



GAMES

FISTS of FURY

EDITION 2

THE
NINJA
WARRIORS

双龍

DOUBLE DRAGON

SHINOBI™

The Revenge

DYNAMITE

DÜX



THE NINJA WARRIORS

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ENGLISH

Controls for Ninja Warriors

AMIGA/ST JOYSTICK CONTROLS

- Left – Move joystick left Right – Move joystick right
Left somersault – Press fire and move joystick up & left.
Right somersault – Press fire and move joystick up & right.
Jump left – Move joystick up & left.
Jump right – Move joystick up & right.
Crouch – Pull joystick down.
Jump up – Push joystick up.
Defend – Hold fire button.
Throw shuriken – Press and release fire button.
(Will only work when enemy is not near the Ninja)
Slash with knives – Press and release fire button.
(Will only work when enemy is near the Ninja)

AMIGA/ST KEYBOARD CONTROLS

- Left – Press left cursor key Right – Press right cursor key
Left somersault – Press CTRL and cursor keys up & left.
Right somersault – Press CTRL and cursor keys up & right.
Jump left – Press cursor keys up & left.
Jump right – Press cursor keys up & right.
Crouch – Press down cursor key.
Jump up – Press up cursor key.
Defend – Keep CTRL key pressed.
Throw shuriken – Press CTRL Key.
Slash with knives – Press SHIFT Key.

DURING GAME

Pause game – Press P key

Abort game – Press ESC key

NOT DURING GAME

Select controls – Press F10

Help screen – Press HELP

Music on/off – Press M

ST sound on/off – Press S

C64 JOYSTICK CONTROLS

- Left – Move joystick left. Right – Move joystick right.
Jump left – Move joystick up & left.

Jump right – Move joystick up & right.
Crouch – Pull joystick down.
Jump up – Push joystick up.
Defend – Hold fire button.
Throw shuriken – Double press fire button.
Slash with knives – Press and release fire button.

C64 KEYBOARD CONTROLS

Left – Press Z. Right – Press C.
Jump left – Press Z & cursor up.
Jump right – Press C & cursor up.
Crouch – Press X.
Jump up – Press cursor up.
Defend – Keep SHIFT pressed.
Throw shuriken – Press cursor left/right key.
Slash with knives – Press SHIFT key.

DURING GAME

Pause game – Press runstop key
Abort game – Press Q
Change Ninja colour – Press S

SPECTRUM/AMSTRAD CPC JOYSTICK CONTROLS

Left – Move joystick left. Right – Move joystick right.
Crouch – Pull joystick down. Jump up – Push joystick up.
Left somersault – Move joystick up & left.
Right somersault – Move joystick up & right.
Throw shuriken – Hold fire button.
Slash with knives – Press and release fire button.

SPECTRUM/AMSTRAD CPC KEYBOARD CONTROLS

Left – Press O key. Right – Press P key.
Somersault left – Press O & Q keys.
Somersault right – Press P & Q keys.
Crouch – Press A key. Jump up – Press Q key.
Throw shuriken – Press and hold SPACE.
Slash with knives – Press and release SPACE.

DURING GAME

Pause game – Press SHIFT.

LOADING INSTRUCTIONS

AMIGA

– Insert disc in Drive A (DF0:). Program will load and run.

ST

– Insert disc in Drive A. Program will load and run.

C64/128

– Plug Joystick into Port 2. If you own a C128, type 'GO 64' before following the instructions below.

TAPE – Hold down SHIFT key and press RUN/STOP.

Press play on tape. Program will load and run.

DISC – Insert disc in Drive. Type LOAD """,8,1 and press RETURN.

AMSTRAD CPC

464 TAPE – Press CTRL and small ENTER.

6128 TAPE – Type ITAPE and press RETURN. Press CTRL and ENTER.

464 DISC – Type RUN"DISC and press ENTER.

6128 DISC – Type RUN"DISC and press RETURN.

SPECTRUM

+2 – Insert tape and press ENTER.

48k – Type LOAD"" and press ENTER.

128k – Insert tape and press ENTER.

Absolute Power Corrupts Absolutely

Many years ago, the young Bangler embarked on a political career — a good-natured and mild-mannered fellow, he quickly gained the support of electors and was voted into office. Within a few months, Bangler realised that he liked power and set his heart to obtaining it at any cost.

Gradually, his motivations, like his methods, changed for the worse. The idealistic, young, would-be-politician slowly turned into a power-crazed monster. Harnessing the power of corrupt individuals within the police force and army, Bangler's rise was meteoric. Bangler rose steadily through the ranks of local

government, national government and eventually won a seat on the World Government. His final alliance, with the international criminal fraternity, tipped the scales in his favour — Bangler finally succeeded in becoming President of The World.

Revolutionary Fervour

Democracy rapidly crumbled, once Bangler seized control of the planet — he was hardly likely to run the risk of standing in another election, now that he had schemed his way to the top. A few idealistic fellows continued to argue the merits of free elections and true representation of the people, but one by one they disappeared in mysterious (but always bloody) circumstances. Now Bangler's corrupt policemen and soldiers patrol the streets of every town and city on the globe, snuffing out the spark of dissent before the flames of revolution can catch ...

The cause of Good is not totally lost, however. A research scientist by the name of Mulk still controls a vast underground laboratory set up by a previous World Government to research into robotics. Mulk and his staff are inspired by revolutionary fervour (well, Bangler did cut off their research grant the moment he took power), and they have decided that it is time to rid the world of the Big Bad Guy.

In the image of Man, Mulk and his mates created two assassination machines. Not from clay, but from the finest molybdeno-tinanium. These robotic Ninjas are the ultimate in programmable killing kit. The ultimate in killing kit, anyway — Mulk's team of scientists doesn't include programmers, so the Ninjas have to be controlled manually from a console that links into their servo systems via a high-band microwave link.

Mulk has sent his robo-killers onto the surface, and they're on a mission to rid the planet of its evil ruler. The long road to Bangler's fortified mansion awaits ...

The Bangler Dash

Mulk has delegated the task of controlling his Ninja killers to you — sitting in front of the control console, your first task is to get the hang of Ninja operation. RTFM, as they say in the trade. Done that? Right ... let the battle commence.

Five zones have to be penetrated on the journey to Bangler's hideout. Armed only with flesh-rending knives and a supply of magic-combatting shuriken stars, the two robo-killers have to be controlled with a fine degree of precision if the mission to murder Bangler is to succeed.

Bangler's henchmen are dotted throughout all six levels (only 5 levels on 520ST with single sided disk drive). Dodge and kill Bangler's ruthless troops who are armed with knives, guns and grenades — and watch out for the killer dogs from the Barkie Brigade! Just when things are going well, Bangler's magicians are likely to transport a seriously hard opponent into your part of the world. The magicians have some serious surprises in store, including the Hunchback Ground Spider, Ninja Swordlady, Iron Arm, Fire Breather, Sniper Bats, 3SVOs (laser-firing droids) and Giant Tank.

Conflict commences in a Slum Zone, where death stalks the streets then the combat moves on to the Military Base. As night falls, the route to Bangler's lair takes our robo-heroes onto the mean city streets. Then it's on to the final stages: in order to penetrate the high security of Bangler's mansion the dynamic duo need to tarry awhile in the sewers — before facing up to the Evil Fat One himself ...

Sharp reflexes, a will to win and an uninterruptible high-band microwave link are the keys to success. Mulk has provided the robo-ninjas and the control equipment — can you provide the rest?

ITALIANO

CONTROLLI NINJA

CONTROLLI JOYSTICK AMIGA/ST

Sinistra

Muovi joystick a sinistra

Destra

Muovi joystick a destra

Salto mortale sinistra

Premi FUOCO e muovi il joystick in su a sinistra

Salto mortale a destra

Premi FUOCO e muovi il joystick in su a destra

Salta a sinistra

Muovi joystick su a sinistra

Salta a destra

Muovi joystick su a destra

Accosciata

Tira joystick in basso

Salta su

Springi joystick in alto

Difesa

Tieni schiacciato bottone di fuoco

Tira il shuriken

Premi e rilascia il bottone di fuoco (funziona solo quando l'avversario non è vicino al Ninja)

Taglia con pugnali

Premi e rilascia il bottone di fuoco (funziona solo quando l'avversario si trova vicino al Ninja)

CONTROLLI TASTIERA AMIGA/ST

Sinistra

Premi cursore di sinistra

Destra

Premi cursore di destra

Salto mortale a sinistra

Premi CTRL e cursori su e Sinistra

Salto mortale a destra

Premi CTRL e cursori su e destra

Salta sinistra

Premi cursori su e sinistra

Salta a destra
Accosciata
Sala su
Difesa
Tira shuriken
Taglia con pugnali

Premi cursori su e destra
Premi cursore giù
Premi cursore su
Tieni schiacciato CTRL
Premi CTRL
Premi SHIFT

DURANTE IL GIOCO

Pausa
Abortire

Premi P
Premi ESC

FUORI DAL GIOCO

Seleziona controlli
Videata Aiuto
Musica accesa/spenta
Sonoro ST acceso/spento

Premi F10
Press HELP
Premi M
Premi S

CONROLLI JOYSTICK C64

Sinistra
Destra
Salta a sinistra

Muovi il joystick a sinistra
Muovi il joystick a destra
Muovi il joystick in su a sinistra

Salta a destra
Assosciato
Salta su
Difesa

Muovi il joystick in su a destra
Tira il joystick in giù
Spingi il joystick in alto
Tieni premuto il bottone di fuoco

Tira il shuriken

Premi due volte il bottone di fuoco

Taglia con pugnali

Premi e rilascia il bottone di fuoco

CONTROLLI TASTIERA C64

Sinistra
Destra

Premi Z
Premi C

Salta a sinistra
Salta a destra
Accosciato
Salta su
Difesa
Tira il shuriken

Premi Z e il cursore in su
Premi C e il cursore in su
Premi X
Premi il cursore in su
Tieni schiacciato SHIFT
Premi il cursore di sinistra/destra
Premi SHIFT

Taglia con pugnali

DURANTE IL GIOCO

Pausa
Abortire
Cambia colore Ninja

Premi RUN/STOP
Premi Q
Premi S

CONTROLLI JOYSTICK SPECTRUM/AMSTRAD CPC

Sinistra
Destra
Accosciata
Salta su
Salto mortale sinistra
Salto mortale destra
Tira il shuriken

Muovi il joystick a sinistra
Muovi il joystick a destra
Tira il joystick in giù
Spingi il joystick in su
Muovi joystick su e sinistra
Muovi joystick su e destra
Tieni schiacciato il bottone di fuoco
Premi e rilascia il bottone d fuoco

Taglia con pugnali

CONTROLLI TASTIERA SPECTRUM/AMSTRAD CPC

Sinistra
Destra

Salto mortale sinistra
Salto mortale destra

Premi O
Premi P

Premi tasti O e Q
Premi tasti P e Q

Accosciata
Salta su
Tira il shuriken
Taglia con pugnali

Premi A
Premi Q
Tieni schiacciata la BARRA
Premi e rilascia la BARRA

DURANTE IL GIOCO
Pausa

Premi SHIFT

ISTRUZIONI DI CARICAMENTO

- AMIGA Inserisci il dischetto nel drive A (DFO:).
Il programma si carica e gira da solo.
- ST Inserisci il dischetto nel drive A. Il
programma si carica e gira da solo.
- C64/128 Se disponi di un C128, batti GO 64, prima di
seguire le istruzioni seguenti.
- CASSETTA- Tieni schiacciato il tasto SHIFT e premi RUN/
STOP. Premi PLAY sul registratore. Il
programma si carica e gira da solo.
- DISCO- Inserisci il dischetto nel drive. Batti
LOAD"*" ,8,1 e premi RETURN.
- AMSTRAD CPC
464 CASSETTA- Premi CTRL e INVIO piccolo.
- 6128 CASSETTA- Batti ITAPE e premi RETURN.
Premi CTRL e INVIO.
- 464 DISCO- Batti RUN"DISC e premi INVIO.
- 6128 DISCO- Batti RUN"DISC e premi RETURN.
- SPECTRUM
Inserisci il dischetto e premi INVIO.
- 48K- Batti LOAD"" e premi INVIO.
- 128K- Inserisci la cassetta e premi INVIO.

DEUTSCH

Steuerung für Ninja Warrior

AMIGA/ST JOYSTICK-STEUERUNG

Links	Joystick nach links
Rechts	Joystick nach rechts
Salto links	Feuerknopf drücken und Joystick hoch, dann links
Salto rechts	Feuerknopf drücken und Joystick hoch, dann rechts
Sprung links	Joystick hoch und links
Sprung rechts	Joystick hoch und rechts
Hocken	Joystick nach unten
Hochspringen	Joystick nach oben
Verteidigen	Feuerknopf gedrückt halten
Shuriken werfen	Feuerknopf drücken und loslassen (funktioniert nur, wenn Feind nicht in unmittelbarer Nähe von Ninja)
Messerschlag	Feuerknopf drücken und loslassen (funktioniert nur, wenn Feind in unmittelbarer Nähe von Ninja)

AMIGA/ST TATATATUR-STEUERUNG

Links	Linke Cursortaste drücken
Rechts	Rechte Cursortaste drücken
Salto links	CTRL drücken und Cursortasten Hoch & Links
Salto rechts	CTRL drücken und Cursortasten Hoch & Rechts
Sprung links	Cursortasten Hoch & Links drücken
Sprung rechts	Cursortasten Hoch & Rechts drücken
Hocken	Cursortaste Runter drücken
Hochspringen	Cursortaste Hoch drücken
Verteidigen	CTRL-Taste gedrückt halten
Shuriken werfen	CTRL-Taste drücken
Messerschlag	SHIFT-Taste drücken

WÄHREND DES SPIELS

Spiel pausen
Spiel abbrechen

P-Taste drücken
ESC-Taste drücken

WENN NICHT IM SPIEL

Steuermodus wählen
Hilfe-Bildschirm
Musik an/aus
ST-Sound an/aus

F10 drücken
HELP drücken
Auf M drücken
Auf S drücken

C64 JOYSTICK-STEUERUNG

Links
Rechts
Salto links
Salkton rechts
Sprung links
Sprung rechts
Hocken
Hochspringen
Verteidigen
Shuriken werfen
Messerschlag

Joystick nach links
Joystick nach rechts
Joystick hoch, dann links
Joystick hoch, dann rechts
Joystick hoch und links
Joystick hoch und rechts
Joystick nach unten
Joystick nach oben
Feuerknopf gedrückt halten
Feuerknopf zweimal drücken
Feuerknopf drücken und
loslassen

C64 TASTATUR-STEUERUNG

Links
Rechts
Salto links
Salto rechts
Hocken
Hochspringen
Verteidigen
Shuriken werfen

Messerschlag

Auf Z drücken
Auf C drücken
Auf Z drücken und Cursor hoch
Auf D drücken und Cursor hoch
Auf X drücken
Cursor hoch
SHIFT gedrückt halten
Links/Rechts-Cursortasten
drücken
SHIFT-Taste drücken

WÄHREND DES SPIELS

Spiel Pausen
Spiel abbrechen
Ninjas Farbe
ändern

RUN/STOP-Taste drücken
Auf Q drücken

Auf S drücken

SPECTRUM/AMSTRAD CPC JOYSTICK-STEUERUNG

Links	Joystick nach links
Rechts	Joystick nach rechts
Salto links	Joystick hoch, dann links
Salto rechts	Joystick hoch, dann rechts
Hocken	Joystick nach unten
Hochspringen	Joystick nach oben
Shuriken werfen	Feuerknopf gedrückt halten
Messerschlag	Feuerknopf drücken und loslassen

SPECTRUM/AMSTRAD CPC JOYSTICK-STEUERUNG

Links	O-Taste drücken
Rechts	P-Taste drücken
Salto links	Tasten O und Q drücken
Salto rechts	Tasten P und Q drücken
Hocken	A-Taste drücken
Aufspringen	Q-Taste drücken
Shuriken werfen	LEERTASTE gedrückt halten
Messerschlag	LEERTASTE drücken und loslassen

WÄHREND DES SPIELS

Spielpause Auf SHIFT drücken

LADEANWEISUNGEN

AMIGA: Diskette in das Laufwerk A (DFO:) einführen.
Das Programm lädt sich und läuft automatisch.

- ST: Diskette in das Laufwerk A einführen.
Das Programm lädt sich und läuft automatisch.
- C64/128: Besitzer eines C128 sollen 'GO 64' eintippen
und dann den Anweisungen unten folgen.
- KASSETTE: Die SHIFT-Taste gedrückt halten und auf
RUN/STOP drücken. PLAY auf dem Recorder
drücken. Das Programm lädt sich und läuft
automatisch.
- DISKETTE: Diskette in das Laufwerk einführen.
LOAD"" ,8,1 eintippen und
auf RETURN drücken.
- AMSTRAD CPC:
- 464 KASSETTE: Auf CTRL und die kleine
ENTER-Taste drücken.
- 6128 KASSETTE: 1 Tape eintippen und auf RETURN
drücken. Auf CTRL und die kleine
ENTER-Taste drücken.
- 464 DISKETTE: RUN"DISC eintippen und
auf ENTER drücken.
- 6128 DISKETTE: RUN"DISC eintippen und
auf RETURN drücken.
- SPECTRUM
- +2 Kasette eingeben und auf ENTER drücken.
- 48K LOAD"" eintippen und auf ENTER drücken.
- 128K Kasette eingeben und auf ENTER drücken.

DOUBLE DRAGON II

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ENGLISH

WEAPONS – HANDY OPPORTUNITIES TO FIGHT HARDER

Fighting through the hostile terrain, Billy and Jimmy will encounter thugs and villains (see the Cast List for details). Some of them will be armed, and it may be possible to force them to drop their weapons to the floor. Every now and again you'll find that a careless hoodlum has left a useful weapon lying on the ground. Whenever you get the chance, pick up a weapon and put it to use.

Spades, daggers, powerballs, boxes, chains, grenades, logs and whips can all be wielded to good effect against the marauding hordes. Be sure to take advantage of every opportunity to even the odds. As skilled fighters, Billy and Jimmy immediately become masters of any weaponry you can get into their hands.

THE STORY CONTINUES ...

Things didn't go too well after all. When the Black Warriors gang kidnapped Marian and sparked off the previous expedition onto the city streets, her sweetheart Billy Lee saved the day. With the help of his brother, Jimmy, Billy managed to rescue Marian and dispose of the evil leader of the Black Warriors — a gun-toting villain by the name of Willy.

At the end of Double Dragon I, the city streets had been rendered a much safer place with the Black Warriors put permanently out of action. Or so everyone thought.

Billy and Jimmy didn't kill ALL the Warriors. The solitary surviving member of the gang nursed herself back to health, and spent several years studying ancient oriental arts of healing. At the far fringes of the ancient medical science she studied, there is an area of what can only be called magic — magic powerful enough to reincarnate the dead. Linda, for it was she, perfected her powers of Undhai, or magic medicine, to the point where she had the ability to raise the mortal remains of the dead. She learnt how to breathe life back into the human remains left behind by souls long departed from this planet.

No prizes for guessing what Linda's main aim was. But first, she practised her powers on the remains of a few dead yobboes, lowly members of the Black Warriors gang, to make sure she had full mastery of the magic before concentrating on raising Willy himself. Before the Brothers Lee realised what was happening, the Black Warriors were up to full strength once more and back in action. And it seems Linda's early experiments produced one or two mutated gang members ...

Driven by a powerful urge for revenge (sharpened by five years being dead) Willy ordered his minions to kidnap Marian once more. Within days of his command being issued, the hapless girl found herself transported to Willy's secret base. Never a thug to make the same mistake twice, Willy immediately murdered Marian and locked her remains in a magic field conjured up by Linda, (who achieved remarkably rapid promotion within the hierarchy of the Black Warriors as a result of her success in getting Willy up and about).

Once again, the twins set out on a quest to rescue Marian — but this time their mission is likely to be even more complicated. Starting out in the city's heliport, Billy and Jimmy have to battle their way down a lift shaft, into and through a warehouse and out into the open countryside. Fighting their way up a cliff, they reach a hilltop where a door to Willy's secret base is hidden. Marian's body lies entombed in the centre of this hideout, and to stand any chance of rescuing her and returning her soul to this world, the heroes have to kill Willy and then do battle with their own tortured souls ...

Only when the Warriors and Willy have been defeated can the magic field that shields Marian's remains be penetrated. The Lees are twins, but they are also the seventh sons of a seventh son, so have magical powers bestowed on them as their Shinto birthright. When they have defeated their own souls in combat, they will draw sufficient power from the ether to enact a Shinto resurrection ceremony and restore Marian to life.

With the Warriors finally eradicated and Marian restored to the peak of health, Billy, Jimmy and Marian will pass through a portal

into another space-time continuum and — hopefully — live a long and peaceful life together.

PLAYING THE GAME

Fight, fight and fight some more is the only way to rescue Marian. Billy can stage a one-brother rescue mission, but the chances of success are much higher if he can enter the fray with Jimmy by his side. (If two players embark on the quest to raise Marian, then they should work as a team and remember to keep an eye on their respective partners.)

Each of the five game sections has to be completed before the timer above the main screen reaches zero — or the heroes lose one of their precious Shinto lives. Hits from members of the Black Warrior wrecking crew also reduce the Lees' lifeforce, taking power from the brothers' two lifestatus displays shown below the screen. The total number of lives Billy and Jimmy have at their disposal is shown by a digital readout immediately above their lifeforce meters.

The route to Marian's location takes the battling boys relentlessly to the right of the screen. The only way to move from one section of the play area to the next is to kill off all the Warriors lurking there — once the zone is empty the Guiding Hand will appear in the skies, urging Billy and Jimmy to move to the exit point.

As Jimmy and Billy have led such clean, honest lives, the Shinto Powers that rule the universe have granted them a limited level of immortality to be going on with. (Should they succeed in the mission, full Shinto Deity status is accorded to them before they move on to another space-time continuum.) If one of the brothers Lee should meet an untimely end, it is possible to activate one of the five immortality credits the Shinto Powers have granted — the quest can continue with a freshly rejuvenated hero.

LOADING INSTRUCTIONS

AMIGA

Insert disc in DF0: Program will load and run.

ATARI ST

Insert disc in Drive A. Program will load and run.

COMMODORE 64 – DISC

Type LOAD"*",8,1 and RETURN. Program will load and run.

COMMODORE 64 – CASSETTE

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

SPECTRUM – CASSETTE

SPECTRUM 128K/+2/+2A

Insert cassette and press ENTER

SPECTRUM 48K

Type LOAD"" and press ENTER

AMSTRAD CPC:

464 TAPE – Press CTRL and small ENTER

6128 TAPE – Type I Tape and press RETURN. Press CTRL and ENTER

464 DISC – Type RUN"DISC and press ENTER

6128 DISC – Type RUN"DISC and press RETURN

THE MOVES:

Directional movement eg up = move up, left = walk left etc.

Fire = punch, whip, throw knife, Box or grenade etc.

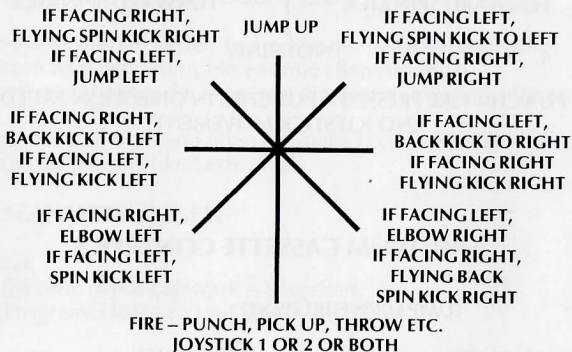
SPECIAL MOVES:

Flying Back kick:	Down & Fire
Jump up:	Up & Fire
Spin Kick Left:	Down, Left & Fire (must be facing right)
Flying Kick Left:	Down, Left & Fire (must be facing left)
Spin Kick Right:	Down, Right & Fire (must be facing left)
Flying Kick Right:	Down, Right & Fire (must be facing right)

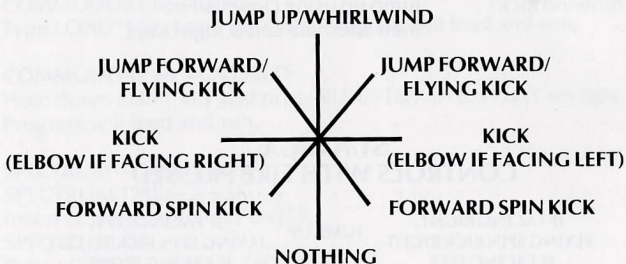
Elbow Right: Right & Fire (must be facing left)
 Elbow Left: Left & Fire (must be facing right)

Whirlwind Kick: Jump up using Down & Fire
 then alternate Left & Right keys

ST/AMIGA CONTROLS WITH FIRE PRESSED

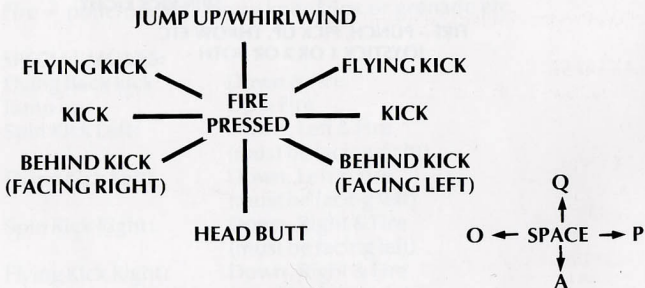


C64 – JOYSTICK 1 & 2 CONTROLS WITH FIRE PRESSED



PUNCH – FIRE PRESSED – PUNCHES IN DIRECTION FACED
(NO JOYSTICK MOVEMENT)

SPECTRUM CASSETTE CONTROLS



PUNCH – FIRE PRESSED –
PUNCHES IN DIRECTION FACED
(NO JOYSTICK MOVEMENT)

KEYBOARD SINCLAIR
KEMPSTON CURSOR
FULLER REDEFINE

DEUTSCH

DOUBLE DRAGON II

Der Kampf geht weiter! Die 'Double Dragons', Billy und Jimmy, sind unterwegs, um Marions Tod rächen — vielleicht ist es sogar möglich, sie wieder lebendig zu machen, wenn die beider nur das geheime Lager des 'Shadow Boss' erreichen können. Diese Nachfolge von Double Dragons ist ein totales Actionspiel voller atemberaubender Kampf-Features für einen oder zwei Spieler.

WIE MAN MIT DEN BÖSEN 'GUYS' FERTIG WIRD

Als Super-Experten in den Techniken der Selbstverteidigung besitzen Billy und Jimmy ein enormes Repertoire an Kampfbewegungen, die sie gegen die Bösen anwenden können.

Setzen Sie sich dran und üben Sie diese Techniken, damit Sie die gleiche Geschicklichkeit erreichen.

LADLEANWEISUNGEN

AMIGA

Die Diskette in das Laufwerk A eingeben.
Das Programm lädt sich und läuft.

ATARI ST

Die Diskette in das Laufwerk A eingeben. Das Programm lädt sich und läuft.

COMMODORE 64 – DISKETTE

LOAD"**,8,1 eintippen und auf RETURN drücken.
Das Programm lädt sich und läuft.

COMMODORE 64 – CASSETTE

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken.
PLAY auf dem Recorder drücken.
DAS Programm lädt sich und läuft.

SPECTRUM – KASSETTE

SPECTRUM 128K/+2/+2A

Insert cassette and press ENTER

SPECTRUM 48K

Type LOAD"" and press ENTER

AMSTRAD CPC:

464 KASSETTE: Auf CTRL und die kleine ENTER-Taste drücken.

6128 KASSETTE: | Tape eintippen und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken.

464 DISKETTE: RUN"DISC eintippen und auf ENTER drücken.

6128 DISKETTE: RUN"DISC eintippen und auf RETURN drücken.

DIE BEWEGUNGEN

Bewegungen in verschiedene Richtungen z.B.

Hoch = Bewegung nach oben,

Links = Bewegung nach links usw.

Feuer = Schlag, Peitsche, Wurfmesser, Kiste oder Granate usw.

SONDERBEWEGUNGEN

- | | |
|------------------------------|--|
| Sprung mit Kick nach hinten | Runter & Feuer |
| Sprung nach oben | Hoch & Feuer |
| Drehung mit Kick nach links | Runter Links & Feuer
(man muß sich nach rechts richten) |
| Sprung mit Kick nach links | Runter, Links & Feuer
(man muß sich nach links richten) |
| Drehung mit Kick nach rechts | Runter, Rechts & Feuer
(man muß sich nach links richten) |
| Sprung mit Kick nach rechts | Runter, Rechts & Feuer
(man muß sich nach rechts richten) |
| Ellbogen nach rechts | Rechts & Feuer
(man muß sich nach links richten) |

Ellbogen nach links

Wirbelkick

Rechts & Feuer
(man muß sich nach rechts richten)
Hoch springen, dabei
Runter & Feuer benutzen,
danach abwechselnd die
Links- und Rechts-Tasten

Steuerung ATARI ST/AMIGA Steuerung mit Feuerknopf gedrückt

Sprung nach oben

Sprung mit Drehkick
nach rechts, wenn nach
rechts gerichtet
Sprung nach links, wenn
nach links gerichtet

Sprung mit Drehkick
nach links, wenn nach
links gerichtet
Sprung nach rechts, wenn
nach rechts gerichtet

Kick nach hinten links,
wenn nach rechts
gerichtet
Sprung mit Kick
nach links, wenn nach
links gerichtet

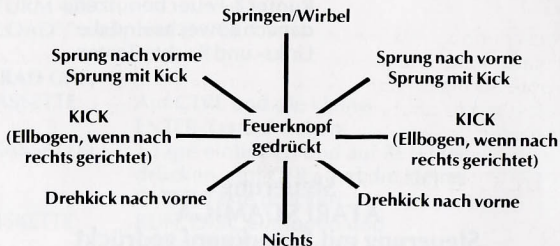
Kick nach hinten rechts,
wenn nach links
gerichtet
Sprung mit Kick
nach rechts, wenn nach
rechts gerichtet

Ellbogen nach links,
wenn nach
links gerichtet
Sprung mit Drehkick
nach links, wenn nach
links gerichtet

Ellbogen nach rechts,
wenn nach
rechts gerichtet
Sprung mit Drehkick
nach rechts, wenn nach
rechts gerichtet

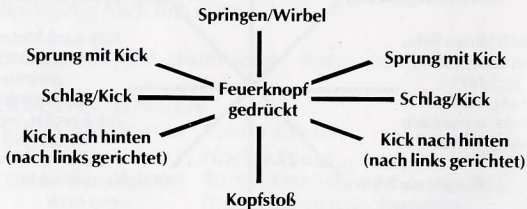
FIRE = PUNCH, PICK UP, THROW ETC
JOYSTICK 1 or 2 or BOTH

C64 JOYSTICK 1 & 2

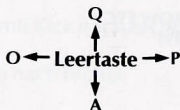


Schlag = Feuerknopf gedrückt
Schlägt in entsprechende
Keine Joystick-Bewegung

SPECTRUM KASSETTE STEUERUNG



Schlag = Feuerknopf allain
Schlägt in entsprechende Richtung



TASTATUR
KEMPSTON
FULLER
SINCLAIR
CURSOR
DEFINIERBAR

ITALIANO

DOUBLE DRAGON II (I GEMELLI DRAGO II)

La lotta continua! I Gemelli Drago Billy e Jimmy, vogliono vendicare la morte di Marian — e forse anche riportarla in vita, se solo potessero penetrare la tana segreta del Padrone delle Ombre. Lotte furibonde caratterizzano questa sequela piena di azione. Tutta da godere, per uno o due giocatori.

ISTRUZIONI DI CARICAMENTO

AMIGA

Inserisci il dischetto nel drive A. Il programma si carica e gira.

ATARI ST

Inserisci il dischetto nel drive A. Il programma si carica e gira.

COMMODORE 64 – DISCO

Batti LOAD""",8,1 e premi INVIO. Il programma si carica e gira.

COMMODORE 64 – CASSETTA

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira.

SPECTRUM – CASSETTA

Metti la macchina in modalità 48K. Batti LOAD"" e premi INVIO. Il programma si carica e gira.

AMSTRAD CPC

464 CASSETTA – Premi CTRL e INVIO piccolo.

6128 CASSETTA – Batti ITAPE e premi RETURN.
Premi CTRL e INVIO.

464 DISCO – Batti RUN"DISC e premi INVIO.

6128 DISCO – Batti RUN"DISC e premi RETURN.

I Movimenti:

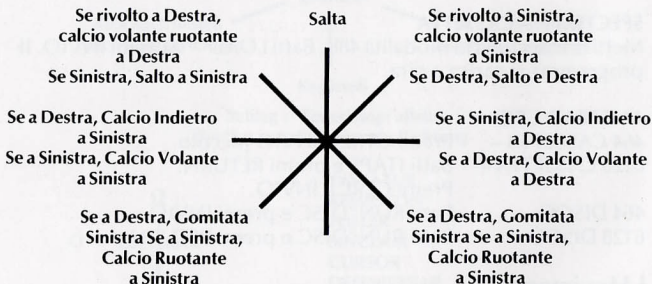
I movimenti direzionali, come su = muove in alto, sinistra = cammina a sinistra, ecc.

Fuoco = pugno, frusta, lancia coltelli, scatola o bomba a mano, ecc.

Movimenti Speciali:

- Calcio Volante all'indietro: Giù e Fuoco
Salto in alto: Su e Fuoco
Calcio Ruotante a sinistra: Giù, Sinistra e Fuoco
(deve guardare a destra)
Calcio Volante a sinistra: Giù, Sinistra e Fuoco
(deve guardare a sinistra)
Calcio Ruotante a destra: Giù, Destra e Fuoco
(deve guardare a sinistra)
Calcio Volante a destra: Giù, Destra e Fuoco
(deve guardare a destra)
Gomitata Destra: Destra e Fuoco
(deve guardare a sinistra)
Gomitata Sinistra: Sinistra e Fuoco
(deve guardare a destra)
Calcio Mulinello: Salta con Giù e Fuoco, poi alterna i tasti Sinistra e Destra

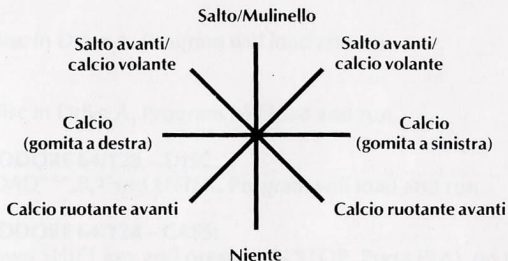
ST/AMIGA CON FUOCO PREMUTO



**FUOCO = PUGNO, RACCOGLIE, LANCIA, ECC
JOYSTICK 1 O 2, OPPURE ENTRAMBI**

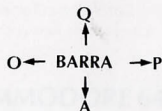
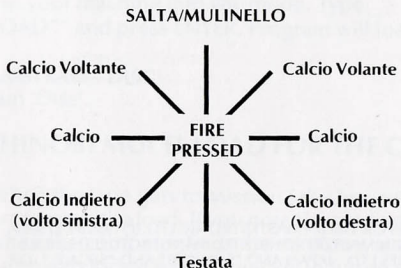
CONTROLLI: versione C64

JOYSTICK 1 e 2



PUGNO – FUOCO PREMUTO – TIRA PUGNI VERSO DOVE
GUARDA NIENTE MOVIMENTI JOYSTICK

CONTROLLI: versione SPECTRUM CASSETTA



KEYBOARD
KEMPSTON
FULLER
SINCLAIR
CURSORE
RIDEFINISCI

PUGNO – FUOCO PREMUTO – TIRA PUGNI VERSO DOVE
GUARDA NIENTE MOVIMENTI JOYSTICK

SHINOBI™

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ENGLISH

Loading Instructions

AMIGA:

Insert disc in Drive A. Program will load and run.

ATARI:

Insert disc in Drive A. Program will load and run.

COMMODORE 64/128 – DISC:

Type LOAD"" ,8,1 and ENTER. Program will load and run.

COMMODORE 64/128 – CASS:

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

AMSTRAD – CASS:

(464) Press CTRL and small ENTER.
(6128) Type /TAPE and press RETURN. Press CTRL and small ENTER.

SPECTRUM – CASS:

Put your machine into 48k mode. Type LOAD"" and press ENTER. Program will load and run.

AMSTRAD – DISC:

Run 'Disc'.

SHINOBI MULTI-LOAD FOR THE COMMODORE 64

When the tape gets to Mission 1 the horizontal bar will show the progress of the load. If you note the reading on your tape counter when the computer finds the mission it is searching for, you will be able to locate it more quickly in future using the fast forward and fast reverse keys on the tape deck.

Use a similar procedure to load Missions 2, 3, 4 and 5.

If you encounter any problems whilst trying to load a mission, rewind the tape to the start of the mission, press PLAY and the computer will try again (you don't have to switch off and load the whole game in again).

CONTROLS

Up = jump up

Down = crouch

Left/Right = turn left (and then walk left/right)

Fire = hurl current weapon or kick/punch

Fire and Up/Fire and Down = leap between the ground and higher platforms

Spacebar = activates Ninja Magic

P = pause

C = change colour of your player while in PAUSE mode (on C64 version only)

FOO, WHAT A SCORCHER!

One hot summer's day, everything began to go wrong.

As the most famous graduate of a secret oriental Ninja school, you had been invited back to the annual graduation ceremony and prize-giving. Having enthralled the junior classes at the assembly with your tales of international ninjing, you were just about to move on to handing out prizes to the seniors when there was a flash of Dark Ninja Magic and Bwah Foo made an unscheduled appearance.

Few of the pupils realised who Bwah Foo was, but within a ninja-second you had identified him and realised that this once-illustrious graduate of the Ninja school had turned to the Dark Ways. Transfixed by Bwah Foo's Holding Magic, you were unable to move a muscle or even twitch a tendon as Bwah's henchmen led away the entire junior class.

Then the evil Foo issued his personal challenge to you. With one mighty bound he somersaulted onto the speech-giving platform and thrust his face in front of yours. "Why if it's not Joe Musashi",

he sneered, "Old Goody-Two Shurikens himself. Well, well, well." (Clearly the quality of teaching on the Dark Side has slipped abominably, you thought to yourself, as Bwah Foo ranted on in clipped baddie-speak the like of which was normally reserved for second-rate pantomimes in seaside towns.)

"... well, well, well. It's gold I want", Foo continued, "all the gold in the School's coffers. And if I don't get my gold by Wednesday evening I'll kill every last member of the Junior Class and THEN you'll be sorry." And with a maniac cackle and a flash of green Ninja Magic, he was gone.

FOO'D FOR THOUGHT

It took a few hours for the Holding Magic to wear off — clearly the magicians on the Dark Side were much more skilled than the speechwriters. While you were held in the clutches of Bwah Foo's magic, your finely-tuned Ninja mind began turning over. Obviously the dastardly fellow had taken the kidnapped children to his hideaway, and clearly he meant business. The school was going to have to dip into its coffers and make with the gold — or face the wrath of some very angry parents ...

But then you'd shared a tea-ceremony with the school principal and his favourite concubine just before the speechgiving — and hadn't the principal bemoaned the fact that the school was nearly out of gold? That's right! An appeal for funds was about to be launched to the Old Boys — and if past graduates didn't cough up, then the school would almost certainly have to close. Or at the very least merge ignominiously with the Samurai School at the other end of the island, "and you can imagine how the parents would like that", the principal had sighed.

"Oh Well" you sigh, "there's only one thing for it", you thought as the Holding Magic began to wear off. "It looks like it's up to me to get those children back."

FOO'D FIGHT

Now Wednesday evening is drawing close, and with it the deadline set by Bwah Foo for the delivery of the ransom. You have found his hideout, and it's time to put those ninja skills to good use on the side of truth, beauty and justice.

In order to reach Bwah Foo's lair you must fight your way through five missions. Each mission is divided into three or four stages, packed with highly-mobile henchpersons, a handful of the kidnapped Ninja children and one of Bwah's big bosses who must be defeated before you can pass onto the next mission.

The rescue has to be achieved before Bwah Foo's deadline expires, so there's a time limit in which a section has to be completed. All the children found in a mission have to be rescued before you can confront the boss at the end of each mission. Just walk past the kids and your Ninja Magic causes them to be beamed back to Mummy and Daddy. Then you must defeat the boss in a fight to the death and you can move to the next mission, with time left on the clock converted to useful points.

Saving Ninja children earns the eternal gratitude of the parents, but more importantly also confers points. Rescue several sprogs, and you earn a power-up weapon that is more deadly than the shuriken. Use these weapons well and remember that when the going gets really tough you can call on the power of the Ninja Magic once per level — use it wisely!

DEUTSCH

Ladeanweisung

AMIGA:

Diskette ins Laufwerk A einführen. Das Programm lädt sich und läuft.

ATARI ST:

Diskette ins Laufwerk A einführen. Das Programm lädt sich und läuft.

COMMODORE 64/128 – DISKETTE:

LOAD"**,8,1 eintippen und auf ENTER drücken. Das Programm lädt sich und läuft.

COMMODORE 64/128 – CASS:

Die SHIFT — Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Programm lädt sich und läuft.

AMSTRAD – KASS:

(464) Auf CTRL und die kleine ENTER — Taste drücken.
(6128) /TAPE eintippen und auf ENTER drücken. Auf CTRL und die kleine ENTER — Taste drücken.

SPECTRUM – KASS:

Den Computer auf 48k einstellen. LOAD"" eintippen und auf ENTER drücken. PLAY auf dem Recorder drücken.

AMSTRAD – DISKETTE:

Run 'Disc'.

Shinobi Multi-Speicherung für den Commodore 64

Wenn das Band Mission 1 erreicht, zeigt der horizontale Balken den Verlauf dieser Speicherung an. Notieren Sie die Zähleranzeige, wenn der Computer die gesuchte Mission gefunden hat, sodaß Sie sie später schneller mit Hilfe der Vor- oder Rückspultaste am Kassettendeck finden können.

Bei der Speicherung der Missionen 2, 3, 4 und 5 gehen sie bitte gleichermaßen vor.

Falls bei der Speicherung einer Mission Probleme auftreten sollten, spulen Sie das Band bis zum Start der Mission zurück, drücken PLAY und der Computer wird es noch einmal versuchen. (Sie müssen weder das Gerät abschalten noch das gesamte Spiel noch einmal.)

STEUERUNG

Auf = nach oben springen

Ab = hocken

Links/Rechts = nach links/rechts drehen (und dann nach links/rechts gehen)

Feuer and Auf/Feuer und Ab = zwischen Boden und höheren Plattformen springen

Leertaste = aktiviert Ninja-Magie

P = Spielpause

C = wechselt im Pausemodus die Farbe ihres Spielers (nur auf C64)

ITALIANO

Istruzioni Di Caricamento

AMIGA:

Inserisci il dischetto nel Drive A. Il programma si carica e gira da solo.

ATARI ST:

Inserisci il dischetto nel Drive A. Il programma si carica e gira da solo.

COMMODORE 64/128 – DISCO:

Batti LOAD"" ,8,1 e premi INVIO (ENTER). Il programma si carica e gira da solo.

COMMODORE 64/128 – CASSETTA:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP.
Poi premi PLAY sul registratore.
Il programma si carica e gira da solo.

AMSTRAD – CASSETTA:

(464) Premi CTRL ed INVIO (ENTER) piccolo.
(6128) Batti/TAPE e premi RETURN.
Premi CTRL ed INVIO piccolo.

SPECTRUM – CASSETTA:

Metti la macchina in modalità 48k. Batti
LOAD"" e premi INVIO. Il programma si carica e gira da solo.

AMSTRAD – DISCO:

Fai andare 'Disc'.

Shinobi Multi-Load pedr il Commodore 64

Quando la cassetta trova la Missione 1, la barra orizzontale mostrerà il procedere della carica. Se vi annotate il numero mostrato dal contagiri quando il computer trova la missione che sta cercando, in seguito sarete in grado di localizzarla molto più velocemente usando i tasti di avanzamento veloce (Fast Forward) e di riavvolgimento veloce (Rewind) sul registratore.

Usate la stessa procedura per caricare le Missioni 2, 3, 4 e 5.

Se, quando cercate di caricare una missione incontrate delle difficoltà, riavvolgete la cassetta fino all'inizio della missione, premete PLAY e il computer proverà di nuovo.

CONTROLLI

Su = Salta su

Giù = Accoscia

Sinistra/Destra = volta a sinistra/destra (e poi si avvia a sinistra/destra)

Fuoco = Lancia arma corrente o calcia/tira pugni

Fuoco e Su/Fuoco e Giù = Salta da terra a piattaforme più in alto.

Barra Spaziatrice = Attiva la Magia Ninja

P = per fare la pause

C = per cambiare il colore del tuo giocatore quando sei in Pausa (solo su versione C64)

DYNAMITE DUX

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REQUEST.

ENGLISH

IT'S DYNAMITE ACTION ALL THE WAY!

When little Lucy is stolen by the terrible Achacha, her two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned ... these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!

But both BIN and PIN have simply incredible punches! When they land a punch KERPOW! no one stands up! With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?

Just remember, Lucy needs you!

LOADING INSTRUCTIONS

C64 CASSETTE

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

C64 DISC

Insert the disc in the drive. Type LOAD""",8,1 then press RETURN.

C128

Type G064 then press RETURN. Type Y when prompted followed by RETURN, then follow the appropriate C64 instructions.

SPECTRUM CASSETTE

Insert cassette in your tape recorder and type LOAD"" then press ENTER. Press play on the tape recorder.

AMSTRAD CPC:

464 TAPE – Press CTRL and small ENTER

6128 TAPE – Type I Tape and press RETURN!. Press CTRL and ENTER

464 DISC – Type I CPM and press ENTER

6128 DISC – Type I CPM and press RETURN

ATARI ST

Insert the disc in drive A and switch on the computer.

AMIGA

Turn on the computer and wait for the WORKBENCH prompt, then insert the game disc.

CONTROLS

Pick up cakes and hamburgers to increase energy levels and open the treasure chest to increase score.

A variety of weapons will help you on your way including bombs, water cannons, flame throwers, homing missiles, rocks and bazookas! To pack a real punch, just keep the button depressed then release!

ATARI ST

The mouse should be removed before playing the game!

Left or Right SHIFT to start play with Bin (port 1) or Pin (port 0)

CONTROL to toggle pause mode on/off

Q to quit game (return to desktop)

SPACE (one player game only) — Jump

Left and Right SHIFT (two player game) — Jump for Bin and Pin respectively

ALTERNATE – Bin's punch

CAPS LOCK – Pin's punch

ESC – abandon current game

The high score table is displayed automatically from the title screen

After losing a life with credits remaining press the fire button to continue the game

Pressing SPACE on the title screen toggles between Music and Sound Effects

COMMODORE 64

Use a joystick in PORT 2

SPACE – Jump

P – Toggle pause

RUNSTOP – Quit (when the game is paused)

> – Jump

/ – Punch/fire

ZX SPECTRUM

Use a joystick or the following keys:

Z – Left

X – Right

O – Up

K – Down

ENTER – Punch/Fire

SPACE – Jump

R – Restart

H – Pause

COMMODORE AMIGA

The mouse should be removed before playing the game!

Left or Right SHIFT to start play with Bin (port 1) or Pin (port 0)

CONTROL to toggle pause mode on/off

SPACE (one player game only) – Jump

Left and Right SHIFT (two player game) – Jump for Bin and Pin respectively

LEFT AMIGA KEY – Bin's punch

RIGHT AMIGA KEY – Pin's punch

ESC – abandon current game

The high score table is displayed automatically from the title screen

After losing a life with credits remaining press the fire button to continue the game

Pressing SPACE on the title screen toggles between Music and Sound Effects

DEUTSCH

DYNAMITE-ACTION AUF DER GANZEN STRECKE!

Als die kleine Lucy vom fürchterlichen Achacha entführt wurde, waren ihre beiden Freunde BIN und PIN außer sich! Sie haben sich vorgenommen, Lucy wieder zu befreien. Sie können entweder BIN oder PIN dabei helfen, es mit den verschiedenen Schurken aufzunehmen. Seien Sie gewarnt ... diese Schurken sind besonders bösartig und sehr verschlagen. Es gibt Sumo-Schweine, bissige Hunde, boxende Krokodile, Armeen von Ratten, Katzen auf Rollerskates und viele mehr!

Doc BIN und PIN teilen beide einen unglaublichen Schlag aus! Wenn sie zuschlagen – KERPOW! das haut jeden um! Wasserfontänen. Vulkane und Feuermauern stellen sich Ihnen in den Weg, aber was erwartet Sie erst, wenn Sie Achacha in die Hände bekommen?

Bedenken Sie, Lucy braucht Ihre Hilfe!

LADEANWEISUNGEN

C64 KASSETTE

Kassette in das Kassettengerät einlegen. Die SHIFT-Taste gedrückt halten und die RUN/STOP-Taste drücken.

C64 DISKETTE

Diskette in das Laufwerk einlegen. LOAD""",8,1 eintippen und die ENTER-Taste drücken.

C128

G064 eintippen und die RETURN-Taste drücken. Nach Aufforderung Y eingeben und die RETURN-Taste drücken und den entsprechenden Anweisungen für den C64 folgen.

ATARI ST

Diskette in das Laufwerk A einlegen und den Computer einschalten.

SPECTRUM KASSETTE

Kassette in den Kassettenrecorder einlegen und LOAD"" eintippen und die ENTER-Taste drücken. Dann die PLAY-Taste auf dem Kassettenrecorder drücken.

AMSTRAD CPC

- 464 KASSETTE: Auf CTRL und die kleine ENTER-Taste drücken.
6128 KASSETTE: I Tape eintippen und auf RETURN drücken.
Auf CTRL und die kleine ENTER-Taste drücken.
464 DISC: I CPM eintippen und auf ENTER drücken.
6128 DISC: I CPM eintippen und auf RETURN drücken.

AMIGA

Computer einschalten und auf das WORKBENCH-Prompt warten, dann die Spieldiskette einlegen.

STEUERUNGS

Sammeln Sie Kuchen und Hamburger ein, um die Energie zu erhöhen, und öffnen Sie die Schatztruhe, um die Punktzahl zu vergrößern.

Auf Ihrem Weg können Sie eine Auswahl an Waffen benutzen, die aus Bomben, Wasser- und Flammenwerfern, ferngelenkten Raketen, Steinen und Bazookas besteht!

Um richtig fest zuzuschlagen halten Sie den Knopf gedrückt und lassen ihn dann los!

ATARI ST

Die Maus sollte vor Spielbeginn entternt werden!!!

Die linke oder rechte SHIFT-Taste zum Starten von Bin (Port 1) oder Pin (Port 2) drücken

CONTROL zum An-/Ausschalten des Pausenmodus

Q für Spielabbruch drücken (Rückkehr zum Desktop)

LEERTASTE (nur bei einem Spieler) – Springen

Linke oder rechte SHIFT-Taste (bei zwei Spielern) – Springen von Bin beziehungsweise Pin

ALTERNATE – Bins Schlag

CAPS LOCK – Pins Schlag

ESC – das gegenwärtige Spiel abbrechen

Die Tabelle mit den höchsten Punktwertungen erscheint automatisch auf dem Titeldbildschirm

Wenn Sie ein Leben verlieren und noch weitere übrig haben, einfach den Feuerknopf drücken, um mit dem Spiel fortzufahren
Drücken der LEERTASTE während des Titeldbildschirms wechselt zwischen Musik und Soundeffekten

COMMODORE 64

Joystick in Port 2

LEERTASTE – Springen

P – Pausenschalter

RUNSTOP – Abbrechen des Spiels (wenn im Pausenmodus)

> – Springen

/ – Schlag/Feuer

ZX SPECHTRUM

Z – Links

X – Rechts

O – Hoch

K – Runter

ENTER – Schlag/Feuer

LEERTASTE – Springen

R – Neu Starten/Abbrechen

H – Pause

COMMODORE AMIGA

Die Maus sollte vor Spielbeginn entfernt werden!!!

Die links oder rechte **SHIFT**-Taste zum Starten von Bin (Port 1) oder Pin (Port 2) drücken

CONTROL zum An-/Ausschalten des pausenmodus

LEERTASTE (nur bei einem Spieler) – Springen

Linke oder rechte **SHIFT**-Taste (bei zwei Spielern) – Springen von Bin beziehungsweise Pin

LINKE AMIGA-TASTE – Bins Schlag

RECHTE AMIGA-TASTE – Pins Schlag

ESC – das gegenwärtige Spiel abbrechen

Die Tabelle mit den höchsten Punktwertungen erscheint

automaticamente sul titolo schermo
Quando si perde una vita e ancora ne ha, semplicemente premendo il pulsante di accensione, per continuare il gioco premendo il pulsante di accensione durante il titolo schermo si alterna tra musica e effetti sonori

ITALIANO

UN'AZIONE TUTTA ALLA DINAMITE!!

Quando il terribile Achacha rapisce la piccola Lucia, i suoi due amici BIN e PIN si arrabbiano sul serio! E giurano di andarla a liberare.

Tu puoi aiutare sia BIN che PIN ad affrontare diversi tipi di cattivi.

Ma sta attento ... questi figurini sono particolarmente malvagi e molto astuti. Come i Porci Sumo, i Cani Azzannanti, i Coccodrilli Pugili, le Frotte di Ratti, i Gatti Pattinatori e tanti altri!

Ma sia BIN che PIN sono dotati di pugni incredibili! Quando colpiscono, KAPOW! nessuno resiste! Con sorgenti, vulcani e muri di fuoco che cercano di fermarti, che credi che ti aspetti quando metti le mani su Achacha?

Ricorda, Lucy ha bisogno di te!

ISTRUZIONI DI CARICAMENTO

C64 CASSETTA

Inserire la cassetta nel registratore. Premere i tasti SHIFT e RUN/STOP contemporaneamente.

C64 DISCO

Inserire il disco nel drive. Digitare LOAD""",8,1 e poi premere RETURN.

C128

Digitare G064 e poi premere RETURN. Digitare Y al comando e poi di nuovo RETURN; poi seguire le istruzioni per il C64.

SPECTRUM CASSETTA

Inserite la cassetta nel registratore e digitate LOAD"" poi premete ENTER. Premete il tasto play sul registratore.

AMSTRAD CPC

464 CASSETTA – Premi CTRL e INVIO piccolo.

6128 CASSETTA – Batti 1 TAPE e premi RETURN.
Premi CTRL e INVIO.

464 DISCO – Batti 1 CPM e premi INVIO.

6128 DISCO – Batti 1 CPM e premi RETURN.

ATARI ST

Inserite il disco nel drive A ed accendete il computer.

AMIGA

Accendete il computer ed aspettate il WORKBENCH prompt, poi inserite il disco gioco nel drive.

CONTROLLI

Raccogli dolci e amburgher per aumentare i livelli di energia e apri lo scrigno del tesoro per incrementare il punteggio.

Per aiutarti nel tuo cammino, troverai una serie di armi, incluse bombe, idranti, lanciafiamme, missili guidati, razzi e bazooka!

Per incrementare la potenza, tieni schiacciato il bottone e poi rilaschialo!

INSERIRE QUI LE ISTRUZIONI DI CARICAMENTO

ATARI ST

Prima di cominciare a giocare, toglì il mouse!!!

Per iniziare a giocare con Bin (porta 1), o con Pin (porto 0), usa SHIFT di sinistra o di destra

Per fare la pausa/ripresa, usa CONTROL

Per abbandonare, sua Q (ritorni al desktop)

BARRA – Salta (solo nei giochi ad un giocatore)

SHIFT di sinistra e di destra – Salto rispettivamente per Bin e Pin
(nel gioco a due)

ALTERNATO – pugno di Bin

CAPS LOCK – pugno di Pin

ESC – abbandona il gioco in corso

La tabella punti appare automaticamente dalla videata titolo

Per continuare a giocare dopo aver perso una vita e avendo crediti residui, premi il bottone di fuoco

Premendo la BARRA sulla videata titolo, passi dalla Musica agli Effetti Sonori

COMMODORE 64

Usa un joystick nella PORTA 2

BARRA – Salto

P – Aziona la pausa

RUN/STOP – Abbandona (quando sei in pausa)

> – Salta

/ – Pugno/spara

ZX SPECTRUM

Z – Sinistra

INVIO – Pugno/Spara

X – Destra

BARRA – Salta

O – Su

R – Ripresa

K – Giù

M – Pausa

COMMODORE AMIGA

Prima di cominciare a giocare, toglie il mouse!!!

Per iniziare a giocare con Bin (porta 1), o con Pin (porta 0), usa

SHIFT di sinistra o di destra

Per fare la pausa/ripresa, usa CONTROL

BARRA – Salta (solo nei giochi ad un giocatore)

SHIFT di sinistra e di destra – Salto rispettivamente per Bin e Pin
(nel gioco a due)

TASTO AMIGA DI SINISTRA – pugno di Bin

TASTO AMIGA DI DESTRA – pugno di Pin

ESC – abbandona il gioco in corso

La tabella punti appare automaticamente dalla videata titolo

Per continuare a giocare dopo aver perso una vita e avendo crediti residui, premi il bottone di fuoco

Premendo la BARRA sulla videata titolo, passi dalla Musica agli Effetti Sonori