

SWITCHBLADE™

LOADING INSTRUCTIONS

Spectrum 48k/128k/+2
Insert the cassette into the cassette player and press LOAD™ and then press the ENTER key. Follow the on screen loading prompts for further instructions.

Amstrad CPC 644

Insert the cassette into the built in cassette deck, press the CONTROL and ENTER keys. Follow the on screen loading prompts for further instructions.

CBM 64/128 Cassette

Insert the Switchblade cassette into your cassette unit and, if necessary, rewind the tape to the start of side one. Press SHIFT and RUN/STOP simultaneously, then press play on your cassette unit and Switchblade will load and run automatically.

SCENARIO

On the cyber world of Thraxx, Havok has returned.

After 10,000 years of peace, the Fireblade, source of power for the ancient Bladeknights, has shattered.

The night burned red, and the people of the Undercity fell beneath the onslaught of Havok's nightmare creations.

Helpless, the Bladeknights died alongside their people. Only one of their order survived. You play Hiro, the last of the Bladeknights, a hi-tech warrior armed with stealth, cunning and a powerful reprogrammable cyber-arm.

You must enter the Undercity and reassemble the sixteen fragments of the shattered Fireblade.

Only then will you be able to take on Havok and avenge the death of your people.

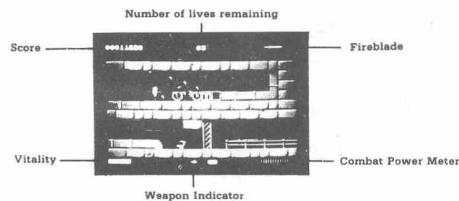
GAMEPLAY

You must guide Hiro, the Bladeknight through the labyrinth of the Undercity, to recover the 16 fragments of the shattered Fireblade. Once you have collected all 16 fragments, you must use it to defeat Havok, to bring to an end his reign of terror and to avenge your people.

SCREEN DISPLAY

Switchblade will only display areas of the screen that Hiro has visited during the current game, and in this way, it is a self-mapping arcade adventure. There are many hidden rooms

and passageways in this underground labyrinth, so it is wise to explore every suspected exit. To make a newly discovered area visible, simply walk Hiro into it, it will remain visible to you for the rest of the current game.



VITALITY

When this meter expires, Hiro will lose one of his lives, all modifiers to Hiro's combat power meter will reset and he will lose his current weapon (should Hiro be fighting an end of level Boss creature he will not lose his weapon upon losing a life). Loss of a life also gains Hiro a 2 second period of invulnerability. Loss of all lives will end the game.

WEAPON INDICATOR

Should Hiro be fighting other than hand-to-hand, a small meter to the right of the weapon indicator will show how many bullets Hiro has remaining. When all of the bullets have been fired, Hiro returns to fighting hand-to-hand combat.

BONUS/EXTRA DISPLAY

This display indicates which of the bonus letters you have collected.

FIREBLADE

As you travel around the Undercity you must collect fragments of the Fireblade. As you collect these fragments the display (as indicated above) will begin to build up an image of the Fireblade. The Fireblade is complete when you have collected all 16 fragments, and at this time, Hiro's weapon will automatically switch over to the Fireblade itself.

Extra and Bonus Letters



Collection of these letters lights up the corresponding letters of the words displayed at the bottom of the screen. Should either of these words be fully lit, then a bonus will be awarded. Spelling EXTRA gains the player an extra life and spelling BONUS gains a bonus 10000 points.

WEAPONS SHIELDS

When collected, they change Hiro's weapon to that whose symbol is displayed at the centre of the shield, and in the case of all weapons, except for hand-to-hand combat, give Hiro's cyber-arm a full magazine of bullets.



Fist Shield Bonus



Blade Shield Bonus



Scorchball Shield Bonus



Dart Shield Bonus



Spinblade Shield Bonus



Needle bolt Shield Bonus



Triprike Shield Bonus

Bullet Shield



This replenishes Hiro's cyber-arm with a full magazine of bullets. However, if Hiro is fighting hand-to-hand it is worth 50 bonus points and has no effect on his cyber-arm.

Power-Up Shield



This increases Hiro's minimum combat power by one point on the combat power meter, up to a maximum of eight power-ups. Each power-up remains permanent on the combat power meter until Hiro collects a reset speed-up shield or loses a life. Should this bonus be hit by one of Hiro's combat moves or cyber-arm weapons, it is turned into a power-up reset shield.

Speed-Up Shield



This increases the rate of combat power build up on the combat power meter when the FIRE button is pressed. Up to a maximum of three speed-ups may be collected, and these will remain permanent on the combat power meter until Hiro collects a reset speed-up shield or loses a life. Should this bonus be hit by one of Hiro's combat moves or cyber-arm weapons, it is turned into a speed-up reset shield.

Power-Up Reset Shield



This resets Hiro's minimum combat power by removing any permanent power-ups that the player may have collected from the combat power meter. (400 points).

Speed-Up Reset Shield



This resets Hiro's rate of combat power build up on the combat power meter. (400 points).

Vitality Replenish



This resets Hiro's vitality to maximum for his current life.

Invulnerability



This gives Hiro a sixteen second period of invulnerability (indicated by the appearance of a small ball of energy which orbits Hiro) during which he will lose no vitality.

Fireblade Fragment



Collection of each fragment of the Fireblade is worth 10000 points. An extra bonus of 50000 points is given for assembly of the complete Fireblade by collecting all 16 fragments.

HAZARDS AND ENEMIES



Flames
0 points

JOYSTICK CONTROLS

Jump/Climb Up (Whilst over a ladder)

Jump Left

Jump Right

Run Left

Run Right

Climb down (Whilst over a ladder)

NB:

1. The FIRE button controls Hiro's combat moves and the firing of his cyber-arm.
2. To increase Hiro's jump distance take a small run up before you jump.

KEYBOARD CONTROLS

To quit hold down FIRE and press P. P key - Pauses game.

To choose between music/sound fx selection move the joystick to the LEFT or RIGHT on the title page.

COMBAT

By pressing and holding down the FIRE button, Hiro's combat power will increase. When the FIRE button is released, Hiro will perform a combat move or fire a weapon from his cyber-arm.

When Hiro is fighting hand-to-hand (as indicated by the 'fist' symbol in the weapon indicator display), the length of this meter governs the strength and type of combat move Hiro will make when the FIRE button is released.

The longer the combat power meter bar, the more powerful the combat move Hiro will perform.

- a) With the meter in the first quarter of the bar, Hiro will throw a punch.
- b) With the meter in the second and third quarters of the bar, Hiro will do a high kick.
- c) With the meter in the final quarter of the bar, Hiro will do a low sweeping kick.

Should Hiro be fighting with a weapon, instead of hand-to-hand, the type of weapon he is fighting with governs the effects of the combat power meter.

There are 7 different weapons that Hiro's cyber-arm may fire:

Blade



The length of the combat power meter determines the range of this weapon.

Scorchball



The length of the combat power meter determines the range of this weapon, however, this weapon will take multiple hits on an enemy and will only stop when it hits a solid wall or exceeds its range.

Dart



This weapon is of limited range and Hiro's combat power has no effect on the power or range of this weapon.

Spinblade



The length of the combat power meter determines the speed at which this weapon is fired.

Needle bolts



The length of the combat power meter determines the hit power of this weapon, by increasing the number of power bolts fired by the cyber-arm.

Triprike



This weapon has unlimited range, and Hiro's combat power has no effect on the power or range of this weapon.

Fireblade

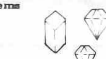


This weapon has unlimited range and is the most powerful weapon in the game - the only one that will defeat Havok. Hiro's combat power has no effect on the power or range of this weapon.

BONUSES

Bonuses are found throughout the game, hidden in such locations as walls, flasks, or simply scattered around the corridors and rooms. Smashing a brick or flask is worth 10 points.

Bonus Gems



These vary in size and are worth 50, 100, 200, 400 and 700 points each for their collection.

Bonus Flask



Worth 700 points.

Bonus Orbs



These vary in size and are worth 1000, 2000 and 5000 points each for their collection. However, if they hit a floor, they will shatter and become worthless, therefore it is important to catch these as they fall.



Proximally sensing floor spikes
0 points



Bladeballs
0 points



Spikelice
Mutant Insectoids covered with poison tipped spines.
50 points.



Cybats
Lethal bat creatures that strike with blade claws.
100 Points.



Mannakes
Fierce cybernetically enhanced serpent-men armed with powerful mechanical claws.
100 Points.



Spiderbs
Robot walking robot sentries.
100 Points.



Crestheds
Armoured mutant warriors that fight with razor sharp wrist knives.
200 Points.



Striders
Hideous roborganic war machines armed with high voltage electric stings.
300 Points.



Razors
Robot orbs bristling with spinning blades.
350 Points.

BOSS ENEMIES



Giant Spikelouse
5000 Points.



Giant Cybat
5000 points.



Giant Scorpoid
5000 Points.



Giant Roborganism
5000 Points.



Havok
50,000 Points - plus bonus of 20000 points for each remaining life on completion of game.

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