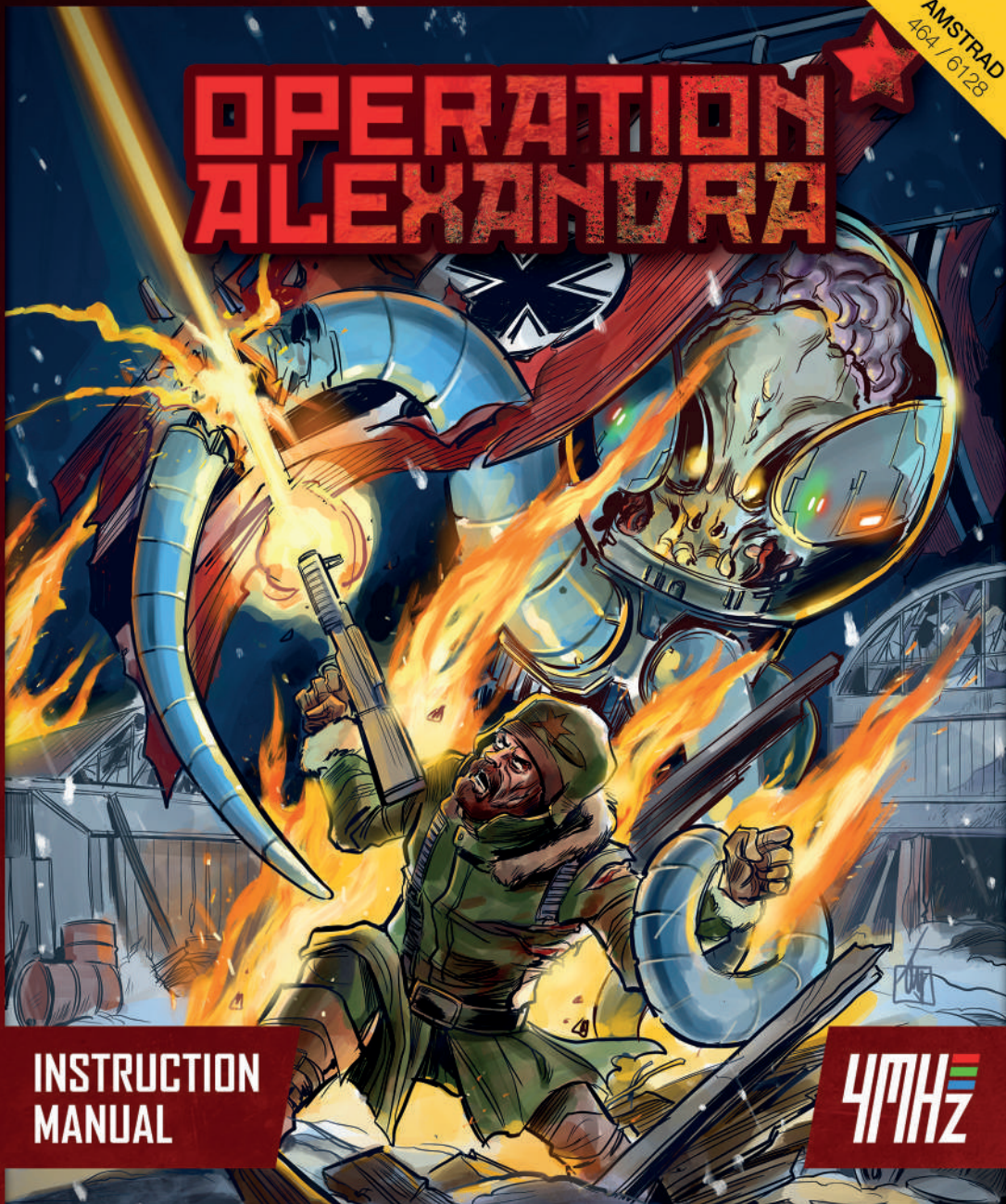


AMSTRAD
404 / 0128

OPERATION ALEXANDRA



INSTRUCTION
MANUAL

4MHz

OPERATION ALEXANDRA



Operation Alexandra by 4MHz

Public Release: November 2018 - First Physical Edition: November 2019

“ Dedicated to those who, in their childhood, were lucky enough to play video games on 8-bit machines and could daydream with their marvellous pixelated graphics and catchy chiptune melodies.

CREDITS

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Packaging & Instructions: **AZICUETANO**

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Acknowledgements: **JOSEMAN** for his loaders.

DANIEL CLOUTIER for his advices with Unswastik version.

01 / INTRODUCTION

In October 2016, Russian scientists discovered a secret Nazi base in Alexandra Land, an island belonging to the archipelago Franz Josef Land, within the Arctic Circle.



The existence of this military base was known thanks to the documents seized from the Nazi regime at the end of World War II, but its exact location wasn't known. The base name was **Schatzgräber**, ("Treasure Hunter") and, according to the official documents of the time, its main purpose was to serve as a meteorological station to get weather forecasts that were more accurate and thus provide military advantage to the **Nazi army** in the battles that took place during **World War II**.

When Russian scientists entered the base in 2016, it was like opening a **time capsule**. Weapons, ammunition, supplies, food cans... Even personal belongings of all kind and half-written journals. Everything was intact, only the wear and tear of the passing of time was noticeable.

Again, thanks to old documentation we know the official version of what happened at the base: **all of its members got sick with trichinosis by eating contaminated and badly cooked meat from polar bears**. The severity of this disease forced them to request desperate help from their superiors, who in just two days sent a submarine and evacuated all base personnel.

The situation was extreme when the rescue team arrived, so the evacuation was immediate. **After that,**

the clock stopped in the base, until it was found in 2016. The discovery had a remarkable impact, and it echoed across media worldwide.

However, behind the official version, there is a fascinating story that needs to be known. The base was built with a very different purpose than serving as a simple meteorological station.

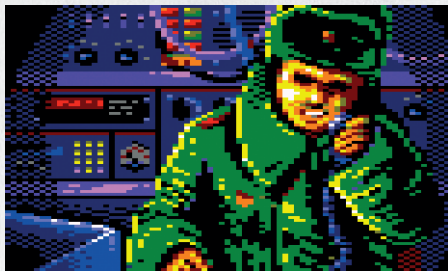
The name of the base, Treasure Hunter, was related to its primary objective: **finding ancient relics that would give the Nazi army a greater advantage during World War II.** It is well known that Hitler was obsessed with this subject, and there are many documented campaigns of the Nazi army in search of this kind of relics. Indeed, **we are facing one of those exciting stories...**



02 / THE GAME

Today, **Alexandra Land** is a territory officially recognized as part of the **Russian Federation**, but it was not always the case. In the mid-70s, the Soviet Union occupied the archipelago of **Franz Josef Land** as a measure of pressure against the international dispute over those territories, sending two large contingents to the most relevant islands: **Prince George Land** and **Alexandra Land**.

We play as the protagonist of this story, **Mihail Mashkov**, a Russian army officer who is part of the occupation mission.



During one of our routine patrols across **Alexandra Land**, our base warn us about some strange radio signals near our position, and ask us to investigate their origin.

Mihail then travels to the place from where those strange radio signals are being broadcasted, unaware of the terrible events that are about to happen...

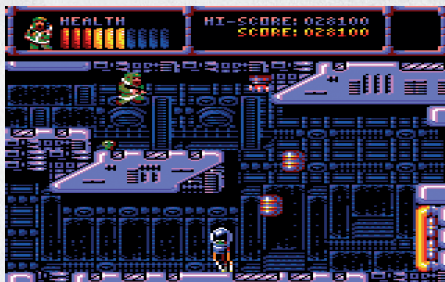


Upon reaching his goal, he discovers that these mysterious radio signals come from an old **abandoned Nazi base**.

An unexpected snowstorm difficults the return to the main base and makes all radio communications impossible, so **Mihail** chos to take refuge inside the mysterious building and wait for the storm to pass. Soon our friend finds out that **he is not alone...**



He will have to fight against disturbing creatures and killer machines, while traveling to the depths of the base to solve the mystery that hides down below.



Find out how it all started!
Follow the QR code and discover at first hand the beginning of this great adventure.

03 / LOADING INSTRUCTIONS

AMSTRAD CPC 464/464 PLUS

Insert the tape into the cassette unit and check that it is fully rewound. Then type **RUN** and press ENTER/RETURN. Follow the on-screen instructions.

AMSTRAD CPC 664/6128/6128 PLUS

Connect an appropriate cassette player as defined in the user's instruction manual. Insert the fully rewound tape into the cassette player. Type **|TAPE** and then press ENTER/RETURN, then type **RUN** and press ENTER/RETURN again. Follow the instructions on the screen.



To type the **|** symbol, hold down the **SHIFT** key and press **@**

04 / HOW TO PLAY

Your goal is to unravel the mystery that hides inside this ancient military base.

Go as far as you can and discover why the Nazis built the base in this location and what are the mysterious beings that inhabit it. You must not let the horrors that lurk inside the base escape to the outside world!

To face so many adversities you have your old but reliable **AK-47** and of course, your brain. **You can also find certain objects that will give you an immediate advantage**, such as the **med kit**, which will reset your health bar, or a genuine **Tommy Gun**, which will give you a longer range in your shots.

Staying alive will require skills and the invaluable help of your **AK-47**, but in order to advance, **your brain will be your best weapon**. During the game, you will find certain objects that you need to collect to unlock access to new areas inside the base.

In the **HUD**, you will find information about the health you have left and what object you are currently carrying. You can also see your current score and the hi-score of the session.

ADVICES & TIPS

THINK

If you find a screen especially challenging, take a few moments to analyse and study it. All screens were designed so that they could be beaten safely without losing any health points.

PLAN

There are several routes to travel from one spot of the base to another, but not all of them are equally suitable depending on the situation. Try to choose the most optimal path in each case.

LEARN

The enemies' attacks can be predictable, either because they do something characteristic before shooting, or because they shoot with a specific pattern. The best way to defeat the enemies is to learn their behaviour.

SAVE

It may not be a good idea to pick up a med kit as soon as you find it if your health is not low. It would be better to save it for later. Plan your path well and plan when to pick up a med kit.

05 \ CONTROLS

Basic movements

The game has several predefined control schemes:

Left: O / CURSOR ← / JOY ←

Right: P / CURSOR → / JOY →

Up/Jump: Q / CURSOR ↑ / JOY ↑ / JOY Fire 2

Down/Crouch: A / CURSOR ↓ / JOY ↓

Fire: <SPACE> / Z / JOY Fire 1

Pause: <ESC>

Start game

To start a game all you have to do is press any key associated with <FIRE> on the home screen.



Optionally, you can use <JOY Fire 2> to jump on joysticks and pads that support the specification of two action buttons for AMSTRAD CPC.

Special actions

Jump control: You can move in mid-air when jumping using the left and right controls.

Shooting during the jump: You can also jump and shoot in mid-air by pressing fire.

Directional control of your shooting: You can control the direction of your shots by pressing fire and some combination of the direction keys at the same time:

Vertical shot: <FIRE> + <UP>

Up-left shot: <FIRE> + <UP> + <LEFT>

Up-right shot: <FIRE> + <UP> + <RIGHT>

* If you keep <FIRE> key pressed, Mihail will shoot repeatedly.

** You can also shoot while crouching and change the direction of the shoots by pressing left or right.

Abort game

To abort a game and return to the home screen, press the <ESC> key to pause the game and select EXIT from the context menu. If you select CONTINUE, you will exit from the pause state and continue the game.



IMPORTANT WARNING IF YOU PLAY THROUGH AN EMULATOR ON PC

If you use <CURSORS> as direction keys, be careful when using <SPACE> to shoot. In some PC keyboards, a conflict may happen when trying to use this combination:

<CURSOR LEFT> + <CURSOR UP> + <SPACE>

This situation, known as ghosting, will prevent you from shooting upwards to the left, and is due to a design problem in the keyboard circuitry.

If you want to move using the cursors on a PC, use the <Z> key to fire.

06 / ABOUT 4MHz



We are 4MHz, a modern videogame development group for retro systems, specialized in productions for Amstrad CPC. Our name comes from the speed of one of the most famous 8-bit processors of all time, the Z80, the brain of a large number of 80's machines that conquered our hearts at the time.

We are united by our passion for pixelated retro-looking video games and chiptune melodies. We do this because we like it and we have fun. We like plotting new projects for retro systems, pixelating until the early hours of the morning, programming and optimizing routines to save a bunch of bytes and modulating square waves to get spectacular sounds.

We enjoy developing video games, joking with our followers on social networks, attending retro events all over Spain and raving on our private channel. From time to time, we get in the trouble of making physical productions like the one you have in your hands. This makes us grow some grey hairs but leaves us with a feeling of deep satisfaction when we see the reception amongst lovers of retro systems.

4MHz began its journey in 2012, and the current members of the team are:

Javier García Navarro a.k.a. **JGN** (@_jgnavarro), John McClain (@elmcklain), Juan Esteban a.k.a. **Sad1942** (@sad1942), Daniel Celemín a.k.a. **LordFred** (@lordfredpixel) y Rafael Castillo a.k.a. **Azicuetano** (@azicuetano).

If you want to keep up to date with our latest projects, visit our website and follow us on social media!



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4MHz
PRESENTS...

OPERATION ALEXANDRA



ARE YOU READY TO SURVIVE THE MOST UNSPEAKABLE HORRORS AT 23 DEGREES BELOW ZERO?

You play Mihail Mahskov, an officer in the Russian Army who will be taken on an epic adventure by some mysterious radio signals heard during a routine patrol. An intriguing story awaits you inside a mysterious Nazi base abandoned in Alexandra Land, in the Arctic Circle.

You have in your hands **Operation Alexandra**, the 2018 award-winning 8-bit video game for the **Amstrad CPC** developed by **4MHz**, in a luxury edition destined to become a collector's item.

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