

WE ARE THE CHAMPIONS



ocean





WE ARE THE CHAMPIONS

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LOADING

1. Place the cassette in your recorder ensuring that it is fully rewind.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions..

SPECTRUM +3 DISK

Set up the system and switch on as described on your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. After a short delay a game selection screen will appear.

GAME SELECTION

When the game titles appear on the selection screen type in the relevant number of the game you wish to play. Once your selection has been made your chosen game will automatically load.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

RENEGADE

The Streets aren't safe! . . . Night falls swiftly as you make your way through the most sinister part of town to collect your girl. So far so good . . . your train pulls into the subway station, alighting you realise you are not alone!

The station, and the streets above are infested with thugs and villains . . . time is short so you must negotiate these areas to meet your girl as arranged. Quick thinking and martial art skills are the only abilities you have to depend upon and you disembark knowing that this is going to be the most dangerous walk of your life!

There are five stages to negotiate, first the tube station, where you will meet a gang of muggers intent on terminating your journey right there. The next stage takes you through the pier area, known to be a popular meeting place for motorcycle gangs. The third area is the sleazy back streets of town; female gangs stalk the streets in search of any unwitting male who may try and infringe their territory. Next, is the street leading up to your meeting place; a vicious gang of razor-wielding thugs have been known to taunt any innocent passer by just for kicks.

Finally you enter your arranged meeting place, but beware—the last gang you have subdued had called reinforcements who will be lying in wait, together with their leader—armed with a gun! Prove that love can overcome all by conquering these villains in time for your date!

SPECTRUM + 3

Set up system and switch on as described in your instruction manual. Insert disc and press ENTER to choose 'LOADER' option. After a short delay the menu screen will appear.

CONTROLS

The game is controlled by Keyboard which is redefinable or Kempston Joystick (redefine keyboard for Sinclair or Cursor joystick).

JOYSTICK



KEYBOARD

Q —Up
A —Down
K —Left
L —Right
Space—Jump/Hit

N.B. Fire button is not used.

GAMEPLAY

There are five levels: Subway, Pier, Sleazy Street, End Street scene and Interior. In each of these scenarios you will meet a gang, who are armed with different weapons. To attain completion of a level the leader of the gang must be defeated, his status being shown at the bottom of the screen below your energy bar. Each time the leader is hit and knocked to the ground his energy will be greatly depleted. When his bar chart is showing zero energy, you have defeated him or her and you will move onto the next level. Please note that the leader will not join the fray until a number of the minions have been defeated. In the first stage you are attacked by a gang of both armed and unarmed assailants. You must punch, kick or "knee" your assailants repeatedly to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knocked to the ground, however, you can kneel on top of them and a few swift blows will do the trick. On the second level you must confront a gang of motorcycle thugs on the pier. The level starts with four attackers on motorcycles who will try and run you over. They must be knocked off their bikes to be subdued. Once the cyclists have been overcome, you will be attacked by both unarmed and crow bar wielding Hells Angels, and eventually their leader.

The third level takes place in the sleazy downtown streets, the headquarters of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" have been defeated, their leader, Big Bad Bertha, is brought into the fray.

* The fourth level comprises of razor-wielding thugs, in previous levels you can sustain a number of hits before losing a life, but in this stage one touch is fatal! Avoid the razors at all costs and watch your back! Defeat of all the characters on this level brings you into the interior

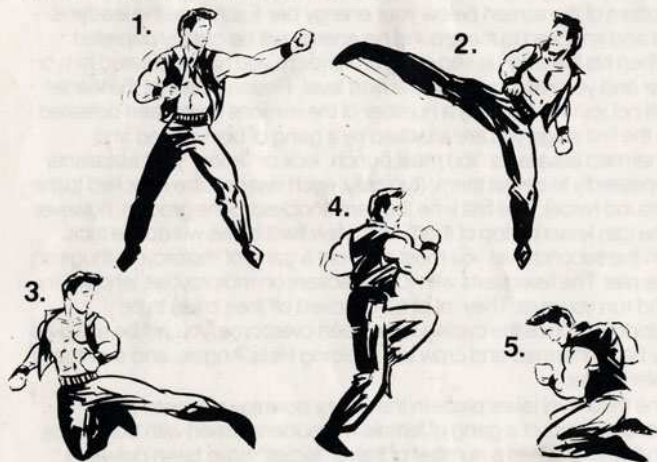
scene where there are still more of this gang plus their leader—armed with a gun!

*Spectrum 128K version only.

Completion of this final level will ensure you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her, as the whole process must start again—only this time more difficult.

There is a time limit for each section and failure to defeat the major villain on each stage within the allotted time will entail you losing a life, so continued avoidance of the villains will not be helpful. There are various ways of attacking your assailant, all of which are shown below. These are:

1. PUNCHING.
2. BACK KICK.
3. FLYING KICK.
4. KNEEING.
5. PUNCHING A FLOORED ASSAILANT.



STATUS AND SCORING

Your energy is indicated by a horizontal bar chart at the bottom of the screen which will decrease each time you are hit. Beneath that is the energy bar of the gang leader; this will only come into effect when he

is brought into play (after you have defeated a number of his henchmen). His energy decreases accordingly with the number of hits he sustains. The lives remaining and the number of gangs you have defeated are indicated by the heads at the bottom of the screen. Points are awarded for successful actions in relation to their effectiveness—between 50 and 100 points, (the more effective the blow, the higher the points achieved). Extra points are awarded for each enemy knocked out. Completing the full five rounds will result in a score of an extra 10,000 points. An extra life is awarded each time you complete all levels.

HINTS AND TIPS

- ★ Keep on the move.
- ★ In the first two levels opponents can be forced to fall off the edge of the playing area— but be careful so can you.
- ★ Kill the most dangerous opponents, i.e. the weapon carriers, first.
- ★ On the third level it is recommended to avoid Big Bertha until you have disposed of all of her minions.

RENEGADE

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide. Renegade runs on the Spectrum 48/128 micro computers. This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

CREDITS

Programmed by Mike Lamb.

Graphics by Ronnie Fowles.

Music by Fred Gray.

Produced by D.C. Ward.

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BARBARIAN

THE STORY SO FAR...

The evil sorcerer Drax desires Princess Mariana and has sworn to wreak an unspeakable doom on the people of the Jewelled City unless she is delivered to him.

However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the princess will be allowed to go free. All seems lost as champion after champion is defeated.

Then, from the forgotten wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.

Can he vanquish the forces of Darkness and free the Princess?

ONLY YOU CAN SAY...

The game is in two parts which can be loaded in any order.

ONE: Combat practice (one player or two player). Perfect your swordsmanship against the finest warriors in the land.

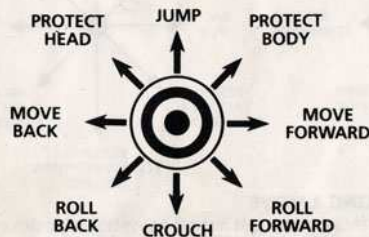
TWO: Fight to the death.
Fight for the princess against the evil minions of DRAX and finally face the evil one himself.

BARBARIAN FIGHTING MOVES

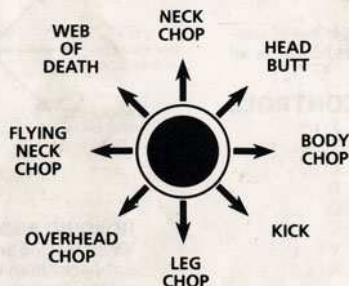
The following instructions are for a right-facing character.

For a left-facing character the moves are reversed.

JOYSTICK DIRECTIONS WITHOUT FIRE BUTTON PRESSED



JOYSTICK DIRECTIONS WITH FIRE BUTTON PRESSED



STRENGTH

Each character can survive six blows which are displayed at the top of the screen (player one on the left).

SCORE

Points will be awarded depending on the difficulty of the move used (player one on the left)

When playing in two player mode there will be a time limit for each duel. At this time if both are still in the game, their strength will be restored and a new game will commence.

When playing in one player mode there is no time limit and the time display will be replaced with the skill level of the opponent you are facing.

SPECTRUM VERSION

When the game has loaded press to choose from the following options:

- | | |
|----------------|-----------------------|
| (1) START GAME | One player options: |
| (2) ONE PLAYER | (1) SINCLAIR JOYSTICK |
| (3) TWO PLAYER | (2) KEMPSTON JOYSTICK |
| | (3) KEYBOARD |

Player one define keys:

- (1) FIRE
- (2) UP
- (3) DOWN
- (4) LEFT
- (5) RIGHT
- (6) PAUSE
- (7) QUIT

Player two options:

- (1) SINCLAIR
- (2) SINCLAIR/KEYBOARD
- (3) KEMPSTON/KEYBOARD
- (4) KEYBOARD/KEYBOARD

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BARBARIAN was conceived and designed by

STEVE BROWN

SPECTRUM PROGRAMMING BY: **SHAUN**

GRIFFITHS

SOUND BY: **RICHARD JOSEPH**

ASSISTANT ARTIST: **GARY CARR**

SPECIAL THANKS TO: **DANIEL MALONE**

INTERNATIONAL KARATE +

INTRODUCTION

INTERNATIONAL KARATE +™ is a development of the original IK game, the main extra feature being that there are three fighting men on the screen at once. Control is referred to throughout as joystick although keys can be used.

There are 17 different moves that can be made, all controlled by the joystick, and with practice all these moves can be executed smoothly in a flowing fight sequence without the man pausing momentarily in the standing stance. The joystick system is simple enough for players to learn quickly, but after some experience of how the moves behave, much more sophisticated control can be achieved.

Opponents can be hit in the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder until about Level 25, and players are awarded one of six belt colours depending on their score.

The computer-controlled men adopt a variety of play strategies. For example, they may fight each other, not the human; they may not fight, just avoid attacks; both may fight the human, not bothering to dodge attacks; and so on. All behaviour varies in "viciousness" as the game gets more advanced.

An animated judge appears at the end of each 30-second round to instruct the players and announce the rankings. If a human player is in third place, he is out of the game. So long as a human can stay first or second, he stays in the match.

Every 3rd round there is a bonus round, where the player has to use a small hand-held shield to deflect balls bouncing towards him from all angles.

OPTION SELECTION

1 Player I
2 Player O
Music On/Off M
Sound Effect On/Off N
2 Player Game is controlled by
1 on joystick, 1 on keyboard

MOVEMENT CONTROLS

Up R
Up/Right T
Up/Left E
LEFT D
RIGHT G
DOWN C
DOWN/RIGHT V
.DOWN/LEFT X

GAME DISPLAY

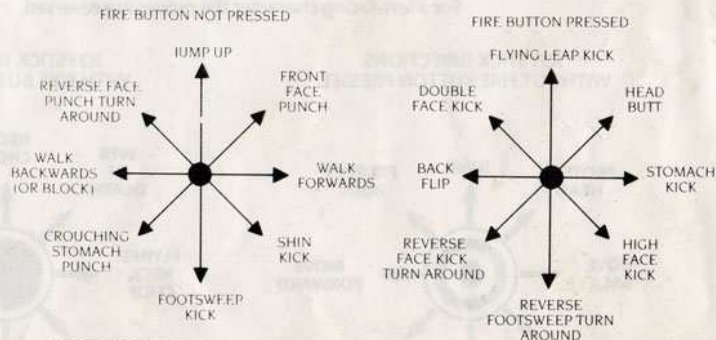
The score and game information is displayed at the top of the screen, and comprises three sets of combat points and accumulative score displays. Human-controlled fighters are indicated by a coloured fist to the right of the fighter's score. The white-jacketed fighter is controlled by joystick 1 and the red-jacketed fighter is controlled by joystick 2 in a two player game.

MOVEMENT CONTROLS

It is recommended that sticks with a firm tactile feel (such as the original Atari ones) are used - large, wobbly sticks are not as manageable since they move too far and provide less feedback when their switches have closed. Auto-fire joysticks are useless.

Each of the eight joystick positions selects a type of move, and pressing the button gives a further eight. In special cases a further defensive move is available, as detailed later. For a man facing right, the joystick controls the character's movements as follows:

Note that some movements end with your man facing the opposite direction. If the fighter is facing left, the above movements are reversed left/right. For example, when facing right, a front face punch is made by pressing up and right; but when facing left, the same attack is made by pressing up and left.



HOLDING AND CANCELLING A MOVE

When making an attacking move, you must hold the joystick in position until your man has made the attack. Releasing the joystick any sooner will cause your man to return to the standing stance. If the selection is retained then the stance is held until the joystick is released or another move selected. However, the actual hitting action is only effective on the

initial movement – after all, seasoned opponents are unlikely to run onto your fist!

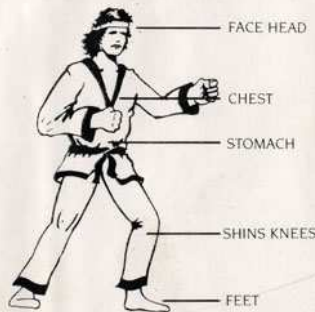
SEQUENCES OF MOVES

It is possible to make moves in quick succession without the fighter first pausing in the standing stance, thus allowing a smooth, free-flowing sequence. This is done by selecting the first move, holding it until the attack has occurred, then quickly selecting the next move before the man returns to the standing position. This will allow such actions as a series of back flips across the screen (select back flip wait for move to commence, then select it again and again for Dance-free motion.)

BLOCKING MOVE

A blocking move is also available for defensive purposes. If you are being attacked at close range from in front, and you select the "walk backwards" action, your man will stand in a blocking posture for the duration of the attack and deflect all kicks to the head, chest and stomach. However, it is not possible to block shin kicks and footsweeps – the only way to avoid them is to jump out of the way, or return the attack with move like the flying kick.

ATTACKABLE AREAS



MOVE	SCORING	
	FRONTAL HIT	HIT FROM BEHIND
Front Face Punch	800	400
Shin Kick	400	200
Footsweep	400	200
Crouching Stomach Punch	400	200
Reverse Face Punch	800	400
Flying Kick	800	400
Head Butt	1000	500
Stomach Kick	200	100
Face Kick	800	400
Reverse Footsweep	400	200
Back-step Face Kick	800	400
Double Face Kick	1000	1000

GAME OBJECT

A match consists of a sequence of two fight rounds and a bonus round. In the one-player game, there are two computer-controlled opponents. The match ends when the human comes third in a fight round. The two-player game starts with two humans fighting each other and one computer-controlled opponent. A player who comes last in a fight round goes out of the game, leaving one player against two computer men as in the one-player game.

The object is to fight on for as long as possible. As the score builds up, you are awarded one of six belt colours, the highest being the black belt. At the end of the match, you have the chance of entering your initials, score and belt colour in the Hall of Fame.

SCORING

During a fight round, if a man successfully hits an opponent while facing him, he gets two "combat points" (displayed as coloured discs) and a numerical score. Attacking from behind earns one combat point and half the score. A fight round lasts either for 30 seconds, or until one of the fighters gains six combat points. In the latter case, the player who scored the six points is awarded a time bonus of 100 points for each second left in the round.

At the end of each fight round, the judge decides who is first, second and third (or equal), initially on the basis of the combat points, and then, in the case of a tie, on the numerical score obtained *during that round* (NOT the accumulated score).

When a player is hit he falls down and is momentarily dazed, as shown by the stars above his head. When these disappear he has a few seconds to wait or make an instant move. Otherwise, after a short waiting period he is forced to stand up anyway.

The length of time a fighter is knocked out depends on the type of blow, and as the game speeds up the wait allowed decreases – but you can't get hit until you are actually up and fighting again.

BONUS ROUND

If a player stays in for two consecutive fight rounds, he is able to go through a bonus stage. Here, you are shown holding a small shield, with which you must deflect the balls that come bouncing towards you. At any one time you only have one ball to deflect (otherwise the round would be impossible!) You may also duck under some of the high balls.

As the game gets more difficult, the maximum speed of the balls increases. There are also flashing balls whose bounce height alternates. For each deflection you score 100 points, and if you survive all the balls you get a 5000 point score bonus. Since there may be up to 60 balls, highly skilled players can add over 10,000 points to their score in a single bonus round and get to black belt status more quickly.

HALL OF FAME

At the end of the match, players whose accumulative score is high enough are given the opportunity to add their initials, score and belt colour to the Hall of Fame. Up to three initials are permitted, for each one, move the joystick left or right to select the required letter, then press the fire button to enter the letter.

SUPER SPRINT

INTRODUCTION

Just another racing game? No – this is THE racing game. Licensed to Electric Dreams from the top-selling Atari coin-op, SUPERSPRINT™ lets one or two players compete head-to-head with a bird's eye view over eight gruelling tracks. There's plenty of challenge for your driving skills, with ramps to jump, opening and closing gates, hidden short cuts, over- and underpasses, and banked turns. There are random obstacles to avoid, and golden spanners to collect from the track which can be traded for custom car features to enhance your vehicle's performance.

OPTION SELECTION

In all cases the game has loaded when the title page is replaced by the credits. Press the space bar to move to the Options Menu. While on this screen:

SPECTRUM 48/128K/+

Press "1" to switch between one- or two-player mode.

Press "2" to cycle through control options for Player 1 (see below)

Press "3" to cycle through control options for Player 2 (see below).

Press "4" to start the game.

GAME CONTROLS

SPECTRUM

	Sinclair	Cursor	Kempston	Player 1 Keys	Player 2 Keys
Steer left	Stick left	5 or ⬅	Stick left	Q	L
Steer right	Stick right	8 or ➡	Stick right	A	P
Accelerate	Fire button	0	Fire button	S	K

THE RACE

Each race consists of a minimum of four laps. However, if players beat the "drone" cars, the race continues on a new track, picked at random from the available circuits.

The race is started by a waving, white flag. Steer your vehicle using the left and right controls, and control its speed with the accelerator. (Brakes are not provided!) Hitting the circuit barriers at low speeds only causes a delay, but on a high-speed impact your car explodes, and a replacement is delivered, slung beneath a helicopter.

On some tracks there are underpasses where you will be steering "blind". Other circuits feature gates which open and close, allowing brief access to short cuts. Ramps enable you to leap over obstacles.

Random objects will appear on the track from time to time, to be collected or avoided. These are as follows:

Golden Spanner: Collect three of these in one race to earn one custom car bonus at the end of the race

Bonus Score Pad: This contains a number which is added to the score of the driver passing over it.

Oil slicks: These cause the car to spin out of control.

Water slicks: These cause the car to slow down.

Tornado: The high wind blows the car off course and into a spin.

At the end of the race, the winner's circle is displayed with the rank, score and best lap times for the first three cars past the chequered flag.

Press the space bar to move to the high score table. If your car has won a place on the table, you will be prompted to enter your initials. Use "left" and "right" to select the letters, "accelerate" to enter the initial. You may enter up to three initials.

Should any car collect three or more golden spanners during a race, the driver will be able to choose a custom car feature from the bonus screen. Four features are available, as follows:

Super traction (five levels)

Higher top speed (five levels)

Turbo acceleration (five levels)

Increased scoring (one level)

Players choose the feature they require in the same way as tracks are selected at the start of the game: use left and right to highlight the required option, then press accelerate to add the feature.

RAMPAGE

GAME DETAILS

See proud cities reduced to rubble! Witness acts of primeval savagery! Gasp at male and female nudity! RAMPAGE - loading soon in a computer near you!

In the very best Hollywood tradition, RAMPAGE unleashes monstrous mayhem on an unsuspecting public. No fewer than three of your favourite B-movie behemoths are loose among the skyscrapers - and nothing short of total destruction will satisfy them!

It seemed like any other day at the Greaseburger Fast Food Emporium - but three unlucky customers were to get something even nastier than usual in their Big Mucks. If only the company's Research Division hadn't accidentally shipped some of the experimental food additives...

A wave of nausea, a foul aftertaste, chronic indigestion: everything was normal until George, Lizzie and Ralph ripped out of their clothing and into designer fur and scales. Life isn't fun as a fifty-foot Gorilla, Lizard or Wolfman - and soon everyone's going to find out how angry they are!

Up to three people can play, each controlling a different monster. In a desperate battle for survival, you climb the skyscrapers and smash the walls with your fists, searching for edibles - anything from goldfish bowls to the occasional tasty human - that appear behind the shattered windows. Grabbing inedibles such as toasters, TVs, and potted cacti will inflict some damage on you, though. Each player's stamina is indicated by the energy bars at the top of the screen.

Damaged buildings will eventually collapse into rubble, but leap off when the foundations start to give way - getting trapped in the falling masonry will weaken you. The nation's military might is also bent on your destruction, so try to avoid (or punch) the troops who fire from the windows, and the gunship helicopters that are constantly circling overhead. You can also punch - and be punched by - your fellow monsters.

If you lose all your energy, you revert back to human form and, hiding your nakedness as best you can, shuffle off-screen in embarrassment.

When a whole screenful of buildings has been demolished, a new city block appears, ready to be flattened. There are 50 cities, and the monsters spend three days in each one, making 150 different screens.

GAME CONTROLS

Players with joysticks use the four stick directions and the fire button to control their monster. See the table below for the keyboard equivalents. LEFT and RIGHT cause the monster to walk along the street, or across the top of buildings. UP and DOWN are used to climb up and down the sides of buildings. Pressing FIRE on its own makes the monster jump. Pressing FIRE while pressing a direction key, then FIRE, throws a punch or makes a grab in the chosen direction. All versions are designed for three players.

Spectrum Users: Any combination of keyboard and/or joystick.

SPECTRUM

PLAYER 1

PLAYER 2

PLAYER 3

Q	W	O	K	P
		DEFINABLE		
		DEFINABLE		

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key, follow the instructions as they appear on screen.

(The | symbol is obtained by holding shift and pressing the @ key.)

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

CPC 664 and 6128

Connect a suitable tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press ENTER key. Then type RUN" and press ENTER key, follow the instructions as they appear on screen.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Insert the program disk into the drive with the A side facing upwards.

Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type | CPM and press ENTER the game will now load automatically, follow the instructions as they appear on screen.

RENEGADE

The Streets aren't safe! . . . Night falls swiftly as you make your way through the most sinister part of town to collect your girl. So far so good . . . your train pulls into the subway station, alighting you realise you are not alone!

The station, and the streets above are infested with thugs and villains . . . time is short so you must negotiate these areas to meet your girl as arranged. Quick thinking and martial art skills are the only abilities you have to depend upon and you disembark knowing that this is going to be the most dangerous walk of your life!

There are five stages to negotiate, first the tube station, where you will meet a gang of muggers intent on terminating your journey right there. The next stage takes you through the pier area, known to be a popular meeting place for motorcycle gangs. The third area is the sleazy back streets of town; female gangs stalk the streets in search of any unwitting male who may try and infringe their territory. Next, is the street leading upto your meeting place; a vicious gang of razor-wielding thugs have been known to taunt any innocent passer by just for kicks.

Finally you enter your arranged meeting place, but beware—the last gang you have subdued had called reinforcements who will be lying in wait, together with their leader—armed with a gun! Prove that love can overcome all by conquering these villains in time for your date!

NOTE

On a 464 of 664 computer, the program loads each new section off tape/disk. On a 6128 or 464/664 with memory expansion the program loads all of the sections in at once.

CONTROLS

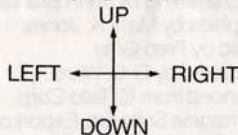
The game is controlled by Keyboard or Joystick plus keyboard.

KEYBOARD

LEFT — A
RIGHT — D
UP — W
DOWN — SPACE

N.B. Fire button is not used.

JOYSTICK



There are three attack keys:

	464/664	6128
Attack Left	— FO	←
Attack Right	— ENTER	→
Jump	— .	↓

Escape whilst on the title screen will enable/disable the game music.

Escape during the play will pause the game.

Escape again to abort, any movement to continue.

GAMEPLAY

There are five levels: Subway, Pier, Sleazy Street scene, End Street and Interior. In each of these scenarios you will meet a gang, who are armed with different weapons. To attain completion of a level the leader of the gang must be defeated, his status being shown at the top of the screen below your energy bar. Each time the leader is hit and knocked to the ground his energy will be greatly depleted. When his bar chart is showing zero energy, you have defeated him or her and you will move onto the next level. Please note that the leader will not join the fray until a number of the minions have been defeated. In the first stage you are attacked by a gang of both armed and unarmed assailants. You must punch, kick or "knee" your assailants repeatedly to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knocked to the ground, however, you can kneel on top of them and a few swift blows will do the trick.

On the second level you must confront a gang of motorcycle thugs on the pier. The level starts with four attackers on motorcycles who will try and run you over. They must be knocked off their bikes to be subdued. Once the cyclists have been overcome, you will be attacked by both unarmed and crow bar wielding Hells Angels, and eventually their leader.

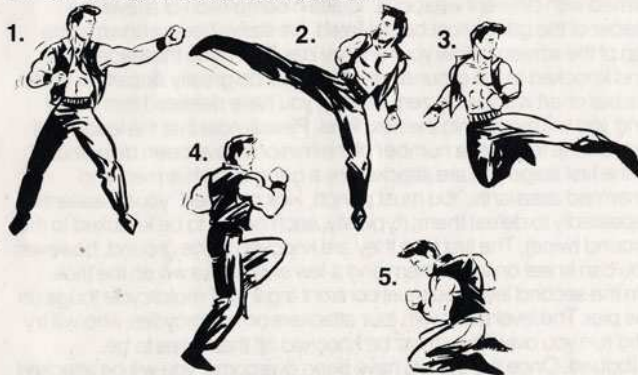
The third level takes place in the sleazy downtown streets, the headquarters of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" have been defeated, their leader, Big Bad Bertha, is brought into the fray.

The fourth level comprises of razor-wielding thugs, in previous levels you can sustain a number of hits before losing a life, but in this stage one touch is fatal! Avoid the razors at all costs and watch your back! Defeat of all the characters on this level brings you into the interior scene where there are still more of this gang plus their leader—armed with a gun!

Completion of this final level will ensure you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her, as the whole process must start again—only this time more difficult.

There is a time limit for each section and failure to defeat the major villain on each stage within the allotted time will entail you losing a life, so continued avoidance of the villains will not be helpful. There are various ways of attacking your assailant, all of which are shown below. These are:

1. PUNCHING
2. BACK KICK
3. FLYING KICK
4. KNEEING
5. PUNCHING A FLOORED ASSAILANT.



STATUS AND SCORING

Your energy is indicated by a horizontal bar chart at the top of the screen which will decrease each time you are hit. Beneath that is the energy bar of the gang leader; this will only come into effect when he is brought into play (after you have defeated a number of his henchmen). His energy decreases accordingly with the number of hits he sustains. The lives remaining and the number of gangs you have defeated are indicated by the heads at the bottom of the screen. Points are awarded for successful actions in relation to their effectiveness—between 50 and 100 points, (the more effective the blow, the higher the points achieved). Extra points are awarded for each enemy knocked out. Completing the full five rounds will result in

a score of an extra 10,000 points. An extra life is awarded each time you complete all levels.

HINTS AND TIPS

- ★ Keep on the move.
- ★ In the first two levels opponents can be forced to fall off the edge of the playing area—but be careful so can you.
- ★ Kill the most dangerous opponents, i.e. the weapon carriers, first.
- ★ On the third level it is recommended to avoid Big Bertha until you have disposed of all of her minions.

RENEGADE

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CREDITS

Programming by John Brandwood.
Graphics by Mark K. Jones.
Music by Fred Gray.
Produced by D. C. Ward.
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BARBARIAN

THE STORY SO FAR...

The evil sorcerer Drax desires Princess Mariana and has sworn to wreak an unspeakable doom on the people of the Jewelled City unless she is delivered to him.

However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the princess will be allowed to go free. All seems lost as champion after champion is defeated.

Then, from the forgotten wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.

Can he vanquish the forces of Darkness and free the Princess?

ONLY YOU CAN SAY...

The game is in two parts which can be loaded in any order.

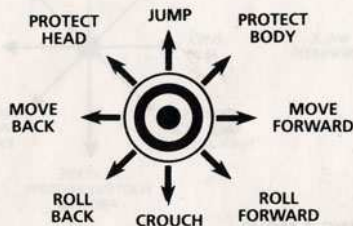
ONE: Combat practice (one player or two player). Perfect your swordsmanship against the finest warriors in the land.

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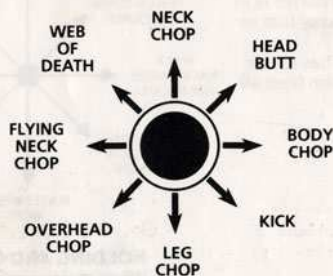
BARBARIAN FIGHTING MOVES

The following instructions are for a right-facing character.
For a left-facing character the moves are reversed.

JOYSTICK DIRECTIONS WITHOUT FIRE BUTTON PRESSED



JOYSTICK DIRECTIONS WITH FIRE BUTTON PRESSED



BARBARIAN was conceived and designed by
STEVE BROWN

AMSTRAD PROGRAMMING BY: **ANDREW
FITTER**

AMSTRAD VERSION

EACH SIDE OF THE CASSETTE/DISC CONTAINS
TWO DIFFERENT ACTION SCENES.

TO LOAD THE SCENE OF YOUR CHOICE
FOLLOW THE LOADING INSTRUCTIONS.

When the game has loaded press return to
choose from the following options:

MODE 1 = ONE PLAYER JOYSTICK

MODE 2 = ONE PLAYER KEYBOARD

MODE 3 = TWO PLAYER JOYSTICK/KEYBOARD

SPACE BAR TO START GAME

F0 = TO PAUSE A GAME

F1 = TO QUIT A GAME

F2 = MUSIC/SOUND EFFECTS

IN KEYBOARD MODE

Q = UP

A = DOWN

J = RIGHT

H = LEFT

SPACE = FIRE

STRENGTH

Each character can survive six blows which
are displayed at the top of the screen (player
one on the left).

SCORE

Points will be awarded depending on the
difficulty of the move used (player one on the
left)

When playing in two player mode there will
be a time limit for each duel. At this time if
both are still in the game, their strength will be
restored and a new game will commence.

When playing in one player mode there
is no time limit and the time display will be
replaced with the skill level of the opponent
you are facing.

SOUND BY: **RICHARD JOSEPH**

ASSISTANT ARTIST: **GARY CARR**

SPECIAL THANKS TO: **DANIEL MALONE**

© PALACE SOFTWARE 1987

INTERNATIONAL KARATE +

INTRODUCTION

INTERNATIONAL KARATE + TM is a development of the original IK game, the main extra feature being that there are three fighting men on the screen at once. Control is referred to throughout as joystick although keys can be used.

There are 17 different moves that can be made, all controlled by the joystick, and with practice all these moves can be executed smoothly in a flowing fight sequence without the man pausing momentarily in the standing stance. The joystick system is simple enough for players to learn quickly, but after some experience of how the moves behave, much more sophisticated control can be achieved.

Opponents can be hit in the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder until about Level 25, and players are awarded one of six belt colours depending on their score.

The computer-controlled men adopt a variety of play strategies. For example, they may fight each other, not the human; they may not fight, just avoid attacks; both may fight the human, not bothering to dodge attacks; and so on. All behaviour varies in "viciousness" as the game gets more advanced.

An animated judge appears at the end of each 30-second round to instruct the players and announce the rankings. If a human player is in third place, he is out of the game. So long as a human can stay first or second, he stays in the match.

Every 3rd round there is a bonus round, where the player has to use a small hand-held shield to deflect balls bouncing towards him from all angles.

OPTION SELECTION AMSTRAD

One Player game - F1
Two player game - F2
Music on/off - M
Sound effects on/off - S

MOVEMENT CONTROLS AMSTRAD

	UP	DOWN	LEFT	RIGHT	FIRE
One Player	joystick controlled				
Two Player	↑	↓	←	→	SPACE
Pause On/Off	ESC				

GAME DISPLAY

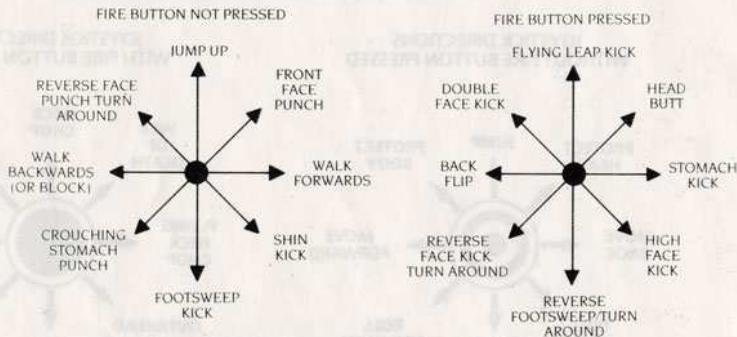
The score and game information is displayed at the top of the screen, and comprises three sets of combat points and accumulative score displays. Human-controlled fighters are indicated by a coloured fist to the right of the fighter's score. The white-jacketed fighter is controlled by joystick 1 and the red-jacketed fighter is controlled by joystick 2 in a two player game.

MOVEMENT CONTROLS

It is recommended that sticks with a firm tactile feel (such as the original Atari ones) are used - large, wobbly sticks are not as manageable since they move too far and provide less feedback when their switches have closed. Auto-fire joysticks are useless.

Each of the eight joystick positions selects a type of move, and pressing the button gives a further eight. In special cases a further defensive move is available, as detailed later. For a man facing right, the joystick controls the character's movements as follows:

Note that some movements end with your man facing the opposite direction. If the fighter is facing left, the above movements are reversed left/right. For example, when facing right, a front face punch is made by pressing up and right, but when facing left, the same attack is made by pressing up and left.



HOLDING AND CANCELLING A MOVE

When making an attacking move, you must hold the joystick in position until your man has made the attack. Releasing the joystick any sooner will cause your man to return to the standing stance. If the selection is retained then the stance is held until the joystick is released or another move selected. However, the actual hitting action is only effective on the

initial movement – after all, seasoned opponents are unlikely to run onto your fist!

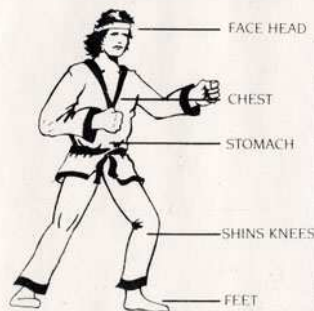
SEQUENCES OF MOVES

It is possible to make moves in quick succession without the fighter first pausing in the standing stance, thus allowing a smooth, free-flowing sequence. This is done by selecting the first move, holding it until the attack has occurred, then quickly selecting the next move before the man returns to the standing position. This will allow such actions as a series of back flips across the screen (select back flip wait for move to commence, then select it again and again for Dance-free motion.)

BLOCKING MOVE

A blocking move is also available for defensive purposes. If you are being attacked at close range from in front, and you select the "walk backwards" action, your man will stand in a blocking posture for the duration of the attack and deflect all kicks to the head, chest and stomach. However, it is not possible to block shin kicks and footsweeps – the only way to avoid them is to jump out of the way, or return the attack with move like the flying kick

ATTACKABLE AREAS



MOVE	SCORING	
	FRONTAL HIT	HIT FROM BEHIND
Front Face Punch	800	400
Shin Kick	400	200
Footsweep	400	200
Crouching Stomach Punch	400	200
Reverse Face Punch	800	400
Flying Kick	800	400
Head Butt	1000	500
Stomach Kick	200	100
Face Kick	800	400
Reverse Footsweep	400	200
Back-step Face Kick	800	400
Double Face Kick	1000	1000

GAME OBJECT

A match consists of a sequence of two fight rounds and a bonus round. In the one-player game, there are two computer-controlled opponents. The match ends when the human comes third in a fight round. The two-player game starts with two humans fighting each other and one computer-controlled opponent. A player who comes last in a fight round goes out of the game, leaving one player against two computer

men as in the one-player game.

The object is to fight on for as long as possible. As the score builds up, you are awarded one of six belt colours, the highest being the black belt. At the end of the match, you have the chance of entering your initials, score and belt colour in the Hall of Fame.

SCORING

During a fight round, if a man successfully hits an opponent while facing him, he gets two "combat points" (displayed as coloured discs) and a numerical score. Attacking from behind earns one combat point and half the score. A fight round lasts either for 30 seconds, or until one of the fighters gains six combat points. In the latter case, the player who scored the six points is awarded a time bonus of 100 points for each second left in the round.

At the end of each fight round, the judge decides who is first, second and third (or equal), initially on the basis of the combat points, and then, in the case of a tie, on the numerical score obtained *during that round* (NOT the accumulated score).

When a player is hit he falls down and is momentarily dazed, as shown by the stars above his head. When these disappear he has a few seconds to wait or make an instant move. Otherwise, after a short waiting period he is forced to stand up anyway.

The length of time a fighter is knocked out depends on the type of blow, and as the game speeds up the wait allowed decreases – but you can't get hit until you are actually up and fighting again.

BONUS ROUND

If a player stays in for two consecutive fight rounds, he is able to go through a bonus stage. Here, you are shown holding a small shield, with which you must deflect the balls that come bouncing towards you. At any one time you only have one ball to deflect (otherwise the round would be impossible!) You may also duck under some of the high balls.

As the game gets more difficult, the maximum speed of the balls increases. There are also flashing balls whose bounce height alternates. For each deflection you score 100 points, and if you survive all the balls you get a 5000 point score bonus. Since there may be up to 60 balls, highly skilled players can add over 10,000 points to their score in a single bonus round and get to black belt status more quickly.

HALL OF FAME

At the end of the match, players whose accumulative score is high enough are given the opportunity to add their initials, score and belt colour to the Hall of Fame. Up to three initials are permitted for each one, move the joystick left or right to select the required letter, then press the fire button to enter the letter.

SUPER SPRINT

INTRODUCTION

Just another racing game? No - this is THE racing game. Licensed to Electric Dreams from the top-selling Atari coin-op, SUPERSPRINT™ lets one or two players compete head-to-head with a bird's eye view over eight gruelling tracks. There's plenty of challenge for your driving skills, with ramps to jump, opening and closing gates, hidden short cuts, over- and underpasses, and banked turns. There are random obstacles to avoid, and golden spanners to collect from the track which can be traded for custom car features to enhance your vehicle's performance.

OPTION SELECTION

In all cases the game has loaded when the title page is replaced by the credits. Press the space bar to move to the Options Menu. While on this screen:

AMSTRAD CPC

Press "1" to switch between one- or two player mode

Press "2" to start the game.

GAME CONTROLS

AMSTRAD CPC

	Joystick	Player 1 Keys	Player 2 Keys
Steer left		Q	Ⓐ
Steer right		A	Ⓜ
Accelerate		S	L

THE RACE

Each race consists of a minimum of four laps. However, if players beat the "drone" cars, the race continues on a new track, picked at random from the available circuits.

The race is started by a waving, white flag. Steer your vehicle using the left and right controls, and control its speed with the accelerator. (Brakes are not provided!) Hitting the circuit barriers at low speeds only causes a delay, but on a high-speed impact your car explodes, and a replacement is delivered, slung beneath a helicopter.

On some tracks there are underpasses where you will be steering "blind". Other circuits feature gates which open and close, allowing brief access to short cuts. Ramps enable you to leap over obstacles.

Random objects will appear on the track from time to time, to be collected or avoided. These are as follows:

Golden Spanner: Collect three of these in one race to earn one custom car bonus at the end of the race

Bonus Score Pad: This contains a number which is added to the score of the driver passing over it

Oil slicks: These cause the car to spin out of control.

Water slicks: These cause the car to slow down.

Tornado: The high wind blows the car off course and into a spin.

At the end of the race, the winner's circle is displayed with the rank, score and best lap times for the first three cars past the chequered flag.

Press the space bar to move to the high score table. If your car has won a place on the table, you will be prompted to enter your initials. Use "left" and "right" to select the letters, "accelerate" to enter the initial. You may enter up to three initials.

Should any car collect three or more golden spanners during a race, the driver will be able to choose a custom car feature from the bonus screen. Four features are available, as follows:

Super traction (five levels)
Higher top speed (five levels)
Turbo acceleration (five levels)
Increased scoring (one level)

Players choose the feature they require in the same way as tracks are selected at the start of the game: use left and right to highlight the required option, then press accelerate to add the feature.



RAMPAGE

GAME DETAILS

See proud cities reduced to rubble! Witness acts of primeval savagery! Gasp at male and female nudity! RAMPAGE - loading soon in a computer near you!

In the very best Hollywood tradition! RAMPAGE unleashes monstrous mayhem on an unsuspecting public. No fewer than three of your favourite B-movie behemoths are loose among the skyscrapers - and nothing short of total destruction will satisfy them!

It seemed like any other day at the Greaseburger Fast Food Emporium - but three unlucky customers were to get something even nastier than usual in their Big Mucks. If only the company's Research Division hadn't accidentally shipped some of the experimental food additives...

A wave of nausea, a foul aftertaste, chronic indigestion: everything was normal until George, Lizzie and Ralph ripped out of their clothing and into designer fur and scales. Life isn't fun as a fifty-foot Gorilla, Lizard or Wolfman - and soon everyone's going to find out how angry they are!

Up to three people can play, each controlling a different monster. In a desperate battle for survival, you climb the skyscrapers and smash the walls with your fists, searching for edibles - anything from goldfish bowls to the occasional tasty human - that appear behind the shattered windows. Grabbing inedibles such as toasters, TVs, and potted cacti will inflict some damage on you, though. Each player's stamina is indicated by the energy bars at the top of the screen.

Damaged buildings will eventually collapse into rubble, but leap off when the foundations start to give way - getting trapped in the falling masonry will weaken you. The nation's military might is also bent on your destruction, so try to avoid (or punch) the troops who fire from the windows, and the gunship helicopters that are constantly circling overhead. You can also punch - and be punched by - your fellow monsters.

If you lose all your energy, you revert back to human form and, hiding your nakedness as best you can, shuffle off-screen in embarrassment.

When a whole screenful of buildings has been demolished, a new city block appears, ready to be flattened. There are 50 cities, and the monsters spend three days in each one, making 150 different screens.

GAME CONTROLS

Players with joysticks use the four stick directions and the fire button to control their monster. See the table below for the keyboard equivalents.

LEFT and RIGHT cause the monster to walk along the street, or across the top of buildings. UP and DOWN are used to climb up and down the sides of buildings. Pressing FIRE on its own makes the monster jump. Pressing FIRE while pressing a direction key, then FIRE, throws a punch or makes a grab in the chosen direction. All versions are designed for three players.

Amstrad Users: One on joystick, two on keyboards.

AMSTRAD

1 PLAYER

2 PLAYER

LEFT RIGHT UP DOWN FIRE

C

V

A

Z

COPY



SMALL

(These are the CURSOR KEYS)

ENTER

KEY

RAMPAGE

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*" ,8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

GAME CONTROLS

RENEGADE

The Streets aren't safe! . . . Night falls swiftly as you make your way through the most sinister part of town to collect your girl. So far so good . . . your train pulls into the subway station, alighting you realise you are not alone!

The station, and the streets above are infested with thugs and villains . . . time is short so you must negotiate these areas to meet your girl as arranged. Quick thinking and martial art skills are the only abilities you have to depend upon and you disembark knowing that this is going to be the most dangerous walk of your life!

There are five stages to negotiate, first the tube station, where you will meet a gang of muggers intent on terminating your journey right there. The next stage takes you through the pier area, known to be a popular meeting place for motorcycle gangs. The third area is the sleezy back streets of town; female gangs stalk the streets in search of any unwitting male who may try and infringe their territory. Next, is the street leading up to your meeting place; a vicious gang of razor-wielding thugs have been known to taunt any innocent passer by just for kicks.

Finally you enter your arranged meeting place, but beware—the last gang you have subdued had called reinforcements who will be lying in wait, together with their leader—armed with a gun! Prove that love can overcome all by conquering these villains in time for your date!

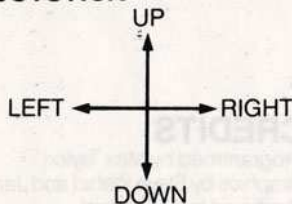
CONTROLS

The game is controlled by Joystick in Port 2 and three attack keys.

ATTACK KEYS

ATTACK RIGHT — 2
ATTACK LEFT — ←
JUMP — 1

JOYSTICK



RUN/STOP Key pauses the game, press it again to restart.
RUN STOP/RESTORE resets the game.
SPACEBAR music on/off

GAMEPLAY

There are five levels: Subway, Pier, Sleezy Street, End Street and Interior. In each of these scenarios you will meet a gang, who are armed with different weapons. To attain completion of a level the leader of the gang must be defeated, his status being shown at the top of the screen below your energy bar. Each time the leader is hit and knocked to the ground his energy will be greatly depleted. When his bar chart is showing zero energy, you have defeated him or her and you will move onto the next level. Please note that the leader will not join the fray until a number of the minions have been defeated. In the first stage you are attacked by a gang of both armed and unarmed assailants. You must punck, kick or "knee" your assailants repeatedly to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knicked to the ground, however, you can kneel on top of them and a few swift blows will do the trick. On the second level you must confront a gang of motorcycle thugs on the pier. The level starts with four attackers on motorcycles who will try and run you over, they must be knocked off their to be subdued. Once the cyclists have been overcome, you will be attacked by both unarmed and crow bar wielding Hells Angels, and eventually their leader.

The third level takes place in the sleezy downtown streets, the headquarters of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" have been defeated, their leader Big Bad Bertha, is brought into the fray.

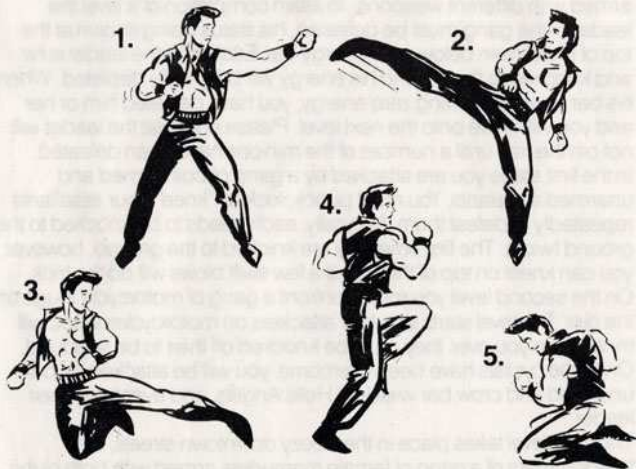
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Completion of this final level will ensure you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her, as the whole process must start again—only this time more difficult.

There is a time limit for each section and failure to defeat the major villain on each stage within the allotted time will entail you losing a life, so continued avoidance of the villains will not be helpful. There are

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HINTS AND TIPS

- ★ Keep on the move.
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CREDITS

Programmed by Max Taylor.
Graphics by Steve Wahid and Jane Lowe.
Produced by D. C. Ward.
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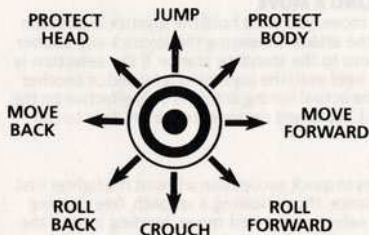
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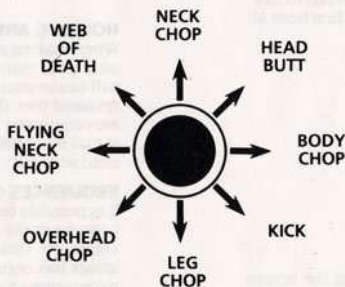
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JOYSTICK DIRECTIONS WITH FIRE BUTTON PRESSED



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Each character can survive six blows which are displayed at the top of the screen (player one on the left).

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COMMODORE VERSION

F1 = ONE PLAYER OR TWO PLAYER

F3 = MUSIC/SOUND EFFECTS

F5 = PAUSE

F7 = START GAME

Q = QUIT

BARBARIAN was conceived and designed by **STEVE BROWN**

SPECTRUM PROGRAMMING BY: **SHAUN GRIFFITHS**

AMSTRAD PROGRAMMING BY: **ANDREW FITTER**

COMMODORE 64 PROGRAMMING BY: **STANLEY SCHEMBRI**

SOUND BY: **RICHARD JOSEPH**

ASSISTANT ARTIST: **GARY CARR**

SPECIAL THANKS TO: **DANIEL MALONE**

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Opponents can be hit in the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder until about Level 25, and players are awarded one of six belt colours depending on their score.

The computer-controlled men adopt a variety of play strategies. For example, they may fight each other, not the human; they may not fight, just avoid attacks; both may fight the human, not bothering to dodge attacks; and so on. All behaviour varies in "viciousness" as the game gets more advanced.

An animated judge appears at the end of each 30-second round to instruct the players and announce the rankings. If a human player is in third place, he is out of the game. So long as a human can stay first or second, he stays in the match.

Every 3rd round there is a bonus round, where the player has to use a small hand-held shield to deflect balls bouncing towards him from all angles.

OPTION SELECTION

FIRE, joystick port 2	If in demo mode, start a one-player game
FIRE, joystick port 1	If in demo mode, start a two-player game
F1	One player against two computer men
F3	Two players against one computer man (These controls work at all times, and so can be used to quit the current match)
F5	Turn music on or off
F7	Turn sound effects on or off
SHIFT and 1/2/3/4/5	Vary speed of play (1 is fast, 3 normal, 5 slow)
RUN/STOP	Pause mode (during fight round only) Press RUN/STOP a second time to continue the fight.
*	Change the colours of the reflected sunset

GAME DISPLAY

The score and game information is displayed at the top of the screen, and comprises three sets of combat points and accumulative score displays. Human-controlled fighters are indicated by a coloured fist to the right of the fighter's score. The white-jacketed fighter is controlled

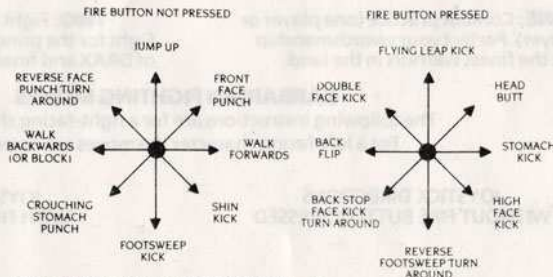
by joystick Port 2, while in two-player games, the red-jacketed fighter is controlled by joystick Port 1.

MOVEMENT CONTROLS

The game may only be controlled using joysticks. It is recommended that sticks with a firm tactile feel (such as the original Atari ones) are used - large, wobbly sticks are not as manageable since they move too far and provide less feedback when their switches have closed. Auto-free joysticks are useless.

Each of the eight joystick positions selects a type of move, and pressing the button gives a further eight. In special cases a further defensive move is available, as detailed later. For a man facing right, the joystick controls the character's movements as follows:

Note that some movements end with your man facing the opposite direction. If the fighter is facing left, the above movements are reversed left/right. For example, when facing right, a front face punch is made by pressing up and right - but when facing left, the same attack is made by pressing up and left.



HOLDING AND CANCELLING A MOVE

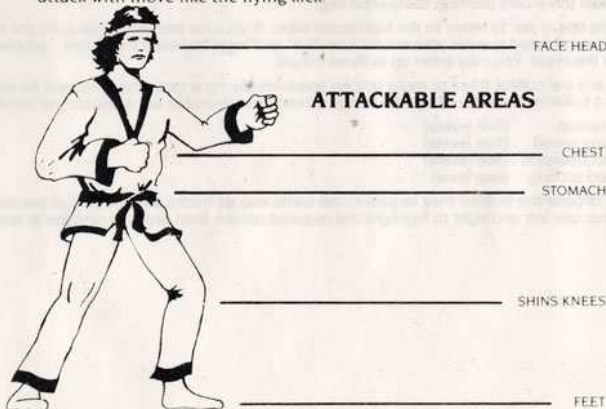
When making an attacking move, you must hold the joystick in position until your man has made the attack. Releasing the joystick any sooner will cause your man to return to the standing stance. If the selection is retained then the stance is held until the joystick is released or another move selected. However, the actual hitting action is only effective on the initial movement - after all, seasoned opponents are unlikely to run onto your fist!

SEQUENCES OF MOVES

It is possible to make moves in quick succession without the fighter first pausing in the standing stance, thus allowing a smooth, free-flowing sequence. This is done by selecting the first move, holding it until the attack has occurred, then quickly selecting the next move before the man returns to the standing position. This will allow such actions as a series of back flips across the screen (select back flip wait for move to commence, then select it again and again for Dance-free motion.)

BLOCKING MOVE

A blocking move is also available for defensive purposes. If you are being attacked at close range from in front, and you select the "walk backwards" action, your man will stand in a blocking posture for the duration of the attack and deflect all kicks to the head, chest and stomach. However, it is not possible to block shin kicks and footsweeps – the only way to avoid them is to jump out of the way, or return the attack with move like the flying kick.



GAME OBJECT

A match consists of a sequence of two fight rounds and a bonus round. In the one-player game, there are two computer-controlled opponents. The match ends when the human comes third in a fight round. The two-player game starts with two humans fighting each other and one computer-controlled opponent. A player who comes last in a fight round goes out of the game, leaving one player against two computer men as in the one-player game.

The object is to fight on for as long as possible. As the score builds up, you are awarded one of six belt colours, the highest being the black belt. At the end of the match, you have the chance of entering your initials, score and belt colour in the Hall of Fame.

SCORING

During a fight round, if a man successfully hits an opponent while facing him, he gets two "combat points" (displayed as coloured discs) and a numerical score. Attacking from behind earns one combat point and half the score. A fight round lasts either for 30 seconds, or until one of the fighters gains six combat points. In the latter case, the player who scored the six points is awarded a time bonus of 100 points for each second left in the round.

At the end of each fight round, the judge decides who is first, second

and third (or equal), initially on the basis of the combat points, and then, in the case of a tie, on the numerical score obtained *during that round* (NOT the accumulated score).

When a player is hit he falls down and is momentarily dazed, as shown by the stars above his head. When these disappear he has a few seconds to wait or make an instant move. Otherwise, after a short waiting period he is forced to stand up anyway.

The length of time a fighter is knocked out depends on the type of blow, and as the game speeds up the wait allowed decreases – but you can't get hit until you are actually up and fighting again.

SCORING		
MOVE	FRONTAL HIT	HIT FROM BEHIND
Front Face Punch	800	400
Shin Kick	400	200
Footsweep	400	200
Crouching Stomach Punch	400	200
Reverse Face Punch	800	400
Flying Kick	800	400
Head Butt	1000	500
Stomach Kick	200	100
Face Kick	800	400
Reverse Footsweep	400	200
Back-step Face Kick	800	400
Double Face Kick	1000	1000

BONUS ROUND

If a player stays in for two consecutive fight rounds, he is able to go through a bonus stage. Here, you are shown holding a small shield, with which you must deflect the balls that come bouncing towards you. At any one time you only have one ball to deflect (otherwise the round would be impossible!) You may also duck under some of the high balls.

As the game gets more difficult, the maximum speed of the balls increases. There are also flashing balls whose bounce height alternates. For each deflection you score 100 points, and if you survive all the balls you get a 5000 point score bonus. Since there may be up to 60 balls, highly skilled players can add over 10,000 points to their score in a single bonus round and get to black belt status more quickly.

HALL OF FAME

At the end of the match, players whose accumulative score is high enough are given the opportunity to add their initials, score and belt colour to the Hall of Fame. Up to three initials are permitted for each one, move the joystick left or right to select the required letter, then press the fire button to enter the letter.

SUPER SPRINT

INTRODUCTION

Just another racing game? No – this is THE racing game. Licensed to Electric Dreams from the top-selling Atari coin-op, SUPERSPRINT™ lets one or two players compete head-to-head with a bird's eye view over eight gruelling tracks. There's plenty of challenge for your driving skills, with ramps to jump, opening and closing gates, hidden short cuts, over- and underpasses, and banked turns. There are random obstacles to avoid, and golden spanners to collect from the track which can be traded for custom car features to enhance your vehicle's performance.

OPTION SELECTION

In all cases the game has loaded when the title page is replaced by the credits. Press the space bar to move to the Options Menu. While on this screen:

COMMODORE 64/128

Select one- or two-player mode by pointing the steering wheel at the left or right car and pressing the fire button.

If you have selected two-player mode you will then be asked to select the type of race. You may race against each other in a "one-on-one" event, or you may have a third competitor controlled by the computer.

The display changes to show all the possible racing circuits: the current selection will be flashing, and the central arrow will point to it. Use the "steer left" and "steer right" controls to change to the required track layout. To start the race on the selected circuit, push the "accelerate" control.

GAME CONTROLS

COMMODORE 64/128

The game may only be controlled using joysticks. If the one-player option is selected, the joystick should be in Port 2.

THE RACE

Each race consists of a minimum of four laps. However, if players beat the "drone" cars, the race continues on a new track, picked at random from the available circuits.

The race is started by a waving, white flag. Steer your vehicle using the left and right controls, and control its speed with the accelerator (Brakes are not provided!) Hitting the circuit barriers at low speeds only causes a delay, but on a high-speed impact your car explodes, and a replacement is delivered, slung beneath a helicopter.

On some tracks there are underpasses where you will be steering "blind". Other circuits feature gates which open and close, allowing brief access to short cuts. Ramps enable you to leap over obstacles.

Random objects will appear on the track from time to time, to be collected or avoided. These are as follows:

Golden Spanner: Collect three of these in one race to earn one custom car bonus at the end of the race.

Bonus Score Pad: This contains a number which is added to the score of the driver passing over it.

Oil slicks: These cause the car to spin out of control.

Water slicks: These cause the car to slow down.

Tornado: The high wind blows the car off course and into a spin.

At the end of the race, the winner's circle is displayed with the rank, score and best lap times for the first three cars past the chequered flag.

Press the space bar to move to the high score table. If your car has won a place on the table, you will be prompted to enter your initials. Use "left" and "right" to select the letters, "accelerate" to enter the initial. You may enter up to three initials.

Should any car collect three or more golden spanners during a race, the driver will be able to choose a custom car feature from the bonus screen. Four features are available, as follows:

Super traction (five levels)
Higher top speed (five levels)
Turbo acceleration (five levels)
Increased scoring (one level)

Players choose the feature they require in the same way as tracks are selected at the start of the game: use left and right to highlight the required option, then press accelerate to add the feature.

RAMPAGE

GAME DETAILS

See proud cities reduced to rubble! Witness acts of primeval savagery! Gasp at male and female nudity! RAMPAGE – loading soon in a computer near you!

In the very best Hollywood tradition, RAMPAGE unleashes monstrous mayhem on an unsuspecting public. No fewer than three of your favourite B-movie behemoths are loose among the skyscrapers - and nothing short of total destruction will satisfy them!

It seemed like any other day at the Greaseburger Fast Food Emporium - but three unlucky customers were to get something even nastier than usual in their Big Mucks. If only the company's Research Division hadn't accidentally shipped some of the experimental food additives...

A wave of nausea, a foul aftertaste, chronic indigestion: everything was normal until George, Lizzie and Ralph ripped out of their clothing and into designer fur and scales. Life isn't fun as a fifty-foot Gorilla, Lizard or Wolfman - and soon everyone's going to find out how angry they are!

Up to three people can play, each controlling a different monster. In a desperate battle for survival, you climb the skyscrapers and smash the walls with your fists, searching for edibles - anything from goldfish bowls to the occasional tasty human - that appear behind the shattered windows. Grabbing inedibles such as toasters, TVs, and potted cacti will inflict some damage on you, though. Each player's stamina is indicated by the energy bars at the top of the screen.

Damaged buildings will eventually collapse into rubble, but leap off when the foundations start to give way - getting trapped in the falling masonry will weaken you. The nation's military might is also bent on your destruction, so try to avoid (or punch) the troops who fire from the windows, and the gunship helicopters that are constantly circling overhead. You can also punch - and be punched by - your fellow monsters.

If you lose all your energy, you revert back to human form and, hiding your nakedness as best you can, shuffle off-screen in embarrassment.

When a whole screenful of buildings has been demolished, a new city block appears, ready to be flattened. There are 50 cities, and the monsters spend three days in each one, making 150 different screens.

GAME CONTROLS

Players with joysticks use the four stick directions and the fire button to control their monster. See the table below for the keyboard equivalents. LEFT and RIGHT cause the monster to walk along the street, or across the top of buildings. UP and DOWN are used to climb up and down the sides of buildings. Pressing FIRE on its own makes the monster jump. Pressing FIRE while pressing a direction key, then FIRE, throws a punch or makes a grab in the chosen direction. All versions are designed for three players.

Commodore Users: One on keyboard, two on joysticks.

LEFT	RIGHT	UP	DOWN	FIRE
------	-------	----	------	------

COMMODORE 64/128
1 PLAYER

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CHARGEMENT

Mettez la cassette dans votre magnétophone Commodore, côté imprimé sur le dessus, tout en s'assurant qu'elle est bien réembobinée au début. Vérifier que tous les fils sont bien branchés. Appuyer simultanément sur la touche SHIFT et sur la touche RUN/STOP. Le message devrait apparaître sur l'écran dès que vous aurez appuyé sur la touche PLAY de votre magnétophone. Ce programme se chargera automatiquement. Pour charger un C128, taper GO 64(RETURN), puis suivre les mêmes instructions que pour le C64. Une fois le chargement effectué, appuyer sur le bouton FIRE pour commencer.

N.B. Si plusieurs titres se trouvent sur l'une ou l'autre des faces de la cassette, arrêtez toujours la bande après que le chargement du premier jeu se soit effectué. Pour procéder au chargement des jeux suivants, remettez l'ordinateur au point de départ et suivez les instructions de chargement précédentes. Afin de vous permettre de repérer la position des jeux pour un usage ultérieur, nous vous conseillons de vérifier que le compteur du magnétophone a été remis à zéro au démarrage de la bande.

DISQUETTE

Sélectionnez mode 64. Mettez le lecteur de disquette sur la position marche, placez le programme dans le lecteur, label vers le haut, tapez LOAD "",8,1 (RETURN), l'écran d'introduction apparaîtra et le programme se chargera automatiquement.

RENEGADE

Les Rues ne sont pas sûres! La nuit tombe vite alors que vous vous acheminez à travers le quartier le plus sinistre de la ville pour aller chercher votre petite amie. Jusqu'à présent tout va bien... votre métro s'arrête à la station, mais à la descente vous vous rendez compte que vous n'êtes pas seul!

La station et les rues au-dessus sont infestées de voyous et de mauvais garnements... Vous avez peu de temps et vous devez donc emprunter ces zones pour retrouver votre petite amie comme convenu. Des décisions rapides et une connaissance des arts martiaux sont vos seules armes et vous débarquez en sachant que ce parcours va être le plus dangeureux de votre vie! Vous devez passer par cinq stades, d'abord la station de métro où vous rencontrerez une bande d'agresseurs qui souhaitent que votre voyage se termine à cet endroit précis. Le stade suivant vous amène dans la zone de la jetée renommé comme étant le lieu de rendez-vous des bandes à motos. La troisième zone se trouve dans les ruelles mal famées de la ville qui sont parcourues par des bandes de femmes à la recherche de tout homme qui tente de façon accidentelle de pénétrer dans leur territoire. Ensuite vous trouverez la rue qui vous conduit à votre lieu de rendez-vous; mais une dangeureuse bande armée de rasoirs a la réputation d'attaquer tout passant innocent simplement pour s'amuser. Vous entrez enfin dans l'endroit de votre rendez-vous mais attention — la dernière bande à laquelle vous avez infligé une défaite a appelé des renforts qui vous attendent en compagnie de leur chef — armé d'un pistolet! Prouvez que l'amour se joue de tous les dangers en triomphant de ces voyous à temps pour votre rendez-vous!

COMMANDES

TOUCHES D'ATTAQUE

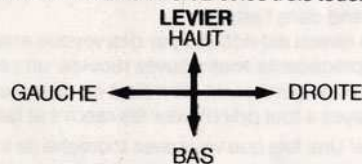
ATTAQUE DROITE → 2
ATTAQUE GAUCHE ← 1
SAUT — 1

RUN/STOP — Permet de faire une pause. Appuyez de nouveau sur cette touche pour recommencer

RUN STOP/RESTORE — Permet de recommencer le jeu.

BARRE D'ESPACEMENT — Musique: oui/non

Le jeu se joue avec Levier en Port 2 et les trois touches d'attaque.



COMMENT JOUER

Il y a cinq niveaux: Métro, Jetée, Rue mal famée, scène au Bout de la rue et Intérieur. Dans chacun de ces scénarios vous rencontrerez une bande, chacune de ces bandes dispose d'armes différentes. Pour terminer un niveau, vous devez battre le chef de la bande. Son statut est affiché en haut de l'écran en dessous de votre barre d'énergie. Chaque fois que le chef est frappé et renversé sur le sol, son énergie diminue considérablement. Quand son tableau de barres affiche un niveau d'énergie zéro, il ou elle est vaincu(e) et cela vous permet de passer au niveau suivant. Attention: le chef ne rentre dans la mêlée que lorsqu'un certain nombre de mignons ont déjà été vaincus. Au premier stade du jeu vous êtes attaqué par une bande d'assaillants dont certains seulement sont armés. Pour les vaincre, il vous faut leur asséner à plusieurs reprises des coups de poing, de pied ou de genou (d'une manière générale, chacun doit être mis à terre deux fois). Quand ils sont mis à terre vous pouvez cependant les y maintenir en vous agenouillant sur eux et les achever grâce à quelques coups rapides.

Au second niveau vous devez affronter une bande de voyous à moto sur la jetée. Au début de ce niveau quatre attaquants à moto vont essayer de vous écraser. Pour les mettre hors d'état de nuire, vous devez les faire tomber de leur moto. Une fois débarrassé des motocyclistes vous serez attaqué par un groupe d'Ange de la Mort, certains sans armes, d'autres brandissant des pieds-de-biche et enfin par leur chef.

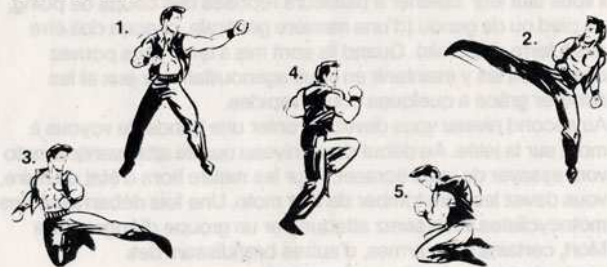
Le troisième niveau se trouve dans les rues mal famées de la ville, c'est ici que se trouve le quartier général d'une bande de maraudeuses armées de gourdins et de fouets. Quand un certain nombre de ces "dames" ont été vaincues leur chef, la grosse Bertha, descend dans l'arène.

Le quatrième niveau est occupé par des voyous armés de rasoirs. Aux niveaux précédents vous pouvez recevoir un certain nombre de coups avant de perdre une vie mais à ce niveau un seul vous est fatal! Essayez à tout prix d'éviter les rasoirs et faites attention derrière vous! Une fois que vous avez triomphé de tous les personnages à ce niveau vous passez à la scène de l'intérieur où vous attendent quelques autres membres de cette bande et leur chef — armé d'un pistolet!

Après avoir terminé ce niveau il vous sera possible d'aller au rendez-vous de votre superbe petite amie. Vous ne pourrez malheureusement rester ensemble que très peu de temps car le processus tout entier doit recommencer — mais cette fois en plus difficile.

Dans chaque section vous devez vaincre le principal voyou en un temps limite et si vous n'y réussissez pas dans le temps imparti vous perdrez une vie, n'essayez donc pas d'éviter les voyous en permanence. Vous pouvez attaquer votre assaillant de différentes façons; celles-ci vous sont indiquées ci-dessous:

1. COUP DE POING.
2. COUP DE PIED VERS L'ARRIERE.
3. COUP DE PIED EN HAUTEUR.
4. COUP DE GENOU.
5. COUP DE POING ASSENE A L'ASSAILLANT A TERRE.



SATUT ET SCORE

Votre énergie est indiquée par un tableau de barres horizontal affiché en haut de l'écran, elle diminue chaque fois que vous êtes touché. Le tableau d'énergie du chef de la bande se trouve en dessous du votre, celui-ci ne fonctionne que lorsque ce personnage entre en jeu (après que vous ayez vaincu un certain nombre de ses acolytes). Son énergie diminue proportionnellement au nombre de coups qu'il reçoit. Les vies restantes et le nombre de bandes que vous avez vaincues sont indiquées par les têtes au bas de l'écran.

Des points sont accordés pour les actions réussies et ce en fonction de leur efficacité — entre 50 et 100 points (plus le coup est efficace, plus on obtient de points). Des points supplémentaires sont accordés pour l'élimination de chaque ennemi. Terminer les cinq rounds complets se traduira par un score de 100,00 points supplémentaires. Une vie de plus vous est accordée chaque fois que vous terminez tous les niveaux.

CONSEILS UTILES

- ★ Bougez sans arrêt.
- ★ Aux deux premiers niveaux vous pouvez forcer vos adversaires à tomber du rebord du terrain de jeu — mais attention la même chose s'applique à vous.
- ★ Tuez vos plus dangereux adversaires (c'est à dire ceux qui sont armés) en premier.
- ★ Au troisième niveau, nous vous recommandons d'éviter la Grosse Bertha jusqu'à ce que vous ayez éliminé tous ses mignons.

RENEGADE

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INTERNATIONAL KARATE +

INTERNATIONAL KARATE™ est une version perfectionnée du jeu IK original. Cette nouvelle version permet maintenant d'avoir trois lutteurs en même temps sur l'écran (et cinq en mode PAUSE).

Il existe 17 coups différents qui se contrôlent tous à la manette de jeu. Avec un peu de pratique, vous arriverez à les exécuter sans que votre lutteur s'interrompe provisoirement entre chacun d'entre eux. Le contrôle à la manette de jeu est extrêmement simple et s'apprend rapidement, mais vous obtiendrez des résultats plus sophistiqués avec un peu d'entraînement aux différents coups.

Vous pouvez frapper vos adversaires à la tête, à la poitrine, à l'estomac, au mollet et au pied en les attaquant par devant ou par derrière, bien que le score soit réduit de moitié lorsque vous attaquez par derrière.

Le jeu devient progressivement plus difficile jusqu'au niveau 25 et les joueurs reçoivent une ceinture portant une des six couleurs disponibles selon leur score.

Les lutteurs contrôlés par l'ordinateur adoptent différentes stratégies. Ils peuvent par exemple se battre entre eux, sans s'occuper de vous, ou ne pas attaquer et éviter tout simplement les attaques. Dans certains cas, ils vous attaquent tous deux sans se défendre, etc. Leur comportement devient de plus en plus 'vicieux' au fil du jeu.

Un juge animé apparaît à la fin de chaque round de 30 secondes pour donner ses instructions aux joueurs et annoncer le classement. Si votre lutteur est en troisième position, il est disqualifié. Pour poursuivre le jeu, vous devez donc vous assurer qu'il demeure en première ou en deuxième position.

Tous les trois rounds, vous participez à un round de bonus au cours duquel le joueur reçoit un bouclier portatif pour faire rebondir les balles qui lui sont lancées à des angles différents.

SELECTION DES OPTIONS

BOUTON DE TIR, manette de jeu connectée au port 2

En mode de démonstration, ce bouton active une partie à un joueur.

BOUTON DE TIR, manette de jeu connectée au port 1

En mode de démonstration, ce bouton active une partie à deux joueurs.

F1 Partie à un joueur contre deux joueurs informatiques.

F3 Partie à deux joueurs contre un joueur informatique. (Ces commandes peuvent être utilisées à tout moment et permettent donc de mettre fin au match en cours).

F5 Active/désactive les effets musicaux.

F7 Active/désactive les effets sonores.

1/2/3/4/5 sélectionne la vitesse du jeu (1 étant la plus rapide, 3 la vitesse normale, 5 la plus faible).

RUN/STOP suspend la partie (pendant un round de lutte uniquement). Pour la reprendre, frappez une nouvelle fois cette touche.

* change la couleur du coucher de soleil.

AFFICHAGE

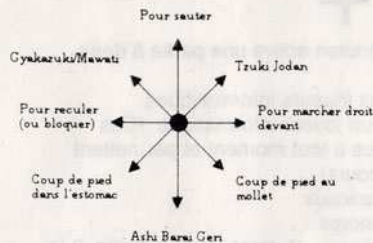
Les informations sur le score et le jeu s'affichent au sommet de l'écran. Cette section de l'écran contient trois séries d'affichages pour les points de combat et le total. Les lutteurs que vous contrôlez sont signalés par un poing jaune à droite de leur score. Le lutteur portant le kimono blanc est contrôlé par la manette de jeu connectée au port 2 tandis qu'en version à deux joueurs, le lutteur en kimono rouge est contrôlé par la manette de jeu connectée au port 1.

CONTROLE DU MOUVEMENT

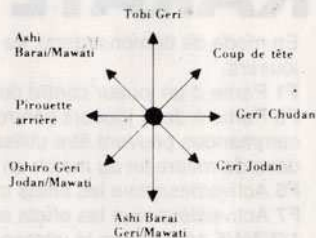
Le jeu doit obligatoirement être contrôlé à la manette de jeu. Il est recommandé de choisir une manette ayant un contrôle précis (telle que les manettes Atari originales). Les manettes relativement grandes et peu précises ne sont pas conseillées car elles ne permettent pas de contrôler le mouvement assez précisément. Les manettes de jeu à tir automatique ne sont d'aucune utilité.

Chacune des huit positions de la manette de jeu sélectionne un type de mouvement. En appuyant en même temps sur le bouton de tir, vous accédez à huit mouvements supplémentaires. Dans certains cas, il existe aussi des mouvements de défense supplémentaires qui sont détaillés par la suite. Lorsqu'un lutteur est tourné vers la droite, il se contrôle de la manière suivante à la manette de jeu :

Sans appuyer sur le bouton de tir



En appuyant sur le bouton de tir



A noter qu'après certains mouvements, votre lutteur est tourné en direction opposée. S'il est tourné vers la gauche les mouvements sont inversés. Ainsi donc, lorsque votre lutteur est tourné vers la droite, vous devez diriger la manette de jeu vers le haut et la droite pour donner un coup de poing dans le visage, alors que lorsqu'il est tourné vers la gauche, vous devez la diriger vers le haut et la gauche.

MAINTIEN ET ANNULATION D'UN MOUVEMENT

Lorsque vous attaquez, vous devez maintenir la manette de jeu en position jusqu'à ce que votre lutteur ait exécuté l'attaque, sinon il va se remettre en position d'attente. Lorsque la sélection est retenue, la position est conservée jusqu'à ce que la manette de jeu soit relâchée ou que vous sélectionniez un autre mouvement. Cependant, un coup n'est efficace que la première fois - après cela, vos adversaires ne restent pas attendre vos coups.

SEQUENCES DE MOUVEMENTS

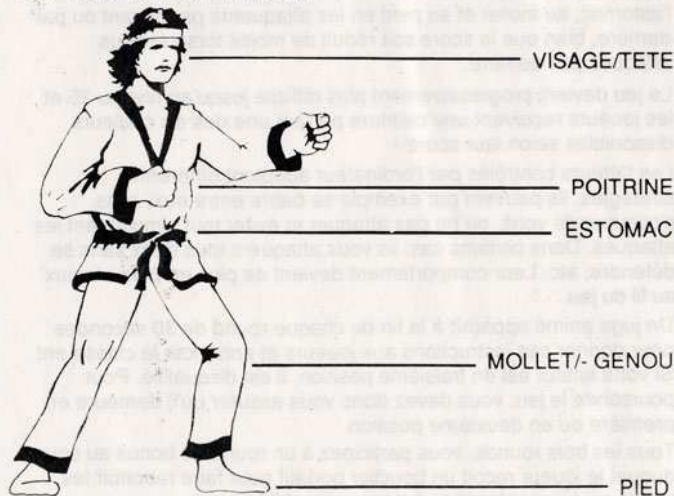
Il est possible d'effectuer plusieurs mouvements de suite sans que le lutteur reprenne la position d'attente entre chacun d'entre eux afin d'obtenir une séquence continue et régulière. Il suffit pour cela de sélectionner le premier mouvement et de le maintenir jusqu'à ce que l'attaque ait eu lieu, et de sélectionner rapidement le mouvement suivant avant que le lutteur n'ait le temps de reprendre sa position d'attente. Cette technique permet donc d'exécuter, par exemple, une série de pirouettes arrières sur toute la surface de

l'écran (sélectionner une pirouette arrière, attendez le commencement du mouvement, et sélectionnez-le encore une fois, et encore une fois, pour une motion régulière).

MOUVEMENT DE BLOCAGE

Il existe un mouvement de blocage à des fins défensives. Si vous êtes attaqué à faible distance de face et que vous choisissez de 'reculer', votre lutteur se met en position de blocage pour toute la durée de l'attaque et pare tous les coups portés à la tête, à la poitrine et à l'estomac. Il n'est cependant pas possible de bloquer les coups au mollet ou les coups latéraux - la seule façon de les éviter est de sauter ou de répondre à l'attaque par un coup de pied en extension par exemple.

PARTIES ATTAQUABLES



BUT DU JEU

Un match se compose de deux rounds de lutte suivi d'un round de bonus. En version à un joueur, deux des lutteurs sont contrôlés par l'ordinateur. Le match se termine lorsque votre joueur se classe troisième dans un round de lutte. Au début d'une partie à deux

joueurs, les deux lutteurs sont opposés l'un à l'autre ainsi qu'au lutteur contrôlé par l'ordinateur. Le joueur se classant dernier dans un round de lutte est éliminé. Il ne reste donc plus qu'un joueur contre deux lutteurs contrôlés par ordinateur, comme dans la version à un joueur.

Le but de jeu est de lutter le plus longtemps possible. Lorsque votre score augmente, vous recevez une des six couleurs de ceinture, la plus élevée étant la noire. A la fin de chaque match, vous avez la possibilité d'inscrire vos initiales, votre score et votre couleur de ceinture au tableau d'honneur 'Hall of Fame'.

SCORE

Lorsqu'un joueur parvient à frapper son adversaire en lui faisant face pendant un round de lutte, il obtient deux points de combat. Si vous attaquez par l'arrière, vous n'obtenez qu'un point de combat et la moitié du score. Un round de lutte dure 30 secondes, ou jusqu'à ce qu'un des concurrents obtienne six points de combat. Dans ce cas, le joueur ayant marqué six points reçoit un bonus de temps de 100 points pour chaque seconde avant la fin du round.

A la fin de chaque round de lutte, le juge décide qui est le premier, qui est le second et qui est le troisième (il peut y avoir des ex-aequos) en se basant sur les points de combat. En cas d'égalité, il se base sur le score obtenu au cours du round (et non pas sur le total).

SCORE

Mouvement	<i>en face</i>	<i>par l'arrière</i>
Tzuki Jodan	800	400
Coup de pied au mollet	400	200
Ashi barai geri	400	200
Coup de pied dans l'estomac	400	200
Gyakazuki	800	400
Tobi Geri	800	400
Coup de tête	1000	500
Geri Chudan	200	100
Geri Jodan	800	400
Ashi Barai	400	200
Oshiro Geri	800	400
Ashi Barai	1000	500

Lorsqu'un joueur est touché, il tombe au sol et est momentanément hors de combat, comme le montre les étoiles autour de sa tête. Lorsqu'elles disparaissent, il dispose de quelques secondes pour

attendre ou faire un mouvement instantané. Autrement, il est forcé à se relever au terme d'une courte période.

La longueur de la période pendant laquelle le joueur est hors du combat dépend du type de coup qu'il a reçu. Lorsque la vitesse du jeu accélère, la période d'attente diminue - mais vous ne pouvez pas être frappé une nouvelle fois avant de vous être relevé pour lutter.

ROUND DE BONUS

Lorsque vous remportez deux rounds de lutte consécutifs, vous accédez à un round de bonus. Vous tenez à la main un petit bouclier avec lequel vous devez renvoyer les balles qui vous sont lancées. Vous ne devez naturellement renvoyer qu'une seule balle à la fois (autrement le jeu serait impossible). Vous pouvez aussi plonger pour esquiver les balles particulièrement élevées.

Lorsque le jeu devient plus difficile, la vitesse maximale des balles augmente. Il existe aussi des balles clignotantes dont la hauteur de rebondissement varie. A chaque fois que vous renvoyez une balle, vous marquez 100 points. Si vous arrivez à survivre à toutes les balles, vous obtenez un bonus de 5000 points. Un joueur peut ainsi renvoyer jusqu'à 60 balles, ce qui ajoute un bonus de plus de 10 000 points à son score et lui permet d'obtenir plus rapidement sa ceinture noire.

HALL OF FAME

A la fin d'un match, les joueurs dont le score total est assez élevé ont la possibilité d'inscrire leurs initiales, leur score et leur ceinture au tableau d'honneur, 'Hall of Fame'. Pour chacun d'entre eux, manœuvrez la manette de jeux vers la gauche ou la droite afin de sélectionner la lettre requise, puis appuyez sur le bouton de tir pour l'inscrire.

BARBARIAN

RÉSUMÉ DE L'HISTOIRE...

Le vilain sorcier Drax désire la Princesse Mariana et a juré de jeter un sort indescriptible sur les habitants de Jewelled City à moins qu'elle ne lui soit livrée.

Cependant, il le consent à accorder sa liberté à la princesse, si l'on peut trouver un champion capable de vaincre ses gardes diaboliques. Tout semble perdu à mesure que les champions, l'un après l'autre, sont vaincus.

Alors, des terres incultes oubliées du Nord, arrive un barbare inconnu, guerrier puissant, qui manie le sabre avec une dextérité fatale.

Pourra-t-il vaincre les forces des Ténèbres et libérer la Princesse?

C'EST À VOUS DE LE DIRE...

Le jeu comprend deux parties qui peuvent être chargées dans n'importe quel ordre.

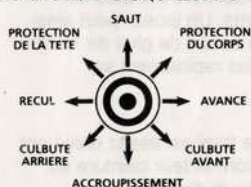
PREMIÈRE FACE: Exercice de combat (un joueur ou deux joueurs). Perfectionnez votre escrime contre les plus habiles guerriers du pays.

DEUXIÈME FACE: Battez-vous jusqu'à la mort. Battez-vous pour la princesse contre les défenseurs de DRAX et affrontez enfin le vilain lui-même.

LES MOYENS DE COMBAT DE BARBARIAN

Les directives suivantes sont destinées à un personnage tourné vers la droite. Pour un personnage tourné vers la gauche, les mouvements sont inversés.

DIRECTIONS DU MANCHE
A BALAI SANS APPUYER SUR LE BOUTON FEU



DIRECTIONS DU MANCHE
A BALAI EN APPUYANT SUR LE BOUTON FEU



FORCE

Chaque personnage peut survivre six coups qui sont affichés en haut de l'écran (joueur un à gauche)

SCORE

Des points seront accordés selon la difficulté de la démarche employée (joueur un à gauche)

Lorsqu'on joue en mode deux joueurs, il y a une limite de temps pour chaque duel. A ce moment-là, si tous deux sont encore en jeu, leur force sera restaurée et un nouveau jeu commencera.

Lorsqu'on joue en mode un joueur, il n'y a pas de limite de temps et l'affichage de temps est remplacé par le niveau d'habileté de l'adversaire auquel on fait face.

VERSION COMMODORE

F1 = UN JOUEUR/DEUX JOUEURS
F3 = MUSIQUE/BRUITAGES
F5 = POUR UN ARRÊT TEMPORAIRE DU JEU
F7 = POUR COMMENCER À JOUER
Q = POUR ABANDONNER LE JEU

BARBARIAN a été conçu et créé par

STEVIE BROWN

AMSTRAD PROGRAMMATION: **ANDREW FITTER**

FITTER

COMMODORE 64 PROGRAMMATION:

STANLEY SCHEMBRI

SON: **RICHARD JOSEPH**

ARTISTE ADJOINT: **GARY CARR**

SINCÈRES REMERCIEMENTS A: **DANIEL MALONE**

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SUPER SPRINT

Un jeu de course comme tous les autres? - Non - il s'agit du

VÉRITABLE jeu de course. Produit par Electric Dreams sous licence, basé sur le célèbre jeu de café pour Atari, SUPERSPRINT™ place sur la ligne de départ un ou deux adversaires qui courent tête à tête avec une vue en plongée sur huit pistes éprouvantes. Vos talents de pilote de course seront mis à dure épreuve: vous aurez des rampes à sauter, des barrières qui s'ouvrent et qui se ferment, des raccourcis dissimulés, des enjambements, des passages souterrains et des virages relevés. Les pistes comprennent également des obstacles surprise que vous devez éviter ainsi que des clefs dorées que vous devez ramasser sur la piste et échanger contre des accessoires de voiture hors série qui amélioreront les performances de votre véhicule.

SELECTION DES OPTIONS

Dans tous les cas, le jeu est chargé lorsque le page du titre est remplacé par le générique. Appuyez sur la barre d'espace pour passer au menu des options. Lorsque cet écran est affiché:

Choisissez entre le mode à un joueur et le mode à deux en pointant le volant vers la voiture gauche ou la voiture droite et en appuyant le

bouton de feu.

Si vous choisissez la mode à deux joueurs, le programme vous demandera de sélectionner le type de jeu de course. Vous jouez à deux ou bien contre une troisième voiture, qui sera contrôlée par l'ordinateur.

L'affichage change pour représenter tous les circuits de course possibles: la sélection courante clignotera et la flèche centrale sera tournée sur celle-ci. Pour passer au tracé de piste désiré, utiliser les commandes de "virer à gauche" et "virer à droite". Pour commencer la course sur le circuit sélectionné, appuyez sur la commande "accélérer".

permettent de sauter au-dessus des obstacles.

De temps à autre, des objets apparaîtront au hasard sur la piste; vous devez les ramasser ou les éviter. Il s'agit des objets suivants:

Clef dorée: Ramasser 3 de ces clefs au cours d'une course pour gagner une voiture hors série au bout de la course.

Zone des points supplémentaires: cette zone indique un nombre qui est ajouté au score du pilote qui passe dessus.

Les tâches d'huile: elles provoquent des dérapages incontrôlés.

Fiaques d'eau: elles provoquent le ralentissement de la voiture.

Les rafales de vent: les vents forts font sortir votre voiture de piste en la faisant dériver.

Au bout de la course, le cercle du vainqueur est affiché avec sa place, son score et les meilleurs temps au-tour des trois premières voitures qui passent sous le drapeau à carreau.

Appuyez sur la barre d'espace pour vous porter sur le tableau des scores élevés. Si votre voiture a obtenu une place sur le tableau, on vous demandera d'indiquer vos initiales. Utilisez la commande à "gauche" et à "droite" pour choisir les lettres et "accélérer" pour introduire les initiales. Vous pouvez introduire trois initiales au maximum.

Lorsqu'une voiture ramasse trois clefs ou davantage au cours d'une course, le conducteur sera en mesure de choisir un accessoire de voiture hors série sur l'écran des primes. On dispose des quatre accessoires suivants:

Super traction	(5 niveaux)
Vitesse de pointe plus élevée	(5 niveaux)
Accélération turbo	(5 niveaux)
Augmentation du score	(1 niveau)

Les joueurs choisiront l'accessoire qu'ils désirent selon les mêmes modalités que pour la sélection des pistes, au début du jeu, utiliser "gauche" ou "droite" pour mettre en vedette l'option choisie, puis appuyez sur accélérer pour introduire l'accessoire

COMMANDES DU JEU

Le jeu ne peut être commandé qu'avec les joystick. Si l'on choisit l'option à un joueur, le joystick devra se trouver dans le point de connexion 2

LA COURSE

Chaque course se compose d'un minimum de quatre tours. Toutefois si des joueurs battent les voitures "cible", la course continue sur une nouvelle piste choisie au hasard parmi les circuits disponibles.

La course commence par l'agitation d'un drapeau blanc. Pour la conduite de votre véhicule vous disposez des commandes de gauche et de droite ainsi que de l'accélérateur pour régler sa vitesse (mais l'équipement ne comprend pas de freins). Si vous heurtez les barrières du circuit à faible vitesse, vous ne subissez qu'un retard, mais en cas d'impact à haute vitesse, votre voiture explose et une voiture de rechange vous est livrée par un hélicoptère.

Certaines pistes comprennent des passages souterrains dans lesquels vous conduirez votre voiture à l'aveuglette. D'autres circuits comprennent des barrières qui s'ouvrent et qui se ferment en permettant un accès rapide à des court-circuits. Des rampes vous

RAMPAGE

DESCRIPTION DU JEU

De fières cités réduites en poussière, des actes de sauvagerie primitive, la nudité au naturel! Voici RAMPAGE qui envahit d'ores et déjà tous les ordinateurs.

Dans la meilleure tradition holywoodienne, RAMPAGE sème une panique monstrueuse dans un public confiant. Trois de vos énormes monstres préférés se promènent en toute liberté parmi les gratte-ciels. Rien ne saurait les satisfaire, si ce n'est une destruction complète.

Une journée comme les autres commence au Greaseburger Fast Food Emporium — mais trois clients malchanceux vont découvrir quelque chose de plus dégoûtant que d'habitude dans leur Big Mucks. Si seulement le service des recherches de la société n'avait pas accidentellement envoyé des additifs alimentaires encore au stade de l'expérimentation.

Une vague de renvoi, un arrière-goût épouvantable et une indigestion chronique: tout allait bien jusqu'à ce que George, Lizzie et Ralph arrachent leurs vêtements et enfilent des fourrures de création. La vie n'est pas toujours marrante pour Gorilla, Lizard et Wolfman du haut de leurs quinze mètres, et personne ne va tarder à s'apercevoir à quel point ils sont en colère.

RAMPAGE peut se jouer à trois joueurs, chacun d'entre eux contrôlant un monstre différent. Dans une lutte désespérée pour survivre, vous escaladez les gratte-ciels et fracassez les murs de vos poings, à la recherche de nourriture. Tous les produits comestibles - des aquariums de poissons rouges aux savoureux humains - que dévoilent les fenêtres fracassées sont bons mais les autres articles, tels que les grille-pains, les postes de télévision et les cactus en pot vous poseront des problèmes de digestion. La résistance de chaque joueur est signalée par les barres d'énergie au sommet de l'écran.

Les bâtiments endommagés finissent par s'écrouler. Il est conseillé de s'en échapper avant que les fondations ne commencent à s'effondrer - car vous perdrez des forces si vous êtes retenu prisonnier par les briques s'écroulant. Toutes les armées du pays sont aussi à votre poursuite, et vous devez donc éviter (ou détruire) les troupes tirant des fenêtres et les hélicoptères qui circulent constamment sur vos têtes. Vous pouvez également vous en prendre aux autres monstres qui peuvent aussi vous attaquer.

En perdant toute votre énergie, vous reprenez votre forme humaine et disparaîsez de l'écran rouge de gêne en cachant de votre mieux votre nudité.

Lorsqu'un écran de bâtiments a été détruit, un nouveau bloc de cités apparaît, prêt à être réduit en poussière. Il existe 50 cités et les monstres passent trois jours dans chacune d'entre elles donnant ainsi un total de 150 écrans.

COMMANDES DU JEU

Si vous vous servez d'une manette de jeu, manoeuvrez-la dans les quatre directions et appuyez sur le bouton de tir pour contrôler votre monstre. Les commandes équivalentes au clavier sont données au tableau suivant. En manoeuvrant la manette de jeu vers la GAUCHE ou la DROITE, vous obligez le monstre à marcher dans les rues et sur le toit des bâtiments. Pour le faire escalader et descendre les bâtiments, poussez et tirez la manette. Lorsque vous appuyez sur le bouton de tir, le monstre saute, à moins que vous ne pressiez en même temps une touche de direction, auquel cas le monstre donne un coup de poing ou saisit quelque chose dans la direction en question.

Toutes les versions ont été conçues pour trois joueurs.

Sur Commodore: un joueur au clavier, deux à la manette de jeux.

COMMODORE 64/128

1 JOUEUR

GAUCHE DROITE HAUT BAS FEU

< ? @ =

CARICAMENTO

Inserire la cassetta nel registratore del Commodore con la parte stampata verso l'alto, facendo attenzione che il nastro si trovi all'inizio. Controllare che tutti i cavi siano collegati. Schiacciare contemporaneamente il tasto SHIFT ed il tasto STOP/RUN. Seguire le istruzioni che appaiono sullo schermo - SCHIACCIARE IL TASTO PLAY del registratore, Questo programma verrà caricato automaticamente. Per il C128, scrivere GO64 (RETURN), poi seguire le istruzioni del C64. Quando il programma è stato completamente caricato, schiacciare il tasto FIRE per iniziare.

N.B. Se su uno dei lati della cassetta c'è più di un titolo, arrestare sempre il nastro quando è stato caricato il primo gioco. Per caricare gli altri giochi, ripristinare la macchina e seguire le istruzioni già date per il caricamento. E' consigliabile assicurarsi che il contatore del nastro sia stato azzerato all'inizio del nastro, in modo che la posizione dei giochi possa essere annotata per il futuro.

DISCO

Scegliere il modo 64. Accendere il disc drive ed inserire il programma nel drive con l'etichetta rivolta verso l'alto. Scrivere LOAD"" ,8,1(RETURN) per fare apparire il videata d'introduzione, il programma caricherà poi automaticamente.

RENEGADE

Le strade non sono più sicure... La notte cala velocemente mentre camminate nella parte peggiore della città per andare a prendere la vostra ragazza. Fino ad adesso è andato tutto bene... il vostro treno arriva alla stazione della ferrovia sotterranea, e mentre state per scendere vi accorgete di non essere solo!

La stazione e le strade sono infestate di criminali e malviventi... avete pochissimo tempo, perché dovete incontrare la vostra ragazza. L'unica maniera in cui riuscirete a farcela è usando le arti marziali, e sapete bene che questa sarà la passeggiata più pericolosa della vostra vita!!

Ci sono cinque parti da passare, per prima la stazione della ferrovia sotterranea, dove incontrerete una banda di scippatori. Poi dovrete passare vicino al molo, dove sapete bene che si riunisce una banda di motociclisti. In seguito capitate nelle strade di un brutto quartiere della città, dove vi sono bande di donne armate che cercano di uccidere tutti gli uomini. Poi una strada vicina a dove vi siete dati appuntamento, e dove vi sono malviventi armati di rasoi che desiderano tagliarvi la gola.

Infine arrivate al punto di incontro, ma fate attenzione, l'ultima banda con la quale vi siete scontrato ha chiamato dei rinforzi, che si apposteranno per attendervi al varco! Provate dunque che l'amore può farvi vincere questi criminali!

COMANDI

Il gioco viene controllato tramite Joystick nel Portello 2 e tre tasti di attacco.

JOYSTICK



TASTI DI ATTACCO
ATTACCARE A DESTRA - 2
ATTACCARE A SINISTRA - 1
SALTARE - 1

Il Tasto RUN/STOP ferma il gioco momentaneamente, per ricominciare la partita basterà rischiarcarlo.

RUN STOP/RESTORE fa iniziare la partita da capo

BARRA SPAZIATRICE accende o spegne la musica

IL GIOCO

Ci sono cinque livelli: Stazione della Ferrovia Sotterranea, Molo, Stradaccia, Strada Finale ed Interno. In ogni scenario incontrerete una banda diversa, con armi differenti. Per completare un livello, il capobanda deve essere sconfitto, e la sua posizione apparirà in alto sullo schermo sotto alla sbarretta che indica il vostro livello di energia. Ogni volta che il capobanda viene colpito e cade

per terra, la sua riserva di energia diminuisce notevolmente. Quando la sbarretta arriva a zero, lo avete sconfitto, e passate al livello seguente. Notate che il capobanda non apparirà finché non verranno sconfitti alcuni dei suoi seguaci. Nel primo livello verrete attaccato da una banda di avversari armati e non. Dovrete colpirli usando i pugni, i calci o i colpi di ginocchia (ognuno deve finire a terra almeno due volte per essere sconfitto). Però la prima volta che finiscono a terra, basterà appoggiargli un ginocchio addosso e colpirli.

Nel secondo livello, vi troverete a dover lottare contro una banda di motociclisti. Inizierete con quattro motociclisti che cercheranno di venirvi addosso, dovrete farli cadere dalle moto. Una volta che sono stati sconfitti, verrete attaccati da Hells Angels alcuni non armati ed altri armati di sbarre di ferro, ed infine dal loro capobanda. Il terzo livello si svolge in una Stradaccia, dove è il quartier generale di una banda di donne, armate di bastoni e di fruste. Dopo che alcune di queste malviventi sono state sconfitte, appare il loro capobanda, Big Bad Bertha.

Nel quarto livello vi sono criminali armati di rasoi. Nei livelli precedenti potete essere colpito alcune volte senza perdere la vita, ma qui ogni volta che venite toccato morite! Evitate i rasoi a tutti i costi e guardatevi le spalle! Dopo aver sconfitto tutti i personaggi passate così all'ultimo livello, dove appaiono altri criminali, il cui capo è armato di pistola!

Una volta completato anche questo livello potrete finalmente incontrarvi con la vostra Lucy. Sfortunatamente potrete passare con lei solo poco tempo, perché l'intero processo ricomincerà daccapo — soltanto in maniera più difficile.

C'è un tempo limite per ogni sezione, pertanto non potrete sempre evitare i malviventi, e se non sconfiggete il capobanda perdetevi una vita. Vi sono diversi modi di attaccare i nemici, e cioè:

1. COLPENDOLI CON UN PUGNO
2. SCALCIANDO ALL'INDIETRO
3. SCALCIANDO MENTRE SALTATE
4. COLPENDOLI CON IL GINOCCHIO
5. COLPENDO CON UN PUGNO UN AVVERSARIO A TERRA



POSIZIONE E PUNTEGGIO

La vostra energia viene indicata da una sbarretta orizzontale in alto sullo schermo che diminuisce ogni volta che venite colpito. Sotto a questa c'è la sbarretta dell'energia del capobanda, che registra soltanto quando il capobanda appare nel gioco (e cioè dopo che avete sconfitto alcuni dei suoi seguaci). La sua energia diminuisce ogni volta che viene colpito. Le vite che vi rimangono ed il numero delle bande che avete sconfitto vengono indicate sulla parte inferiore dello schermo. Vengono assegnati dei punti per azioni positive — tra i 50 ed i 100 punti (più efficace è il colpo, più punti vengono assegnati). Vengono assegnati dei punti extra per ogni nemico che viene colpito. Quando si completano tutti i cinque rounds, vi vengono assegnati altri 10.000 punti. Quando finite tutti i cinque livelli avrete una vita extra.

SUGGERIMENTI

- Continuate a muovervi
- Nei primi due livelli potrete forzare gli avversari a cadere fuori dalla zona di gioco, ma fate attenzione, che potrete finire fuori anche voi.
- Uccidete l'avversario più pericoloso per primo, e cioè quello armato.
- Sul terzo livello farete bene ad evitare Big Bertha finché non avete ucciso le sue seguaci

RENEGADE

Il programma, la rappresentazione grafica e la parte artistica del gioco sono il copyright di Imagine Software e non possono essere riprodotti, tenuti in memoria o trasmessi sotto qualsiasi forma, senza il permesso scritto di Imagine Software. Tutti i diritti sono riservati in tutto il mondo. Renegade funziona con i microcomputers Commodore 64/128.

CREDITI

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INTERNATIONAL KARATE +

INTRODUZIONE

INTERNATIONAL KARATE (TM) deriva dal gioco originale di International Karate, la differenza principale è che ci sono tre lottatori sullo schermo (e cinque durante la PAUSA).

Ci sono 17 mosse diverse che si possono eseguire con il joystick, senza dover lasciar riposare il lottatore. Il sistema di joystick è semplice e si impara facilmente, e con un po' di esperienza si può ottenere un controllo più sofisticato delle mosse.

Si possono colpire gli avversari in testa, in petto, nello stomaco, negli stinchi e nei piedi, da davanti o da dietro, però un attaccante riceve solo metà punteggio nel caso attacchi da dietro.

Il gioco diventa sempre più difficile fino al Livello 25, ed i giocatori ricevono una cintura di uno dei sei colori a seconda del punteggio.

I personaggi controllati dal computer usano diverse strategie di gioco. Per esempio, possono lottare uno contro l'altro invece di lottare contro l'avversario; possono evitare gli attacchi; possono lottare contro l'avversario invece di evitare gli attacchi. Tutti gli attacchi sono diversi ed hanno un grado diverso di "cattiveria" via via che il gioco progredisce.

Alla fine di un periodo di lotta di 30 secondi appare un giudice animato che parla ai giocatori ed annuncia le posizioni degli stessi. Se un giocatore è al terzo posto, perde. Se un giocatore rimane al primo od al secondo posto continua a giocare.

Ogni 3 rounds c'è un round extra, dove il giocatore deve usare uno scudo per rilanciare le palle che gli vengono tirate addosso da direzioni diverse.

SCELTA DELLE OPZIONI

FIRE, Joystick portello 2

FIRE, Joystick portello 1

F1

F3

F5

F7

SHIFT e 1/2/3/4/5

se nel modo di dimostrazione, inizia una partita per un giocatore

se nel modo di dimostrazione, inizia una partita per due giocatori

un giocatore contro due uomini controllati dal computer

due giocatori contro un uomo controllato dal computer

Questi tasti funzionano sempre e possono usati in qualsiasi momento per abbandonare la partita in corso)

Spegnera od accendere la musica

Spegnera od accendere gli effetti sonori

Variare la velocità del gioco (1 è veloce, 3 normale e 5 lento)

RUN/STOP

Pausa (solo durante i round di lotta).
Schiacciare RUN/STOP una seconda volta per continuare la lotta.
Cambia i colori del tramonto riflesso.

VIDEATA DEL GIOCO

Il punteggio ed i dati relativi alla partita appaiono sullo schermo in alto, e comprendono tre gruppi di punteggi di combattimento e di videata di punteggio cumulativo. I lottatori controllati dai giocatori sono indicati da un pugno colorato che appare sulla destra del punteggio del lottatore. Il lottatore con la giacca bianca viene controllato tramite Joystick nel portello 2, quando si gioca in due giocatori il lottatore con la giacca rossa viene controllato dal Joystick nel portello 1.

CONTROLLO DEI MOVIMENTI

Il gioco può essere controllato solo tramite Joysticks. Si raccomanda di usare dei joysticks che hanno un buon controllo tattile (come gli Atari originali) - dei joysticks troppo grandi si spostano troppo e non consentono un controllo sufficiente. I joysticks con Autofire non sono adatti.

Le otto posizioni diverse del joystick determinano un tipo di mossa e schiacciando il tasto se ne hanno altre otto, in casi speciali si può ottenere un'altra mossa difensiva, come spiegato più tardi. Per un personaggio che si trovi voltato verso destra, i comandi del joystick sono come segue: Notare che alcuni movimenti terminano con il vostro lottare rivolto verso la direzione contraria. Nel caso in cui si trovi rivolto verso sinistra, le mosse vengono eseguite al contrario. Per esempio quando ci si trovi rivolti verso destra, un pugno in faccia si esegue schiacciando verso l'alto e verso destra; ma se ci si trova rivolti verso sinistra, lo stesso attacco avviene schiacciando verso l'alto e sinistra.

CON IL TASTO FIRE NON SCHIACCIATO



CON IL TASTO FIRE SCHIACCIATO



COME MANTENERE E COME CANCELLARE UNA MOSSA

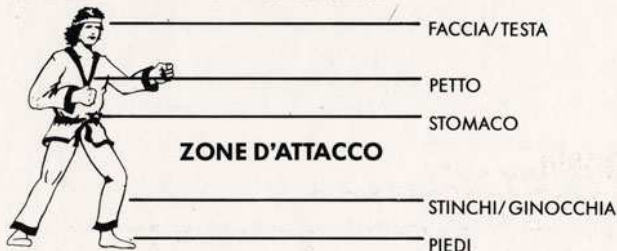
Quando effettuate una mossa di attacco, dovete mantenere il joystick in posizione finché il vostro lottatore non ha finito. Se lasciate andare il joystick, il lottatore ritornerà in posizione di fermo, finché non si sceglie un'altra mossa. Ma il colpo è efficace solo con l'azione iniziale. I vostri avversari non vengono a cercarsi i colpi!!

SEQUENZE DI MOSSE

È possibile effettuare dei movimenti in successione veloce, senza lasciar ritornare il lottatore nella posizione di fermo. Dovete scegliere la mossa, mantenerla finché non viene effettuata, poi scegliere la mossa seguente velocemente prima che il lottatore ritorni in posizione di fermo. Questo consentirà di effettuare una serie di movimenti all'indietro (scegliere movimento all'indietro, attendere che la mossa inizi, e sceglierla continuamente).

MOSSA DI BLOCCO

È anche possibile eseguire una mossa di blocco a scopo di difesa. Se venite attaccato da vicino, e scegliete di spostarvi all'indietro, il vostro lottatore rimarrà in posizione di blocco durante l'attacco e bloccherà tutti i colpi alla testa, al petto ed allo stomaco. Tuttavia non è possibile bloccare i colpi agli stinchi ed i colpi di piede con giro — per evitarli dovrete saltare via, o ritornare l'attacco con movimenti come il calcio volante.



SCOPO DEL GIOCO

Una partita è composta di una sequenza di due rounds di lotta e di un round extra. Nella partita con un solo giocatore ci sono due lottatori controllati dal computer. La partita finisce quando il giocatore arriva terzo. Nella partita con due giocatori questi lottano l'uno contro l'altro e contro un avversario controllato dal computer. Il giocatore che arriva ultimo nella lotta perde, e così rimane un giocatore contro due avversari controllati dal computer. Lo scopo è di continuare a lottare per quanto possibile. Via via che il punteggio aumenta vi viene data una cintura di uno di sei colori, con il colore più alto il nero. Alla fine della partita potrete inserire le vostre iniziali nell'Elenco dei Giocatori Migliori, se il vostro punteggio è sufficientemente elevato.

PUNTEGGIO

Durante un round di lotta, se un giocatore colpisce un avversario mentre gli sta davanti, ottiene due "punti di combattimento" (un disco colorato) ed un punteggio numerico. Se invece si attacca da dietro si ottiene un punto di combattimento e metà punteggio. Un round di lotta dura circa 30 secondi, o finché uno dei lottatori ottiene sei punti di combattimento. In questo caso, il giocatore che ha ottenuto i sei punti ottiene un buono di 100 punti per ogni secondo in cui rimane nella lotta.

Alla fine di ogni round di lotta, il giudice decide il livello dei lottatori, all'inizio usando come base i punti di combattimento, e poi, nel caso di un pareggio, usando il punteggio numerico ottenuto durante quel round (NON il punteggio accumulato).

Quando un giocatore viene colpito cade a terra, e rimane momentaneamente confuso, delle stelle appaiono sulla sua testa. Quando queste scompaiono, ha qualche secondo per aspettare o per iniziare la mossa successiva. Altrimenti, deve ritornare in piedi in ogni caso.

La durata del periodo di confusione del giocatore dipende dal tipo di colpo che riceve, e via via che il gioco prosegue, questo periodo diminuisce — ma non verrete colpito finché non vi rialzate.

MOSSA	PUNTEGGIO	
	COLPO FRONTALE	COLPO DA DIETRO
Pugno frontale	800	400
Calcio negli stinchi	400	200
Colpo di piede con giro	400	200
Pugno nello stomaco da piegati	400	200
Pugno in faccia da dietro	800	400
Calcio volante	800	400
Colpo di testa	1000	500
Calcio nello stomaco	200	100
Calcio in faccia	800	400
Colpo di piede con giro all'indietro	400	200
Calcio in faccia con passo indietro	800	400
Calcio in faccia doppio	1000	1000

ROUND EXTRA

Nel caso in cui un giocatore rimanga a lottare per due rounds consecutivi, si verificherà una situazione extra, nella quale il giocatore avrà uno scudo con il quale potrà rilanciare le palle che gli vengono tirate addosso. Ne dovrà rilanciare una sola alla volta (altrimenti sarebbe impossibile!) Potrà anche abbassarsi per farle passare sopra di lui.

La velocità delle palle aumenta con la difficoltà della partita. Vi sono anche delle palle lampeggianti con un'altezza variabile. Per ogni rilancio vi vengono assegnati 100 punti, e se sopravvivete otterrete 5000 punti. Siccome ci sono fino a 60 palle, un giocatore abile sarà in grado di ottenere più di 10.000 punti in un solo round extra, e potrà diventare cintura nera più in fretta.

ELENCO DEI GIOCATORI MIGLIORI

Alla fine della partita, i giocatori il cui punteggio è sufficientemente elevato, potranno aggiungere le proprie iniziali, il proprio punteggio e il colore della cintura all'Elenco dei Giocatori Migliori. Potrete inserire fino a tre iniziali, spostando il joystick verso sinistra o verso destra per scegliere la lettera desiderata, poi schiacciando il tasto fire per inserirla.

BARBARIAN

LA STORIA FINO AD ADESSO....

Il mago malvagio Drax desidera la Principessa Mariana ed ha giurato di far cadere sugli abitanti della Città Ingioellata una maledizione terribile, a meno che la principessa gli venga data.

Tuttavia, ha deciso che se si riesce a trovare un campione in grado di sconfiggere i suoi guardiani demoniaci, la principessa potrà essere libera.

Tutto sembra perduto, perché tutti i campioni vengono sconfitti.

Finché dalle terre perdute del Nord, arriva un barbaro sconosciuto, un guerriero potente, in grado di lottare con agilità mortale.

Sarà in grado di vincere le forze della Notte e liberare la Principessa?

SOLO VOI POTRETE DECIDERE...

Il gioco è diviso in due parti che possono essere caricate in qualsiasi ordine si desidera.

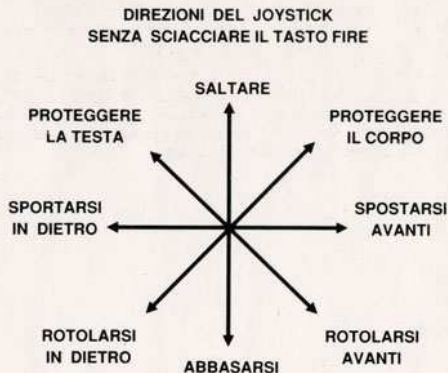
PARTE PRIMA: Addestramento al combattimento (uno o due giocatori).

Perfezionate le vostre capacità di spadaccino contro i migliori guerrieri del paese.

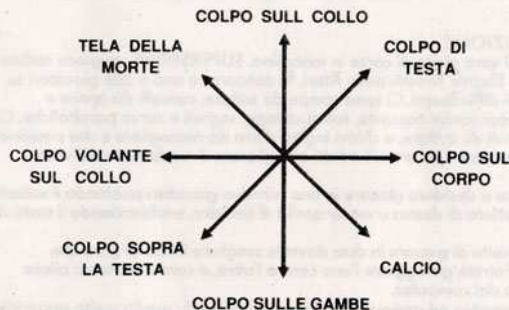
PARTE SECONDA: Lottate fino alla morte. Lottate per la principessa contro i servitori malvagi di DRAX e poi lottate contro il mago malvagio.

LE MOSSE DI COMBATTIMENTO DEL BARBARO

Le istruzioni seguenti sono per un personaggio che si trovi di fronte sul lato destro. Per un personaggio che si trova di fronte ma sul lato sinistro, le mosse vanno eseguite al contrario.



DIREZIONI DEL JOYSTICK CON IL TASTO FIRE SCHIACCIATO



F1 = UN GIOCATORE O DUE GIOCATORI

F3 = MUSICA / EFFETTI SONORI

F5 = PAUSA

F7 = INIZIARE LA PARTITA

Q = FINIRE LA PARTITA

POTENZA

Ogni personaggio può sopravvivere sei colpi, ed il numero dei colpi appare sullo schermo in alto (Quello del giocatore numero uno si trova sulla sinistra).

PUNTEGGIO

Il punteggio verrà assegnato a secondo della difficoltà della mossa usata (Il punteggio relativo al giocatore uno si trova sulla sinistra dello schermo). Quando si gioca in due giocatori, ci sarà un tempo limite per ogni duello. Se entrambi i giocatori stanno ancora duellando, la loro potenza verrà ristorata, e si inizierà una nuova partita.

Quando c'è un solo giocatore, non c'è limite di tempo, e sullo schermo apparirà il livello di abilità del vostro avversario.

BARBARIAN è stato ideato e progettato da

STEVE BROWN

IL PROGRAMMA PER IL COMMODORE 64 è DI:

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SUPER SPRINT

INTRODUZIONE

Questo è il vero gioco di corse in macchina. SUPERSPRINT, un gioco ceduto in licenza ad Electric Dream dalla Atari, fa concorrere uno o due giocatori su otto circuiti difficilissimi. Ci sono rampe da saltare, cancelli da aprire e chiudere, scorciatoie nascoste, sottopassaggi segreti e curve paraboliche. Ci sono ostacoli da evitare, e chiavi inglesi d'oro da raccogliere e che possono essere scambiate con articoli adatti a migliorare il rendimento del vostro veicolo.

Scegliere se si desidera giocare in uno o in due giocatori puntando il volante verso la vettura di destra o verso quella di sinistra, e schiacciando il tasto di fire.

Se avete scelto di giocare in due, dovreste scegliere il tipo di gara che preferite. Potrete gareggiare l'uno contro l'altro, o contro un terzo pilota controllato dal computer.

Il videata cambia ed appaiono tutti i circuiti possibili: quello scelto apparirà lampeggiando indicato dalla freccia centrale. Usate i controlli girare a sinistra e girare a destra per cambiare il circuito. Per iniziare la gara, schiacciare l'acceleratore.

COMANDI DEL GIOCO

Il gioco potrà essere controllato soltanto usando il joystick. Nel caso si giochi con un solo giocatore, il joystick dovrà essere nel Portello 2.

LA GARA

Ogni gara è composta di un minimo di quattro giri. Tuttavia, se il giocatore batte le vetture 'fantasma', la gara continua su di un altro circuito, scelto a caso.

La gara inizia con una bandiera bianca. Manovrate il vostro veicolo usando i comandi destra e sinistra, e controllate la velocità con l'acceleratore. (I freni non ci sono!) Se sbattete contro la barriera del circuito a velocità bassa, riterderete un po', ma se sbattete a velocità elevata, la vostra vettura esplode, e ve ne viene data una nuova, consegnatavi da un elicottero.

Su alcuni circuiti ci sono dei sottopassaggi dove dovreste giurare da 'cieco'. Su altri circuiti ci sono cancelli che si aprono e si chiudono, consentendovi di prendere una scorciatoia. Ci sono delle rampe che vi consentono di saltare degli ostacoli.

Sul circuito appariranno degli oggetti a caso che andranno raccolti od evitati, questi sono:

Chiave Inglese D'Oro: Raccoglietene tre in una sola gara ed otterrete un vettura extra alla fine della gara.

Piastra di Punteggio Extra: Questa contiene un numero che viene aggiunto al punteggio del guidatore che ci passa sopra.

Macchie d'olio: Queste fanno perdere controllo della vettura.

Pozzanghere: Queste fanno rallentare la vettura.

Tornado: I venti fanno uscire la macchina di strada.

Alla fine della gara, appaiono i tempi migliori delle prime tre vetture classificate.

Schiacciate la barra spaziatrice per passare all'elenco dei giocatori col punteggio più elevato. Se la vostra vettura si è conquistata un posto in quest'elenco, potrete inserire le vostre iniziali. Usate 'destra' e 'sinistra' per scegliere le lettere, ed 'accelerare' per inserire le iniziali. Potrete inserire fino a tre iniziali.

Nel caso in cui una vettura raccolga tre o più chiavi inglesi d'oro durante una gara, il guidatore potrà scegliere un accessorio da aggiungere alla propria vettura scegliendolo dal videata apposito. Ci sono:

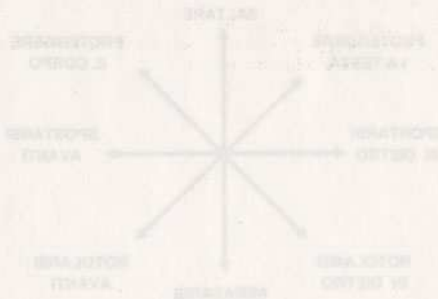
Trazione super (cinque livelli)

Velocità massima più elevata (cinque livelli)

Turbo accelerazione (cinque livelli)

Punteggio aumentato (un livello)

I giocatori scelgono quello che desiderano nello stesso modo in cui hanno scelto il circuito all'inizio della partita. Usare sinistra e destra per scegliere l'opzione e poi accelerare per inserirla.



RAMPAGE

COME GIOCARE

Nella migliore tradizione dei film di Hollywood in RAMPAGE si verificano situazioni terribili in una città. Tre enormi mostri stanno passeggiando tra i grattacieli — e l'unica cosa che li soddisferà sarà la distruzione completa! Ogni giocatore assume il ruolo di un cittadino che, dopo aver ingerito degli additivi sperimentali, si trasforma in un mostro terribile. Si può giocare in uno, due o tre giocatori, usando la tastiera o il joystick per controllare George il Gorilla Gigante, Lizzie la Lucertola o Ralph l'Uomo Lupo.

In una battaglia disperata per sopravvivere, dovrete passare attraverso le pareti di diversi edifici alla ricerca di cibo (edibles). Il cibo fa aumentare il vostro livello di energia, che viene indicato da una sbarretta sullo schermo in alto; e comprende di tutto, da una vaschetta con dentro un pesce rosso a passanti innocenti. Tuttavia, fate attenzione agli elettrodomestici, come tostapane o televisioni, che vi riservano delle sorprese spiacevoli.

Scalando i grattacieli e colpendoli li farete crollare. Ma ricordatevi di saltare via, perché se rimanete intrappolati nelle fondamenta saranno guai. I soldati della Guardia Nazionale o gli elicotteri che volano sopra di voi vi spareranno addosso, ed ogni colpo vi indebolirà.

Se perdetevi tutta l'energia, ritornerete allo stato umano e, nascondendo le vostre nudità come meglio potete, dovrete scappare imbarazzati. Quando avrete distrutto un intero videata di edifici, ne appare un altro, con edifici pronti per essere distrutti. Ci sono 50 città ed i mostri passano 3 giorni in ognuna, un totale così di 150 videata.

COMANDI DEL GIOCO

I giocatori con il joystick usano le quattro direzioni dello stesso ed il tasto fire per controllare il mostro. Vedere la tabella qui di seguito per usare la tastiera. SINISTRA e DESTRA fanno camminare il mostro nelle strade della città, o sopra agli edifici. ALTO e BASSO vengono usati per arrampicarsi su e giù dagli edifici. Se si schiaccia il tasto fire, il mostro salterà, se si schiaccia il tasto mentre si schiaccia un tasto di direzione, il mostro sferrerà un pugno o cercherà di afferrare l'oggetto nella direzione indicata. Potrete sferrare pugni contro gli altri mostri ed essere colpiti dagli stessi.

