

ARCADE ALLEY

LOADING INSTRUCTIONS

CBM 64/128

Cassette: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

Disk: Type **LOAD**".8,1** and press **RETURN**.

SPECTRUM 48/128K

Cassette: Type **LOAD****** and press **ENTER**. Press **PLAY** on your cassette recorder.

SPECTRUM +3

Disk: Turn on your computer. Insert selected side of disk into drive and press **ENTER**. Follow screen prompts where required.

INSTRUCTIONS DE CHARGEMENT

CBM 64/128

Cassette: Appuyez simultanément sur **SHIFT** et **RUN/STOP**, puis la touche **PLAY**.

Disque: Tapez **LOAD**".8,1** et frappez **RETURN**.

SPECTRUM 48/128K

Cassette: Tapez **LOAD****** et frappez **ENTER**, puis la touche **PLAY** du magnétophone.

SPECTRUM +3

Disque: Mettez sous tension l'ordinateur. Introduisez le disque et appuyez sur **ENTER**. Suivez l'incitation de l'écran là où nécessaire.

LADEANLEITUNGEN

CBM 64/128

Kassette: Gleichzeitig **SHIFT** und **RUN/STOP** drücken. Die **PLAY**-Taste auf dem Kassettenrekorder drücken.

Diskette: Den Befehl **LOAD**".8,1** eingeben und **RETURN** drücken.

SPECTRUM 48/128K

Cassette: **LOAD****** eingeben und **ENTER** drücken. Die **PLAY**-Taste des Kassettenrekorder drücken.

SPECTRUM +3

Diskette: Schalten Sie den Computer ein. Legen Sie die Diskette ein und drücken Sie **ENTER**. Folgen Sie den Anweisungen auf dem Bildschirm wenn erforderlich.

KUNG FU MASTER

EXPRESS RAIDER

LAST MISSION

BREAKTHRU

TAG TEAM WRESTLING
(CBM Compilation Only)

KARATE CHAMP
(CBM Compilation Only)

KUNG FU MASTER

SELECTING GAME OPTIONS

Commodore 64/128

To select your game options, press the **SPACE BAR** on the keyboard to highlight the desired game option. When your selected option is highlighted press the **RETURN** key to make that choice.

After you have made all your game choices, the game will begin.

At the end of your game, the computer-controlled demonstration game will appear again. The final scores of your most recent game will be represented throughout the demonstration game.

Pressing any key will take you to the 'Select Options Screen' which will now display the game options you made in your most previous game. To play the same type of game as the last one, press the **RETURN** key to select each highlighted item and a new game will begin after a pause.

USING THE MENU

Spectrum 48/128K

Pressing the **M** key during the title sequence or demonstration mode will bring up the menu and the Game Option Status boxes on the top third of the screen. The menu allows you to press:

S – to commence play

P – to toggle between 1 or 2 player mode.

L – to increase the starting level.

or

C – to edit the controls.

CONTROLS EDITOR

There are three functions keys shown **ENTER** to complete selection: **J** to select a joystick (continue pressing to loop through options); **orD** to define keys. When defining keys a cursor will flash beneath the key to be redefined. Simply press the key of your choice.

Note 1. There are six keys to be defined: left, right, up, down, punch and kick. When using the joystick the **FIRE BUTTON** will allow you to punch and kick and you may alternate between the two by pressing the **SPACE BAR**.

Note 2. The game hold button is defined as **H**. This cannot be changed nor can either player define **H** as a control key.

Note 3. When a two player game is selected Player 2 has the opportunity to use the controls editor after Player 1 has pressed **ENTER**.

Note 4. with a Sinclair ZX Interface 2 the port to be used is indicated by the abbreviations LHS – left hand side – or RHS – right hand side.

OBJECTIVES

You are the Kung-Fu Master. Travel through the wizard's temple to rescue the maiden held captive. Use your own martial arts skills to defeat the weapon-wielding henchman, dragons, demons and other evil obstacles which stand in your way.

GAME PLAY

You begin your quest on the first floor and must battle your way to the fifth floor to make your rescue. As you start you have three (3) lives; each store of 40,000 points awards you with an additional life. You must reach the stairs at the end of each floor before your energy or time runs out. If not you are defeated and lose one life.

Energy – Your energy level is always displayed on the bar graph at the upper left hand corner of the screen.

Timer – The game timer starts at 2,000 and counts down. A warning sound is heard when the time runs below 200.

To pass through to each floor, you must successfully defeat all the obstacles and henchmen in your path. Climb the stairs to the next floor. As this point the timer and your energy will reset. Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware: in this round, all enemies and obstacles are stronger, faster and more abundant).

ENEMIES

Henchmen will approach you from either side and will attempt to grab you, depleting your energy. You need only kick or punch each of them once to defeat them. Note: if the henchman grabs you, move your joystick (or keyboard controls) rapidly left to right to shrug them off.

Knife Throwers approach you from either side wielding sharp knives. Duck or jump to avoid the knives. To defeat them you must kick or punch them twice.

Snakes appear from falling vases as they hit the floor. You may destroy the vase as it falls with a skilful punch or kick, but you cannot kill the snake. These snakes are small and fast as they scurry by your feet. Avoid their harmful contact by jumping as they pass under you.

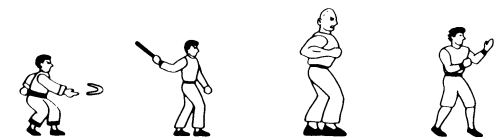
Fire Breathing Dragons appear from falling balls as they hit the floor. You may destroy the ball before it hits the floor or defeat the dragon with a single mid-punch or kick, but beware of the harmful flames.

Mystic Globes hover at your head and soon burst into dangerous fragments. You may use a jump kick or punch to destroy the globe before it explodes or avoid the flying fragments.

Dwarfs will approach from either side to somersault onto you. Stand or use a single squat kick or punch to defeat them.

Killer Bees will emerge from various heights on either side to sting you. Kick or punch them once to defeat them.

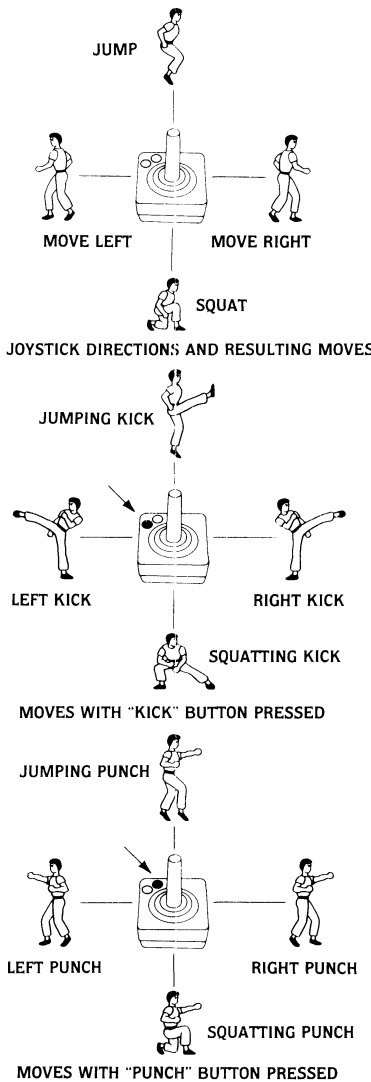
Guardians on each side of the floors obstruct your path to the stairs for the next level. You must defeat the guardian before advancing, by kicking or punching several times until his energy is depleted.



THE CONTROLS (CBM 64/128)

You can control your player(s) with a standard Commodore joystick(s). The 8-way joystick is more than adequate to indicate which direction to move. The button will alternate between serving as a kick or punch button. As the play starts, the button serves for a kick control. By pressing the **SPACE BAR** on the keyboard, the button then becomes a punch control.

FIGURE 1: FOUR DIRECTION



TWO PLAYER GAME (CBM 64/128)

The Commodore Kung Fu Master games offer one or two player modes. Note that since player alternates in a two player game that only one player is actually playing at any one time. Play alternates between the two players every time a player loses a life. Should one player lose all his lives before the other player, the remaining player is allowed to play all of his lives out (without alternating to the other player) until the game ends.

SCORING

Below is a chart of the points you receive from defeating each of the enemies.

Enemy	Defeating with Left, Right or Squatting Kick	Defeating with Punch, Squat punch, or Jumping Kick
Henchmen	100	200
Knife Thrower	500	800
Falling Vase or Ball	300	200
Dragon	2000	2000
Floating Globe	1000	1000
Dwarf	200	300
Jumping Dwarf	400	400
Bee	500	600
Bat (from Monster)	2000	2000
Guardians	?	?

KEYBOARD CONTROLS

PAUSE game play.

To pause game play, press **F7** (CBM 64/128 version), **H** (Spectrum 48/128 version). To re-start the action, press **F7** (CBM 64/128), any key (Spectrum 48/128).

QUIT game play.

To end the current game, press **F1** (CBM 64/128), **CAPS SHIFT** and **SYMBOL SHIFT** (Spectrum 48/128).

SOUND Off/On (CBM 64/128 version only)

To turn off the sound, press **F5**. To turn the sound back on, press **F5** again.

Kung Fu Master © 1986 Irem Corp.

LAST MISSION

OBJECTIVE

Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds.

The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin-op classic of immense proportions.

KEYBOARD CONTROLS (CBM 64/128 Version)

A – Up **Z** – Down **.** – Left **,** – Right **SPACE** – Fire

Left Hand **SHIFT** key – Weapon select

D – Smart Bomb

F1 – 1 player **F3** – 2 player

F5 – Sound on/off. Use during demo mode only.

F7 – Music on/off. Use during demo mode only.

Plug joystick into port # **2** (one player).

KEYBOARD CONTROLS (Spectrum Version)

A – Left **S** – Right

(Rotational movement upon pressing these keys).

Y,U,I,O,P – Fire **ENTER** – Smart bomb

Z,X,C,U,B,N,M – Weapon select **H** – Pause

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EXPRESS RAIDER

A sensational coin-op conversion from DATA-EAST. The ultimate in fast action shoot 'em ups. Your task is to engage in a battle against time to rob the fastest express in the West.

First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along the top of the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

LOADING:

After loading, the menu which is displayed on the screen will ask you in which mode you want to play.

GAME TYPE

(A) Practice Mode:

32 lives. You can practice on the first two trains though your scores will not appear on the score table.

(B) Normal Mode (CBM 64/128 Version)

5 lives, 8 trains. Your scores will be listed on the score table. If you lose your lives, a screen message will prompt: "Press button to continue".

If you press **FIRE** within 10 seconds, you will go to the carriage of the train where you died, where you can continue on the same train. By waiting 10 seconds a screen message will indicate "Press button to restart."

Press **FIRE** and you will restart the game. Tapping **RESTORE** key at any point during game will restart the game again.

(B) Normal Mode (Spectrum Version)

5 lives, 8 trains. Your scores will be listed on the score table. If you lose your lives, a screen message will tell you "GAME OVER".

If your score is higher than the lowest which has ever been reached, your name can be entered on the score table, and you can automatically restart the game with 5 new lives.

(C) Advanced Mode

5 lives, 8 trains. Your score will be listed on the score table. In all cases when your lives run out, you have to restart the game.

SELECTING DIFFICULTY LEVELS (4)

(CBM 64/128 Version)

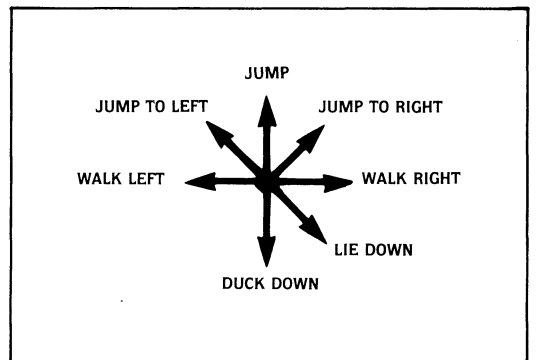
Connect the joystick to either port and select by moving the joystick up and down and pressing **FIRE**. Having completed the time selections, press **FIRE** to start or reselect by moving joystick up.

SELECTING DIFFICULTY LEVELS (4)

(Spectrum Version)

Connect the joystick to the port and select by moving the joystick right (the difficulty increases) or left (the difficulty decreases).

GAME CONTROL (CBM 64/128 Version):



FIRE:

When standing up or lying down – punch.

When crouching – kick (and punch, if the stick is pushed to the left).

When jumping – kick.

When riding – the rider can move in 8 directions so as to be able to aim. You will be left by the carriage if the joystick is in the central position.

Fire + Down – duck down in the saddle, in this case you cannot be shot from the train but you will be left behind by the carriage.

SCORING:

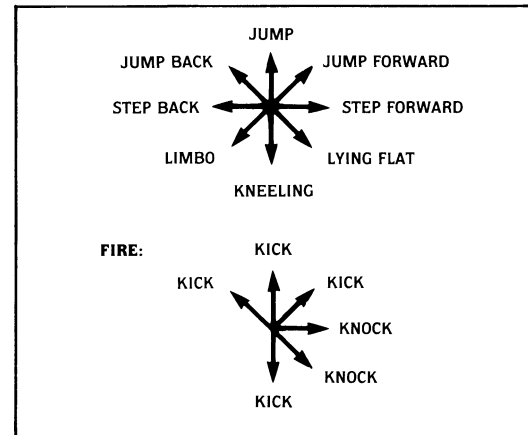
Your score will rise by

- 1) Hitting (a) people, (b) flying objects and (c) hanging signs.
- 2) For carriages completed.
- 3) For shooting people, hand grenades and ducks.

You will lose strength if you are hit by enemies, flying objects or hanging signs.

You will lose a life if your strength goes down to zero, you run out of time or you are shot. A bonus life is added for every 50,000 points scored (normal and advanced mode).

GAME CONTROL (Spectrum 48/128 Version):



SCORING:

Your score will rise by

- 1) Hitting people.
- 2) Hitting coyotes.
- 3) For shooting people, hand grenades and ducks.
- 4) For shooting hidden targets on the engine.
- 5) For just one shot at the lady dressed in red (but another shot will cost your life!)

You will lose strength if you are hit by enemies, flying objects or you miss a jump over the coyote.

You will lose a life if your strength goes down to zero, you run out of time or you are shot.

T key = RESTART GAME

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BREAKTHRU

Your Mission: Retrieve PK430 your country's revolutionary fighter ...
Location: 400 miles behind enemy lines ... **Possible Enemy Armaments:** flame throwers, helicopters, tanks, jeeps, landmines ...
Your Equipment: the world's most sophisticated armed vehicle ...
Enemy Strongholds: Prairies, cities, mountains, airfields, bridges ...
Mission Status: Vital ... **Mission Consequences:** World peace ...
Mission objectives: You must BREAKTHRU.

BREAKTHRU Mountains

Encounter minefields and small groups of men who will attempt to delay and destroy your invading jeep. Landslides and rock falls are to be avoided whilst lurking in the tunnel between two mountains are flamethrowing tanks.

BREAKTHRU Bridge

Defenders on the bridge, reinforced by missile firing armoured fighting vehicles, will try to prevent you crossing. The bridge has been blown up and must be jumped in various locations.

BREAKTHRU Prairie

Cross the prairie where the defences are more difficult and ultimately a water obstacle bars the way.

BREAKTHRU City

Encounter enemy hardware and if you survive the onslaught you finally BREAKTHRU to the plane.

BREAKTHRU Airfield

Run to the plane avoiding flame throwers and everything thrown at you that the enemy can muster.

KEYBOARD CONTROLS

Commodore 64/128: Joystick only.

Spectrum 48/128K:

Z - left S - Fire D - Down
 R - Up X - Right Space Bar - Jump

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TAG TEAM WRESTLING

(CBM 64/128 Compilation Only)

OBJECTIVE:

You are challenged to match the awesome skills of your opponents ... to gain the Title in the World Super Championships. Teamwork and stamina are the keys, as you and your partner battle your way through the Title Matches on your quest for the Belt. Attack opponents with Body Slams, Drop Kicks, Backbreakers, Flying Head Butts or throw them out of the ring! To win, it's a pin for a count of three. Prepare yourself for Tag Team Wrestling.

GAME OPTIONS:

Function keys **F1** - One/two players
F2 - Start/Quit. During game play, pressing **F3** will stop game and return to title screen.
F5 - Sound on/off.
RUN/STOP - Pause

GAME PLAY:

Win 3 matches to be American Champion, 5 matches European Champion, 15 matches World Champion and 25 matches for Super Champion.

When a match is lost while progressing in rank, the next match begins one rank lower.

PINNING:

When a move is properly executed and the opponent goes down on the mat, win by pinning him down for a count of three.

DEFENSIVE TACTICS:

Watch your Energy Meter and if your energy is getting too low, run to the corner and tag your partner using the **FIRE BUTTON**. If caught in an impossible hold, press **FIRE BUTTON** to have your partner's help. Outside of the ring, weapons may appear that can be picked up to use against your opponent. You'll be disqualified if counted out of the ring for more than 20 seconds. Win with a pin or when the opponent gives up.

PLAYER ONE:

Ricky's fighters (Good Guys)
 Perform wonders when working in pairs but weak when the work alone.



Ricky



Ultramachine

PLAYER TWO:

Strong and Bad (Bad Guys)
 Great teamworkers who do better as the match goes on.



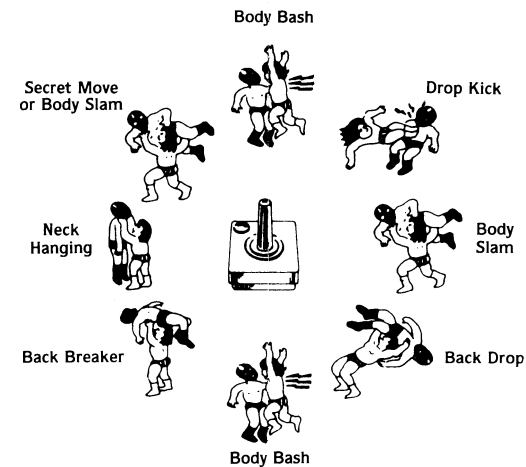
Worly



Mascross

THE CONTROLS:

Players move around the ring by pushing the joystick in the desired direction. They attack by moving close to the other player, hitting the **FIRE BUTTON**, moving the stick to select an attack and releasing the button when they are done. The attack name is displayed on the screen as it is being selected. Each player has his own Secret Move that is most effective against a particular opponent. In the event that the Secret Move is not usable, a Body Slam is made by moving the joystick to the upper left position.



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KARATE CHAMP

(CBM 64/128 Compilation Only)

Sharpen your split-second reflexes, focus your concentration skills, and put on your black belt. Your Karate Championship is at stake! Can you master all the lunges, kicks, spins, somersaults, foot sweeps, reverse punches and defensive blocks needed to retain your title? Compete against a friend or challenge the computer. Nine different picturesque settings - plus three especially challenging bonus screens! - provide the backdrops for your matches.

SELECTING GAME OPTIONS

To select your game options, press the **[SPACE BAR]** on the keyboard to highlight the desired game option. When your selected option is highlighted, press the **[RETURN]** key to make that choice.

After you have made all your game choices, the game will begin.

At the end of your game, the computer-controlled demonstration game will appear again. The final scores of your most recent game will be represented throughout the demonstration game.

Pressing any key will take you to the 'Select Options Screen' which will now display the game options you made in your most previous game. To play the same type of game as the last one, press the **[RETURN]** key to select each highlighted item, and a new game will begin after a pause.

GAMEPLAY (Two Players)

Throughout a series of karate matches at various locations, your objective is to flatten your opponent as often and as quickly as you can, by deftly executing the kicks and punches at your command. Each match consists of a series of rounds at nine picturesque settings. Two points win a round and two rounds (out of three) win a match. The winner of a match earns the exclusive right to earn bonus points before the next match begins at another location.

One round lasts for 30 seconds until one player gets two points. Some falls earn a full (match) point, some half a point. The first player to score two points, or the player with more (match) points when the clock runs out, wins that round.

The referee begins all rounds, decides if a fall merits a 'Full' or 'Half' point and determines the winner of a round where neither opponent has scored two match points after 30 seconds have elapsed. The referee will award the round to the player who has earned the higher number of match points.

TIES

If the clock runs out and each opponent has earned an equal number of match points, the referee will award the round to the player who has scored the higher number of 'score points', based on the value of his kicks and punches. (See SCORING for the distinction between 'match points' and 'score points').

ONE PLAYER VERSION

On the one player version, you are the white player and the computer is red. Game play is the same as the two player version, except you can choose various degrees of difficulty (in the 'Select Game Options' menu). You can also expect the computer to get smarter and faster at the more competitive levels of the game.

THE CONTROLS

You can control your players with either a joystick or the keyboard, depending on which computer systems you have.

All actions controlled by joystick or keyboard are dependent on the direction the karate player faces, *not* on whether your player is white or red. For instance, if your white player does an 'about face' from his original direction (of facing to the right), his actions will be controlled as if he were the red player and had begun the round facing left.

You can control your player(s) only with joysticks. Players are white and red.

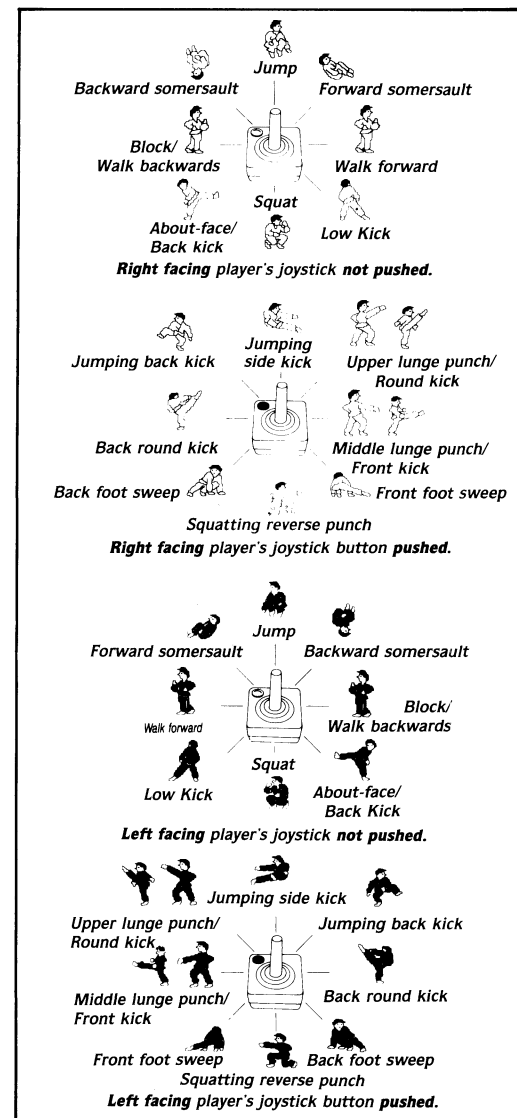
SCORING

There are two kinds of points to be earned; match points and score points. Match points are counted in units of 'Half' and 'Full' and are used to determine the winner of each round. Score points are counted in hundreds and based on the type of kick or punch you scored with. While two match points wins a round, the player who wins the most matches at the end of the pre-selected number of matches wins the game.

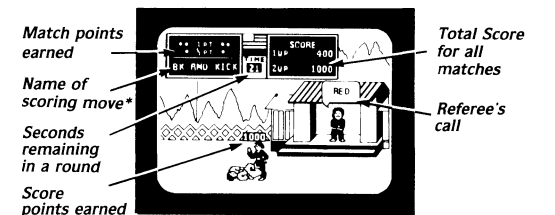
All kicks and punches have two point values. You get the higher only when you execute the move perfectly and within the optimal distance from your opponent. Only game-playing experience can teach you what the optimal distance is.

JOYSTICK CONTROLS

For all moves, you must push the joystick in the direction of the desired move. For some moves, you must also press the **FIRE BUTTON** at the same time.



Kicks	Match Points	Score Points
Jumping back kick	Full	1000
	1/2	500
Jumping side kick	Full	1000
	1/2	500
Back round kick	Full	1000
	1/2	500
Round kick	Full	600
	1/2	300
Back kick	Full	400
	1/2	200
Front kick	Full	200
	1/2	100
Low kick	Full	200
	1/2	100
Front foot sweep	Full	400
	1/2	200
Back foot sweep	Full	200
	1/2	100



* After each round, this area will show status of match.

CLOCK SCORE

Winner of the round also gets 100 points for each second remaining on the clock.

BONUS SCREEN SCORING

At the end of each match, the visitor has an opportunity to gain some bonus points. Any one of three screens will present you with an intriguing challenge. You may have to flatten a furiously flung flower pot, split wooden blocks in two, or knock out a stampeding bull. Bonus points per pot - 200
 Bonus points per block - 100 for each, for the first nine 2,000 for the tenth.
 Bonus points per bull - 2,000.

If you survive the first challenge, you'll get a chance to do it again, up to a maximum of five times per bonus situation - unless, of course, you get flattened first.

Joystick controls for LEFT FACING player mirror those of the right facing player, which means that whereas you have to push the joystick to the 3 o'clock position to make your right facing player walk forward, you have to push the joystick toward 9 o'clock to make your left facing player walk forward.

KEYBOARD CONTROLS

PAUSE game play - To pause game play, press **[F7]**. To re-start, press **[F7]** again.

QUIT game play - To quit (end) the current game, press **[F1]** of your function keys. Quitting a game returns you to the demo game. From there you can proceed to choose new game options.

SOUND OFF/ON
 To turn off the sound, press **[F5]**. To turn the sound back on, press **[F5]** again.

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