

Panza KICK BOXING

LOADING INSTRUCTIONS

ATARI ST

Insert disk A in the internal drive and switch on your computer.

Follow the prompts as they appear on the screen.

AMIGA

Insert the disk in the driver and switch on your computer. Follow the prompts on the screen.

PC & COMPATIBLES

Insert disk A in drive A and type: KICK. Follow the prompts on the screen.

For the following versions: PC & COMPATIBLES, ATARI ST, AMIGA, we advise you to play with the original disk A and one back-up copy of disk B without write-protecting this one.

COMMANDS

MOVING IN A MENU

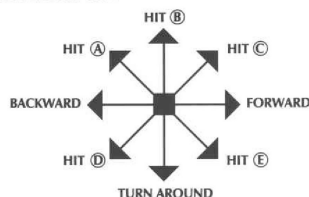
You have 2 ways of moving in a menu.

- Use the joystick + the fire button to validate your choice.
- Use the keyboard (the keys of the numeric keypad) + the RETURN key or the space bar to validate your choice.

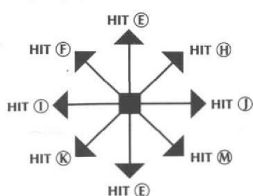
MOVING DURING A FIGHT

During a fight, the joystick allows you to hit 13 different blows and to move in different directions: forward, backwards, turn around and parry position. You just have to move the joystick in the corresponding position.

AVAILABLE POSITIONS WITHOUT HOLDING THE FIRE BUTTON:



AVAILABLE POSITIONS WHEN HOLDING THE FIRE BUTTON:



FUNCTION KEYS

- F2** : Pause
F3 : Run the game again
F4 : Activate on / off the analog joystick on PC version*
F5 : Activate on / off the sound on PC version*
ESC : QUIT

To make the directions easier to follow, we mainly mention the joystick function, but all the manipulations are possible with the keyboard.

In case a second joystick is plugged to the mouse port (ATARI & AMIGA versions), this one is not mentioned in the menus.

TO PLAY RIGHT AWAY

- Load the game into your computer (see LOADING INSTRUCTIONS)
- After loading, the main menu appears on the screen.
- To start the fight, press the fire button: this will select the COMBAT icon by default.
If you do not press any key or do not start any action, a preview will automatically begin after a few seconds.

- After some advice from the referee, the fight begins.
You are the boxer on the left side. To strike a blow at your opponent, move the joystick: each movement you give to the joystick corresponds to a blow or a position (refer to SELECT HITS to see all the possibilities).
- If a boxer is knocked out, it is the end of the fight and you go back to the main menu.
If you go through the first round, you have 2 rounds left till the end of the fight. If you wish to stop the fight or the preview, just press the ESC key.

MENU

PREVIEW

The preview gives you a demonstration of a Round. This can help you to evaluate the strength of a boxer before confronting him. The preview starts automatically after a few seconds of inaction while the main menu is still on the screen.

SELECTING YOUR COMMAND MODE

This option allows you to define the configuration of the commands available to you during the game. With the joystick or the keyboard, you can play against a human opponent or against the computer. In both cases, several commands exist.

EXAMPLES:

JOY 2 ATARI = One player against the computer.

JOY 2 JOY 1 = One player against another player.
CLAVIER JOY 1 = One player against another player.
CLAVIER ATARI = One player against the computer.

NOTE:

On the ATARI and AMIGA versions, joystick 1 is plugged on the mouse port and you cannot use it to select your choices.

PHYSICAL SHAPE

Each boxer has a "physical shape" capital. At the beginning of the game, the 8 boxers reserved to the player benefit of the same capital. This capital consists of 3 rubrics that define a boxer's characteristics. The more value a rubric has, the better your boxer is. These rubrics are:

- STRENGTH:** The stronger a boxer is, the more efficient his blows are.
RESISTANCE: The more resistant a boxer is, the tougher it is to knock him out.
REFLEX: The more reflexes a boxer has, the better his parry positions are.

All the boxers are professional. Each of them has a value estimated in DOLLARS.

OTHER BOXER

Each time you press the fire button of the joystick, the program proposes to you a different boxer.

If you press and HOLD the fire button, the physical qualities of this new boxer appear on the screen.

To memorise a boxer's characteristics, you must position the cursor on "other boxer" and press the "V" key. As long as you press that key, a string of characters appears on the screen; note them down. When you press the "L" key, the program asks you to enter a string previously registered. This allows you to keep in memory, from one game to another, your boxers' evolution.

To enter the boxer's name, use the joystick: UP/DOWN to change a letter, RIGHT/LEFT to modify the cursor position in the word. Then validate with the RETURN key or the SPACE BAR.

To move in the menu, use the joystick and the fire button.

CHARACTERISTICS OF THE BOXER

ON THE RIGHT SIDE:

PHYSICAL SHAPE
RESISTANCE
REFLEX

CHARACTERISTICS OF THE BOXER

ON THE LEFT SIDE:

PHYSICAL SHAPE
RESISTANCE
REFLEX

NUMBER OF ROUNDS: defines in how many rounds (usually between 3 and 12) a fight will be played.

SAVE FIGHTERS CHARACTERISTICS: You can keep in memory the name and characteristics of your boxer so that you can use them later on.

NOW: Allows you to immediately save on disk the boxers' characteristics.

NEVER: Prevents you from saving on disk the data as well as the boxers' characteristics when they are modified in case of defeat or victory.

IF PROGRESSING: Allows you to save the data only when:

- you improve your fighting skills
- you win a trophy
- you change your blow selection.

ALWAYS: Allows you to save a data as soon as you modify it.

BACK TO A BOXER'S CHARACTERISTICS: Allows you to get back to the initial characteristics of your boxer: his starting percentage, his trophies, and his name.

CHANGE THE NAME OF A BOXER: Select the name you want to change with the joystick then, validate your choice with the fire button.

To enter a new name, use the joystick: UP/DOWN to modify a letter, RIGHT/LEFT to change the cursor position in the word.

To quit, press the ESC key, or type the name on your keyboard and press RETURN to quit.

BACK TO MENU: Return to the boxers' menu.

TRAINING SESSION

The training sessions help a boxer to better his physical capacities. You are going to improve your RESISTANCE by practicing skipping-rope, your STRENGTH with weight lifting and your REFLEX by kicking on moving targets. Thanks to those exercises you are going to be the best.

To practice skipping-rope, use the joystick. Move it from right to left, several times per second and hold on to that rhythm for 30 seconds.

To practice weight lifting, use the joystick. Move it in every direction as fast as possible.

To practice kicking on mobile targets, use the joystick to hit the upper target, the middle target and the lower target.

If your training session has been efficient, your physical shape percentages will increase.

MATCH

To start the fight, just select the MATCH option with your joystick and press the fire button. After a few seconds the fight begins.

If there is too much difference between two boxers' levels, the program will automatically refuse the fight.

Before the fight, a POM POM GIRL indicates the round number. To erase her from the screen, just press the fire button.

SELECT HITS

This option is not available on the following versions:

ATARI 520
AMIGA 500
IBM PC COMPATIBLES } without memory extension

The boxers can select 13 KICK BOXING blows among 55 blows available in the game. You can action either one by using the joystick or the keyboard.

Technically, we could have given you direct access to the 55 blows but that would mean very complex combinations of the positions of the joystick. So to make things easy, we chose the simple and easy to use solution.

This limitation to 13 blows allows an immediate access to the technique you want to use, that means more rapidity and precision in your performances.

On the SELECT HITS you can see:

On the left, 9 squares with the different available blows.

On the right, different menus from which you can select a blow.

THE 9 SQUARES

Scrolling through the 55 blows: Joystick to the left or to the right when pressing the fire button.

Select a hit: With the joystick (and without pressing the fire button), position the boxer in the red pants in the square of your choice and press the key corresponding to the position of the joystick.

Example of a position: Key B corresponds to the upper position of the joystick without pressing the fire button.

MENU 1

The menu including the A.B.C.D.E. keys shows the positions of the joystick when the fire button is not pressed.

MENU 2

The menu including the F.G.H.I.J.K.L.M. keys shows the positions of the joystick when the fire button is pressed.

OPTIONS

The X option allows you to see all the selected blows. As long as you press the X key, you see the MENU 1 positions and the message F0 appears in the central square. When you release the X key, the MENU 2 positions appear on the screen the F1 message in the central square. No change occurs on the screen until you press another key.

The Y option allows you to quit the selection without any modification.

The Z option allows you to validate your selection.

NOTE: You cannot modify the selection of the boxer's blows run by the computer. Some of the positions are not available: RIGHT, LEFT, DOWN. These are moving and parry positions already determined by the computer.

EXAMPLE OF A SELECTION

EXAMPLE: You wish to assign blow #10 to the upper position of the joystick...without pressing the fire button.

Move the joystick to the RIGHT when pressing the fire button. The second screen of blows appears. Move the boxer in the red pants to the square number 10 without pressing the fire button. Now that you have selected your blow, press the B key corresponding to the upper position of the joystick. Blow number 10 is now assigned to the upper position of the joystick.

Proceed the same way for each blow you wish to modify.

To get some training and become familiar with your new selection, you can fight a boxer who doesn't defend himself. Just follow the example:

If you have boxer A with joystick 1, choose to fight boxer B (using the keyboard) and don't touch the keyboard.

Boxer B will be your Sparring Partner.

GRADING

There are two ways of grading:

- One in DOLLARS, reflecting the strength level of a boxer. It is determined according to the value in DOLLARS, which is itself calculated according to the boxer's STRENGTH, RESISTANCE and REFLEX.
- The other, according to the trophies. If you have one or several trophies you automatically appear in the trophies classification.

MATCH

INFORMATION DISPLAY

It consists of a chronometer and two light ramps located above the ring.

The CHRONOMETER indicates how long you have to fight before the end of the round. We reduced the time of a round to 1 minute, but in reality, a round lasts 2 minutes.

Each light ramp is placed above a boxer. The lit one indicates which boxer is leading the game. This is why the luminosity will vary according to the blows hit during the fight. There are 4 projectors on each ramp, and each projector has 3 different intensities of lighting:

- YELLOW:**
maximum lighting = maximum physical shape
- ORANGE:**
medium lighting = medium physical shape
- BLACK:**
null lighting = null physical shape

When the 4 projectors above a boxer are black, it means that this boxer is knocked out and loses the fight.

MATCH

STRIKING A BLOW

To strike a blow, just move the joystick in one of the 13 available positions. The blow corresponding to the chosen position is automatically stricken. To see the

different available positions, refer to the COMMANDS and SELECT HITS chapters.

HITTING YOUR OPPONENT

To make sure that your blow hits your opponent, one of your attacking zones (fists, feet, tibias) must touch a non-protected and sensitive part of your opponent's body (head, torso, thigh).

A circular kick will hit your opponent if he stands in the trajectory of the blow. For example: you are behind your opponent (closer to the ropes than he is) and you strike a circular kick aiming to the back of the ring: your circular kick will have few chances to touch your opponent. On the other hand, if your circular kick is aimed at your opponent (to the front of the ring) the chances are your kick will hit him. So, for your blow to hit your opponent, you must stand in the right position when you start your blow (not too close, not too far), and your blow must hit a non-protected and sensitive part of your opponent's body.

BLOW

When you strike a blow, some parameters will define its quality:

STRENGTH of the attacker

RESISTANCE of the opponent

POWER of the blow

HEIGHT of the blow

Scores are precisely kept according to those parameters.

The variations in the projectors lightings reflect a boxer's vitality. When the projectors of a boxer are off, this boxer loses the fight. It is also possible that after a blow on the head, a boxer falls to the ground and loses some vitality.

RECOVERY

It happens automatically at the end of each round. In the game, recovery time is 30 seconds and it allows the boxers to regain strength.

Recovery is also possible during a fight when there is no attack or when a boxer falls down to the ground.

TURN AROUND

It may happen that after a blow you find yourself turning back to your opponent; it is essential to turn around in order to go on fighting. You have two ways of executing this turn:

The first one is to totally loosen the joystick which will automatically get back to its neutral position and this will give to the program the instant order to make a turn. The second way is to move the joystick in the down position without pressing the fire button: the turn is immediately performed.

UMPIRING

The referee's office is to oversee the proper behavior of the two fighters.

He stops the fight when one of the boxers strikes the same blow in succession. Varying your blows is one of the essential conditions for a quality fight.

When, after a sweep, a boxer falls down to the ground without being hurt, the referee stops the fight to allow him to get up.

If a boxer is knocked out, the referee counts up to 8 to give him time to regain consciousness; if the boxer is not able to fight again within the required time, the referee counts up to 10 and proclaims the other fighter winner.

END OF THE MATCH

At the end of the last round, the boxer with the more lit projectors wins the fight. If the loser has one or several trophies, the winner gets the smaller of these trophies. If the fight was not that easy to win (too much difference between the 2 fighters), the STRENGTH, RESISTANCE, REFLEX parameters of the winner will be increased. This way he is progressing in the classification and another title is added to his prize-list.

A Pom Pom girl shows his trophy to the winner.

The loser's parameters automatically decrease.

HOW TO SELECT YOUR BOXER'S BLOWS SO THAT HE IS CORRECTLY DRIVEN BY THE COMPUTER IN THE PREVIEW MODE

When the computer drives a boxer (its boxer or one of yours in the preview mode), it needs to know his selection.

Let's take the selection menu. The joystick positions can be identified by letters going from A to M. These are the positions the computer can identify:

- A** Corresponds to a long stretched blow.
- B,C,D** Correspond to a direct blow hit with the front arm or the front leg, or to a round kick, coming from the end of the screen.
- E,F,G** Correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, coming from the end of the screen.
- H,I,J** Correspond to a direct blow hit with the front arm or the front leg, or to a round kick, aiming at the end of the screen.
- K,L,M** Correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, aiming at the end of the screen.

CHAMPIONSHIP ORGANIZATION

Some clubs, stores or groups of friends like to organize competitions with several players. The following details are for them:

- In the OPTIONS MENU, select the saving mode "NEVER".
- To fight, choose boxer A (joystick 0) against boxer B (joystick 1).

Boxers A and B have the same characteristics and the "NEVER" option guarantees they will not change at the end of the game in case of victory or defeat.

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Tel: 021 625 3311.

LADEN**ATARI ST**

Legen Sie die Diskette A in das Diskettenlaufwerk und schalten Sie Ihren Computer an. Folgen Sie den Anweisungen auf dem Bildschirm.

CBM AMIGA

Legen Sie die Diskette A in das Diskettenlaufwerk und schalten Sie Ihren Computer an. Folgen Sie den Anweisungen auf dem Bildschirm.

PC

Legen Sie die Diskette A in das Diskettenlaufwerk und schreiben Sie : KICK. Folgen Sie den Anweisungen auf dem Bildschirm.

In IBM KOMPATIBLEN PC's, den ATARI ST und AMIGA-Ausführungen, ist es ratsam mit der Originaldiskette A und einem Back-Up der Diskette B zu spielen, ohne sie mit Schreibschutz zu versehen.

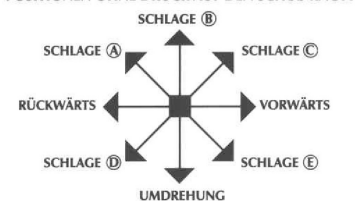
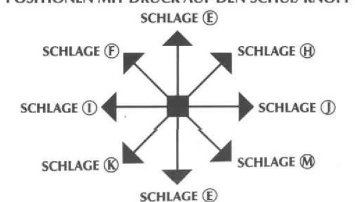
BEFEHLE**BEWEGUNGEN INNERHALB EINES MENÜS**

Innerhalb eines Menüs kann man sich auf zweierlei Arten bewegen :

- a) mit den Joystick (der Schuß-Knopf dient zur Bestätigung eines Befehls)
- b) mit den Pfeiltasten (Zeilen- oder Leertaste dienen zur Bestätigung eines Befehls)

BEWEGUNG WÄHREND DES KAMPFES

Während des Kampfes können mit dem Joystick 13 verschiedene Schläge platziert und folgende Bewegungen ausgeführt werden : vorwärts, rückwärts, Umdrehung, Schutzhaltung. Den Joystick dafür in die gewünschte Richtung bewegen.

POSITIONEN OHNE DRUCK AUF DEN SCHUß-KNOPF**POSITIONEN MIT DRUCK AUF DEN SCHUß-KNOPF****FUNKTIONSTASTEN**

- F2 Pause
- F3 Fortsetzung des Kampfes
- F4 Aktivierung/Deaktivierung des Joystick (PC)
- F5 Aktivierung/Deaktivierung des Tons (PC)
- ESC Verlassen des Menüs

Für eine einfache Handhabung wird hier nur der Joystick erwähnt. Sämtliche Variationen sind jedoch auch mit Hilfe der Tastatur durchführbar. Sollte in der für die Maus vorgesehenen Buchse ein zweiter Joystick angeschlossen werden (ATARI und AMIGA), wird dieser im Menü nicht erwähnt.

SOFORTIGES SPIELEN

1. Spiel in den Computer eingeben und Laden ("Laden")

- 2. Das Hauptmenü erscheint auf dem Bildschirm.
- 3. Für den Kampfbeginn Schuß-Knopf betätigen, was der Funktionswahl "Kampf" entspricht.
- 4. Im Anschluß an die Schiedsrichteranweisungen beginnt der Kampf. Ihr Boxer befindet sich links auf dem Bildschirm. Um Ihrem Gegner einen Schlag zu versetzen, bewegen Sie den Joystick. Jede Bewegung entspricht einem Schlag oder einer Bewegung
- 5. Ist einer der beiden Boxer KO, endet der Kampf, und Sie kehren zum Hauptmenü zurück.

Insgesamt besteht der Kampf aus höchstens 3 Runden. Zur Beendigung des Kampfes oder der Demonstration ESC drücken.

MENU**DEMONSTRATION**

Die Demonstration ermöglicht Ihnen, Ihren zukünftigen Gegner bei einem Schaukampf kennen- und einschätzen zu lernen. Sie beginnt automatisch, wenn einige Sekunden nach Erscheinen des Hauptmenüs auf dem Bildschirm kein Befehl eingegeben wurde.

WAHL DER BEFEHLSART

Es gibt mehrere Möglichkeiten, mit dem Joystick oder der Tastatur gegen einen anderen Spieler oder den Computer anzutreten. Hier einige Beispiele :

- JOY 2 : Atari = Spieler gegen Computer
- JOY 2 : JOY 1 = Spieler gegen Spieler
- Tastatur : JOY 1 = Spieler gegen Spieler
- Tastatur : Atari = Spieler gegen Computer

N.B. : Bei den ATARI und AMIGA-Ausführungen wird der JOY 1 in der für die Maus vorgesehenen Buchse angeschlossen und kann deshalb nicht für die Befehlswahl benutzt werden.

TRAINING

Das Training soll die Kondition des Boxers verbessern. Seine Ausdauer wird durch Seilspringen, seine Kraft durch Hanteltraining, und seine Reflexe durch Schläge auf bewegliche Ziele erhöht. So können Sie gewinnen. Das Training am Seil wird mit Hilfe des Joysticks

durchgeführt. Dafür muß der Joystick häufiger als einmal pro Sekunde von rechts nach links bewegt werden und dies 30 Sekunden lang.

Für das Hanteltraining muß der Joystick so schnell wie möglich in alle Richtungen bewegt werden.

Für das Training auf bewegliche Ziele benötigt man den Joystick um die Ziele oben, in der Mitte und unten zu treffen.

Je besser die Trainingsergebnisse, desto höher die Kondition des Boxers.

KAMPF

Um einen Kampf zu beginnen müssen Sie nur mit dem Joystick auf die Kampftaste gehen und den Schuß-Knopf betätigen. Der Kampf beginnt einige Sekunden nach Laden des Programmes.

Haben die Boxer zu unterschiedliche Trainingsergebnisse, wird der Kampf verweigert.

Vor dem Kampf zeigt ein Nummerngirl an, die wievielte Runde beginnt. Es verschwindet, sobald Sie den Schuß-Knopf betätigen.

SCHLAGAUSWAHL

Diese Option ist in folgenden PC-Systemen nicht enthalten :

ATARI 520
AMIGA 500
PC KOMPATIBEL } ohne erweiterte Speicherkapazität

Dem Boxer stehen grundsätzlich 13 Kick-Boxing Schläge von insgesamt 55 vorprogrammierten Schlägen, zur Verfügung. Beide Boxer können entweder mit Hilfe des Joystick oder der Tastatur bewegt werden.

Technisch gesehen hätte die Möglichkeit bestanden, durch eine komplizierte Handhabung des Joystick, alle 55 Schläge direkt auszuführen. Zur leichteren Spielführung haben wir uns jedoch für eine einfache und jedem zugängliche Lösung entschieden.

Durch die Begrenzung auf 13 Schläge kann die gewünschte Spielweise umgehend angewandt werden, was wiederum eine präzisere und schnellere Ausführung bedeutet.

Die Bildschirmseite SCHLAGAUSWAHL zeigt folgendes an :

Links ein Raster mit 9 Kästchen, in denen die verschiedenen verfügbaren Schläge enthalten sind.

Rechts die Menüs zur Auswahl der Schläge.

SCHLAGRASTER

Sichtbarmachung der 55 Schläge : den Joystick nach rechts oder links bewegen und gleichzeitig den Schuß-Knopf betätigen.

WAHL EINES SCHLAGES :

Setzen Sie den Boxer mit den roten Shorts in ein Kästchen Ihrer Wahl (ohne auf den Schuß-Knopf zu drücken).

Betätigen Sie dann die Taste, die der Position des Joystick entspricht.

POSITIONSBEISPIEL :

Die Position B entspricht dem Joystick in der Position "oben", ohne gedrückten Schuß-Knopf.

MENÜ 1

Das Menü enthält die Tasten A, B, C, D und E. Sie stehen für die Position des Joystick, wenn der Schuß-Knopf nicht gedrückt wird.

MENÜ 2

Das Menü enthält die Tasten F, G, H, I, J, K, L, M. Sie stehen für die Position des Joystick, wenn der Schuß-Knopf gedrückt wird.

OPTIONEN

Mit Hilfe der Option X können Sie sämtliche ausgewählten Schläge abrufen. Solange die Taste X heruntergedrückt ist, sehen Sie die zum Menü 1 gehörigen Positionen. Im mittleren Kästchen, erscheint die Nachricht F0. Wird die Taste X losgelassen, so sehen Sie die dem Menü 2 zugehörigen Positionen. Im mittleren Kästchen erscheint die Nachricht F1. Der Bildschirm bleibt unverändert, bis eine andere Taste betätigt wird.

Mit Hilfe der Option X oder ESC können Sie die Auswahl ohne jedwede Änderung verlassen.

Option Z dient zur Auswahlbestätigung.

ACHTUNG

Die, vom Computer vorprogrammierte, Schläge-Auswahl des Boxers kann nicht verändert werden.

Bei den Positionen : RECHTS, LINKS, UNTEN handelt es sich um vom Computer vorprogrammierte und deshalb nicht auswählbare Bewegungen und Paraden.

BEISPIEL EINER AUSWAHL

Sie wollen den Schlag 10 der Position "Oben" des Joysticks zuordnen, ohne den Schuß-Knopf zu betätigen.

Dazu : den Joystick nach RECHTS bewegen, und dabei auf den Schuß-Knopf drücken. Das zweite Schlag-Raster erscheint auf dem Bildschirm. Setzen Sie den Boxer in den roten Shorts in das Kästchen 10. Joystick ohne gedrückten Schuß-Knopf. Nachdem Sie den gewünschten Schlag ausgewählt haben, betätigen Sie nun die Taste B, die der normalen Position "Oben" des Joystick entspricht. Jetzt ist der Schlag 10 der normalen Position "Oben" des Joystick zugeordnet.

Für jeden Schlag, den Sie in Ihrem Spiel verändern wollen, gehen Sie nach obigem Beispiel vor.

Um in Übung zu kommen und sich mit dem neuen Art der Schlagauswahl vertraut zu machen, haben Sie die Möglichkeit gegen einen Boxer zu kämpfen, der keinen Widerstand leistet. Dazu folgendes Beispiel :

Wählen Sie für den Boxer A den Joystick 1 und für den Boxer B die Tastatur. Diese aber nicht berühren. Der Boxer B ist nun Ihr Sparring Partner.

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ISTRUZIONI DI CARICAMENTO**SUL IBM PC E COMPATIBILI.**

Inserisci il disco A nel drive A e batti KICK. Segui il sollecito sullo schermo. Se il tuo computer non ha almeno un 512k di memoria EMM con un driver LIM-EMS o, un 512k di memoria estesa con un driver LIMulator, qualche opzione non ti sarà disponibile.

LIMENS è un marchio di fabbrica registrato della Lotus, Intel e Microsoft.

SULL'AMIGA

Inserisci il disco nel driver e accendi il tuo computer. Segui il sollecito sullo schermo.

Se il tuo Amiga non ha 1 Mega Byte, qualche opzione non ti sarà disponibile.

Per l'IBM PC e COMPATIBILI e L'AMIGA è consigliabile giocare con un disco originale A e una copia di sostegno del disco B senza il write-protecting (protezione scritta).

COMMANDI**PER SPOSTARSI NEL MENU**

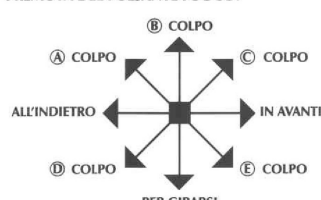
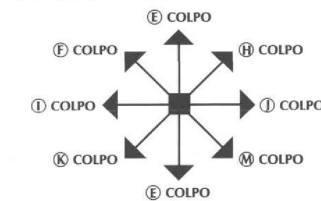
In un menu hai due metodi di spostamento.

a - Usa il joystick ed il pulsante fuoco per convalidare la tua scelta.

b - Usa la tastiera (i tasti della piccola tastiera numerica) e il tasto RETURN o il "space bar" per convalidare la tua scelta.

SPOSTAMENTO DURANTE UN COMBATTIMENTO

Durante un combattimento il joystick ti permette di colpire con 13 differenti colpi e di spostarti in direzioni differenti: in avanti, all'indietro, girarsi e posizione di schivamento.

POSIZIONI DISPONIBILI SENZA LA PREMUTA DEL PULSANTE FUOCO:**POSIZIONI DISPONIBILI CON LA PREMUTA DEL PULSANTE FUOCO:****FUNZIONI DEI TASTI**

F1: Fa partire il VCR durante un combattimento

F2: Pausa

F3: Fa ripartire il gioco

F4: Attiva acceso/spento l'analogo joystick sulla versione PC

F5: Attiva acceso/spento il suono sulla versione PC

ESC: Uscita

REINIZZAZIONE IL TUO COMPUTER

IBM PC e compatibili: CTRL ALT DEL

AMIGA: CTRLA A

Per seguire con più facilità le direzioni fatte, ti abbiamo già accennato alla funzione del joystick ma tutti i controlli sono possibili anche con la tastiera.

Non sarà menzionato sul menu nel caso che un secondo joystick è collegato con la mouse (versione Amiga).

PER GIOCARE SUBITO

1: Carica il gioco nel tuo computer (vedi ISTRUZIONI DI CARICAMENTO)

2: Dopo averlo caricato apparirà sullo schermo il menu principale.

3: Per incominciare l'incontro premi il pulsante fuoco ed, in ogni caso, sarà selezionato l'icona COMBAT (COMBATTIMENTO).

Se tu non premi neanche un tasto, automaticamente, dopo un pò di secondi, incomincerà un'incontro di dimostrazione.

4: Dopo alcuni avvertimenti dell'arbitro incomincerà l'incontro.

Tu sei il pugile che si trova sulla sinistra. muovi il joystick per tirare un colpo al tuo avversario, ogni movimento che dai al joystick corrisponde al colpo o alla posizione (vedi SELECT HITS per leggere tutte le possibilità).

5: Se un pugile viene messo K.O., finisce l'incontro e ritornerai al menu principale.

Se superi il primo round ne avrai altri due prima della fine dell'incontro.

Se desideri fermare l'incontro di dimostrazione o quello vero, basta premere il tasto ESC.

MENU**INCONTRO DI DIMOSTRAZIONE**

Ti farà vedere un Round la quale ti può essere di aiuto poiché puoi valutare la forza di un pugile prima di affrontarlo. L'incontro di dimostrazione incomincerà dopo qualche secondo di inattività mentre il menu principale è ancora sullo schermo.

SELEZIONAMENTO DEL TUO METODO DI COMANDO

Questa opzione ti permette di definire la conformazione di comandi a te disponibili durante il

gioco. Con il joystick o la tastiera, puoi giocare contro un avversario umano o contro il computer. Esistono diversi comandi in tutti i due casi.

Nota: Nella versione AMIGA il joystick 1 è collegato con il mouse per cui non puoi usarlo per selezionare le tue scelte.

SEDUTA D'ALLENAMENTO

La seduta d'allenamento aiuta il pugile a migliorare le sue capacità fisiche. Andrai a migliorare la tua RESISTENZA praticando il salto con la corda, la tua FORZA con il sollevamento pesi e i tuoi RIFLESSI calciando bersagli mobili. Per praticare il salto con la corda, usa il joystick, muovilo diverse volte al secondo da destra a sinistra e tienilo a quel ritmo per 30 secondi.

Per praticare il sollevamento pesi, usa il joystick. Muovilo in ogni direzione con la massima velocità possibile.

Per calciare contro i bersagli mobili usa il joystick per colpire il bersaglio superiore, quello medio e quello basso. Se la tua seduta d'allenamento è quello basso. Se la tua seduta d'allenamento è stato efficiente, aumenteranno le percentuali della tua condizione fisica.

L'INCONTRO

Per incominciare il combattimento, seleziona l'opzione MATCH (INCONTRO) e premi il pulsante fuoco. Dopo qualche secondo, incomincerà il combattimento. Se tra i due pugili c'è troppa differenza di livelli, il computer rifiuterà automaticamente il combattimento.

Prima del combattimento una RAGAZZA POM POM indicherà il numero del round. Per toglierla dallo schermo basta premere il pulsante fuoco.

SELEZIONAMENTO COLPI

Questa opzione non è disponibile sulle seguenti versioni:

AMIGA 500 senza memoria d'estensione

IBM PC COMPATIBLES senza memoria d'estensione.

I pugili possono selezionare 13 colpi di KICK BOXING (CALCI DA BOXE) sui 55 colpi disponibili nel gioco.

Puoi azionare uno dei due usando il joystick o la tastiera.

Tecnicamente avremmo potuto darti un diretto accesso a tutti i 55 colpi ma ciò avrebbe significato complessi combinazioni delle posizioni del joystick. Così per semplificare abbiamo scelto una soluzione semplice e facile.

Questa limitazione di 13 colpi ti permette un immediato accesso alla tecnica che vuoi usare, ciò significa più rapidità e precisione nella tua prestazione.

Sulla video-pagina SELEZIONAMENTO COLPI puoi vedere: sulla sinistra, 9 quadrati con i differenti colpi disponibili, sulla destra, i differenti menu dalla quale puoi selezionare un colpo.

9 QUADRATI

Passando attraverso i 55 colpi: joystick a destra o a sinistra quando stai premendo il pulsante fuoco.

Selezione di un colpo: con il joystick (e senza premere il pulsante fuoco) posiziona il pugile con i pantaloncini rossi nel quadrato scelto e premi il tasto corrispondente alla posizione del joystick.

Esempio di una posizione: Tasto B corrisponde alla posizione alta del joystick senza la premuta del pulsante fuoco.

MENU 1

Il seguente menu comprende i tasti A.B.C.D.E. mostra le posizioni del joystick quando il pulsante fuoco non è premuto.

MENU 2

Il seguente menu comprende i tasti F.G.H.I.J.K.L.M. mostra le posizioni del joystick quando il pulsante fuoco non è premuto.

OPZIONI

L'opzione X ti permette di vedere tutti i colpi selezionati. Finché tieni premuto il tasto X, puoi vedere le posizioni del MENU 1 e, il messaggio F0 che appare nel quadrato centrale. Quando si lascia il tasto X appaiono le posizioni del MENU 2 e il messaggio F1 sempre nel quadrato centrale. La videata non cambierà fino a che non avrai premuto un'altro tasto.

L'opzione Y ti permette di uscire dalla selezione senza alcuna modificazione.

L'opzione Z ti permette di convalidare la tua selezione.

NOTA: Non puoi modificare la selezione del pugile guidato dal computer. Alcune posizioni non sono disponibili: DESTRA, SINISTRA. Già, questi sono posizioni di movimento e schivamento già determinati dal computer.

ESEMPIO DI UNA SELEZIONE

Esempio: Desideri assegnare il colpo n.10 sulla posizione alta del joystick, senza la premuta del pulsante fuoco.

Sposta il joystick a destra quando stai premendo il pulsante fuoco. Apparirà il secondo schermo dei colpi. Sposta, senza premere il pulsante fuoco, il pugile in pantaloncini rossi nel quadrato numero 10. Ora che hai selezionato il tuo colpo, premi il tasto B che corrisponde alla posizione alta del joystick. Il colpo numero 10 è ora assegnato alla posizione più alta del joystick.

Procedi con lo stesso metodo per ogni colpo che desideri cambiare.

Puoi combattere contro un pugile che non si difende per allenarti e dunque per divenire familiare con la nuova selezione. Basta seguire questo esempio:

Se tu hai il pugile A con lo joystick 1, scegli di combattere il pugile B (usando la tastiera) e poi non toccare la tastiera.

Il pugile B sarà il tuo Sparring Partner.

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