

FIST II

SPECTRUM

CHI
Chi—energy—is indicated by the bar at the bottom left of the screen. When you are in combat, your opponent's Chi is similarly represented at bottom right. Only when an opponent's energy is completely exhausted will he die and be reclaimed by his Warlord master.

You begin your quest with only a small amount of energy, which is also your initial maximum energy level. Should you lose energy, you will slowly recover it up to your current maximum level, but should you be poisoned, you will not regain Chi.

Chi is rapidly depleted in poisonous gas chambers.

You can always recover chi quickly by meditation in a temple, and this will also cure you of poison. Your maximum energy level will increase through meditation, depending on the number of opponents you have defeated since your last meditation.

If your energy is exhausted, you will die. However, for each scroll you have found and learnt, you will gain an extra life. You will be reincarnated at the last temple you meditated at. The game is over when your last life is used up.

CH'AN

Whenever you discover and enter a temple, you will automatically walk to the shrine and meditate. As well as serving to regain Chi and rid you of poison, meditation has a more crucial purpose.

On the altar mat, you will see the imprint of a trigram. If you have found the scroll representing that trigram, you will, after meditation, learn all the secrets associated with that scroll.


To cease meditation, simply press the fire button or fire key and you will leave the temple a refreshed and


spiritually enhanced warrior.


TRIGRAMS


The success of your quest inevitably relies upon your learning of the knowledge contained in the scrolls. This knowledge is symbolised by the triagram associated with each scroll.


You must discover the use to which you can put this knowledge. The following descriptions of the trigrams contain hints as to how and when their knowledge can be used.


 **CH'IEN, the creative.** This trigram symbolises heaven and is associated with strength


 **SUN, the gentle.** Represents the wind and, like the wind, has the ability to pass through inimicable elements


 **CHEN, the arousing.** Like a mighty clap of thunder, Chen can awaken the dead, move the immovable

 **KAN, the abysmal.** The trigram of danger. Linked to the image of water, it can also afford protection

 **KEN, keeping still.** Symbolic of mountains. Ken is the trigram of patient resting, of calm, of poise

 **K'UN, the receptive.** Representative of the earth, and of earthly strength. It may bend but cannot be broken

 **LI, the clinging.** The trigram of fire, an external source of light, even in the darkest of dark

 **TUI, the joyous.** The trigram of joy, the bringer of health, of well-being in the presence of malignance

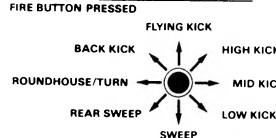
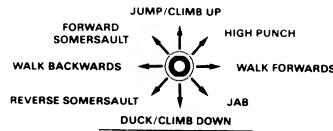
LOADING INSTRUCTIONS

Put your machine into 48k mode. Type LOAD "" and press ENTER.

CONTROLS

Kempston and Sinclair joysticks are supported as well as user defined keys. The choice of controls is made from the pre-game menu. Once the game has begun, the controls cannot be changed.

During play, you may pause the game at any stage by pressing the RETURN key. Pressing RETURN AGAIN WILL RESTART PLAY. Pressing the G and H keys simultaneously at any stage during the game will terminate the game.



To turn your player around: to do an about face, simply release the trigger anytime after commencing a roundhouse.

Blocking: You will automatically block if you retreat when your opponent is about to hit you. Note that as there are two blocks (a high block and a low block), you cannot survive by simply holding a block.

Kneeling punch: This is the true Exploding Fist punch. Simply remain crouched and when ready press the joystick forward.

CS4

FIST II

CHI

Chi—energy—is indicated by the scroll at the bottom left of the screen. When you are in combat, your opponent's Chi is similarly represented at bottom right. Only when an opponent's energy is completely exhausted will he die and be reclaimed by his Warlord master.

Chi affects stamina and strength. You will be unable to smash through strong barriers, for example, with insufficient Chi.

You begin your quest with only a small amount of energy, which is also your initial maximum energy level. Should you lose energy, you will slowly recover it up to your current maximum level, but should you be poisoned, you will not regain Chi.

Chi is rapidly depleted in underwater, and in poisonous gas chambers.

You can always recover Chi quickly by meditation in a temple, and this will also cure you of poison. Your maximum energy level will increase through meditation, depending on the number of opponents you have defeated since your last meditation.

If your energy is exhausted, you will die. However, for each scroll you have found and learnt, you will gain an extra life. You will be reincarnated at the last temple you meditated at. The game is over when your last life is used up.

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LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape.

CONTROLS

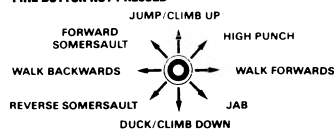
If you are using a joystick, plug it into the rear port of your Commodore 64. To start a joystick game, press the fire button; to start a keyboard game, press the F1 key.

During play, you may pause the game at any stage by pressing the RESTORE key. Pressing RESTORE again will restart play.

Pressing the F5 key at any stage during the game will terminate the game, and return you to demo mode.

The controls are as follows:

FIRE BUTTON NOT PRESSED



FIRE BUTTON PRESSED



To turn your player around: to do an about face, simply release the trigger anytime after commencing a roundhouse.

Blocking: You will automatically block if you retreat when your opponent is about to hit you. Note that as there are two blocks (a high block and a low block), you cannot survive by simply holding a block.

Kneeling punch: This is the true Exploding Fist punch. Simply remain crouched and when ready press the joystick forward.

Using the Keyboard:

The control of moves is identical to the joystick diagrams above, using the following keys:

Q W E
A S D Fire button: Left Shift Key or S
Z X C

Spectrum

FRENCH

INSTRUCTIONS DE CHARGEMENT

Mettez votre machine en mode 48K. Tapez LOAD "" et appuyez sur RETURN.

COMMANDES

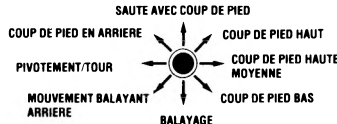
Les manches à balai Kempston et Sinclair peuvent être utilisés, ainsi que les touche définies par l'utilisateur. Le choix des commandes se fait à partir du menu d'avant-jeu. Une fois le jeu commencé, les commandes ne peuvent plus être modifiées.

Pendant le jeu, vous pouvez mettre le jeu en pause à tout moment en appuyant sur la touche RETURN. En appuyant sur RETURN une nouvelle fois, vous reprenez le jeu. En appuyant sur les touches G et H simultanément à n'importe quel moment du jeu, vous terminez le jeu.

BOUTON FEU NON ENFONCE



BOUTON FEU ENFONCE



Pour faire tourner votre joueur: pour faire une volte face, relâchez tout simplement la détente à n'importe quel moment après avoir commencé un pivotement.

Blockage: Vous bloquerez automatiquement si vous

reculer au moment où votre adversaire est sur le point de vous frapper. Remarquez qu'il existe deux blocages (un blocage haut et un blocage bas). Vous ne pouvez pas survivre uniquement en retenant un blocage.

Coup de poing à genoux: C'est le vrai coup de poing "Exploding Fist". Restez tout simplement accroupi et, au moment opportun, poussez le manche à balai.

GERMAN LADEANWEISUNG

Wählen Sie den 48K-Modus für Ihren Computer. Dann LOAD "" eintippen und ENTER drücken.

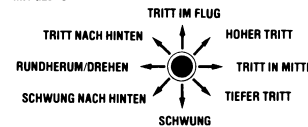
STEUERUNG

Sie können Kempston- und Sinclair-Joysticks benutzen oder die vom Benutzer bestimmbare Tastatur. Die Steuerung wird auf dem Menü vor Spielbeginn gewählt. Wenn das Spiel einmal begonnen hat, kann die Steuerung nicht mehr geändert werden.

Während des Spiels können Sie es jederzeit durch Drücken von RETURN für eine Pause unterbrechen. Nochmaliges Drücken von RETURN LÄSST SIE DAS SPIEL WIEDERAUFNEHMEN. Während des gesamten Spielgeschehens können Sie jederzeit durch gleichzeitiges Drücken der Tasten G und H ein Spiel abbrechen.



MIT GEDRÜCKTEM FEUERKNOPF



Wenn Sie Ihren Spielcharakter drehen wollen: Für eine Drehung um 180 Grad den Knopf einfach während einer Rundherum-Drehung loslassen. **Blockieren:** Wenn Sie zurückweichen, blocken Sie automatisch einen Schlag des Gegners ab. Beachten Sie, daß Sie mit diesen zwei Blöcken alleine (hoch und tief) nicht überleben können.

Schlag in Hocke: Die ist der wahre Schlag von Exploding Fist. Bleiben Sie einfach in der Hocke und drücken Sie den Joystick nach vorne.

ITALIAN

ISTRUZIONI DI CARICAMENTO

Metti il tuo apparecchio in modalità 48K. Batti LOAD "" e premi INVIO.

CONTROLLI

Sono utilizzabili joystick Kempston e Sinclair, come pure i tasti definiti dall'utente, la scelta dei controlli viene effettuata dai menu di programma. Una volta iniziato il gioco, i controlli non si possono più modificare.

Nel corso del gioco, puoi fare la pausa in qualsiasi momento premendo il tasto RETURN, Premendolo di nuovo, si RIPRENDE a giocare. Premendolo di nuovo, si RIPRENDE a giocare. Premendo simultaneamente i tasti G e H in qualsiasi momento, si pone fine al gioco.



Per voltare il tuo giocatore: per fare dietro-front, basta semplicemente rilasciare il grilletto dopo aver iniziato a girare.

Parare: Quando ti ritiri sotto un assalto del tuo avversario, la parata avviene automaticamente. Ma stai attento, perché ci sono solo due parate (alta e bassa), e non puoi sopravvivere soltanto parando.

Pugno in ginocchio: Questo è un pugno tipico del programma. Rimani abbassato e quando sei pronto spingi avanti il joystick.

C64

FRENCH

INSTRUCTIONS DE CHARGEMENT

Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur le magnétophone.

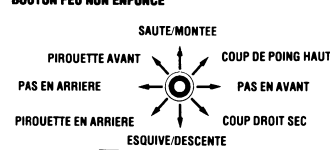
COMMANDES

Si vous utilisez un manche à balai, branchez-le sur l'entrée arrière de votre Commodore C64. Pour commencer un jeu à manche à balai, appuyez sur la touche F1.

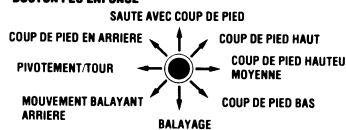
Pendant le jeu, vous pouvez mettre le jeu en pause à tout moment en appuyant sur la touche RESTORE. En appuyant sur RESTORE une nouvelle fois, vous reprenez le jeu. En appuyant sur la touche F5 à n'importe quel moment de jeu, vous terminez le jeu et vous retournez au mode démo.

Les commandes sont comme suit:

BOUTON FEU NON ENFONCE



BOUTON FEU ENFONCE



Pour faire tourner votre joueur: pour faire une volte face, relâchez tout simplement la détente à n'importe quel moment après avoir commencé un pivotement.

Blocage: Vous bloquerez automatiquement si vous reculez au moment où votre adversaire est sur le point de vous frapper. Remarquez qu'il existe deux blocages (un blocage haut et un blocage bas). Vous ne pouvez pas survivre uniquement en retenant un blocage.

Coup de poing à genoux: C'est le vrai coup de poing "Exploding Fist". Restez tout simplement accroupi et, au moment opportun, poussez le manche à balai.

Comment Utiliser le Calavier

Le contrôle des mouvements est identique au diagramme ci-dessus. Utilisez les touches suivantes:

Q W E
A S D Bouton Feu: Touche Shift de gauche ou S
Z X C

GERMAN

LADEANWEISUNG

SHIFT gedrückt halten und RUN/STOP drücken. Dann die PLAY-Taste des Kassettenrecorders drücken.

STEUERUNG

Wenn Sie einen Joystick benutzen, müssen Sie diesen an den hinteren Anschluß Ihres Commodore 64 anschließen. Zum Starten eines Joystickspiels die Taste F1 drücken. Drücken von RESTORE unterbricht das Spiel für eine Pause. Nochmaliges Drücken von RESTORE nimmt das Spiel wieder auf. Während des gesamten Spielgeschehens können Sie durch Drücken der Taste F5 ein Spiel abbrechen, worauf Sie zum Demomodus zurückkehren. Die Steuerung ist wie folgt:

SPRUNG/HOCHKLETTERN



MIT GEDRÜCKTEM FEUERKNOPF



Wenn Sie Ihren Spielcharakter drehen wollen: Für eine Drehung um 180 Grad den Knopf einfach während einer Rundherum-Drehung loslassen.

Blockieren: Wenn Sie zurückweichen, blocken Sie automatisch einen Schlag des Gegners ab. Beachten Sie, daß Sie mit diesen zwei Blöcken alleine (hoch und tief) nicht überleben können.

Schlag in Hocke: Die ist der wahre Schlag von Exploding Fist. Bleiben Sie einfach in der Hocke und drücken Sie den Joystick nach vorne.

Benutzen einer Tastatur:

Die Bewegungssteuerung ist identisch mit der des obigen Joystickfiatams. Benutzen Sie die folgenden Tasten:

Q W E
A S D FEUERKNOPF: Linke SHIFT-Taste oder S
Z X C

ITALIAN

ISTRUZIONI DI CARICAMENTO

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sui registratori.

CONTROLLI

Se usi joystick, inseriscilo nella porta posteriore del Commodore 64. Per iniziare a giocare col joystick, premi F1. Nel corso del gioco, puoi fare la pausa in qualsiasi momento premendo il tasto RESATORE. Premendolo di nuovo, riprendi a giocare.

Premendo il tasto F5 in qualsiasi momento, provoca la fine del gioco e ti riporta in modalità dimostrazione.

I controlli sono i seguenti:

Senza premere il BOTTONE DI FUOCO



Con BOTTONE DI FUOCO Premuto



Per voltare il tuo giocatore: per fare dietro-front, basta semplicemente rilasciare il grilletto dopo aver iniziato a girare.

Parare: Quando ti ritiri sotto un assalto del tuo avversario, la parata avviene automaticamente. Ma stai attento, perché ci sono solo due parate (alta e bassa), e non puoi sopravvivere soltanto parando.

Pugno in ginocchio: Questo è un pugno tipico del programma. Rimani abbassato e quando sei pronto spingi avanti il joystick.

Uso della Tastiera:

Il controllo della mosse è identico al diagramma del joystick, e si effettua con i tasti seguenti:

Q W E
A S D Bottone di Fuoco: SHIFT sinistro o S
Z X C