

SEVEN GAME COMPILATION

KARATE



SEVEN OF...

... THE WORLD'S GREATEST FIGHTING GAMES

THE WAY OF
THE EXPLODING FIST

• BRUCE LEE •

KUNG FU
MASTER

• AVENGER •

SAMURAI
TRILOGY

• UCHI MATA •

WAY OF
THE TIGER

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AVENGER

THE WAY OF THE
EXPLODING FIST

BRUCE LEE

KUNG FU MASTER

UCHI MATA

SAMURAI TRILOGY

THE WAY OF THE
TIGER

PLEASE NOTE – *Way of the Tiger and Samurai Trilogy* are multiloop games and you may find it useful to note the tape position for each part of the game.



LOADING INSTRUCTIONS

CBM 64/128

Cassette: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

Disk: Insert disk into drive. Type **LOAD""8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

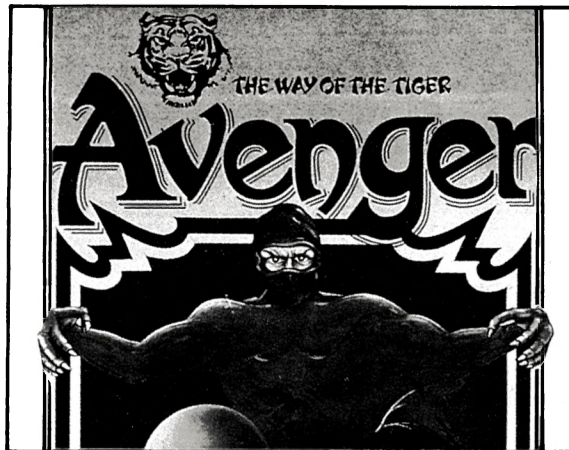
SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

AMSTRAD

Cassette: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

Disk: Insert the disk into the drive, label side up. Type **{CPM** and press **ENTER**. The program will load and run automatically.



AVENGER

Having successfully completed your training you are now ready to avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon to appease the God Kwon and release him from eternal hell. Your quest starts outside Quench Heart Keep where you must find the keys to gain access. Once inside you must kill the guardians of the Keep. Beware, as they must be killed in a specific way and in a certain order.

Use your Shuriken wisely as once used you only have unarmed combat to rely on.

As you fight your way through the many adversaries you may call on the God Kwon to replenish your endurance and inner force, but beware his temper is short and you may anger him.

To complete the game you must collect the scrolls and escape from the Keep having avenged the death of your Father and releasing Kwon from the power of Yaemon.

FEATURES

Full colour fourway scroll over a massive 300 screens of playing area within the 6 floors of the Keep.

Interactive sound FX. Intelligent enemies, trap doors to go up, grills to go down, living floor, informative scrolling messages from Kwon, deadly spiders and numerous other enemies.

USEFUL ITEMS:

Magic sword, keys, shuriken, treasure, crowbar, iron fist, amulet, charms, a container, magic cord.

PLAYING TIP:

Treasure can be collected for your personal gain but do not let greed affect your judgement!

SPECTRUM

HOW TO MOVE

O – UP

K – DOWN

Z – LEFT

X – RIGHT

O – FIRE/KICK/PUNCH

1 – PAUSE ON/OFF

2 – CALL ON KWON

3 & 4 SIMULTANEOUSLY – QUIT

JOYSTICK

Compatible with a Kempston, Interface II and cursor joystick.

If you own a 128K Spectrum, load using the built-in tape loader. DO NOT SELECT 48K mode.

AMSTRAD

HOW TO MOVE

Q – UP

A – DOWN

O – LEFT

P – RIGHT

SPACE – FIRE/KICK/PUNCH

1 – PAUSE ON/OFF

2 – CALL ON KWON

3 & 4 SIMULTANEOUSLY – QUIT

Or use joystick

CBM 64/128

HOW TO MOVE

] or ; – UP

? or / – DOWN

Z – LEFT

X – RIGHT

RETURN – FIRE/KICK/PUNCH

H – PAUSE ON/OFF

1 – CALL ON KWON

Q – QUIT

Or use joystick, port 2.

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THE WAY OF THE EXPLODING FIST

The Way of the Exploding Fist is a karate simulation game, and is controlled entirely from the keyboard or joystick.

Although it may take a while to become completely familiar with the various moves, you should be able to start playing almost immediately without learning any of the moves.

HOW TO PLAY WITHOUT READING ALL THE INSTRUCTIONS

Press the **SPACE** or **FIRE** key and the game will start.

Moving Your Character: **LEFT** and **RIGHT** control the left/right movement of your character.

Using the Kicks: All kicks are controlled by pressing the **FIRE** button and pushing the joystick in the appropriate direction.

Crouching: Pressing the joystick **UP** will allow your character to leap up, while pressing it **DOWN** makes the player crouch.

Blocks: The joystick also allows you to block your opponent's move. This is obtained by backing off your character while your opponent is performing some aggressive move.

You may occasionally find that when you are naturally backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are in danger of getting hit by your opponent.

To release the block, move the joystick to neutral or to any position other than moving backwards.

"Holding your Moves": Most of the moves in Way of the Exploding Fist can be withdrawn shortly after beginning to execute them so that you are able to change your mind and start another move. This also means that if you do want to continue with a move you must ensure that you hold the joystick in the correct position long enough for the move to be executed.

Practising your Moves: The easiest way to practice your moves is to go into 2-player mode and test all your skills. Your opponent will not make any move against you, so you should be able to get all moves perfected!

This should be enough to get you started playing The Way of the Exploding Fist. The following instructions give you more detail on the subtleties of this exciting game.

ONE-PLAYER AND TWO-PLAYER MODES

Playing one-player mode: The object is to move up through Dan levels by defeating successive opponents, each one slightly better than the previous ones.

You start at novice level, your task being to reach 10th Dan. In each bout, the aim is to score a full two points over your opponent. The first player to obtain two full points wins the bout. In the event that neither player obtains two points within the time period specified, the judge will determine which player performed better and award the victory accordingly.

The match finishes when one of your opponent scores two full points in any one bout.

Playing two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts.

After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

THE SCORING SYSTEM

Points are scored not on which action has been taken but on how well each move was executed. If your aggressive move fails to make contact, obviously no points will be awarded. If your move is perfectly executed, you will obtain one full point.

In some instances your move will strike your opponent, but the hit will not be perfect. In these instances, you will only obtain a half-point.

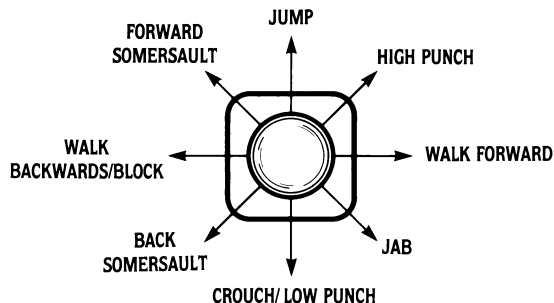
Your current point total is represented on the screen by the yin/yang symbols. The white player's points are shown on the left, while the red player's points are shown on the right. (A half-symbol represents a half point).

As well as the points for each strike, you will get a score value for each move successfully executed. The score will depend on the move chosen, so that a difficult move, such as a roundhouse kick, will score more than an easy move, such as jab kick. The score value added will be twice as much if the move was executed perfectly (i.e. a "full-point" execution) than if it was less than perfect (i.e. a "half-point" execution).

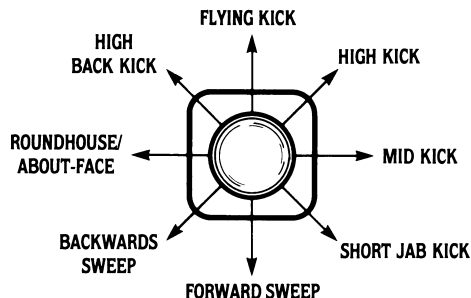
SUMMARY OF JOYSTICK POSITIONS

The following joystick positions will result in the appropriate moves. Each move is explained in more detail further on.

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON NOT PRESSED



DIRECTIONS OF JOYSTICK WITH FIRE BUTTON PRESSED



DETAILS ON THE VARIOUS KICKS

As mentioned above, all kicks are controlled by pressing the **FIRE** button, and pushing the joystick in the appropriate direction.

The following instructions assume that the character is facing right. You will find that the descriptions refer to "left" and "right". When your character faces the other way, all controls are mirrored – in other words, if you need to press right to get the mid kick when facing right, then when you are facing left, you need to press the joystick to the left to obtain the mid kick.

The same applies to the punches and somersaults described in the following sections.

Eight kicks are available to you – one for each of the eight positions of the joystick:

Flying Kick: This is obtained by pressing the **FIRE** button and pressing the joystick **UP**. This is an extremely powerful kick, and can be successful against a standing opponent who is not blocking against the move. Other ways to block this kick are to crouch, or if you are fast enough to respond with a counter flying kick.

High Kick: Press **FIRE** button and press joystick in the **DIAGONAL UPPER RIGHT** direction.

Mid Kick: Press **FIRE** button and press joystick **RIGHT**.

Short Jab Kick: This is obtained by pressing the **FIRE** button and pressing the joystick in the **DIAGONAL LOWER RIGHT** direction.

The main benefit of this kick is that it is very fast to execute and can be used in closer combat.

Sweep (f'ward): Press **FIRE** button and joystick **DOWN**. This low sweep places your character in a crouching position, then sweeps forward. This can be effective against many aggressive actions, as it combines offence with defence.

Sweep (b'ward): Press **FIRE** button and press joystick in a **LOWER LEFT DIAGONAL** direction. This move is identical to the forward sweep, but the effect is to sweep behind you. This can therefore be used if your opponent is behind you.

Roundhouse: Press **FIRE** button and joystick **LEFT**. This move is the traditional roundhouse kick of karate, but also has the advantage that it allows you to turn about face. This kick has two distinct operations: in the first instance (by keeping the fire button pressed throughout the kick) you execute the full roundhouse kick. The second mode of operation is a fast about-face. This is achieved by starting the roundhouse kick as described above, but releasing the fire button before the kick is completed.

You will find the full roundhouse kick is a time-consuming manoeuvre, it can be especially effective in many situations. Note also that as the roundhouse kick moves you out of the direct line of your opponent's attack, some of your opponent's aggressive moves may not be effective against you while you are performing this action.

High Back Kick: Press **FIRE** button and press joystick in an **UPPER LEFT DIAGONAL** position. This move is the reverse of the forward high kick and enables you to attack opponents that may have slipped past you.

You can of course also turn around to attack opponents that are behind you (see notes on roundhouse kick above).

PUNCHES

As well as kicks, the Way of the Exploding Fist requires devotees to be adept at close fighting, using punches. Three punches are available from joystick control. Note that the fire button should not be pressed to execute punches.

High Punch: This is obtained by pressing the joystick in the **UPPER RIGHT DIAGONAL** direction. (Do not press the fire button.) This is effective against an opponent that is reasonably close to you.

Jab Punch: This is obtained by pressing the joystick in the **LOWER RIGHT DIAGONAL** direction. (Do not press the fire button.) This is the fastest action you can take, and is extremely effective in very close fighting. At times your

opponent may use this move, and because it is such a fast jab, you may not even be aware of what hit you!

Low Punch: This is obtained by going into the crouch position first, then pressing the joystick to the **RIGHT**. Because of the variety of moves that can be accomplished from the crouching position, the low punch can often be a surprise move.

SOMERSAULTS

Somersaults are a very fast way to move out of the reach of your opponent. There are two somersaults – one forward and one backward. Note that if you get too close to the edge of the screen in either direction, your somersaults may not be as effective.

Forward Somersault: This is obtained by pressing the joystick in the **UPPER LEFT DIAGONAL** direction. (Do not press the joystick.)

Backward Somersault: This is obtained by pressing the joystick in the **LOWER LEFT DIAGONAL** direction. (Do not press the fire button.)

ADVANCED PLAYERS' TIPS

Blocks: Note that blocks are not the perfect answer to aggressive moves from your opponent. There are two blocks the computer can choose from, a high block and a low block, depending on the action that is being taken by your opponent.

Holding the joystick in block move means that you will be holding the block, and it is possible for your opponent to start a different aggressive move that is not countered by your current block.

Note also that the two low sweeps cannot be blocked. If you are within striking range of the sweeps, the only appropriate actions are a jump (joystick **UP**) or one of the somersaults.

Crouch: The crouch is a move that can be "held" by keeping the joystick held **DOWN**. This allows you to execute either a low punch, or the two sweep actions. If one of the two sweeps is selected from a crouching position, the time taken for this action is greatly reduced, and the move is therefore much more effective.

KEYBOARD CONTROLS

CBM 64/128

Player 1

Q W E

A S D

Z X C

Fire Button

Left Shift Key

Player 2

P []

L ; @

< > ?

Right Shift Key

Various options can be selected before each game.

DEL – switch between and sound effects, or music only.

F3 – Switch between 1 player and 2 player options.

F7 – Switch between joystick and keyboard options.

To start game press **F1**, to stop a current game press **F5**.

If **F1** is not pressed, the computer will go into a demonstration game.

Pressing the **FIRE** button while the computer is in demo mode will start the game.

SPECTRUM

Player 1

Q W E

A D

Z X C

Fire Button I

Player 2

Y U I

H K

B N M

Fire Button SPACE

OPTIONS

1 selects one player mode

2 selects two player mode

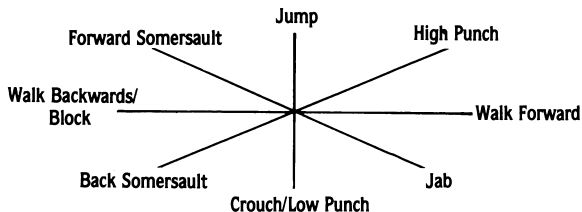
0 selects controls

G and H together aborts game.

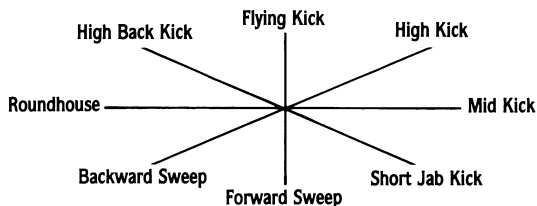
AMSTRAD

Use either – joystick; player one, white, uses Port 2, player two, red, uses Port 1 – or keys.

WITH FIRE BUTTON NOT PRESSED



WITH FIRE BUTTON PRESSED



Player 1

7 8 9

4 5 6

1 2 3

Fire Button /

Player 2

T Y U

G H J

B N M

Fire Button 0

OPTIONS

TAB toggles between joystick and keyboard

CAPS SHIFT toggles between 1 and 2 player mode.

SHIFT starts game.

To abort game press @.

Unless **SHIFT** is pressed game will go into demo mode.



BRUCE LEE

An opulent, mysterious and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible). Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the ninja brandishing their bokken sticks. Even more dangerous is the Green Yamo,

who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping – the Green Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, pan lights streaming across the floor, and exploding t'sung-lin (bushes) appearing from nowhere.

When you finally reach the wizard keep away from the fireballs streaming from his eyes. Press the button which destroys the wizard – and his fortunes are yours! Enjoy them, because your next foray into the fortress will be more difficult.

GAME CONTROLS AND INDICATORS

CBM 64/128

Joystick

Connect a joystick to port #1 for player one, connect a joystick to port #2 for player two.

Number of Players

Press the **F3** key to indicate the number of players.

Play Against the Computer or an Opponent

Press the **F5** key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (F3) and the computer/opponent indicator (F5).

SPECTRUM

Number of Players

Press the **A** key to indicate the number of players.

Play Against the Computer or an Opponent

Press the **B** key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (A) and the computer/opponent indicator (B).

AMSTRAD

For a one player game use either the keys **A**, **Z**, , and **SPACE** to control Bruce or the 1st joystick plugged into the computer.

For a two player game one player uses the first joystick and the other player can use either the keyboard or a second joystick.

Number of Players

Press the **A** key to indicate the number of players.

Play Against the Computer or an Opponent

Press the **B** key to indicate whether the player who is 'up' as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (A) and the computer/opponent indicator (B).

CBM64/128/SPECTRUM/AMSTRAD

One Player vs Computer

You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

One Player vs Opponent

You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

Two Players vs Computer

You and another person take turns being Bruce competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player

takes a turn competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

Two Players vs Opponent

You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. The computer keeps track of each player's score.

BEGIN PLAY (CBM 64/128)

BEGIN PLAY by pressing either the **F7** button on the computer or the joystick button.

RUN left and right by moving the joystick left and right.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and cross it by moving the joystick left or right.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck but the Green Yamo cannot).

PAUSE the game by pressing the **SPACE BAR**. Press the **SPACEBAR** (or the player up can press his joystick button) to resume play.

QUIT GAME and go to title page by pressing **F1**.

INDICATORS are shown on the top line of the screen. From left to right you will find player 'up', that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

BEGIN PLAY (Spectrum)

Select the **Keyboard** or **Joystick Interface Type** by pressing key **C** (if the

keyboard is selected then the following keys will be used to control your players: **O** = Left; **P** = Right; **Q** = Up; **A** = Down, any key in the row **Z - M** to chop or kick.

For one player vs opponent or two players vs opponent games, select the keyboard or joystick interface type for the second player by pressing **D**.

BEGIN PLAY by pressing the **ENTER** key.

RUN left and right by moving the joystick left and right.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and cross it by moving the joystick left or right.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck but the Green Yamo cannot).

PAUSE the game by pressing the **ENTER** key. Press the **ENTER** key to resume play.

QUIT GAME and go to title page by pressing the **CAPS SHIFT** and **BREAK** keys together.

SOUND can be turned on or off by pressing the **SYMBOL SHIFT** key.

INDICATORS are shown on the top line of the screen. From left to right you will find player 'up', that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

BEGIN PLAY (Amstrad)

BEGIN PLAY by pressing the **ENTER** key.

RUN left and right by moving the joystick left and right.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and cross it by moving the joystick left or right.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck but the Green Yamo cannot).

PAUSE the game by pressing the **P** key. Press **ENTER** to resume play.

QUIT GAME and go to title page by pressing **ESC**.

INDICATORS are shown on the top line of the screen. From left to right you will find player 'up', that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

POINTS

CBM 64/128/Spectrum/Amstrad

Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.



KUNG FU MASTER

CBM 64/128

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.

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 score 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).

AMSTRAD

SELECTING GAME OPTIONS

When the program has loaded the Hi-Score table is shown. By pressing any key the game options will be displayed. You can select Keyboard or Joystick with K/J. You can select separate Punch and Kick keys by pressing Y. Any other key will select combined.

CONTROL OPTIONS

	Separate	Combined
Up	I	I
Down	K	K
Left	J	J
Right	L	L
Kick	Q	Q
Punch	A	Space toggles between kick/punch

GAME PLAY

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SPECTRUM

USING THE MENU

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); or **D** 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.

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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

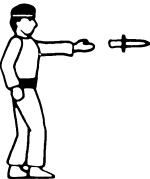
order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware; in this round, all enemies and obstacles are stronger, faster and more abundant).

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 skillful 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.



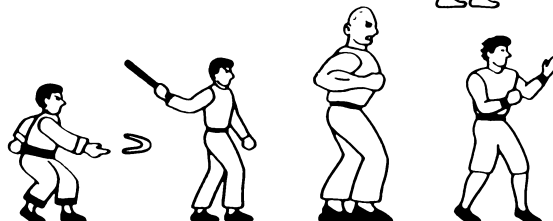
Dwarfs will approach from either side to somersault into you. Stand or use a single squat kick or punch to defeat them.



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/Amstrad)

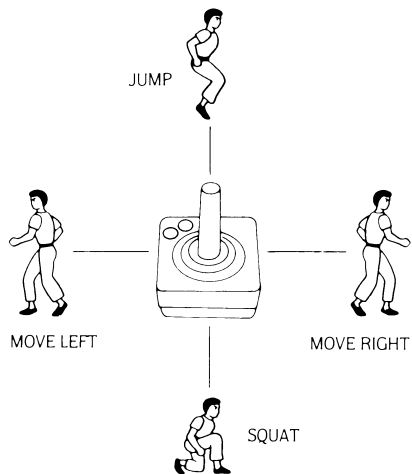
You can control your player(s) with a standard Commodore joystick(s). The 8-way joystick is more than adequate to indicate between serving as a kick or punch button. As the play starts, the button serves for a kick control. By pressing the **SPACE BAR** on the keyboard, the button then becomes a punch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

THE CONTROLS (Spectrum)

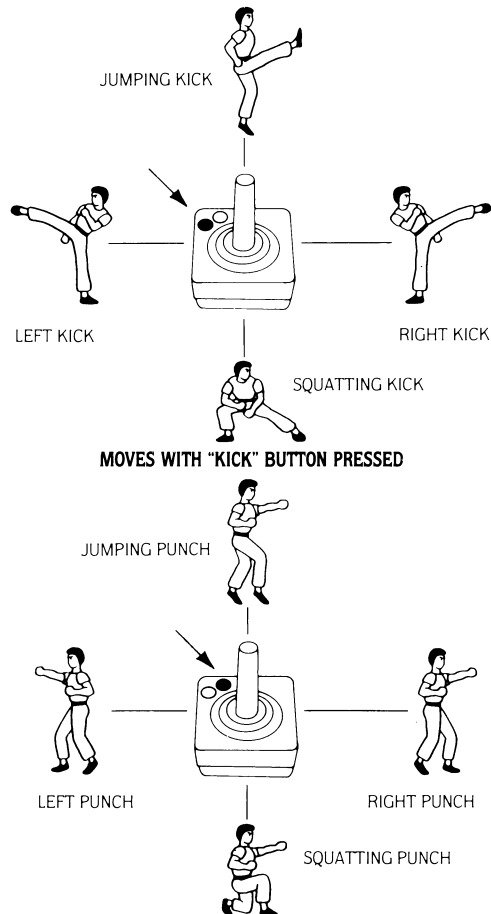
You can control your player with either joystick or keyboard. Select **K** or **J** when you are asked.

If combined punch/kick or joystick is selected, the the **FIRE BUTTON** serves as a kick control. By pressing the **SPACE BAR** on the keyboard, the button then becomes a punch control.

FIGURE 1: FOUR DIRECTION



JOYSTICK DIRECTIONS AND RESULTING MOVES



MOVES WITH "PUNCH" BUTTON PRESSED

TWO PLAYER GAME

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

On **COMMODORE 64**:

PAUSE game play.

To pause game play, press **F7**. To re-start the action, 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.

KEYBOARD CONTROLS

On **AMSTRAD CPC 464, 664/6128**:

OTHER CONTROLS

QUIT game play.

To quit (end) the current game, press (**ESC**). Quitting the game will return you to the Hi-Score Table.

ENTERING HIGH SCORE

To enter your name into the High-Score Table use Left, Right and Punch/Kick controls.

KEYBOARD CONTROLS

On **SPECTRUM 48K**:

PAUSE game play.

To pause game play, press **H**. To re-start the action, press any key.

Quit game play.

To end the current game, press **CAPS SHIFT** and **SYMBOL SHIFT** simultaneously.



UCHI MATA

INTRODUCTION BY BRIAN JACKS

Judo is an ancient and subtle Japanese art of unarmed combat. It allows for both attack and defence. In its higher form it is a ritual contact between two opponents on a mat, but in the world outside the Judo hall – it is a perfect preparation for survival. An exponent of Judo who is attacked, even by an armed and physically strong opponent, can use his superior knowledge, skill and ability to overcome the aggressor.

Essentially Judo is the art of gripping and/or throwing your opponent. Punches, kicks, etc., are not allowed.

In Judo you look for an opening to exploit. For example, your opponent's weight can be used to your advantage if you can catch him off balance. Using Judo it is possible to throw a far heavier and stronger opponent. Needless to say, a strong and skillful exponent of Judo can take on the world.

Hard work, dedication and courage are essential if you are to master all the combat techniques.

Remember, the more you sweat in training, the less you'll sweat on the mat.

Brian Jacks, 7th Dan.

SETTING UP

AMSTRAD

Joystick port controls player one.

Cursor Keys control player two.

COPY or **SPACE** is fire.

ESCAPE always jumps to Demo Mode.

SPECTRUM

Joystick controls player one.

Keys control player two.

Q – Up, **A** – Down, **O** – Left, **P** – Right, **SPACE** – Fire.

S – Always jumps to Demo Mode.

Option Keys

Amstrad	Spectrum		
F1	1	PL1 vs Comp	Your opponents
F3	2	PL2 vs Comp	get better as
F5	3	PL1 vs PL2	you win
F7	4	Practice	

CBM 64/128

Joystick port 1 controls player one (white).

Joystick port 2 controls player two (red).

IMPORTANT – if your joystick has an autofire this must be off.

Function Keys	F1	PL1 vs CBM	Your opponents will get better and faster as you win.
F3	F3	PL2 vs CBM	
F5	F5	PL1 vs PL2	Winner takes on computer.
F7	F7	Practice mode	

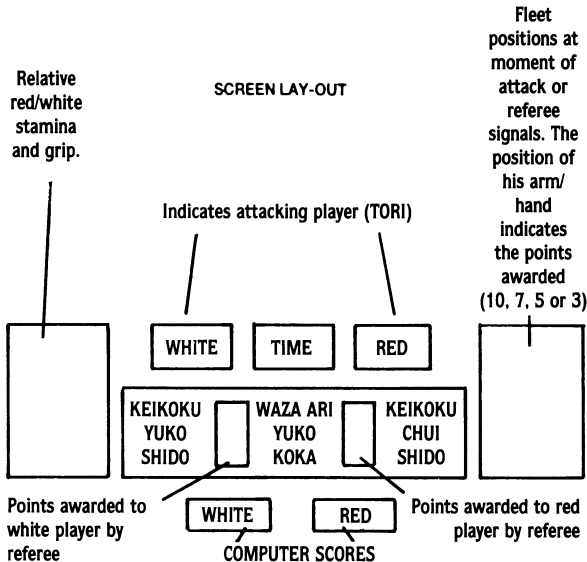
When in 'Demo' mode:

M	toggles Music on/off
N	toggles named moves on/off
K	toggles Sound effects on/off for game.

Whichever mode you're in, **RUN/STOP** jumps to Demo Mode.

HIGH SCORE TABLE

You will have an opportunity to enter your name if your score is good enough. Move the joystick **LEFT** or **RIGHT** to choose letters. **FIRE** to select.



GETTING STARTED

AMSTRAD/SPECTRUM

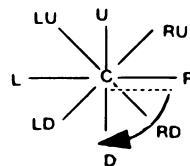
Learn to get a grip on your opponent – Get into Practice Mode (Player 2 never fights back). Walk towards your opponent. Stab the **FIRE** button. If you're in range, you'll get best grip. The earlier you can get a grip the stronger grip rating you'll be awarded.

CBM 64/128

Learn to get a grip on your opponent – Joystick in Port 1. Hit **F7** to get into Practice Mode (Player 2 never fights back). Walk towards your opponent. Stab the **FIRE** button. If you're in range, you'll get best grip. The earlier you can get a grip the stronger grip rating you'll be awarded.

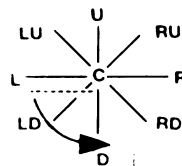
An example throw – **TOMOE-NAGE**. This is a sacrificial throw, which means that you throw yourself onto the mat and use that transfer of weight to carry your opponent over the top. You fall backwards and down to the mat – so that's what you do with the joystick to perform this throw. Press **FIRE** (to show you are attacking) and keep it pressed while you move the joystick backwards (right) then down – like in this diagram:

a) Left Facing Tomoe-Nage



Do it all in one continuous movement. Naturally, if you are facing right, backwards means left – like in this diagram.

b) Right Facing Tomoe-Nage



Remember – an attacking move must be initiated whilst your **ATTACK INDICATOR** is on the screen. The Attack Indicator is a red or white coloured box which appears next to the clock.

CBM 64/128 ONLY

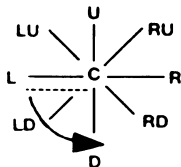
OK, now you can throw him, go try a competition.

Hit **RUN/STOP** – gets you back to Demo.

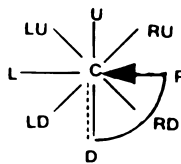
Hit **F1** – begins match, PL1 vs the Computer.

LESSON 2: You're out of hospital – get back into the practice hall and try these moves in just the same way as Lesson 1.

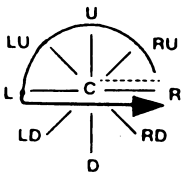
Right Facing



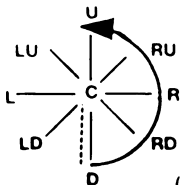
TOMOE NAGE



O SOTO GARI



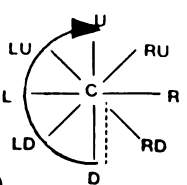
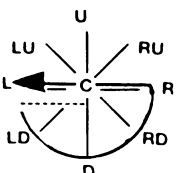
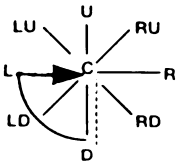
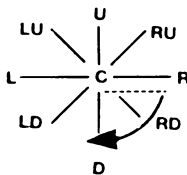
UCHI MATA



DE ASHI BARAI

(- - - indicates not essential)

Left Facing



There are more moves within the machine, you may find them by accident or by hard work in the practice hall. Remember the referee will take a dim view of illegal moves. Now go take on the world.

GENERAL INFORMATION AND TERMS USED IN THE GAME

TORI – the attacking player regardless of red or white.

UKE – the defending player.

GRADES – In Judo people are graded from white belt, a novice, up to 10th Dan. In the game UCHI-MATA, you will start as a **WHITE BELT** and work your way upwards.

Brian Jacks is an elite 7th Dan. He is the youngest person in the world ever to achieve this status whilst still participating in international competitive Judo.

IPPON – this is the winning perfect throw worth 10 points.

WAZA-ARI – a near perfect throw worth 7 points. Two **WAZA-ARI** throws equal one **IPPON**.

YUKO – a good throw worth 5 points.

KOKA – only a small advantage gained. Worth 3 points.

KEIKOKU CHUI SHIDO – Varying degrees of illegal moves leading to penalty points against the offender or even...

HANSOKU MAKE – disqualification.

SOME MAJOR THROWS

TOMOE NAGE – sacrificial stomach throw.

O SOTO GARI – major outer reaping.

DE ASHI BARAI – advancing ankle sweep.

UCHI MATA – inner thigh throw.

(There are more throws in the game for you to discover).

JOYSTICK CONTROLS

A Judo throw is a combination of moves and actions performed to construct an attack. You will need to learn these sequences to throw your opponent.

Grip: Before you can attack an opponent you need to take a grip on his jacket (JUDOGI). To score big points you need good grip (better than his). As you approach your opponent, stab the **FIRE** button and if you're in range, you'll get first grip (best).

Attack: To attack, press **FIRE**, and keep it pressed while moving the joystick through your chosen attack sequence. If successful your opponent will fly through the air and land flat on his back (you win). For a perfect attack the referee will award you 10 points (Ippon) and your opponent goes home. You meet the next contestant. The referee will award less than 10 points if your opponent does not land flat on his back. (Maybe you needed better grip or more strength or maybe he twisted out of your attack.)

Defence: There are two main defences against being thrown and losing:

1. Defend against the attack very quickly (before your feet leave the ground) by pulling back or leaning forward (joystick **RIGHT** or **LEFT** depending on the way you are fighting).
If you choose the correct defence for the attempted attack and do so quickly enough, you may block the throw.
2. If you are being thrown, try twisting the joystick. You may twist out of the attack and land on your feet so your opponent scores nothing. A successful defence requires speed and strength, therefore, it becomes more difficult as your stamina decreases.

SUMMARY

These instructions are merely a guide to the game. As you play the game, and if you practice hard, you will discover many useful techniques to outwit your opponent. There is much for you to learn and discover. GOOD LUCK!



SAMUARI TRILOGY

SCENARIO

Deep in the orient, in the province of the Nang River, exists a band of fighting warriors. Highly skilled and deadly, only students of exceptional calibre are permitted to train under their Supreme Masters. No other group of fighters have as many Samurai War Lords to swell their ranks, and no other Samurais have had to complete so gruelling a training course to attain their title. Those who succeed are honoured by the inscription of their name on the walls of the "Chopemup Temple".

GAMEPLAY

Having merited a coveted place in the War Lord's training program, your quest for excellence in combat begins. Your mentor, Supreme Master Chu Yu, will guide you through your fights and impart his judgement of your

performance; if you heed Chu Yu, his words will serve you well – ignore him at your peril. To prove that you are worthy of the coveted title Samurai, you must demonstrate your fighting skills and mental agility, whilst using three different combat techniques, Karate, Kendo and Samurai.

You must emerge victorious over a top level expert in each of the techniques before Chu Yu will allow you to progress to the next one.

DEFENCE DECISIONS

Your opponent may be beaten only when you are fully in tune with his strengths and weaknesses. (He may be beaten on points or a direct knockout basis.) Before embarking upon a fight therefore, certain tactical decisions are required of you. An accurate assessment of your opponent's key attributes must be made, i.e. whether he depends on skill, speed, strength or stamina. You must then select the strategy which will most effectively counter this ability, e.g. if in your opinion your opponent relies on strength, then you might decide that speed will best equip you to deal with him. When assessing your opponent's abilities, you must also decide his level. You may select either one, two or three, but remember the higher he is, the further a victory over him will advance you. Throughout your fights, your morale will be closely monitored. To select a weaker opponent will lose both points and Chu Yu's favour, so remember, improvement of your own abilities is your constant goal.

Before fighting each opponent, you must train yourself religiously. You may select three of twelve training routines in an effort to improve your chosen strategy.

Circuit

Weights

Running

Isometrics

Makiwara

Practice fighting techniques against an image.

Kihon

Practice movement and technique.

Tamoshiwari

Breaking bricks, slates, etc.

Ibuki

Breathing

Tai Sabaki

Reflex training.

Kata

Combination movements.

Kumite

Sparring

Mokuso

Meditation

Each of the routines is designed to improve specific skills, and a wrong decision can cost you dearly. The opponent, strategy and training decisions which you have made so far contribute to your overall defence. Your opponent's abilities are determined by his levels.

TACTICAL DECISIONS

Having now psychologically assessed your opponent's fighting abilities and adapted yourself accordingly, you are required to adopt an attack initiative. This decision will have a direct effect on your hit power and must be made diligently.

Between each stage of combat, you are required to select attack and defence tactics; this is done by distributing a chosen number of points (you are allocated five) between the four key attributes. This distribution is represented by four bars at the foot of the screen. Both you and your opponent have an attack and defence bar; (you and your bar are red, both your opponent and his bar are blue) all four bars are monitored constantly and react to the ensuing fight. If you've calculated wrongly and are losing your fight, or if you attack wildly and waste your energy, your defence will slowly be depleted, and could finally result in death. Do not despair though, as Chu Yu will award extra attack strength to the student who has trained well and fights wisely.

There will be opportunities to meditate and alter the tactics on the first rounds of Karate and Kendo (each round will last for one minute): a time limit is set on this privilege after round one.

During Samurai, the third and final test, you will be allowed an initial selection, but from then on you will fight without pause to the death: four opponents must be beaten in this final test. It is now that your training will be put to the greatest test; you will either die or emerge to claim your title:— Samurai War Lord.

NOTES

On all versions, you will be prompted to select one of four languages before playing the game.

The joystick control is extremely sensitive and it is advisable to select the practice mode before playing the game.

Whilst playing, you will be able to save your game between fights for re-loading at a later stage. After having practised all three arts, you may find it useful, for future reference, to make a note of the tape counter number at which each of the arts is located.

Record the numbers here:

Karate	000
Kendo	
Samurai	

To make the text screen disappear at any point during play, press **FIRE**.

TO MAKE YOUR SELECTIONS

Move the cursor to the desired piece of text using your Joystick. Move Joystick **RIGHT** to confirm the option or **LEFT** to cancel the option. Press **FIRE** to execute.

HOW TO MOVE

Spectrum 48K

P – Pause On/Off

ENTER – Exit Practice Mode

Spectrum 128K

P – Pause On/Off

M – Music & Sound Effects On/Off

ENTER – Exit Practice Mode

Amstrad CPC

F7 – Pause On/Off

F1 – Music & Sound Effects On/Off

ENTER – Exit Practice Mode

Commodore 64/128

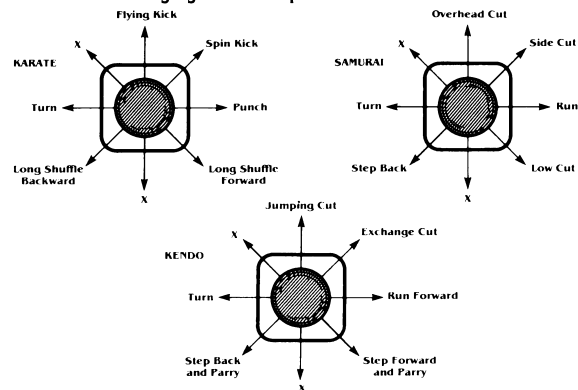
F7 – Pause On/Off

F1 – Music & Sound Effects On/Off

RETURN – Exit Practice Run

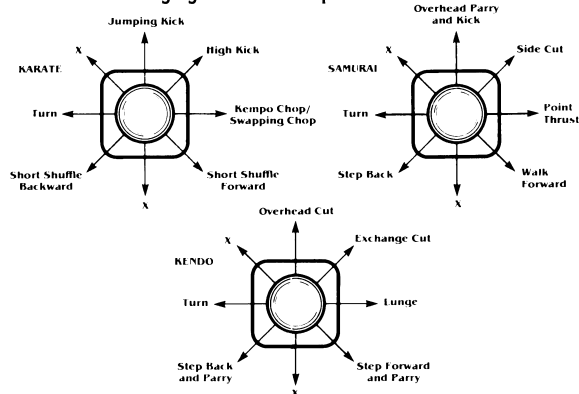
HOW TO MOVE

Controls when facing right – button pressed.



HOW TO MOVE

Controls when facing right – button not pressed.





THE WAY OF THE TIGER

SCENARIO

The story begins on the magical world of Orb, alone in a sea that people of the Manmarch call Endless, where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice meadows. A servant brought you, braving the distant leagues of the ponderous ocean from lands to which you have never returned. Your loyal servant laid you, an orphan, at the steps of the Temple of Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy Word of Power, Supreme Master

of Unarmed Combat. They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh, though you remember that the old servant insisted that it was of mystical importance. Whenever you have asked about this the monks have bade you meditate and be patient.

The most ancient and powerful of them all, Najjishi, Grand Master of the Dawn, became your foster father. He gave you guidance and training in the calm goodness of Kwon.

GAMEPLAY

Najjishi, the Grand Master, has trained you with the sole aim of you becoming a Ninja. To prove that you are worthy of this, you must pass three tests against the master's chosen adversaries. You will be given levels of endurance and Inner Force, for every complete circle of endurance that you use, one point of Inner Force is deducted. Your opponents will also be given varying degrees of endurance and Inner Force, and it is worth remembering that the less Inner Force both you and your opponent have, the less effect each blow has.

Kwon has the power to increase your strength and he may do so after you have defeated an enemy. If your Inner Force is totally depleted, you have failed the test.

INSTRUCTIONS FOR PLAY

NOTE HOW TO MOVE – ALL LEVELS

On all levels, if you are facing left, simply mirror the controls e.g.

FIRE/SPACE and **RIGHT** turns you if you are facing left.

FIRE/SPACE and **LEFT** turns you if you are facing right.

However, **UP** will always make you hop whether facing left or right.

NOTE: On all formats after loading the master program, the screen will show you a menu. At this point, if you wish to practice any of the three levels, you must select which one, remove the master cassette and then insert and load the required level, to do this simply press **PLAY** on the cassette recorder.

If you should wish to play the whole game, load the master, select **PLAY**

WHOLE GAME and then load **UNARMED COMBAT**. When this level is complete, you will then be asked to load **POLE FIGHTING** followed by **SAMURAI SWORD FIGHTING**.

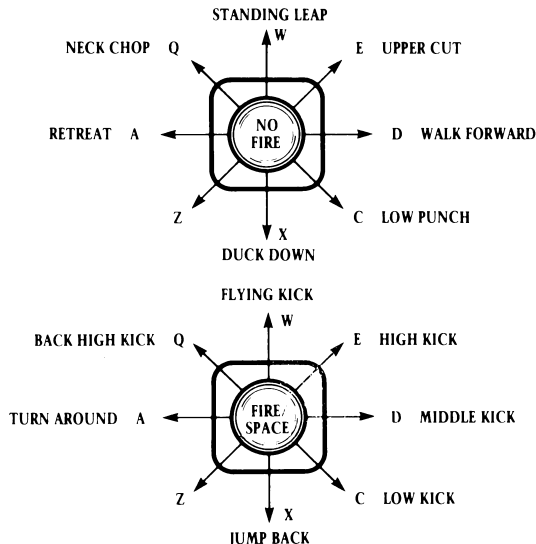
Please note that disc versions are completely menu driven.

PART 1 – UNARMED COMBAT

Wander the desert lands of Orb, defeating whoever or whatever your Grand Master has pitted against you. Here you are being tested in your skills of **UNARMED COMBAT**. Keep a careful watch, for your next opponent may spring from anywhere – it could be a rock or obelisk – you're never sure. Once all your enemies have been defeated you will then be transported back to the testing ground for **POLE FIGHTING**.

PART I – HOW TO MOVE

CONTROL WHEN FACING RIGHT

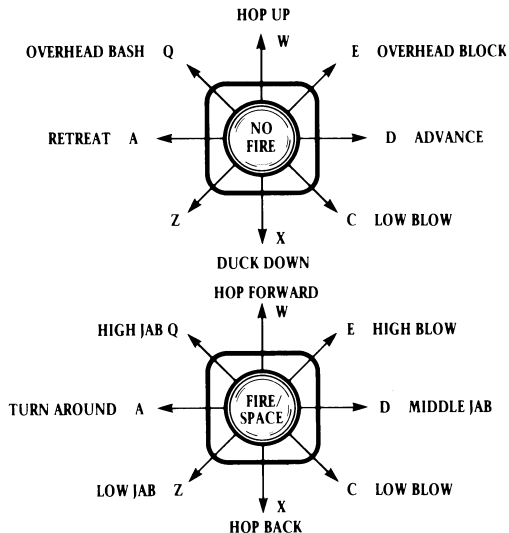


PART 2 – POLE FIGHTING

Guard a slippery pole over a mysterious lake against your Grand Master's minions. Caution is required here as the pole is indeed very slippery, and after your ordeal in the desert, you are not as sure-footed as your opponents. Again, having defeated all comers, you are transported to the Grand Temple of the Martial Arts.

PART 2 – HOW TO MOVE

CONTROL WHEN FACING RIGHT



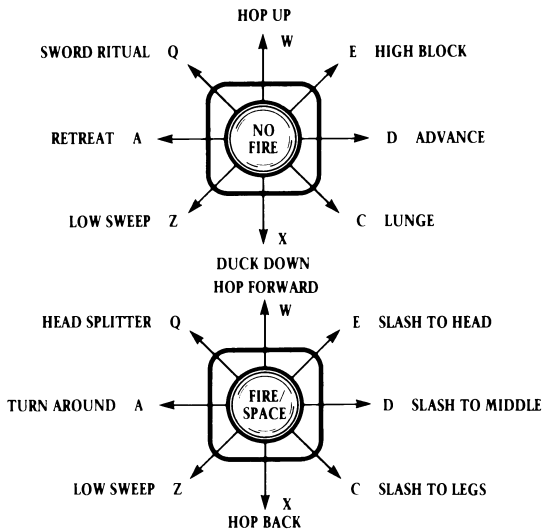
Note: Jabs allow repeated attacks i.e. you can move quickly from one jab to another – this is not possible with the blows.

PART 3 – SAMURAI SWORD FIGHTING

Battle in the Grand Temple against the greatest warriors you've yet encountered, finally, being tested by the Grand Master himself. If you are able to defeat this great swordsman, you will have truly earned the right to be a NINJA, Speaker of Wisdom, Protector of the Weak, One Most Powerful.

PART 3 – HOW TO MOVE

CONTROLS WHEN FACING RIGHT



BEWARE! On this level your opponents may have **EXTRA** abilities which you are not capable of performing. Any attempts to copy such feats may prove dangerous or maybe even fatal! If you wish to return to the menu screen at any time, use Restore Key.

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