BY FAIR MEANS OR FOUL

SUPERIOR SOFTWARE Limited

BY FAIR MEANS OR FOUL

OBJECTIVE OF THE GAME

The objective of the game is to defeat each of the opposing boxers over 15 rounds or within 5 chances (lives).

In the Two Player Mode you compete against a friend. In the One Player Mode you compete against the computer, and attempt to become the World Champion by defeating six opponents, each in turn more difficult to beat. Once you have become the World Champion, you then continue to defend your title against increasingly tough opponents.

The chances (lives) remaining for each boxer are indicated in the top corners inside the silhouettes of men. The changing colour of each silhouette indicates the safety factor of using a foul move without being seen by the referee. Red indicates that there is very little chance, amber indicates a moderate chance and green indicates a very good chance of achieving a successful foul move.

Apart from foul moves, there are also of course the standard legal moves, including punches and blocks. It will be noticed that a knockout does not normally indicate the end of a bout, simply the end of a round exhausting all of the boxer's energy. This energy is then restored at the beginning of the next round.

If two players become too close, they will automatically go into a hold position and cross sides of the ring. On repetition of this move, a player runs the risk of forfeiting a chance (life).
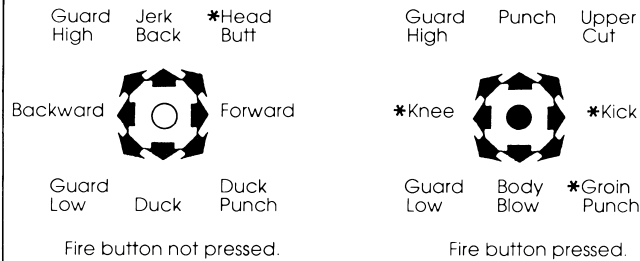
In the unlikely event of the cassette or disc failing to load, return it to us and we will immediately send a replacement.
Your statutory rights are not affected.

AMSTRAD CPC
SUMMARY OF JOYSTICK POSITIONS
Moves marked with * are foul moves.

Fire button not pressed.

Guard High	Jerk Back	*Head Butt
Backward		Forward
Guard Low	Duck	Duck Punch

Fire button pressed.

Guard High	Punch	Upper Cut
*Knee		*Kick
Guard Low	Body Blow	*Groin Punch

Moves above are for a right-facing character.
Moves are reversed for a left-facing character.

GAME CONTROLS

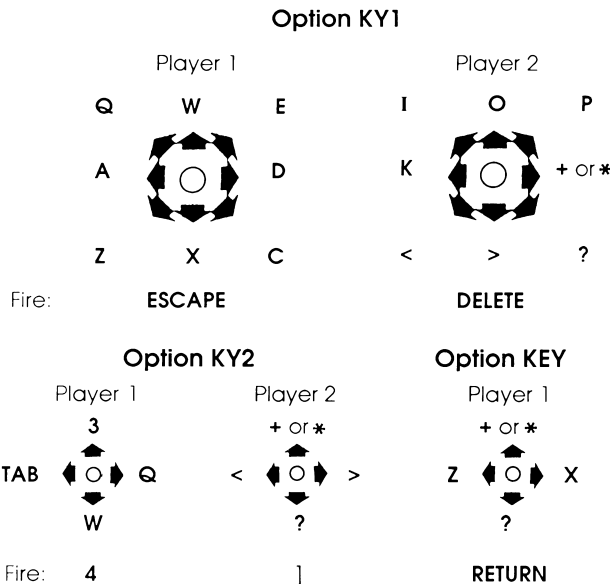|	
f0	Quit Game (only if game is paused)
f1	Start One Player Game
f2	Start Two Player Game
f3	Joystick/Keyboard Selection Player 1
f4	Joystick/Keyboard Selection Player 2
f5	Sound On/Off
f9	Pause On/Off

On the Amstrad 464, the numeric keypad keys **0-9** correspond to the f0-f9 keys given above.

When the game is paused, the Quit Game key (**f0**) and Joystick/Keyboard Selection keys (**f3** and **f4**) are operative.

Before commencing a game, the **f8/f9** keys (or **A-F** keys) can be used to select an opponent, provided you have previously reached that level.

KEYBOARD OPTIONS

The keyboard options produce moves corresponding to the joystick moves given above. In option KY1, single keys are pressed, with or without the "Fire" key, to produce the various moves. In options KY2 and KEY, some moves require two keys to be pressed simultaneously, with or without the "Fire" key.
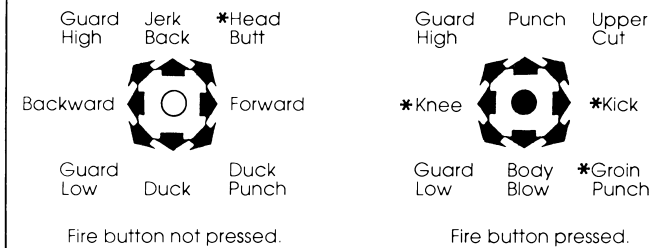
Option KY1

Player 1

Q	W	E
A		D
Z	X	C

Fire: **ESCAPE**

Player 2

I	O	P
K		+ or *
<	>	?

Fire: **DELETE**

Option KY2

Player 1

	3
TAB ◀ ○ ▶ Q	
	W

Fire: **4**

Player 2

	+ or *
< ◀ ○ ▶ >	
	?

Fire: **]**

Option KEY

Player 1

	+ or *
Z ◀ ○ ▶ X	
	?

Fire: **RETURN**

On the Amstrad 464 and 664, the large **ENTER** key corresponds to the **RETURN** key given above.

SPECTRUM
SUMMARY OF JOYSTICK POSITIONS
Moves marked with * are foul moves.

Fire button not pressed.

Guard High	Jerk Back	*Head Butt
Backward		Forward
Guard Low	Duck	Duck Punch

Fire button pressed.

Guard High	Punch	Upper Cut
*Knee		*Kick
Guard Low	Body Blow	*Groin Punch

Moves above are for a right-facing character.
Moves are reversed for a left-facing character.

GAME CONTROLS

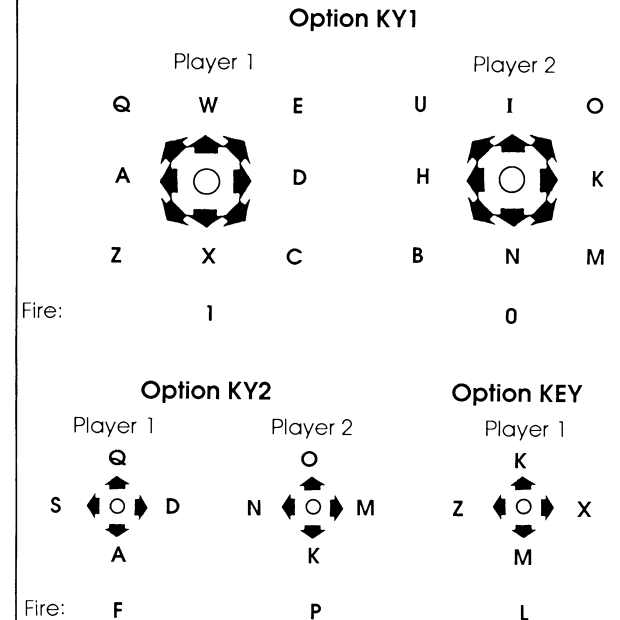|	
CAPS SHIFT & A	Quit Game (only if game is paused)
1	Start One Player Game
2	Start Two Player Game
3	Joystick/Keyboard Selection Player 1
4	Joystick/Keyboard Selection Player 2
CAPS SHIFT & SYM SHIFT	Pause On
SPACE	Pause Off

When the game is paused, the Quit Game keys (**CAPS SHIFT** & **A**) and Joystick/Keyboard Selection keys (**3** and **4**) are operative.

Before commencing a game, the **8/9** keys (or **A-F** keys) can be used to select an opponent, provided you have previously reached that level.

There are two different joystick options that may be selected: KEM (Kempston) for player 1, and IF2 (Interface 2) for player 1 or player 2 or both.

KEYBOARD OPTIONS

The keyboard options produce moves corresponding to the joystick moves given above. In option KY1, single keys are pressed, with or without the "Fire" key, to produce the various moves. In options KY2 and KEY, some moves require two keys to be pressed simultaneously, with or without the "Fire" key.

Option KY1

Player 1

Q	W	E
A		D
Z	X	C

Player 2

U	I	O
H		K
B	N	M

Fire: **1**   **0**

Option KY2

Player 1

	Q
S ◀ ○ ▶ D	
	A

Player 2

	O
N ◀ ○ ▶ M	
	K

Option KEY

Player 1

	K
Z ◀ ○ ▶ X	
	M

Fire: **F**   **P**   **L**

COMMODORE 64/128

SUMMARY OF JOYSTICK POSITIONS

Moves marked with ∗ are foul moves.

Guard High	Jerk Back	∗Head Butt		Guard High	Punch	Upper Cut
Backward		Forward				∗Kick
Guard Low	Duck	Duck Punch		Guard Low	Body Blow	∗Groin Punch

Fire button not pressed.   Fire button pressed.

**Moves above are for a right-facing character.
Moves are reversed for a left-facing character.**

GAME CONTROLS

Joystick 1 controls Player 1, at the left. Joystick 2 controls Player 2, at the right.

On the title-screen, moving either joystick in any direction will toggle between the One Player and Two Player Modes. To enter the Practise Mode, press **f1**.

In the One Player Mode, you control Player 1 with joystick 1. You can use joystick 1 to select an opponent, provided you have previously reached that level. You will need to input the password which was displayed after you defeated the previous opponent.

In the Two Player Mode, Player 2 can select a character. Press Fire on joystick 2 to commence the game.

In the Practise Mode, joystick 1 controls the boxer, joystick 2 is used to change the names. In the Practise Mode only, move the boxer backwards and press Fire to reverse the direction the boxer is facing. Press **RUN/STOP** to return to the title-screen.

The game can be paused during play by pressing **RUN/STOP**. Pressing **RUN/STOP** again will resume the game. During a pause, pressing **SPACE** will give the title-screen.

BBC MICRO / ACORN ELECTRON

LOADING INSTRUCTIONS

Cassette

Select the appropriate side of the cassette. If you have a BBC Master with Sideways RAM available you can load in either the 'BBC MICRO STANDARD VERSION' or the 'BBC MASTER 128K VERSION' which includes many extra features.

If you have a Disc Filing System fitted, type the following:
    ∗**TAPE**
and press the **RETURN** key.

Now type **CHAIN""** and press the **RETURN** key.
Press PLAY on your cassette-recorder and wait for the program to load.

The tape loading routine has the following messages:
    "Searching" - The tape should be left running.
    "Loading XX" - The tape should be left running.
    "Rewind tape" - An error has occurred so rewind tape a short way, start the tape running and wait for further messages.
    "Searching XX" - The tape should be left running.
    "File?" - This message will be displayed if the tape has been run back too far to a previous file. Leave the tape running.
    "File? Rewind" - This message will be displayed if the tape is on a file in front of the one the program is looking for, so rewind the tape to the previous file.

If you have loading problems, try adjusting the volume control on your cassette-recorder. If it has tone controls, they should be set to output maximum treble.

Disc

Whilst holding down the **SHIFT** key, momentarily press and release the **BREAK** key. Then wait for the program to load.

If you have a BBC Master or Master Compact with Sideways RAM available the message '128K version? Y/N' will appear on the screen during the loading process. Type **Y** to load the 'BBC MASTER 128K VERSION' of the game, or type **N** to load the 'BBC MICRO STANDARD VERSION'.

The 5¼" disc version of this program must be loaded from DFS.
If you have a BBC B, B+ or Master computer which normally operates in ADFS, you must initially type:
    ∗**DISC**
and press **RETURN**. Then press **SHIFT-BREAK** to load the program.
Note: This does not apply to the BBC Master Compact 3½" disc version.

GAME CONTROLS

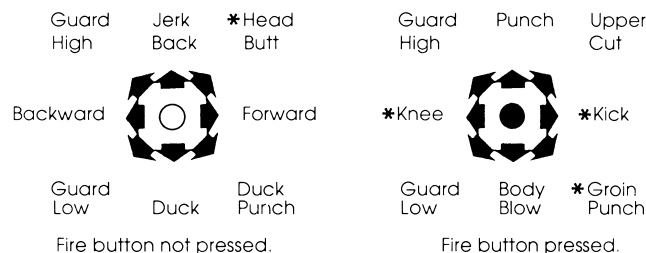| BBC Micro		Acorn Electron
f0	Quit Game	0
f1	Start One Player Game	1
f2	Start Two Player Game	2
f3	Joystick/Keyboard Selection Player 1	3
f4	Joystick/Keyboard Selection Player 2	4
f5	Pause On/Off	5
f6	Crowd On/Off	6
f7	Sound FX On/Off	7
f8/f9	Music Volume Down/Up (BBC Master version only)	

On the Electron version, either the First-Byte interface (FBJ) or the Plus-1 interface (JOY) may be used for joystick control.

On the BBC Master version only, you can input a name for your character before commencing the One Player Game. On pressing **SPACE**, the game will start immediately. On the BBC Master version only, you can select your characters before commencing the Two Player Game. Use the **CURSOR LEFT/RIGHT** keys to select a character, then press **RETURN**. Pressing **RETURN** again will use the pre-programmed name, or alternatively type in your own name and then press **RETURN**. On pressing **SPACE**, the game will start immediately

SUMMARY OF JOYSTICK POSITIONS
Moves marked with ∗ are foul moves.

Guard High	Jerk Back	∗Head Butt		Guard High	Punch	Upper Cut
Backward		Forward		∗Knee		∗Kick
Guard Low	Duck	Duck Punch		Guard Low	Body Blow	∗Groin Punch

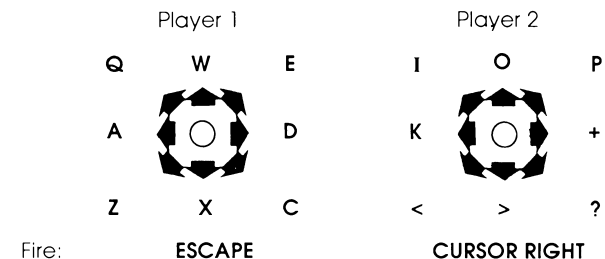Fire button not pressed.   Fire button pressed.

**Moves above are for a right-facing character.
Moves are reversed for a left-facing character.**
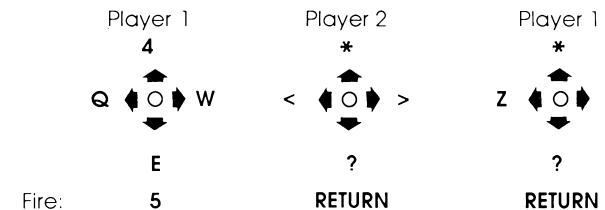
KEYBOARD OPTIONS

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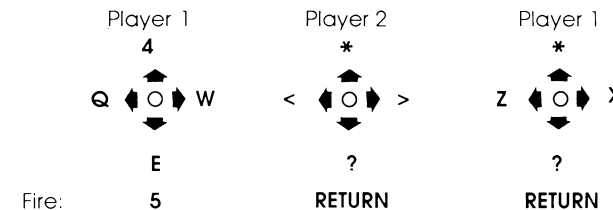
KEYBOARD OPTIONS - BBC MICRO

Option KY1
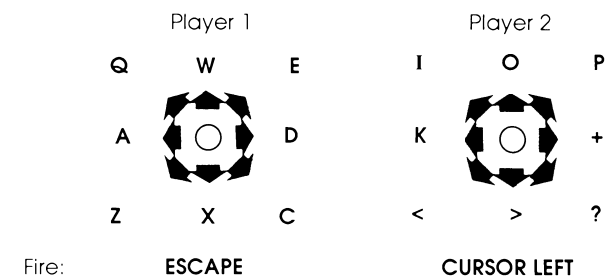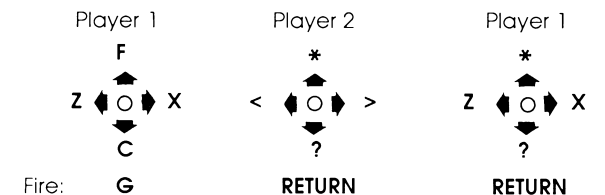
Player 1

Q	W	E		I	O	P
A		D		K		+
Z	X	C		<	>	?

Fire: **ESCAPE**   **CURSOR RIGHT**

Option KY2

Player 1	Player 2
4	∗
Q ◄ ○ ► W	< ◄ ○ ► >
E	?

Fire: 5   RETURN

Option KEY

Player 1

∗
Z ◄ ○ ► X
?

Fire: RETURN

KEYBOARD OPTIONS - ACORN ELECTRON

Option KY1

Player 1   **Player 2**

Q	W	E		I	O	P
A		D		K		+
Z	X	C		<	>	?

Fire: **ESCAPE**   **CURSOR LEFT**

Option KY2

Player 1	Player 2
F	∗
Z ◄ ○ ► X	< ◄ ○ ► >
C	?

Fire: G   RETURN

Option KEY

Player 1

∗
Z ◄ ○ ► X
?

Fire: RETURN