

EXPLODING FIST+

- A THRILLING MARTIAL
ARTS EXTRAVAGANZA
Brought to you by Beam Software
Authors of Samurai Warrior

Punch and kick your way through
to 10th Dan in this ultimate in
street fighting experiences-then
attempt to defend your title
against tougher and more skilful
opponents.

EXPLODING FIST + CONTAINS:
Sixteen moves combining to make
this the slickest fighting game yet.
Fast and furious action from the
word go as you punch and kick to
defeat not one but two dazzling
opponents on the rough, tough
streets of downtown New York, the
toughest neighbourhood around.
A Nerve jangling arcade style
bonus game to tone up the players
reflexes.

Animating backgrounds adding
atmosphere to this great game.

**EXPLODING FIST + - WATCH
THIS ONE FIGHT ITS WAY OUT
OF THE BOX.**

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A LONDON GAMES SOFTWARE

SPECTRUM CASSETTE



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EXPLODING FIST +

SPECTRUM



SPECTRUM

EXPLODING FIST +

OBJECTIVES

Your objective is to reach the position of tenth dan. Once there you will need to protect your title against tougher and more agile opponents

LOADING

Insert the tape into the tape recorder and fully rewind the tape.

SPECTRUM 48k+

Type LOAD "" and press <ENTER> and press PLAY on the tape machine

SPECTRUM 128k+2+3

Press <ENTER> while in the tape loader option and press PLAY on the tape machine.

GAME CONTROLS

Once the game has been loaded the player will be presented with a game selection screen. This screen allows the player to choose the number of players that are to play, up to a maximum of three, and the method of control for each player.

The key presses are as follows:

- 1 - One player
- 2 - Two players
- 3 - Three players
- 4 - Redefine keys

Pressing A, B or C will toggle Kempston/Keyboard/ Sinclair port 1/Sinclair port 2.

A — Player with headband

B — Player with beard

C — Player with hat

On pressing redefine keys the player will be asked which

INSTRUCTIONS CONTD.

player wishes to redefine the keys. The player should then follow any on-screen instructions.

GAME CONTROL

The game will support up to three human contenders fighting in the same bout. They can be controlled using the keyboard, Sinclair joysticks or Kempston interface.

For player one the player has a default setting of the following:

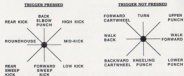
Up	- W	Down left	- Z
Up right	- E	Left	- A
Left	- D	Up left	- Q
Down right	- C	Fire	- S
Down	- X		

Additional key presses

Cap Shift and P simultaneously - Pause/Unpause

Cap Shift and Q simultaneously - Abort Current Game

MOVES



SCORING

A point is scored each time a fighter has been struck. When struck, the player is knocked out for a short while by the force of the blow. In addition to this, a point will be added to the strikers score. Once a player has reached eight hit points, or the timer has reached zero, the bout is over.

When the bout is over the two highest scoring fighters go through to the next bout. If there is a tie for a position to move through to the next level, a replay bout will take place. When there are no human controlled fighters in the bout the game will end.

BONUS GAMES

After every two bouts the surviving human controlled fighters get to play the bonus game as a way of boosting their score. The game takes place in a dark alley where hideous demons appear from behind dustbins and doorways. The game is played by moving a target cursor over the heads that appear and pressing fire. This will launch a ninja throwing star. If at any time the player fails to hit the head, the monster will loom out of the screen and the bonus game is over.

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