

TARGET: RENEGADE

MAGNUM

TARGET: RENEGADE

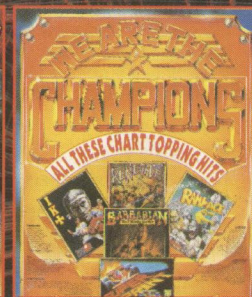
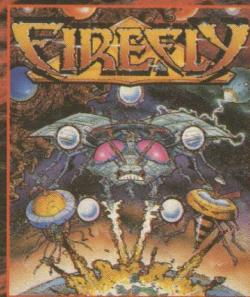
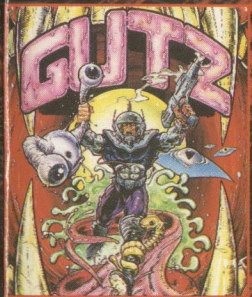
FORMAT:
COMMODORE
64/28
CASSETTE



...the name
of the game

TARGET: RENEGADE

IS JUST ONE OF
OUR MANY
EXCITING GAMES



LOOK OUT FOR THESE
NEW RELEASES AT YOUR
LOCAL STOCKISTS

TARGET: RENEGADE

Every move you make, every step you take, they're watching you. Fight your way through the precinct — the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the Bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG".



Sale of this product is prohibited in the United States and Canada. This Nintendo Game Boy Advance product is intended to be used with the Game Boy Advance and the European PAL system only. It will not operate when used on other systems.

Imagine is a registered trademark.



5 013156 112164

TARGET RENEGADE

He's back – meaner, tougher and thirsting for revenge!

Matt, your brother, investigating the nefarious dealings of "Mr Big", is caught in the act. The gangland boss meted out his punishment in the usual gruesome style and now your heart pounds as you consider your alternatives. "An eye for an eye" – the phrase batters your sub-conscious – the plan is set – you move into action and make your way through the various levels to your final confrontation. The types of opponents you encounter on each level vary greatly, so a strategy must be learned if you are to succeed. Everyday objects may be used as weapons, but don't lose them as they can be used against you!

Simply, your objective is to survive through the five stages to your confrontation with Mr. Big. Vengeance can be yours – if you live!

LOADING

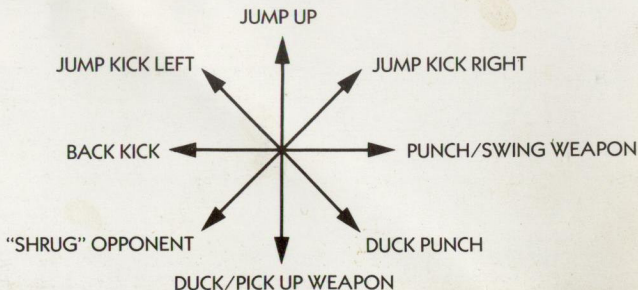
Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction – PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

Please note this game loads in two parts, levels 1 to 3 are incorporated in the first load and the third level must be completed before you are able to access the second load which contains levels 4 and 5. Follow on screen instructions at all times.

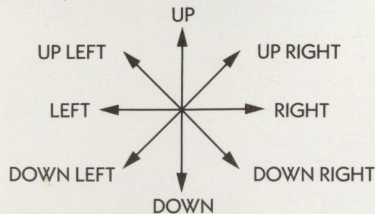
CONTROLS

The game is controlled by Joystick in Port 1.

With fire button pressed.



Without fire buttons pressed.



Press the commodore key to pause the game.

GAMEPLAY

This game takes place in the seedy city of Scumville. You have five environments to progress through each of which is harder than the last. In each scene you will encounter a different type of villain who will try and subdue you in a variety of lethal fashions and at the end of each level is a doorway leading to the next scene. By a combination of punching, kicking and using weapons that can be found on the ground you must fight your way through to the final confrontation with Mr. Big. Weapons can be obtained by subduing an opponent who is carrying a club or simply by picking up an item from the ground.

Scene 1 – Multi-storey car park

Here you will meet a gang of motor cyclists who will attempt to either run you over or strike you with their weapons. The mounted cyclists must first be kicked off their bikes, but this will only render them unconscious for a very short time. Beware too, of the members of the gang and their friends who will creep up on you unawares in their attempt to smash you.

Scene 2 – Seedy Street at night

You will be confronted by the “ladies of the night” who will try to beat you in the most unladylike manner. Additionally, the lady’s “boss” will be on hand to make sure you are not victorious. Armed with a gun, and a limited number of bullets, he will attempt to shoot you and you must take evasive action until his ammunition has run out, then you can attack him man to man.

Scene 3 – The Park

Here, a number of undesirable skin-heads, will attempt to beat you to a pulp. Pure punching, kicking etc is the only way you will be able to progress to the next level.

Scene 4 – The Shopping Mall

The Beasty Boys are in town and some of their most ardent fans have congregated in the shopping mall, aware that your progress towards Mr. Big has almost reached its conclusion. Together with their canine

friends they will attempt in a variety of ways to make sure this is your last level.

Scene 5 – The Bar

Before you are allowed to confront Mr. Big on his home ground, you must first subdue his vicious bodyguards who will stop at nothing to ensure you do not threaten their leader. (Warning – when you do manage to overcome these thugs, Mr. Big himself is a major force to be reckoned with)!

STATUS and SCORING

The display panel at the bottom of the screen shows which level you are on, the players score, endurance level, number of lives remaining and the amount of time left. The eyes show the increasing damage you sustain throughout play.

You start the game with three lives – an extra life can be gained with a score of 50,000 points and thereafter another life for every 100,000 additional points. You can score between 200 and 2,000 points depending on the type of successful move you make.

HINTS and TIPS

- ★ Use weapons wherever possible – not only will they have a greater effect but will also give you a better points bonus.
- ★ The boss in Section 2 has a gun which will certainly prove lethal. Do not try and overcome him while he is shooting at you, but rather wait until his supply of bullets has run out and then attack him.
- ★ Eliminate your enemies before you progress.

TARGET RENEGADE

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Coding by David Collier

Graphics and design by John Palmer and Martin McDonald

Music by Gary Biasillo

Produced by D.C. Ward

©1988 Imagine Software

Imagine is a registered trademark.