



KONAMI®



RUSH'N ATTACK™

**Instruction
Manual**

RUSH 'N ATTACK™

RESCUE THE POW'S

You're a highly trained fighting machine. Your mission is to infiltrate four enemy strategic defense installations and rescue trapped soldiers of fortune. The odds are against you, but the free world is behind you.

STRATEGY

Use the platform and ladders to advance through each enemy stage—The Missile Base, Harbor, Bridge, and Prison Camp. Use your knife to attack defenders who'll do everything within their power to stop you.

Along the way, collect special weapons by knocking-off enemies dressed in white. These weapons include the Flame Thrower, Rocket Launcher, and Grenades.

Rush 'N Attack can be played by 1 or 2 players.

STATUS AND SCORING

Current score and lives remaining will appear at the top left of the screen, and high-score and current stage will appear at the top right. The weapons you're carrying will be displayed at the top left of the screen.

You begin your mission with 3 lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

HINTS

- Avoid bullets and missiles by lying down or jumping.
- Use your weapons to destroy more than just the enemy.
- Never stop advancing, or you may find yourself surrounded.
- Try to save plenty of ammunition for the end of each stage.

INSTRUCTIONS FOR COMMODORE

WHAT YOU NEED

Commodore 64, 128 or 128D computer; a 1541, 1570 or 1571 disk drive; a Commodore monitor or standard TV; and (1) or (2) joysticks.

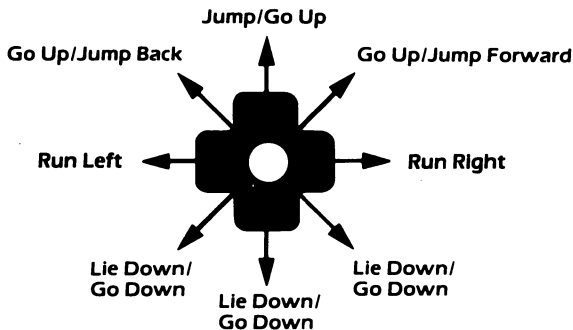
LOADING

Insert disk into disk drive. Type **LOAD""",8,1** and press RETURN. Game will automatically load. Caution: When changing disk from side 1 to side 2 turn off both the computer and the disk drive units. This is necessary due to unique fast load program being utilized.

CONTROLLING THE ACTION

The program is controlled by both a joystick and the keyboard.

Note: If only one person plays, the joystick must be plugged into port 1.



JOYSTICK FIRE BUTTON

Press to utilize the knife.

KEYBOARD

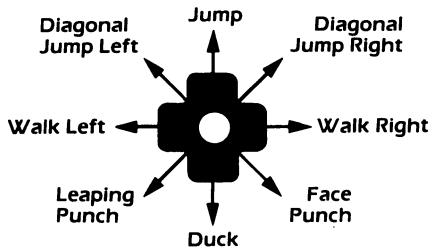
Press the SPACE BAR to fire special weapons: The Flame Thrower, Rocket Launcher, and Grenades.

	Player One, press:	Player Two, press:
To Stab	INS	V
To use Special Weapons	T	F
During play, press:		
F1 = Help Menu	F2 = Sound Toggle	
Escape = Pause	F9 = Restart Game	

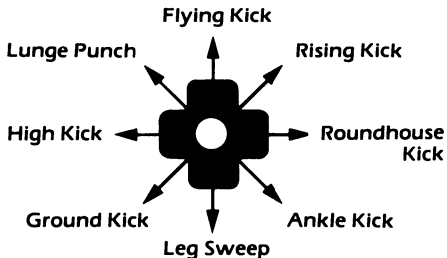
To copy game onto hard disk, the original game program floppy disk must remain in the "A" drive.

YIE AR KUNG-FU (Commodore only) CONTROLLING THE ACTION

JOYSTICK



JOYSTICK With Fire Button



YIE AR KUNG-FU / HINTS AND TIPS

- Seek and attack each opponent's weak point.
- Remember Oolong can jump over his foes and put them off guard.
- Try hit and run tactics and keep your distance from armed opponents.
- When KO Meter reaches $\emptyset$ player is knocked out.

INSTRUCTIONS FOR IBM & IBM COMPATIBLES

WHAT YOU NEED

IBM or IBM compatible computer; 384K for CGA, 512K for EGA;
1 disk drive; color monitor recommended; joysticks optional.

TO RUN

Boot DOS 2.0 or greater. Insert Rush 'N Attack Disk #1. Type **RUS** then hit RETURN (for CGA version). Type **RUS E** then hit RETURN (for EGA version). If you are using a CGA card, the entire game will be played on Disk #1. If you are using an EGA card, you will be prompted when to insert Disk #2.

There is a setup menu to select input. Type **/players** (1 or 2). To select Input Devices, wait for the appropriate prompt and then select joystick, keyboard or none for each player. If you choose keyboard, you will be prompted to select the keys to use.

When setup menu appears, press:

F1 = to change input device for player 1

F2 = to change input device for player 2

F3 = to change keyboard configuration for player 1

F4 = to change keyboard configuration for player 2

Escape = to play the game

Note: If two players are playing, each player must define his/her own keys. In other words, two people can't use the same keys.

KEYBOARD CONTROL

If you're using a keyboard instead of a joystick, use the numeric keypad to control your man. If you use a joystick, see Commodore instructions.

Jump/Go Up			
Stand Up/ Run Left	7	8	9
Run Left	4	5	6
		Stop	
Lie Down/ Face Left	1	2	3
		Lie Down/ Go Down	
			Stand Up/ Run Right
			Run Right
			Lie Down/ Face Right



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