FULL CONTACT

FOR ANY AMIGA SYSTEM

Experience true arcade-quality action on the Amiga as you prepare to avenge the deadly Triad gang who put your family to the sword. Encounter a range of increasingly vicious characters who must be overcome in order to seal your fate and ensure victory is yours. The time has come to prove yourself, the time has come to make full contact...

Full Contact Features:

- Fantastic Graphics, Sound and Music
- Gripping, Action Packed Gameplay
- Massive Game Graphics
- Arcade Speed (50 Frames)
- 1 Player Arcade Mode
- 2 Player Combat Mode
- 4-16 Player Tournament Mode
- Written Exclusively For The Amiga
- 2 Bonus Levels
- State Of The Art Intro Sequence

TEAM17

Upper Offices, 2-8 Market Street, Wakefield, West Yorkshire, England.
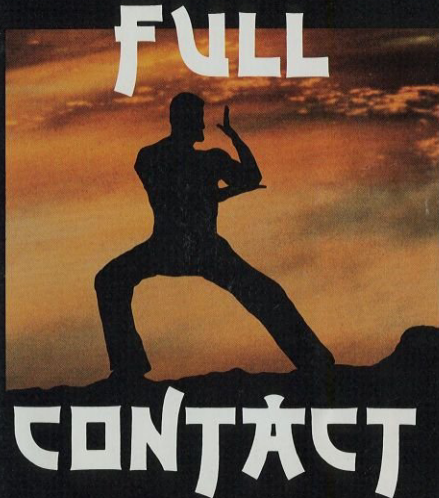
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Screenshots from standard Amiga system.

FULL CONTACT - AMIGA

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FULL

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The story...

As a boy you were happy, your world was peaceful and life was good. Then the Triad came, a ruthless gang who brought chaos. You escape the slaughter but witness the scene as your family are one by one, put to the sword. You swear to one day avenge them.

Found wandering through the country, you are taken in by a kindly order of monks. They teach the ways of old, the ways of the land and the ways of the wise. They teach you the real art of self-defence, you are told never to make full contact but you wish you could.

All that stands before you is the might of the Triad gang, each elite member proving increasingly difficult, each armed with deadly skills or weapons and each one giving no mercy.

But as time passes you find it increasingly difficult to live with the terrible truth, slowly and surely you realise that the time has come to avenge your family, the time has come to bring about justice and the time has come to make Full Contact.

Loading...

Reset your Amiga and insert disk one, after a few moments an introduction sequence will run and this can be exited by pressing the joystick button, you will then be asked to insert disk two - the game menu will appear after that. You can skip the intro sequence by holding the mouse buttons down as soon as you insert disk one. When loaded, leave disk two in the drive.

Virus Warning...

Always keep the write protect tab in the ON position (so you can see through the hole) as this will stop any virus infection risk. Full Contact will not load if infected by a virus, there is no need to use a virus killer on your Full Contact game-disks.

Game Options...

As well as a single-player arcade mode where you take on the Triad members, Full Contact offers the chance to spar with a friend or compete with up to fifteen friends in a tournament. These options are selected by going to the options screen on the main menu.
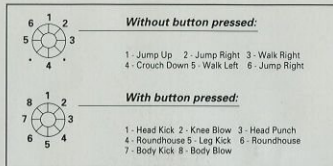
Options Screen...

From here you can select game mode (one player, two player or tournament) and change the initials of competing players. In the case of tournament mode, click on the number of competing players by using the joystick. To change initials simply click on the initials you wish to change and use left/right and fire on the joystick to alter the characters.

Playing the game...

Just click on start game to commence play. If playing with a friend you'll need to unplug the mouse and insert another joystick into gameport one. ESC quits to the main menu whilst in the game. Full Contact features a demo/attract mode if left alone.

Controlling your fighter...Joystick Functions:

Without button pressed:

1 - Jump Up   2 - Jump Right   3 - Walk Right
4 - Crouch Down 5 - Walk Left   6 - Jump Right

With button pressed:

1 - Head Kick   2 - Knee Blow   3 - Head Punch
4 - Roundhouse 5 - Leg Kick   6 - Roundhouse
7 - Body Kick 8 - Body Blow

There are two bonus sub-levels that appear in the single player game when you beat certain opponents. Instructions for these are given prior to playing them in the form of a scrolling message.

All that remains are our good luck wishes (you'll certainly need them) and Team17 hope that you enjoy this and our other quality Amiga titles, a preview of Alien Breed is also on disk one of Full Contact and can be seen instead of inserting disk two.

Team17...

A dedicated bunch of Amiga-orientated creatures, hoping to bring you real quality and action on the Amiga. The team consists of Andreas Tadic (Programmer), Peter Tuleby (Programmer), Rico Holmes (Graphic Art and Animation), Allister Brimble (Sound and Music) and Martyn Brown (Development Manager/Team Leader).

Thanks to...

You for buying the game,
Mick for making it all possible,
Rico, Andreas, Peter, and Allister for doing the actual dirty work.

Look out for **ALIEN BREED** coming to an Amiga near you soon.