

LEE ENFIELD IN

"AN AMAZON ADVENTURE"

LEE ENFIELD IN "AN AMAZON ADVENTURE" is the third in the TimeTroubleshooter Series in which our hero is found in a Green Hell, at the foot of the Andes cordillera. Lee has to save his friend, Bill, who is a prisoner of the Yellow Shadow. The Yellow Shadow is still his sworn enemy, and is trying to find the Chibchas treasure – all the more reason for going into the forbidden forest!

Lee is not short of courage and skill and he will need all he has at his disposal in order to survive in this hostile environment. Not only will he encounter Yellow Shadow's fiendish guards, but will need to fend off strange, giant creatures all of which are to be found in this bizarre sanctuary.

To defend himself, he carries a knife which he handles skilfully. Fortunately, Colonel Craigh from the Time Patrol has equipped him with a thermal magneto detector as well as some dynamite, which completes his weaponry.

Not many would give Lee a "cat in hells chance", but that 's never stopped him before – but maybe this time it will!

IBM compatibles, ATARI & AMSTRAD CPC

LEE ENFIELD IN "AN AMAZON ADVENTURE" is compatible with:

- PC & COMPATIBLES with a graphic card.
- ATARI 520 & 1040 ST with a colour screen.
- AMSTRAD CPC 464, 664 and 6128, tape and disk version.

N.B. : A JOYSTICK IS NECESSARY IF USING ATARI OR AMSTRAD.

PC VERSION

- Make sure the computer is properly connected.
- Load D.O.S.
- Insert the disk in the drive.
- Type TATOU and press RETURN.

ATARI ST VERSION

- Insert the disk in the drive.
- Connect the central unit.
- Click twice on disk A.
- Then, click twice on TATOU.PRG

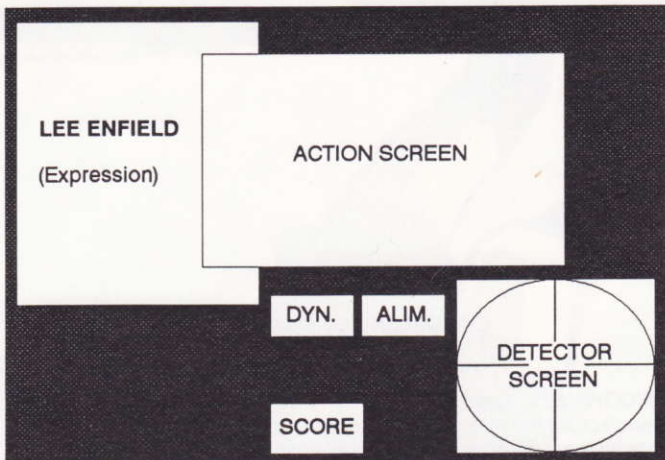
AMSTRAD TAPE VERSION

- Insert the tape in the tape-recorder.
- For 664, 6128 and 464 with a disk-drive, type ITAPE (to get I, press SHIFT and @ simultaneously) and press ENTER.
- Then, press CTRL & ENTER (on the numeric keypad).

AMSTRAD DISK VERSION

- Insert the disk in the drive.
- Type ICPM (to get I, press SHIFT and @ simultaneously) and press ENTER.

DESCRIPTION OF THE SCREEN



DYN : Dynamite activated.

ALIM : Recharges the thermal magneto detector.

DETECTOR SCREEN : From the magneto detector, (a red dot indicates the position of an enemy in relation to Lee).

COMMANDS

Movements:-

To direct Lee, move the joystick handle in the required

direction.

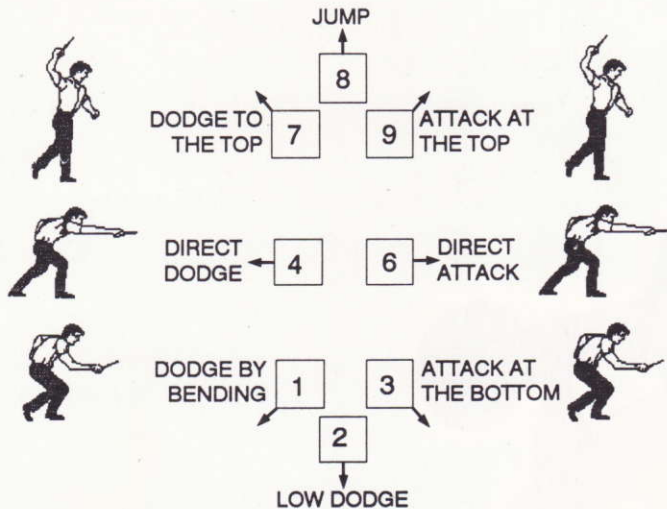
If playing with a keyboard, use the cursor keys.

Fighting:-

To fight, you can use eight different directions using the joystick. Press the fire button and move the joystick simultaneously.

If using the keyboard, press the space bar and a key on the numeric keypad at the same time (as shown in sketch).

If Lee's enemy is on the right:-



If Lee's enemy is on the left, you have to reverse the attacks and dodges.



N.B. : If you press the fire button or space bar only, you are on guard.

DYNAMITE

The dynamite is useful for destroying incredibly tough enemies, and also for opening passage-ways to seemingly inaccessible rooms.

Press T in order to throw a stick of dynamite...then get away from the area quickly!

N.B. : The number of sticks of dynamite is limited. On the other hand, the thermal magneto detector functions from solar energy therefore Lee has to come out of the temple each time his detector needs recharging (the recharge signal, ALIM, flashes).

Yellow Shadow thinks he's got you this time – perhaps he has.

LEE ENFIELD IN "AN AMAZON ADVENTURE"

is an

INFOGRAMES production.

Original Author : Henri VERNES.

Programming : Kamel BALA, Daniel CHARPY, Pascal BUREL,
Laurent SALMERON.

Graphics : Didier CHANFRAY, Nathalie GUERRANT.

Music : Charles CALLET.

Part 1 & 2 in the series are also available on the same formats:-

LEE ENFIELD IS "SPACE ACE".

LEE ENFIELD IN "THE TOURNAMENT OF DEATH".

CONDITIONS OF GUARANTEE

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