

LOADING

Type LOAD"" (ENTER).

Spectrum 48K

The labelled side of the tape contains a 48K version. This game loads in a number of parts. Once the 1st part has loaded, stop/pause the tape player. When you have completed all of the levels in that particular load, a message will appear requesting you to start the tape again. When this part has loaded continue as above.

NOTE:

Once you have loaded any level after the 1st load and subsequently lost your lives, to start again from the beginning, rewind the tape and begin as above.

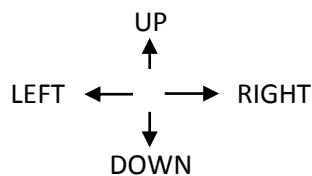
Spectrum 128K

The unlabelled side of the tape contains a 128K version. The complete game will load as a single loader.

CONTROLS

The game may be controlled by joystick (Kempston Sinclair or Cursor), or keyboard which is fully redefinable.

JOYSTICK



CONTROL FOR DIFFERENT EVENTS

ASSAULT COURSE

Waggle left and right to build-up and maintain speed. Press FIRE to jump over walls and onto horizontal ladder: continue waggling.

FIRING RANGE ONE

Use up, down, left, right to control your cursor and FIRE to fire your weapon.

IRON MAN RACE

Waggle joystick up and down to build-up and maintain speed, move joystick left and right to move left and right. Press FIRE to jump over any obstacles.

FIRING RANGE TWO

Move left and right to move your man in appropriate direction and press FIRE to fire your weapon.

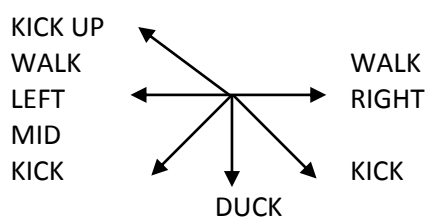
ARM WRESTLING

Waggle left and right to build-up and maintain maximum power.

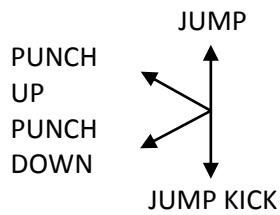
FIRING RANGE THREE

Move left and right to move your cursor in the appropriate direction and press FIRE to fire your weapon.

WITHOUT FIRE PRESSED



WITH FIRE PRESSED



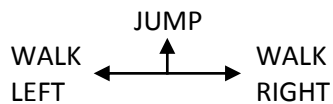
COMBAT WITH INSTRUCTOR

Left and right as normal, up to jump and FIRE to punch/kick.

CHIN-UPS

Waggle left and right

THE MISSION



FIRE – KICK

GAME PLAY

There are seven taxing events which call upon every skill you can muster. To be the supreme fighting machine and graduate from the Combat School you must ensure that all events are completed in the specified time.

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