

ROCK & WRESTLE

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LOADING

Normal Amstrad/C64/Spectrum loading instructions

SELECTING OPTIONS

Amstrad

Shift = Starts game. **Caplock** = Switch between left player joystick, right player joystick, left player keyboard, right player keyboard.

C64

F1 = Starts game, **F3** = Switch between 1 & 2 player game, **F5** = Stop current game, **F7** = Switch between joystick and keyboard moves.

Spectrum

0 = Redefine keyboard/select joystick, **1** = Start one player game, **2** = Start two player game, **G & H** = Aborts current game.

One Player Mode

Your wrestler, the one in the bottom right hand corner of the ring is the 5th ranked contender. Your task is to overcome all other contenders twice until you become World Champion. You must pin each opponent within a time limit, without being pinned yourself. If the time expires you will lose the match by default. The final bout for the title has no time limit. The game can be started by pressing your trigger or by hitting the **shift** (Amstrad), **F1** (C64), **1** (Spectrum) key.

Two Player Mode

The winner is the first player to pin his opponent twice within the given time limit. The game can be started by hitting the **Caplock** (Amstrad), **F3** (C64), **2** (Spectrum) key.

Keyboard Mode

The following keys are used:-

Amstrad

Player 1 —Bottom right Up = 5 Down = Full stop

Left = 1 Right = 3 Trigger = CTRL

Player 2 —Top Left Up = Y Down = N

Left = G Right = J Trigger = ESC

C64

Player 1 —Bottom right Up = W Down = X

Left = A Right = D Trigger = S

Player 2 —Top Left Up = @ Down = /

Left = : Right = ; Trigger = ;

Spectrum

Player 1 —Bottom right Up = U Down = N

Left = H Right = K Trigger = SPACE

Player 2 —Top Left Up = W Down = X

Left = A Right = D Trigger = 1

All moves are centred around the direction in which your wrestler is facing. For example whenever you press the trigger and point in the direction in which you are facing you will make a grab for your opponent (your arms will extend out). Pointing in the opposite direction combined with the trigger would cause you to arch back and kick at your opponent. When thinking of what move you can do just look at the situation you are in and try what looks and feels natural, e.g. headbutts, grabs, pins, and slams are in a forward direction. Kicks and lifts are backwards. Arm movements such as forearm jolts, elbow drops and clothes lines are to the left or right.

Running and Bouncing off Ropes: If you continue to walk in the same direction for a few steps you will begin to run. If you run into the ropes you can bounce off and gain extra momentum by reversing your joystick direction as your wrestler lunges into the ropes.

The lifted knee, the forearm jolt and the kick are softening up moves designed to sap your opponent's energy and provide an opening for a grab.

Grabbing Your Opponent: Pressing the trigger and pushing the joystick forward will result in your wrestler extending his arms. You may then try to grab your opponent by pulling back on the joystick. If you are in range and have timed your move correctly, you will get hold of your opponent. If you are facing him head on you will put him in a full nelson or if you grab him from either side you will have him in an armlock. To release him and throw him into the ropes simply take your finger off the trigger. Depending upon the strength of the spin he will go careering into the ropes and bounce off out of control. You can spin him faster by jiggling your joystick. Likewise he can counter and break free by out jiggling you.

Pushing the joystick forward will launch you into a flying body press which, if successful, will see you pinning your opponent. Pull back and you will let loose with a very powerful drop kick. The clothes line is a very useful manoeuvre after your opponent has been bounced off the ropes. More often than not it knocks the air out of him and brings him to the canvas.

Front Headlock: Having grabbed your opponent whilst facing him, keep the trigger pressed. Pushing your joystick forward will stun your opponent with a head butt. Moving the joystick to either side will result in a reverse suplex, one of the best looking

moves in wrestling. By pulling back on the joystick you can try to lift your opponent above your head. This will succeed if you have sufficient energy and your opponent is not resisting too strongly. If you encounter resistance simply try again. You may catch your opponent off guard.

Power Lift: This is a very masterful position to be in; if played right your opponent is at your mercy. To aeroplane spin him move your joystick. Likewise your opponent can counter by out-jiggling you. Release your trigger anytime to dump your opponent rather unceremoniously onto the canvas. Pushing your joystick forward will body slam him onto the mat. Like the aeroplane spin this will produce a very stunned opponent. Pulling the joystick back will result in one of the most devastating but difficult moves in 'Rock & Wrestle', the pile driver. Though few opponents recover from this neck breaking manoeuvre it is very susceptible to resistance.

Full Nelson: After grabbing your opponent from behind, keep your finger on the trigger. A well executed suplex will have your opponent lying on the mat, gasping for breath. Pushing forward on the joystick will result in the atomic drop in which your opponent is driven feet first into the canvas. Even more devastating is the back breaker, a manoeuvre designed to rearrange your opponent's spine.

Opponent flat on the canvas: If your opponent is on the mat you may further attack him by stomping on him or delivering a well placed elbow drop. If he looks as if he's in trouble you might try a turnbuckle fly. If you think he's weak enough to pin, push the joystick forward to reinforce the pin.

Turnbuckle Fly: Standing in any of the four corners and pressing your trigger will initiate the turnbuckle fly, the most glamorous of all wrestling manoeuvres. You will see your wrestler climb up the turnbuck and wait, arms stretched, ready to pounce. Release your trigger and he will launch himself into the air, flying toward the centre of the ring. If contact is made, whether your opponent be flat on the mat or standing upright, this can devastate your opponent, but if you miss you can really hurt yourself.

What to do in a Compromising Position(the joystick jiggle): Whenever you're caught in a hold such as a headlock you might jiggle your joystick to frustrate your opponent's dastardly intention. Simply move your joystick up and down or side to side as fast as you can.

Breaking a pin: To throw your opponent when he's pinning you, move your joystick forward and back(in other words try to

get up)

Getting up from the mat: You may use the joystick jiggle to try to regain control but you must press the trigger to stand up. You may stay down as long as you like i.e. fake it, by not pressing your trigger.

ADVANCED PLAYERS TIPS

Power Moves: Power moves are those employing lifts such as body slams, suplexes and piledrives. In these moves maximum damage to your opponent can be achieved by releasing the trigger when it looks like your wrestler is letting go of his opponent.

LIST OF MOVES IN 'ROCK & WRESTLE'

Aeroplane Spin: Like the propeller of an aeroplane the helpless victim is spun around and around.

Armspin: Another spin but this time it takes place on the mat before the victim is flung onto the ropes.

Arm Twist: Designed to really get your opponent tangled up.

Atomic Drop: The victim is lifted up then driven feet first into the canvas.

Back Breaker: More devastating than the Atomic Drop. This time the victim's spine is rearranged by his attacker's knee.

Body Slam: From a great height your poor opponent is splattered onto the canvas.

Clothes Line: The hapless victim is hung out to dry by an extended forearm.

Drop Kick: This time the attacker mistakes his opponent's head for a football as he lets fly.

Elbow Drop: First a wind up then the attacker drops his elbow from a great height onto his victim.

Flying Body Press: The attacker catapults his body at the victim as if fired from a cannon.

Forearm Jolt: A forearm blow to the head.

Full Nelson: A strength move enforced from the rear.

Headbutt: A hard head is always a useful weapon against an unsuspecting opponent.

Headlock: Applied from the front this manoeuvre gives the attacker control over his victim.

Kick: A sneaky kick in the stomach can have the desired effect.

Knee Strike: This manoeuvre can double any opponent up.

Mad Charge: Simple but effective, just run straight at your opponent like a mad bull.

Pile Driver: A totally awesome move the poor victim is drilled head first into the canvas.

Pin: This is what its all about, keep that man covered for a count

of three.

Reverse Suplex: A beautiful move, the victim is flipped right up and over like an inverted pendulum.

Stomp: Put the boot in while the man is down.

Suplex: A graceful way to help your opponent to the canvas.

Turnbuckle Fly: Like a falcon you hover ready to swoop on an unsuspecting prey.

ing cows on his ranch back home in Texas. Watch out for his body slam.

THE WRESTLERS HALL OF FAME

Lord Toff: The most dangerous wrestler in the world today. Lord Toff traces his lineage back to an illegitimate son of James 1. As far as he is concerned the British Empire will come again and he'll do his part when the time comes. Lord Toff is a scientific wrestler-he knows all the moves.

Vicious Vivian: Vivian is no cissy. With a name like that he quickly learned to take of himself in any situation. He cut his teeth on the terraces of Whitehart Lane and has been laying the boot in ever since.

Missouri Breaker: This is one mean dude. His style is down and dirty. He gets his strength from throw

Redneck McCoy: Redneck McCoy('call me Red') has come to the big smoke to try his hand at 'wrassling'. Don't be fooled by his southern hospitality - when he applies the atomic drop you'll feel like a fence post planted in the south forty.

Gorgeous Greg: You are the Gorgeous Greg, the blonde hero.

BMX KIDZ

© Gigglywurx

Spectrum/Amstrad conversion by Zeit Corp.

PLAYING THE GAME

You have to come in the top three order to for the next race. You must also perform wheelies and stunts, the number of which is shown on the track information at the start of each race. Do wheelies by pressing and holding fire whilst on a flat surface. Do Stunts by rotating your bike in mid air, after a jump, so that the front wheel is high, then pressing fire, the rotating the bike so that it lands flat to the ground - if you don't land correctly, it will not count. Practice makes perfect! Press fire whilst on an upward slope to jump. You must collect the cans of fizzy pop for energy, the more you have the faster you can go. Collisions with other bikes cause you to lose spokes, collect the wheels to repair them! If you run out of energy or spokes, you'll come a cropper!

LOADING

Normal Amstrad/C64/Spectrum loading instructions.

CONTROLS FOR WHEN YOUR BIKE IS ON THE TRACK

Amstrad/Spectrum

Joystick up (O) - moves bike left (up the track)
Joystick down (K) - moves bike right (down the track)
Fire (P) - Pull a wheelie (release the button to stop wheelie)

C64

Joystick up - moves bike left (up the track)
Joystick down - moves bike right (down the track)
Fire - Pull a wheelie (release the button to stop wheelie)

Note: Popping a wheelie on an upward ramp will cause the bike to jump.

CONTROLS FOR WHEN THE BIKE IS IN THE AIR

Amstrad/Spectrum

Joystick left/right (Q,W) - adjusts angle of bike (rotate)
Fire (P) - perform a stunt if the front wheel is 'high'.
ENTER - Pause game (press again to unpause)
ESC - Quit to title page.

C64

Joystick left/right - adjusts angle of bike (rotate)
Fire - perform a stunt if the front wheel is 'high'.

OTHER CONTROLS

Amstrad ENTER - Pause game (press again to unpause).
ESC - Quit to title page

C64 RUN/STOP - Pause, R - restart after pause.
Q - Quit to title page

Spectrum ENTER - pause game (press again to unpause).
CAPS - sound on, Z - sound off

NINJA MASTER

© TRON SOFTWARE

THE GAME

In the ancient realms and provinces of the 'Land of the Rising Sun' lived a breed of warriors - feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now is your chance to face this challenge. The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts

at the test, your will be eliminated from the games. Succeed in all four tests, and you will be awarded a new grading-and the chance to attain the next grade.

LOADING

Normal Spectrum/C64/Amstrad loading instructions

PLAYING THE GAME

Spectrum Use the keyboard. You can define your own key controls, or use the predetermined keys.

C64 You can use the keyboard or joystick connected to port 2

Amstrad Use the following keys

TEST 1 Q = Punch left A = Kick left
P = Punch right L = Kick right
TEST 2 Z = Power left X = Power right
TEST 3 O = Strike high K = Strike middle
L = Strike low
TEST 4 ENTER = Fire

The four tests that you will have to pass are as follows:-

1. In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand corner of the display.

2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the log with a Karate chop.

3. This is probably the hardest test to complete. Using your trusty Ninja sword, defend yourself against the deadly Shuriken Stars.

4. This the final test that has to be completed. Armed with a blow pipe, you must shoot down the cannisters, thrown from the right of the screen.

The game will end when you fail to attain the given qualifying score in the event. Good Luck...



SILVERBIRD

**BMX KIDZ, NINJA MASTER,
ROCK-N-WRESTLE
AMSTRAD, SPECTRUM, CBM64**