

FOX Fights Back

He's lean, he's mean, he's ready for action. This is one fox that won't take no for an answer.

Too many times the hounds have tried to put him down, but he'll force the Hells Beagles back to the briars.

Blast your way through the bullets and bombs as all the forces of nature are set against you. A great game from Denton Designs.

Features include

- ▶ Great animation
- ▶ 100% leg-biting action
- ▶ Weapon pick-ups
- ▶ A massive play area
- ▶ Multi-level play



Commodore screen shots shown.

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MPix - FOX2



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LOADING INSTRUCTIONS

COMMODORE C64 (128 in 64 Mode)

Tape
To load: Press the SHIFT + RUN STOP keys together.

SINCLAIR SPECTRUM

TAPE 48k
To load: Type LOAD""press ENTER

DISK (128k)
Select LOADER from the title menu, game will auto run.

OBJECTIVE

You and your mate are running out of food and being the main provider for the set, you have to go out and get the shopping. There are a variety of foodstuffs scattered across the landscape, you have to collect them and return to your ever hungry wife. Along the way there are all manner of nasty creatures attempting to stop you from getting on with your tasks, or even simple on the lookout for a quick snack. You are armed with your trusty pistol and thus are able to fight back against the voracious hounds.

CONTROLS (COMMODORE)

Keyboard
M Left
, Right
Q Up
A Down
1-9 Fire (Any numeric key is fire)

F1 Music / Sound effects
F2 Pause On / Off

Joystick
In port 2
To jump: press up and fire together. Note that you cannot jump underground. To get off walls etc. : jump.

To go up slopes: press the up and the required direction together.

To enter burrows : press the down key whilst standing in front of the entrance.

There are four types of weapon in the game, when you have the most powerful (and the hardest to get), the machine gun, you will be able to walk and fire at the same time. to run : press the down key and then the required direction key. Note that whilst you have this weapon, you can only jump from the running position.

CONTROLS (SPECTRUM)

You will be presented with a menu from which you can select either joystick or keyboard controls. The keyboard controls are user definable.

BREAK : Quit
SYMB SHIFT : Pause

To jump: Push up.
To get off walls etc.: Push down.

To enter burrows.: Push down whilst standing in front of the entrance.

To fire and move at the same time: push fire and the required movement combination together.

If you push fire and down at the same time: you will either jump down or duck depending upon your position.

The word 'FOX' in the bottom left hand corner of the screen contains your pantometer. This represents how the fox is feeling by the length of his tongue. Every time the fox is hurt his stamina is reduced and after a

while his tongue begins to hang out, if it gets too long the fox dies. You must avoid jumping into walls as this will also kill the fox. The fox will drown if he falls into the water. When you have lost a life, the screen will scroll back to the beginning of the current section of the map.

You must shoot the enemies and avoid contact with them or their fire. You start out armed with a pistol, which has a slow rate of fire and is not very accurate. At various points in the game there are other weapons to be found that have varying characteristics. You can pick these up by just running or jumping into them.

During the game you will come across different kinds of food. These are of two types : collectable and edible.

Collectable : These are the various items that your wife has sent you out to retrieve. Sausages, apples, pies and the like. You can only carry four at a time, the ones what you are currently carrying are displayed on the status line. You are rewarded for taking food home to the vixen by having your stamina restored.

Edible : Throughout the game there are coops full of nesting chickens and burrows full of sleeping bunnies. These can all be eaten for extra points and extra stamina.

Some of the burrows are short cuts that allow you to get home quickly. Once you have gone through a short cut one way, that route stays open, providing easy access between the current section of the map and home.

You start the game with three lives, there is one extra life per level in the shape of a huntsman's horn.