

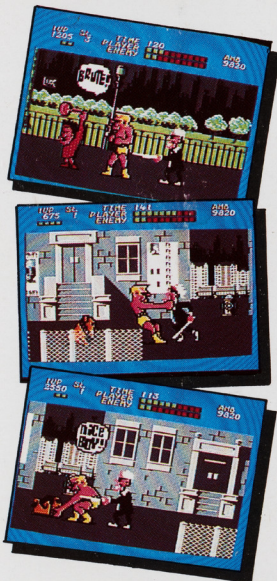
STREET HASSLE

He was a high school teacher
until they pushed him too far ...

In a city gone wild, chaos stalks the
streets and sometimes other
people's backyards. In the middle of
all this, one man awakens to the fact
that he is a hero – the only man who
can protect the innocent. In a world
where peaceful grannies cannot
walk the streets in safety it is up to
our hero to clean up the town.

Thus armed only with the power of
his naked fists, wearing a pair of
golden battle shorts and with his
brain in neutral, our hero strides
forth to do battle with anyone who
will stand still long enough to let
him – content in his heart that he is
right!

FURTHER INSTRUCTIONS INSIDE



STREET
HASSLE

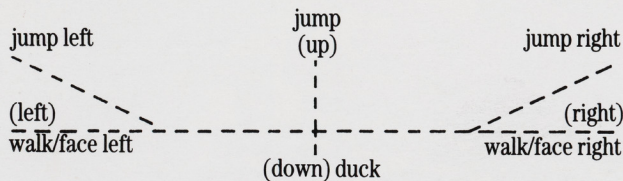


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COMMODORE
64/128

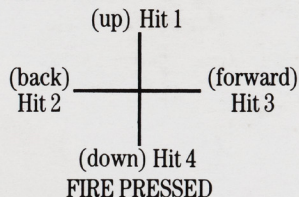
MELBOURNE HOUSE
COMMODORE 64/128

GAMEPLAY



These moves are NOT aggressive moves and have no effect upon the creatures. Aggressive moves are selected by selecting a direction on the joystick with the fire button pressed.

There are different aggressive moves available on each stage, and since half the fun is finding the new moves and which is the best one to use on each stage, these moves will not be detailed here. The general layout of the joystick control for these moves is diagrammed below ...



Note that instead of left/right on the diagram above, the directions are labelled forward/back. This is because the move selected changes according to which direction the player on the screen is facing. Thus, to get HIT 3 (which is a head butt on stage 1), press the FIRE button and pull the joystick in the direction the player is facing. This will be to the right if the player is facing to the right and to the left if the player is facing to the left.

KEYBOARD

Q = Up Z = Down I = Left P = Right

Space bar to Fire RUN/STOP to pause game F1 Aborts game FIRE restarts game.

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP. The game will load and run automatically.

CONTROLS

Options screen.

The menu displays current options.

F1 start stage, initially you may start on stages 1, 2, or 3. If you reach the higher stages you may then restart the game on any stage up to 7.

F3 toggles number of players.

F5 toggles between keyboard, one joystick and two joystick options.

F7 or FIRE starts the game.

Plug the joystick into Port 2, if you use two joysticks then Player One uses the stick in Port 2 and Player Two uses the stick in Port 1.