



ARNIE 2

AMIGA LOADING INSTRUCTIONS

Remove all cartridges and switch on the computer. When the workbench prompt appears, insert the **ARNIE 2** disk in the drive, and the game then loads automatically.

IBM PC LOADING INSTRUCTIONS

Switch on the PC and enter DOS. **ARNIE 2** must be installed on the PC's hard drive in order to run. To install onto the hard drive (eg. C:), insert the disk into drive **A:** and type **A:** [ENTER], then type **INSTALL C:** [ENTER]. To run **ARNIE 2** type **C:** [ENTER], type **ARNIE** [ENTER]. Follow the onscreen instructions for soundcard and display options.

IT'S TIME FOR SOME REAL ACTION...!

Crashing through the hot soupy jungle, Arnie cradled his rifle carefully. Around his head invisible birds protested. He stopped and checked a map. He was nearing his destination. The first mission was about to begin..

OPTIONS:

Arnie has been chosen to perform four missions that require stealth, skill and extreme violence. The four missions can be played in any order. To select a mission move the onscreen crosshairs over the desired mission icon then fire to begin. A mission that has been successfully completed can not be accessed again. To finish the game all four missions must be completed.

Before each mission Arnie will receive a briefing detailing mission objectives.



Beware of enemy snipers and deadly swampland.

Situated on the edge of a jungle, the **POW CAMP** is a tangle of huts and look out posts.



senses to avoid the everpresent dangers.

AIRBASE 1, a deafening hubbub of jet engines. Arnie must use all of his well honed



Battling through a well armed **N A V A L BASE** isn't a job for an ordinary man,

but who said Arnie was ordinary?



Deep in the heart of the enemies industrial complex, the **CHEMICAL WEAPONS**

FACTORY is the mother of all missions.

GAMEPLAY:

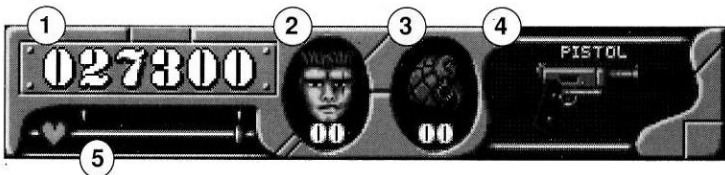
Initially Arnie is only armed with a single shot pistol and a limited supply of grenades. As Arnie progresses through each level different weapons can be picked up from his fallen victims. The weapons are carried through each level but any weapon currently in use is lost if Arnie loses a life (excluding the pistol which is standard issue).

The four missions that Arnie must complete are in heavily defended enemy territories. The enemy is armed with modern technological weapons, manned by highly trained troops with itchy trigger fingers. Everything from anti-personnel mines to gunship helicopters will be used in an attempt to stop Arnie. Not all is black however, a band of friendly freedom fighters have infiltrated the areas and deposited useful equipment such as medical supplies and extra lives.

Failure to complete a mission requires the mission to be re-attempted.

INFORMATION PANEL:

At the bottom of the game screen is a panel detailing various aspects of Arnie's current status.



1: Current score

2: Current lives

3: Grenades counter

4: Selected weapon

5: Energy bar

CONTROLS:

AMIGA:

JOYSTICK - Up/Down/Left/Right on the joystick moves Arnie in the relevant direction
FIRE - Fires weapon(+ DOWN fires grenades)
SPACE - Selects weapon
P - Pause
ESC - Aborts current mission

IBM PC COMPATIBLES:

Analogue joysticks are supported. Follow the onscreen instructions to calibrate the joystick

Q - Up
A - Down
O - Left
P - Right
H - Pause
SPACE - Fires weapon(+ DOWN fires grenades)
RETURN - Select weapon
ESC - (ingame) Aborts mission
ESC - (on title screen) Returns to DOS

NOTES:

Running over a weapon/item automatically picks it up. To release Prisoners of war run through them. In the more heavily guarded areas it is advisable to shoot first and ask questions later!

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Programming (PC): John Carlyle

Graphics: Stephen Dietz

Additional Graphics: Neil Hislop

Sound Effects: Andy Rodger

Made in the UK

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