

SUBWAY VIGILANTE LOADING INSTRUCTIONS

SPECTRUM: 48K owners type LOAD "" (ENTER). 128K users select the LOADER option from the menu.

AMSTRAD CPC: 464, hold down CTRL and tap the small ENTER key. 664/6128: Type I (shifted @) TAPE (ENTER) the type RUN (ENTER).

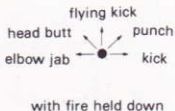
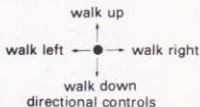
COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure that it is in C64 mode.

When loading please follow all on screen instructions.

AMSTRAD/SPECTRUM

Once the game has been loaded you will be presented with a title page. From the menu you may select the control method of your choice: Joystick or Keyboard. The Amstrad version has a user definable keys option, however Spectrum owners must use keys Q, A, O, P and M. Your task: In each of the three levels you must wipe out all fifteen gang members as well as their evil leader before progressing to the next station.

CONTROLS

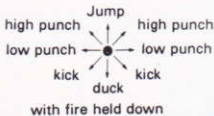
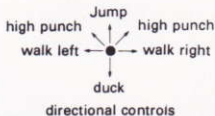


C64/128

Once the game has loaded, press fire to start the game. Initially you will be dropped at a neutral platform, your position is indicated on the map at the bottom of the screen. Before engaging the enemy, you must first make your way to the station indicated by the flashing circle, this is achieved by boarding one of the many trains which pull into your platform and moving the joystick to correspond with the direction you wish to travel, ie. up: Northbound, left: Westbound etc... Once you reach your destination you must wipe out all the gang members terrorising that particular station, once all the gang members have been dispatched another trouble spot on the map will flash.

CONTROLS

Use a Joystick in port 2



SUBWAY VIGILANTE CREDITS

Original Concept	:Simon Daniels
Spectrum Code	:Brian Cross
Spectrum Graphics	:Brian Cross
Z80 Loading pic	:Colin Swinbourne
Amstrad Code	:Kevin Parker
Amstrad Graphics	:Brian Cross
AY Music	:Ian Sheridan
AY Music Player	:Andy Severn
C64 Version	:WOW Developments
C64 Music	:The Maniacs of Noise

Playtest	:Si, & WOW
Product Co-ordination	:Simon Daniels
Inlay Production Team	:Mike, Karen, Si, PJA, Steve & Jon



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Produced for Players Premier by
Richard Paul Jones

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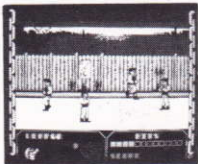
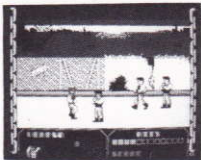
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