

Seven levels of lean, mean, fighting screens to battle through. Use your special Martial Arts skills, Punch, Kick, Jump, Flying-kick and Super-punch; with added power in the shape of special Ninja-style weapons. The opponents in your battle for supremacy are four types of Evil star/throwing Ninja Assassins whose skills are manifold and dangerous. Also out to spoil your day are acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are:- A fire-breathing Fat Man, an Armour Clad giant and Green and Gruesome Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!

Mission accomplished?... not yet! Now rescue the President of The United States from the grip of these villainous warriors and fly him to safety.

LOADING

48K side 1 – This is a multi-load game.

Load the first program as below. Type LOAD""

This allows you to play level 1.

On completion of each level you will need to load a short program. Follow on screen prompts.

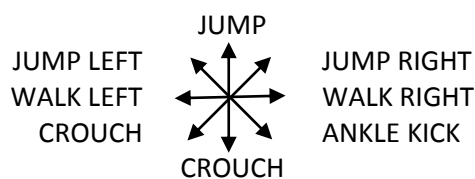
+2, +3, 128K (side 2). Type LOAD"" (ENTER)

CONTROLS

Redefinable keys and Sinclair and Cursor joysticks.

JOYSTICK

FACING RIGHT



WITH FIRE BUTTON PRESSED



NOTE: When facing left the controls are reversed. The game is controlled by joystick only in Port 1, one player only. Leaving the fire button pressed starts the super punch. Release the action.

GAMEPLAY

Battle your way through screen after screen of adversaries, progressing right or left depending on the level. You face a giant enemy at the end of each level who must be disposed of with multiple hits. You can collect extra weapons (chain or knife) if dropped by a fallen enemy. There are also capsules scattered randomly around the playfield. Time capsules give extra time for the level while energy ones replenish your life source. The Super-punch feature allows you to knock down several adversaries with one blow. This power blow takes all your concentration and can only be implemented by standing still and holding down the fire-button for a few seconds until charged.

SCORING

Points are scored for disposing of adversaries (200) and 50 for a hit on the giant Ninjas: 3000 points are awarded for disposing of these big baddies. If time reaches zero – game over.

If energy reaches zero – life lost!

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