

NINJA HAMSTER

The honourable Ninja Hamster returns home from his long journey across the seas. Only to find his village being terrorised by his arch-enemies. 'Sinister Rat' and the Lizard of Death and their gang of joy-seeking villains.

Ninja Hamster, eyes blazing with fury at this malicious intrusion on his home domain hurls himself on his enemies in a frenzy of flying fists, knashing teeth and kicking feet. He unleashes his deadly art on his tormentors.

With a combination of different teeth-smashing and bone-crushing attack moves you seek to delete your opponents stamina which is shown on the left side of the screen. A munch is taken out of your apple with every fall. To completely liberate the village you must destroy all eight members of the gang.

On the 48K version members of the gang have to be loaded two at a time. So remember to stop the tape after the main program has loaded.

Main Program

- 'Sinister Rat'
- 'Lizard of Death'

Load 1

- 'Mean Monkey'
- 'Barmy Bee'

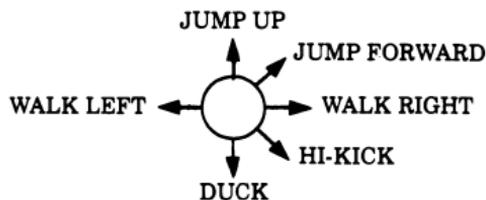
Load 2

- 'Crazy Cat'
- 'Perilous Parrot'

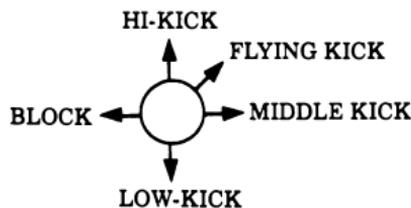
Load 3

- 'Mad Dog'
- 'Loony Lobster'

JOYSTICK CONTROLS FOR MAN FACING RIGHT



WITHOUT FIRE BUTTON
PRESSED



WITH FIRE BUTTON
PRESSED

Controls for man facing left are reversed.

(Punch is only the fire button pressed)

KEY CONTROL

I = LEFT

O = RIGHT

Q = JUMP UP

W = JUMP FORWARD

K = FLYING-KICK

I & P = BLOCK (right facing man)

Cap shift and space returns to menu.

A = DUCK

P = PUNCH

P = LOW-KICK (while ducking)

S = HI-KICK

L = MIDDLE-KICK

PROGRAMMERS:

Is your software good enough for CRL. If it is contact Michael Hodges on 01-985 2391 or write to the ZEN ROOM, UNIT 7D KINGS YARD, CARPENTERS ROAD, LONDON E15 2HD.

