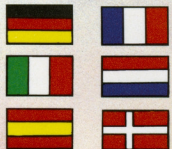




Screen pictures shown
may be different machine
versions of game.



Take the bull by the horns and become the hero of the day.
Prendete il toro per le corna e diventate l'eroe del giorno.
Coge al toro por los cuernos y convirtiérete en el héroe de la jornada.
Vat de koe bij de horens en wordt de held van de dag.
Tag tyren ved hornene og bliv dagens helt.
Packen Sie den Stier bei den Hörnen und lassen Sie sich als Held des Tages feiern.
Prenez le taureau par les cornes et devenez le héros du jour.
Keyboard or Joystick



RAGING
BEAST

CBM
64/128



COMMODORE 64/128



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Spiky Harold

Amstrad ...

Wild Bunch
Shorts Fuse
Seabase Delta

* Correct at time of printing

RAGING BEAST

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THE GAME

You must make as many 'passes' as possible using only your red cloak. If you last long enough in the ring with the mighty bull Alfonso, a loop will be thrown from the crowd which you will have to place over the bulls head. If you succeed, you will see your name on the winners poster . . . the glory will be yours. But . . . you will have to re-enter the ring to face Alfonso again, and he will be even angrier. It is always possible that the bull fight will become a rodeo. Don't worry if this happens. You can become a real expert with some practice, and it is possible to ride on the bulls back for a long time accumulating bonus points in the process.

LOADING

COMMODORE 64 OWNERS

After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewind cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS

Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

PLAYING THE GAME

OLE! can be played with a joystick (connected to PORT 2 of your Commodore 64/128), or with the Keyboard.

SUMMARY OF JOYSTICK CONTROLS:

When the Fire button is not depressed, moving the joystick will move the Matador in the required direction.

When the Fire button is depressed the following controls will be available:

JOYSTICK FORWARD = JUMP
JOYSTICK BACK = DROP OBJECT
JOYSTICK LEFT = WAVE CLOAK
JOYSTICK RIGHT = PULL CLOAK

SUMMARY OF KEYBOARD CONTROLS:

[= WALK UP > = WALK DOWN Z = WALK LEFT
X = WALK RIGHT [+ SPACE = JUMP
> + SPACE = DROP OBJECT Z + SPACE = WAVE CLOAK
X + SPACE = PULL CLOAK

OTHER CONTROLS:

FUNCTION KEYS = PAUSE GAME
COMMODORE KEY = START GAME
RUN/STOP = ABORT GAME

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