

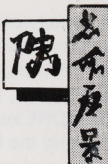
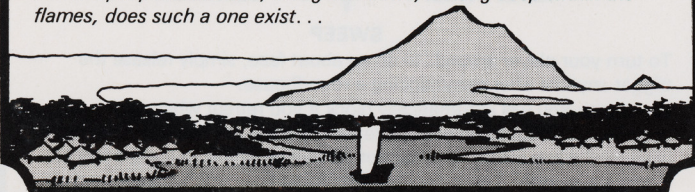
PROLOGUE

 **ENTURIES** have passed since the tournaments of the Grand Masters. The once mighty Warriors of the Exploding Fist have been betrayed and defeated, their fighting techniques lost beneath the rubble of their temples.

The land is blighted, the crops withered, creatures of the night infest the rivers and forests. The people are enslaved, ruled by an evil Warlord from his volcano fortress. Guarded by mercenaries and warriors, protected by natural and man-made barriers, this stronghold has been seen by no man who has lived to tell of its horrors. But at night, around the fire, the village elders speak furtively of bottomless pits, of walls of fire, of caverns of purest night and choking gases, of endless underwater labyrinths, and of the unnatural creatures that dwell therein.

And the village elders tell of one who is yet to come, who will seek the Warlord out and free the land from tyranny. Such a one would needs be a direct descendant of a Fist Master, who had acquired the fighting skills of his ancestors and learnt the secret paths to inner harmony.

For, say the elders, legend has it that, before their destruction, the Fist Masters wrote the secret of their combat prowess upon scrolls, and scattered them throughout the land. There are rumoured hidden shrines and temples, too, where meditation may strengthen mind and body. If one were to seek the scrolls, and absorb their arcane knowledge, if one were to fight well and bravely against the Warlord's warriors, if one were to conquer his inner self and master the power of the Exploding Fist — why, then the source of evil would be destroyed and the people freed. But, shrug the elders, looking deep within the flames, does such a one exist. . .



THE QUEST

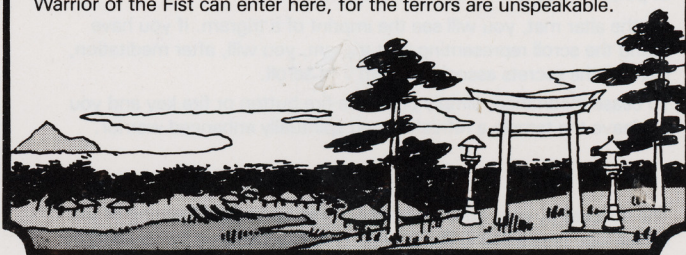
You take on the part of a young disciple, descended from a Grand Master, whom the village elders have entrusted with the perilous mission to find and defeat the evil Warlord.

Inexperienced in combat and lacking in strength, you search the land for the hidden scrolls and temples. The terrain is difficult to negotiate, for it skirts the slopes of the Warlord's volcano, and is covered in jungle and steeped with cliffs. Though some of these precipices may be scaled with ladders, other hazards may only be overcome if you possess the necessary skills and strength. Treacherous river currents may carry you towards cascading waterfalls, and swamps will hinder your passage. Some fighting moves — particularly sweeps and somersaults — will be restricted and no longer effective.

Pits often lead to the underground caves which riddle the volcano. In the depths of these cavern complexes can be found secret passages and underwater corridors, to be explored only by swimming.

Nestled in the cliffs are the fortress towns, which wind their way up the slopes of the volcano. Your quest depends on the successful exploration of these towns and the catacombs which, it is whispered, lie beneath.

Gradually, if your quest succeeds, you will proceed upwards and ever nearer to the crater, at the tip of the volcano, almost shrouded in cloud. This the village elders believe to be the Warlord's dominion, from whence none have returned. Only the bravest Warrior of the Fist can enter here, for the terrors are unspeakable.



LOADING INSTRUCTIONS

1. Place the cassette in your Commodore data recorder and ensure that it is properly connected and the tape is fully rewound.
2. Press PLAY on the data recorder.
3. Press the SHIFT and RUN/STOP keys simultaneously. The computer will now automatically start the data recorder and the program will load.
4. This program uses the 'PAVLOVA' fast loading system and the entire 64K program will load into your computer in approximately 3 minutes. The program is loaded in short blocks to minimise loading errors. There are three border 'modes' used during the loading process:
 - FLASHING BORDER — loading data
 - BLACK BORDER — searching for data
 - WHITE BORDER — loading error
 If the border turns white during loading, just rewind the tape very slightly and press PLAY to continue loading.
5. Often, loading errors can be reduced by ensuring that the data recorder is as far away from your T.V. as possible.
6. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest office to you. We will gladly replace it. **Please do not return it to the place of purchase.**
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THE ENEMY

As you journey you will encounter the dark servants of the Warlord, whose skills and weapons are varied and deadly. Some will challenge you openly, while others lie in ambush. You need not fight them to continue your exploration, though some might strike you as you pass, but though you conserve energy by avoiding combat, you will not gain beneficial experience. Be warned that some opponents will still pursue you even if you choose to run.

Peasant soldiers

Fearless mercenaries recruited from the villages, these capped soldiers are able, but not exceptional, fighters, and would kill their own kin for a pittance. They are good adversaries for a novice.

Warrior guards

Bestial and ferocious, bedecked in war paint, these have but recently swept down from the crater. They can be outfought only by a true Fist Master.

Ninjas

Shadow dwellers, they attack without warning. Adept in all martial arts, they have concealed weaponry about them. Watch out for stars.

Shoguns

Renegade chieftains, enticed by the Warlord with promises of spoils. These masked opponents are nigh invulnerable, and confrontation with one often follows a battle with hordes of warrior guards.

Assassins

Perfect fighting machines. Assassins are despatched when your exploits have been brought to the attention of the Warlord. Utterly relentless, they cannot be outrun.

Mud warriors

Subterranean, sub-human, fearful of daylight, they lurk in the darkest of depths. Recently, since the pall of evil has darkened the land, they have been known to break the surface and cast their poisoned stars at the unsuspecting travellers.

And there are stories, too, of strange, mutated creatures which prey beyond the village confines — venomous snakes, ferocious panthers, cave bats of unnatural proportions, and even underwater monsters. You must determine for yourself how best to handle these.

CHI

Chi — energy — is indicated by the scroll at the bottom left of the screen. When you are in combat, your opponent's Chi is similarly represented at bottom right. Only when an opponent's energy is completely exhausted will he die and be reclaimed by his Warlord master.

Chi affects stamina and strength. You will be unable to smash through strong barriers, for example, with insufficient Chi.

You begin your quest with only a small amount of energy, which is also your initial maximum energy level. Should you lose energy, you will slowly recover it up to your current maximum level, but should you be poisoned, you will not regain Chi.

Chi is rapidly depleted underwater, and in poisonous gas chambers.

You can always recover Chi quickly by meditation in a temple, and this will also cure you of poison. Your maximum energy level will increase through meditation, depending on the number of opponents you have defeated since your last meditation.

If your energy is exhausted, you will die. However, for each scroll you have found and learnt, you will gain an extra life. You will be re-incarnated at the last temple you meditated at. The game is over when your last life is used up.

CH'AN

Whenever you discover and enter a temple, you will automatically walk to the shrine and meditate. As well as serving to regain Chi and rid you of poison, meditation has a more crucial purpose.

On the altar mat, you will see the imprint of a trigram. If you have found the scroll representing that trigram, you will, after meditation, learn all the secrets associated with that scroll.

To cease meditation, simply press the fire button or fire key and you will leave the temple a refreshed and spiritually enhanced warrior.

TRIGRAMS

The success of your quest inevitably relies upon your learning of the knowledge contained in the scrolls. This knowledge is symbolised by the trigram associated with each scroll.

You must discover the use to which you can put this knowledge. The following descriptions of the trigrams contain hints as to how and when their knowledge can be used.



CH'IEN, the creative. This trigram symbolises heaven and is associated with strength



SUN, the gentle. Represents the wind and, like the wind, has the ability to pass through inimicable elements



CHEN, the arousing. Like a mighty clap of thunder, Chen can awaken the dead, move the immovable



KAN, the abysmal. The trigram of danger. Linked to the image of water, it can also afford protection



KEN, keeping still. Symbolic of mountains. Ken is the trigram of patient resting, of calm, of poise



K'UN, the receptive. Representative of the earth, and of earthly strength. It may bend but cannot be broken



LI, the clinging. The trigram of fire, an eternal source of light, even in the darkest of dark



TUI, the joyous. The trigram of joy, the bringer of health, of well-being in the presence of malignance

Published by
MELBOURNE HOUSE

60, High Street, Hampton Wick
Kingston-upon-Thames
Surrey KT1 4DB
United Kingdom

96/100 Tope Street, South Melbourne 3205
Victoria, Australia

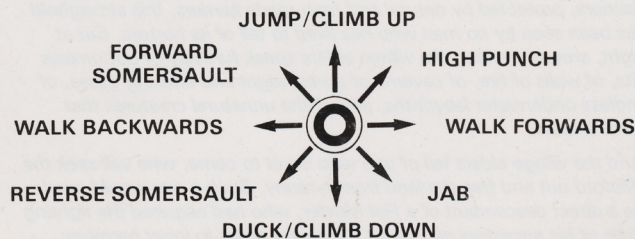
CONTROLS

If you are using a joystick, plug it into the rear port of your Commodore 64. To start a joystick game, press the fire button; to start a keyboard game, press the F1 key.

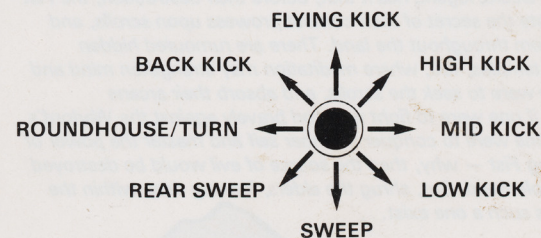
During play, you may pause the game at any stage by pressing the RESTORE key. Pressing RESTORE again will restart play. Pressing the F5 key at any stage during the game will terminate the game, and return you to demo mode.

The controls are as follows:

FIRE BUTTON NOT PRESSED



FIRE BUTTON PRESSED



To turn your player around: to do an about face, simply release the trigger anytime after commencing a roundhouse.

Blocking: You will automatically block if you retreat when your opponent is about to hit you. Note that as there are two blocks (a high block and a low block), you cannot survive by simply holding a block.

Kneeling punch: This is the true Exploding Fist punch. Simply remain crouched and when ready press the joystick forward.

Using the Keyboard:

The control of the moves is identical to the joystick diagrams above, using the following keys:

Q	W	E
A	S	D
Z	X	C

Fire button: Left Shift key or S

GETTING STARTED

The second side of the cassette contains a game allowing you to develop your skills as a devotee of the Way of the Exploding Fist, by playing against a series of computer opponents or a friend.

The controls are identical to those described above. For a two player game, Player 2 uses the joystick plugged into the forward joystick port, or the following keys:

P	@	*
L	:	;
<	>	?

Fire button: Right Shift key or :

The function keys for this game operate as follows:

The **F1 key** to start a keyboard game.

The **TRIGGER** is to start a joystick game.

The **F3 key** to toggle between a one player and two player game.

The **F5 key** to terminate a game; return to demo mode.

FIST II — The Legend Continues

was designed and programmed by the following team:

Game design and programming	Gregg Barnett
Backgrounds and scenery	Greg Holland
Character animations and sprites	Russel Comte
Graphic arrangements	Nigel Spencer
	Trevor Nuridin
	Bruce Bayley
Original music	Neil Brennan
Sound effects	Bruce Bayley

The background graphics in this game were created using David Johnston's "Character Editor". They were arranged using Nigel Spencer's "Map Editor"

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If you have written any interesting programs why not send them to Rachel Davies, at MELBOURNE HOUSE (UK office) for evaluation in complete confidence and without obligation.