

# FIGHTING WARRIOR

As FIGHTING WARRIOR, champion of all Egypt, you must use all your powers of combat and fighting expertise in this arcade quest to rescue the beautiful princess.

Armed with nothing more than a sword, you must face the ordeals and rise to the challenges posed by the various creatures which cross your path. Using either the joystick or the keyboard you control the hero's manoeuvres in opposing his adversaries.

Sensational scrolling graphics, animated fighting action, excitement and surprises make FIGHTING WARRIOR a game that will guarantee many hours of excitement to all arcade players.

Instructions in English

Instructions données en Français

Answerungen werden in Deutsch gebogen

## Scenario

Set in ancient Egypt, with its legends of sacrificial burials, mythical creatures and magic, your task is to rescue your beloved princess Thaya. She has been kidnapped by the evil Pharaoh, and only when you have freed her is your quest fully completed.

Locked away in a remote temple, the princess is about to be buried alive as a sacrifice to the gods. Armed with nothing more than a sword, and your reputation as the country's most acclaimed warrior, you must cross the desert in search of the temple. But many hazards and ordeals lie in your path. Mythological demons, demigods and magical devices are conjured up by the wicked Pharaoh's magicians and will hinder you in your quest. You must use all your fighting skills and powers of combat to fend them off.

On your journey you will also come across various objects left behind over the centuries by others who have travelled the same route. These objects are rumoured to possess magical powers, and you must use your cunning to determine how to release their magic. But remember - take care to distinguish between those containing good and evil powers.

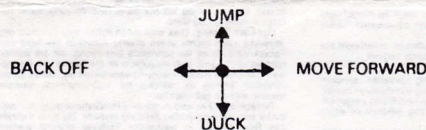
Once inside the temple, your problems are not over. The temple is in the control of the Pharaoh's magicians, who will use their evil powers to sap your strength and stamina. You have triumphed in your quest only when you are reunited with your princess and have released her from her bonds.

## Playing the game

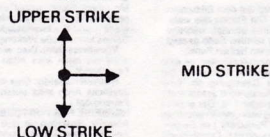
As you encounter an enemy on your journey towards the temple, you must engage it in battle and overcome it if you are to get any further! Move from left to right to progress with your journey. Vases should be broken (where you deem it wise) using a low strike. There are seven different moves which you can make which can be controlled using joystick or the keyboard.

## Joystick controls

Without fire button pressed (non-aggressive moves)



With fire button pressed (aggressive moves)



## Keyboard controls

When using the keyboard, the 'SPACE' bar will act as the 'FIRE' key.

Without 'FIRE' key pressed (non-aggressive moves)

- Q = JUMP
- A = DUCK
- P = MOVE FORWARD
- O = BACK OFF

With 'FIRE' key pressed (aggressive moves)

- Q = UPPER STRIKE
- A = LOW STRIKE
- P = MID STRIKE

When playing with either JOYSTICK or KEYBOARD, pressing the ENTER key will PAUSE the game.

## Scoring

For every successful strike made on an enemy, you gain 10 points. Bonus points can be added to your score for any of the following.

- making a quick kill
- releasing the magical power from the right object
- completing the game.

Four sets of numbers are displayed at the bottom of the screen. Their meanings are, reading from left to right, as follows:

- current score
- energy
- position in hi-score table
- next score to beat

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# LE GUERRIER COMBATTANT

Vous vous trouvez en Egypte Ancienne, riche de ses légendes de sépultures et de sacrifices, de créatures mythiques et de magie. Votre devoir est de sauver votre princesse adorée, Thaya. Elle a été enlevée par le cruel Pharaon, et votre tâche ne sera accomplie que lorsque vous aurez libéré la princesse.

Emprisonnée dans un temple lointain, la princesse va être enterrée vivante et offerte en sacrifice aux Dieux. Votre seul arme est un glaive, et célébré comme étant le plus valeureux guerrier du pays, vous devez traverser le désert et partir à la recherche du temple. Mais de nombreux dangers épineux vont barrer votre route. Sous le pouvoir des magiciens au service du malicieux Pharaon, des démons mythologiques, des demi-dieux et des stratagèmes magiques vont apparaître, et vont essayer de vous empêcher d'atteindre votre but. Vous

devez utiliser toutes les qualités et tous les pouvoirs de combat pour vous protéger d'eux et pour les faire s'enfuir.

Au cours de votre périple, vous allez trouver sur votre route divers objets oubliés et abandonnés au cours des siècles par des voyageurs qui suivirent le même chemin. Ces objets sont dits posséder des pouvoirs magiques, que vous devez découvrir afin de pouvoir en faire usage. Surtout - faites attention! certains de ces objets ont de bons pouvoirs mais d'autres sont maléfiques. Il vous faut utiliser votre ruse pour savoir les distinguer.

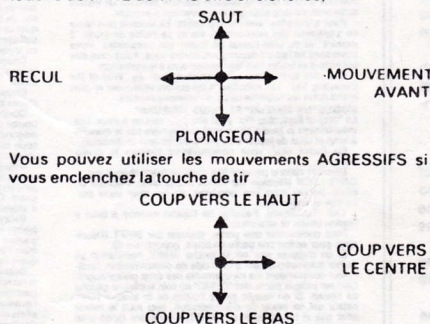
Même lorsque vous aurez enfin pénétré dans le temple, vos ennemis ne seront pas terminés. Ce temple est sous le contrôle des magiciens du Pharaon, qui utiliseront leur pouvoir maléfique pour anéantir votre force et votre résistance. Ce n'est que lorsque vous serez enfin réunis avec la princesse et que vous l'aurez libérée de ses chaînes, que vous aurez triomphé et atteint votre but.

## Comment jouer

Vous devez provoquer au combat et vaincre tout ennemi que vous rencontrerez sur votre passage lors de votre voyage vers le temple, si vous désirez aller plus loin. Déplacez-vous de la gauche vers la droite afin de pouvoir progresser dans votre voyage. Si vous jugez nécessaire de briser les vases, ceux-ci devront être brisés d'un coup vers le bas. Vous pouvez effectuer 7 différents mouvements que vous pouvez contrôler soit à l'aide du manche à balai, soit à partir du clavier.

## Commandes de contrôle à balai

Les mouvements ci-dessous sont NON-AGRESSIFS (la touche de tir NE doit PAS être enclenchée)



Vous pouvez utiliser les mouvements AGRESSIFS si vous enclenchez la touche de tir

## Commandes de contrôle du clavier

Lors de l'utilisation du clavier, la barre d'espacement devient la touche de tir "FIRE".

Les mouvements NON-AGRESSIFS (c'est-à-dire SANS enclencher la touche de tir) s'obtiennent en appuyant sur les touches suivantes:

- Q = SAUT
- Z = PLONGEON
- P = MOUVEMENT AVANT
- I = RECUL

Lorsque la touche de tir est enclenchée, vous pouvez obtenir les mouvements suivants en pressant les touches suivantes:

- Q = COUP VERS LE HAUT
- Z = COUP VERS LE BAS
- P = COUP VERS LE CENTRE

Que vous utilisiez le clavier ou le manche à balai il suffit d'appuyer la touche ENTER pour pouvoir faire une PAUSE dans votre jeu.

## Le système des points

Vous marquez 10 points pour chaque coup que vous remporterez sur votre ennemi. Vous gagnerez de points bonus supplémentaires dans les cas suivants:

- arriver à tuer l'ennemi rapidement
- arriver à délivrer le pouvoir magique du bon objet
- terminer le jeu

4 séries de nombres sont affichées au bas de l'écran. Leur signification est la suivante, de la gauche vers la droite:

- score courant
- énergie



- position dans le tableau des records
- nouveau score à battre

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# KAMPFENDER KRIEGER

Wir befinden uns im alten Ägypten mit seinen Legenden von Opfertoden, legendären Kreaturen und seinem Zauberwesen. Ihre Aufgabe ist es, die geliebte Prinzessin Thaya zu retten. Sie wurde vom Teufel Pharaoh gefangenengenommen und Ihre Aufgabe ist erst dann erfüllt, wenn Sie sie befreit haben.

Die Prinzessin, die in einem einsamen Tempel eingeschlossen ist, steht kurz davor, als Opfer für die Götter lebend begraben zu werden. Mit dem Schwert als Ihrer einzigen Waffe und dem Ruf, der am meisten gefeierte Krieger des Landes zu sein, müssen Sie bei Ihrer Suche nach dem Tempel die Wüste durchqueren. Sie müssen jedoch viele Hindernisse und Gefahren überwinden. Legendäre Dämonen, Halbgötter und magische Geräte werden durch den bosartigen Zauberer des Pharaos herbeigeschworen und werden Sie bei Ihrer Suche hindern. Sie müssen Ihre sämtlichen Kampffertigkeiten und Kräfte aufwenden, um sie zu wehren.

Auf Ihrer Reise werden Sie ebenfalls mit verschiedenen Gegenständen in Berührung kommen, welche von anderen, die im Laufe der Jahrhunderte den selben Weg gemacht haben, zurückgelassen wurden. Von diesen Gegenständen geht das Geruch um, dass sie magische Kräfte besitzen und Sie müssen deshalb Ihre List anwenden, um herauszufinden, wie sie ihre Zauberkräfte freilegen können. Denken Sie jedoch daran - Sie müssen unterscheiden zwischen denjenigen, die gute und böse Kräfte besitzen.

Wenn Sie jedoch erst einmal im Tempel sind, sind Ihre Probleme noch nicht gelöst. Der Tempel steht in der Macht der Zauberer des Pharaos, die ihre bosartigen Kräfte dazu verwenden werden, um Ihre Kraft und Ihr Durchhaltevermögen zu schwächen. Sie haben Ihre Suche erst dann erfolgreich beendet, wenn Sie mit Ihrer Prinzessin vereinigt sind und sie von ihren Fesseln befreit haben.

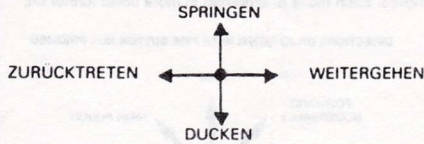
## Spielen des Spiels

Wenn Sie auf Ihrer Reise zum Tempel einem Feind begegnen, müssen Sie ihn in einen Kampf verwickeln und ihn besiegen, wenn Sie weiterkommen möchten! Um Ihre Reise weiterzuführen, müssen Sie sich von links nach rechts bewegen. Die Vasen sollten (Wenn Sie es für günstig halten) durch einen niedrigen Schlag zerbrochen werden. Sie können verschiedene

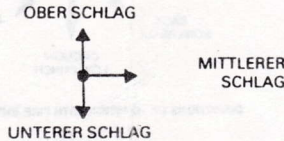
Bewegungen machen, welche Hilfe der Tastatur oder Joystick kontrolliert werden können.

## Steuerungen mit dem Joystick

Die nachstehenden Bewegungen sind nicht aggressiv (der Feuer-Knopf wird nicht gedrückt)



Die aggressiven Bewegungen erzielt man durch Drücken des Feuer-Knopfes



## Steuerungen mit der Tastatur

Bei der Verwendung der Tastatur dient die Leertaste als Feuer-Taste.

Die nicht aggressiven Bewegungen (Feuer-Taste NICHT gedrückt) erzielt man mit den folgenden Tasten.

- Q = SPRINGEN
- Z = DUCKEN
- P = WEITERGEHEN
- I = ZURÜCKTRETEN

Bei gedrückter Feuer-Taste (aggressiven Bewegungen), erzielt man die Bewegungen mit den folgenden Tasten:

- Q = OBERER SCHLAG
- Z = UNTERER SCHLAG
- P = MITTLERER SCHLAG

Wenn Sie entweder mit dem JOYSTICK oder der TASTATUR spielen wird durch Drücken der Taste ENTER das Spiel UNTERBROCHEN.

## Wertung

Für jeden erfolgreichen Schlag, den Sie einem Feind versetzen, erhalten Sie 10 Punkte. Sonderpunkte können für jededer nachstehenden Taten hinzugefügt werden:

- wenn Sie jemanden schnell toten
- wenn Sie die magische Kraft aus den richtigen Gegenstand austreiben
- bei Vollendung des Spiels.

Unten am Bildschirm werden vier Nummernsätze angezeigt. Sie haben von links nach rechts gelesen die nachstehende Bedeutung:

- momentane Wertung
- Energie
- Position in der Hochwertungstabelle
- nächstes zu erledigendes Ziel

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THE WAY OF THE EXPLODING FIST (DIE BAHN DER DONNERDEN FAUST) "Wird ganz sicherlich der Hit für die Ferienzeit!" - DAILY MAIL  
STARION - "Überraschend, erstaunlich, phenomenal!" - CRASH

SIR LANCELOT - "Man kann sich sei daran gewöhnen, es spiels sich gut und ist sehr gut" - CRASH



## 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:

Plug in your joystick and press the fire button. This will start the game.

**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 the 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.

**Practicing 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:

The Way of the Exploding Fist can be played in either one-player mode or two-player mode. The white player's moves are controlled by the joystick while the blue player's moves are controlled by the keyboard (see below).

In playing in one-player mode, you will always control the white character.

Various options can be selected before each game.  
CAPS LOCK: Switch between 1 player and 2 player options  
TAB: Switch between joystick and keyboard options

To start a game press SHIFT, to stop a current game press

If SHIFT is not pressed, the computer will automatically go into a demonstration mode, with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer is in demonstration mode will have the same effect as pressing SHIFT — i.e. you can start playing the game in the mode selected.

**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 opponents 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.

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

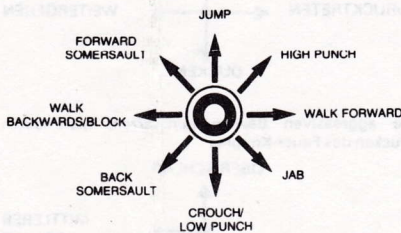
As well as the points for each strike, you will get a score value for each move successfully executed. The score will depend on

the move chosen, so that a difficult move, such as a roundhouse kick, will score more than an easy move, such as a 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).

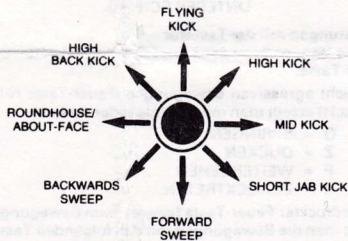
### SUMMARY OF JOYSTICK POSITIONS:

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



### USING THE KEYBOARD:

The keyboard option has been included for AMSTRAD owners wishing to play the game without the joystick.

The following keys are used in keyboard mode:

4 5 6  
1 3  
0 ENTER

fire button: CTRL

In two player mode, one player at least must use the keyboard. If one player uses the joystick, the other player (blue) can use the keyboard as indicated above. If both players want to use the keyboard, the white player will use the keys as shown below:

T Y U  
G J  
B N M

fire button: ESCAPE

### 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 midkick when facing right, then when you are facing left, you need to press the joystick to the left to obtain the midkick.

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

Eight kicks are available to you — one each for 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 (forward):** 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 (backward):** 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 fire button.)

**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.

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Cameron Duffy & Damian Watharow — Programming

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