

THE FIRST SAMURAI COMMODORE 64

LOADING THE FIRST SAMURAI

Note before we begin, please ensure that a joystick is plugged into the port marked "PORT 2" on the Commodore 64. Compatible with C64, C64C, C128, SX64, Runs in 64K RAM.

Cassette

Hold down the "Shift" key, then press the "Run/Stop" key. Release and press PLAY on the cassette deck when prompted.

Diskette

Turn on your Commodore 64. Insert the disk into the drive and shut the door, so to speak. Type LOAD "*", 8, 1 then press the "RETURN" key.

The credit screen is presented when The First Samurai has loaded correctly. From here, play can begin or the Personalised Accessed Code menu can be accessed. Press the joystick firebutton to return to the title screen, press fire again to start the game.

THE CONTROLS

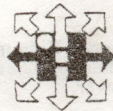
UNARMED COMBAT

THE FOLLOWING MOVES CAN BE MADE WHILST

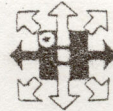
UNARMED OR ARMED



WALK LEFT/RIGHT
(Push left/right)



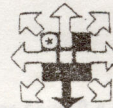
PUNCH FORWARD
(Push forward and press fire button)



JUMP
(Push up)



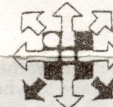
LOW PUNCH FORWARD
(Pull down joystick and press fire button)



CROUCH
(Pull down)



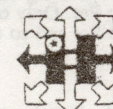
LEG SWEEP
(Pull joystick down diagonally left or right)



CLING TO WALLS
(Jump onto them)



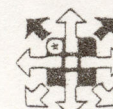
TURN AND PUNCH
(Backwards with fire button)



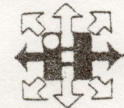
CLIMB WALLS
(Push up once you have stuck to a wall)



HIGH KICK BACKWARDS/FORWARDS
(Up diagonally left or right with fire button)



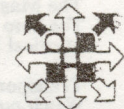
PULL AWAY FROM WALLS
(Pull backwards)



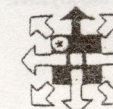
ARMED COMBAT

(With sword)

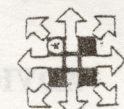
JUMP AWAY FROM WALLS
(Push up backwards)



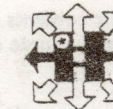
FLYING SLASH
(Up and fire button)



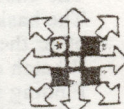
THROW MISSILES
(Press Fire button)



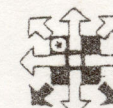
SLASH
(Hold down fire button and push left/right)



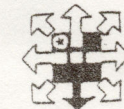
USE SPECIAL KONS
(Hold fire button whilst stationary)



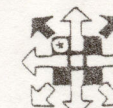
CROUCH SLASH & DIG
(Pull down diagonally left or right with fire button)



USE BELL
(Hold fire button and pull down or press space bar)



OVERHEAD SLASH
(Up diagonally left/right with fire button)



The status panel

The PHYSICAL ENERGY is that of the hero and is represented by an arm. The shorter the arm, the weaker the hero. When the hero's physical strength runs out, he dies (unless he possesses the Magic Sword).

Physical Energy is lost whenever the hero is hit by one of the Demon King's minions. The hero begins his quest with his Physical Energy at his maximum.

Mysticall items

The bell is the most powerful mystical item. Use it only when no other course of action can solve the problem you face.

ADDITIONAL WEAPONRY

Additional weapons may be found during the Samurai's journey, but some types may only be collected if the Samurai has sufficient magical energy. Only one weapon can be held at a time: it is shown on the panel below the playfield. If the hero is holding a weapon when he picks up another, the old weapon is lost. Additional weaponry is activated by pressing the joystick firebutton while the hero stands still.

When the player has sufficient magical energy a magical item will appear as a sparkling star. Walking over the item will reveal its true form but the player will not be able to collect it.



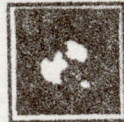
Dagger

Throw out a deadly dagger. Better still, collect a maximum of three daggers and you can have three on the go at once.



Seeker

A deadly star orbits the hero until one of the Demon King minions nears. It then instinctively attacks the enemy. The hero can have a maximum of 3 Seekers at once. Bear in mind that a Seeker will disappear when it runs out of hit power.



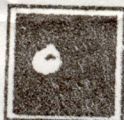
Axe

Throw a single axe. There can be no more.

MAGIC

The Wizard Mage

The Wizard Mage is highly skilled in the mystical arts. He occasionally makes a fleeting appearance in times of trouble. When he appears, you know it's time to summon him.



Regeneration Pot

Regeneration Pots are dotted about the landscape in opportune places. A charged Regeneration Pot marks the position on the landscape to where the hero will return when he is reincarnated following the loss of a life or when he uses a transport option. A pot is charged by positioning the Samurai over it and crouching down. The Mysticall Energy accumulated during play will then flow into the Regeneration Pot. Only one pot can be active at any one time, but the hero can reactivate a previously charged Pot and so determine a restart position for the hero.



Potions

Pick up a potion and the hero is transported to the last charged Regeneration Pot.

The Magic Sword

The hero begins his quest without his Magic Sword. The Magic Sword is only given to the hero when he collects sufficient Mysticall Energy. Not only does the Magic Sword effectively extend the First Samurai's reach, it also spares him instant death.

Transporters

Watch out for transporters. When the hero touches one, press and hold down the joystick firebutton to transport him to a new area of the scenery.

ADVICE

The chests hold treasure. Strike them a couple of times to scatter their contents. Simply walk over the treasure to collect.

The baskets hold food which replenishes Physical Energy. Strike them a couple of times to scatter their contents. Simply walk over the food to collect it.

Watch out for opponents who drop weapons - you can drop them up.

Finding it impossible to cross the flaming pit or in need of some means to reach seemingly unreachable heights? The Wizard Mage will prove useful.