

# TWO FINGER DEATH NOW

Videogame manual

@Spherp08

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# Utilities

To develop Two Finger Death Now the beta version of Epctelera 1.5 has been used, up to commit 65a911b, WinApe 2.0b2, as a test tool, and CDT2WAV to be able to test the game in a real CPC Amstrad.

# Controls

## Menu Keys

Space - Start the game

**PRESS A OR D  
TO HIT THE  
ENEMIES**

**BECOME A  
MASTER**

## Game Keys

A - Hit Left

D - Hit Right

R - Restart the game when you die or  
you win

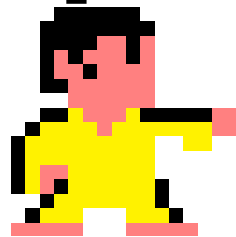
Esc - Return to the menu

# Game Story

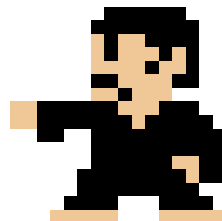
The Great Dragon, the protagonist of this story, only aimed to be remembered throughout the world as the best Karateka. It was not going to be easy, that's why he would start in his city, asking masters and apprentices to fight against him. It may take several attempts to overcome this challenge, but practice makes perfect.

# Glossary

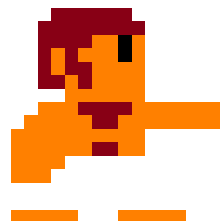
The character is a guy from San Francisco  
who only seeks perfection and truth  
through Karate.



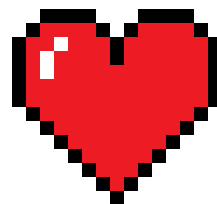
Master prepared to teach the art of  
Karate in the best way, fighting.



Typical enemy who just wants to show  
that he can win you.



The main character will have 5 lives, so that you have some chance to win, which will be displayed next to this heart, and there will also be a score so you can say that you have achieved some points.



A reference to Chicago's 30 of Topo Soft has been made on the map, as can be seen in the following images.



