



RENEGADETM

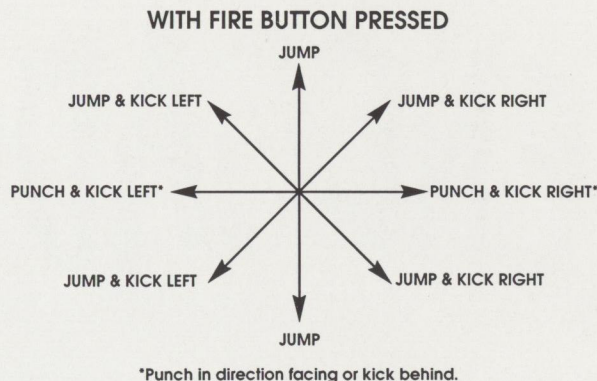
GAME PLAY INSTRUCTIONS

Disk Loading Instructions

Turn on the disk drive. Insert the diskette into the drive with the label facing up.
For Commodore 64 type **Load "1",8,1** (return)
For Commodore 128 press **RESET**.

Controls

Renegade is controlled by the Joystick in Port 2.
To start the game, press the fire button.



Game Play

There are five levels: Subway; Pier; Sleazy Street; Mean Street; and the Warehouse. In each level you will meet a gang who are either armed with different weapons or unarmed. To complete a level you must defeat the gang's leader.

The energy levels of Renegade and the gang leader are displayed at the top of the screen. Their energy levels weaken each time they are hit. An energy reading of zero for Renegade or the gang leader means death. The gang leader will not join the fight until the gang members are about to lose.

In **Level I**, you are attacked by a gang of vicious thugs. You must "punch", "kick" or "knee" your assailants to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knocked to the ground you can jump on top of them; a few swift blows will finish the job.

In **Level II**, you confront a gang of bikers on the pier. The level starts with four attackers on motorcycles who try and run you over. A flying kick will knock them off their motorcycles. Once they're defeated, watch out for the rest of the Angels of Death.

Level III takes place in the sleazy downtown streets, the home of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" are defeated, their leader "Big Bad Bertha" joins the fight.

Level IV is comprised of razor-wielding thugs. Avoid the razors at all cost and watch your back! Defeating all of these characters brings you into the warehouse where there is still more of this gang, plus their leader who is armed with a gun.

Complete the **Warehouse Level** and you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her as the whole process starts again - only this time more difficult.

There is a time limit for each level and you lose a life if the gang leader is not defeated.

There are various ways of attacking your assailant:

1. PUNCHING

2. BACK KICK

3. FLYING KICK

4. KNEEING

5. PUNCHING A FLOORED ASSAILANT



Status and Scoring

The remaining lives and the number of gangs you have defeated are indicated by the heads at the bottom of the screen. Between 50 and 100 points are awarded for successful attacks (the more effective the blow, the higher the points). Extra points are awarded for each enemy knocked out. Completing a level results in a bonus of 10,000 points, and awards you an extra life.

Enter your name into the *"Hall of Fame"* by moving the joystick up or down to the appropriate letter. Press the fire button to select the letter.

Hints and Tips

- Keep on the move.
- In the first two levels, opponents can be forced to fall off the edge of the playing area - but be careful, so can you.
- Kill the most dangerous opponents, i.e., the weapon carriers first.
- In Level III, avoid Big Bertha until all her "lady friends" are defeated.

! Good Luck - You'll Need It !

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