

**JAMES BOND 007™**

# ***LICENCE TO KILL***

## **Instructions**

### *THE AIM OF THE GAME*

**B**ecome James Bond in his latest adventure and destroy the evil drug smuggler Sanchez. Guide 007 as he fights it out on Cray Cay, over Miami bay and underwater on his way to the final confrontation in 18-wheel oil tankers. Defeat Sanchez and give Bond what he wants most — REVENGE.

On every level, you'll have a control panel on the right hand side of the screen. You'll always be shown the number of lives you have left, and you'll also see important information about the level you're playing — number of bullets, amount of oxygen, time remaining, etc. At certain times, a reticle will appear telling you to jump, shoot, etc. — press "fire" to do this.

Once you have mastered each scene, improve your score by going round again — but this time it will be much harder.

**DOMARK™**

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## LOADING INSTRUCTIONS

### PC

You'll need to know what type of video display you have before playing *Licence to Kill*. Check the disks for the label that shows the type of video display your computer has. Insert that disk and type as instructed below:

If you have:	Type:
Hercules Monochrome	BOND
Color Graphics Adapter (CGA)	BOND
Tandy 16-color graphics	BONDT
Enhanced Graphics Adapter (EGA)	BONDE

Press RETURN to begin the game. Press ALT-CTRL-DEL to exit to DOS. Press CTRL-X to restart the game. Press H to pause.

### Commodore 64/128

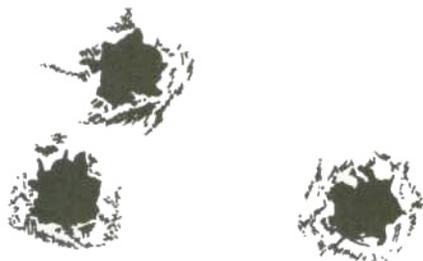
Insert game disk; type: LOAD "\*", 8, . If you have a joystick, be sure it is plugged into port 1. Press RUN/STOP to pause.

### Amiga

Insert game disk in drive DF0; and reset machine (Amiga 1000 users will have to use KickStart to start the machine). The game will automatically start. *Licence to Kill* must be run from floppy disks; it cannot be installed on a hard drive. If you have a joystick, be sure it is plugged into port 2. Press H to pause.

### Atari st

Insert game disk in drive A and reset machine. The game will automatically start. *Licence to Kill* must be run from floppy disks; it cannot be installed on a hard drive. Press H to pause.



## PLAYING THE GAME

### SCENE 1

Bond and his partner, Felix Leiter, swoop low in their helicopter over Cray Cay to prevent Sanchez from escaping in his jeep. Avoid the obstacles (of varying height) and shoot out the gun emplacements as you gun down the jeep. Remember, the faster you fly, the lower you go! The control panel shows how much your helicopter is damaged and how high you're flying.

CONTROLS	JOYSTICK	KEYBOARD
Move forward (and down)	Push forward	Q/Up arrow
Move back (and up)	Pull back	A/Down arrow
Push left	Move left	O/Left arrow
Push right	Move right	P/Right arrow
Press button	Shoot & Jump	Space Bar

### SCENE 2

Bond leaps into action and sets off on foot to catch Sanchez. Watch out — many of Sanchez' henchmen have been deployed to ambush you. Your wits and your 15-shot Beretta can make the difference! Duck and shoot your way through while collecting extra magazines from the gunmen you take out. Watch out for the oil barrels as they explode after four direct hits. The control panel shows how many hits you've taken (five hits is worth a life) and how many magazines/bullets you have.

CONTROLS	JOYSTICK	KEYBOARD
Push forward	Move forward	Q/Up arrow
Pull back	Move back	A/Down arrow
Push left	Move left	O/Left arrow
Push right	Move right	P/Right arrow
Aim	Press button & push left or right	Space & O or P
Shoot	Release button	Release Space Bar

### SCENE 3

Bond is lowered by rope from the helicopter as Sanchez attempts to escape to Cuba in his aircraft. Guide 007 onto the back of the dodging plane and attach the tow rope. Remember, Bond can't jump to the plane if you are in clouds! Position Bond directly over the tail of the plane and press the fire button to "lock-on" — it's not as easy as it sounds, and time is running out! The control panel shows how much time you have before Sanchez leaves U.S. territory.

CONTROLS	JOYSTICK	KEYBOARD
Push forward	Move forward	Q/Up arrow
Pull back	Move back	A/Down arrow
Push left	Move left	O/Left arrow
Push right	Move right	P/Right arrow
Jump	Press button	Space Bar

#### SCENE 4

007 dives into the thick of it as he interrupts a “drop” by the drug smugglers. They set off in hot pursuit and Bond must swim for his life as divers are launched against him. Swim underwater to stop the boats from firing. Kill enemy divers (and get their harpoons) by pressing the space bar/joystick button when you run into them. Destroy the drug caches for a bonus. When the seaplane appears, line up with one of the pontoons and hit it with a harpoon to move to the next level. The control panel shows your oxygen level — you can stay under water only until your oxygen runs out.

CONTROLS	JOYSTICK	KEYBOARD
Move forward (& underwater)	Push forward	Q/Up arrow
Move back	Pull back	A/Down arrow
Move left	Push left	O/Left arrow
Move right	Push right	P/Right arrow
Kill divers (take harpoon)/ destroy drugs/shoot harpoon	Press button	Space Bar

#### SCENE 5

You're off in a high speed chase as you waterski barefoot behind the seaplane. Watch out for the rocks and floating objects that can send you for a spill! Weave your way to the seaplane to gain control and escape!

CONTROLS	JOYSTICK	KEYBOARD
Move forward	Push forward	Q/Up arrow
Move back	Pull back	A/Down arrow
Move left	Push left	O/Left arrow
Move right	Push right	P/Right arrow

#### SCENE 6

You have destroyed Sanchez' drug factory only to find he has escaped you once again. You must prevent Sanchez reaching the border with his drugs haul stored in 18-wheeler tankers. Position your stolen crop-duster above the truck until you see the square target; press “fire”/space bar to jump into the truck. Use this truck to destroy each and every tanker in turn until you reach the final tanker containing Sanchez. The control panel shows where your truck has been damaged.

CONTROLS	JOYSTICK	KEYBOARD
Move forward	Push forward	Q/Up arrow
Move back	Pull back	A/Down arrow
Move left	Push left	O/Left arrow
Move right	Push right	P/Right arrow
Jump	Press button	Space Bar