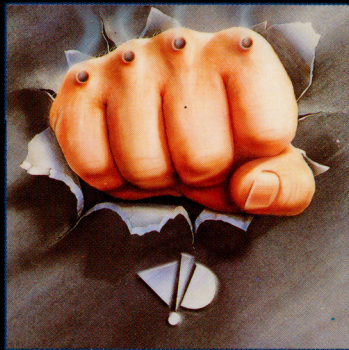


# ID CARD



**HAMMERFIST**

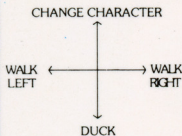


## CONTROLS

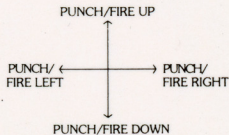
All versions of the game can be controlled with a joystick as follows:

### Hammerfist

*Without fire button pressed*

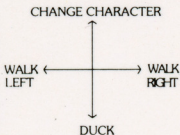


*With fire button pressed*

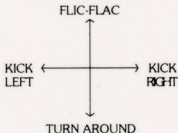


### Metalisis

*Without fire button pressed*



*With fire button pressed*



Turn into screen:

Headbutt/Open doors:

Step into doors:

Weapon select:

And/or the following Keyboard Controls:

Commodore Amiga/Atari ST:

Turn into screen:

Weapon select:

Pause:

Start new game:

Music select:

Options set-up:

Commodore C64:

Turn into screen:

Weapon select:

Pause:

Start new game:

Music select:

Spectrum:

Turn into screen:

Weapon select:

Pause:

Start new game:

Amstrad CPC:

Turn into screen:

Weapon select:

Pause:

Start new game:

Press FIRE three times

Whilst facing into screen, hold down FIRE and pull down

Whilst facing into screen, hold down FIRE and press UP

Pull down and press FIRE twice

Space Bar

F1

F2

F3

ESC

DEL

F6

F7

F8

HELP

No weapon

Piston Fist

Laser Fist

while in pause mode

Music on

Sound Effects on

Sound off

while in title sequence

Space Bar

F3

F5

F7

No weapon

Piston Fist

Laser Fist

RUN/STOP

while in pause mode

toggles between Music on/Sound

Effects on/Music off

ENTER

L toggles between weapons

SYMBOL SHIFT

CAPS SHIFT while in pause mode

RETURN

COPY toggles between weapons

ESC

DEL while in pause mode