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ninja warriors amiga • atari st

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-titanium. 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 the to 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?

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.

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.

ITALIANO

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	Spingi 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	Premi cursori su e destra
Accosciata	Premi cursore giù
Sala su	Premi cursore su
Difesa	Tieni schiacciato CTRL
Tira shuriken	Premi CTRL
Taglia con pugnali	Premi SHIFT

DURANTE IL GIOCO

Pausa	Premi P
Abortire	Premi ESC

FUORI DAL GIOCO

Seleziona controlli	Premi F10
Videata Aiuto	Press HELP
Musica accesa/spenta	Premi M
Sonoro ST acceso/spento	Premi S

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.

DEUTSCH

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 TASTATUR-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	P-Taste drücken
Spiel abbrechen	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

LADÉANWEISUNGEN

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.

FRANCAIS

AMIGA/ST COMMANDES AU MANCHE A BALAI

A gauche Déplacez le manche à balai à gauche
A droite Déplacez le manche à balai à droite
Culbuter à gauche Appuyez sur le bouton de TIR et déplacez le manche vers le haut et à gauche
Culbuter à droite Appuyez sur le bouton de TIR et déplacez le manche vers le haut et à droite

Sauter à gauche Déplacez le manche vers le haut et à gauche
Sauter à droite Déplacez le manche vers le haut et à droite
S'accroupir Tirez le manche vers le bas
Sauter en l'air Poussez le manche vers le haut
Se défendre Gardez le bouton de TIR enfoncé
Lancer un shuriken Appuyez et relâchez le bouton de TIR (ne marchera que lorsque l'ennemi est proche de Ninja)
Taillader aux couteaux Appuyez et relâchez le bouton de TIR (ne marchera que lorsque l'ennemi est proche de Ninja)

AMIGA ST COMMANDES AU CLAVIER

A gauche Appuyez sur la touche de curseur gauche
A droite Appuyez sur la touche de curseur droite
Culbuter à gauche Appuyez sur CTRL et les touches de curseur haut et gauche
Culbuter à droite Appuyez sur CTRL et les touches de curseur haut et droite
Sauter à gauche Appuyez sur les touches de curseur haut et gauche
Sauter à droite Appuyez sur les touches de curseur haut et droite
S'accroupir Appuyez sur la touche de curseur bas
Sauter en l'air Appuyez sur la touche de curseur haut
Se défendre Gardez la touche CTRL enfoncée
Lancer un shuriken Appuyez sur la touche CTRL
Taillader aux couteaux Appuyez sur la touche SHIFT

PENDANT LE JEU

Pause Appuyez sur la touche P
Abandonner le jeu Appuyez sur la touche ESC

PAS PENDANT LE JEU

Choisir les commandes Appuyez sur F10
Ecran d'aide Appuyez sur HELP
Avec ou sans Musique Appuyez sur M
Son ST allumé/éteint Appuyez sur S

INSTRUCTIONS DE CHARGEMENT

AMIGA Introduisez la disquette dans le lecteur de disquettes A (DFO). Le programme se chargera et commencera automatiquement.

ST Introduisez la disquette dans le lecteur de disquettes A. Le programme se chargera et commencera automatiquement.



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