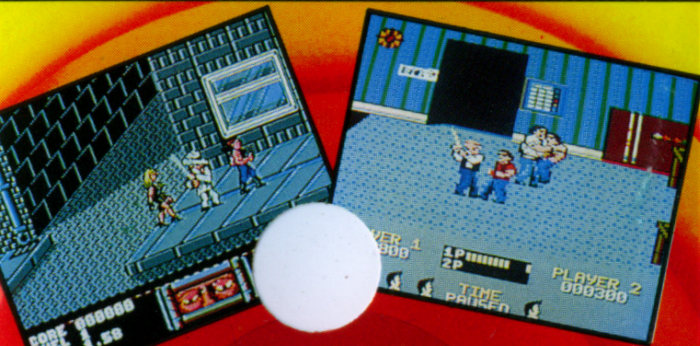


COMMODORE 64/128

CBM

COMMODORE 64/128

COMMODORE 64/128



**FAST!
FURIOUS
ACTION!**

"...this
is the ultimate
challenge". Crash Smash
"A brilliant sequel to
Renegade". ZZAP
Your Sinclair -
Megagame

**Number One
HOT-SHOT!**



TARGET RENEGADE



**TARGET
RENEGADE**



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

LOADING

Press the SHIFT key and the RUN/STOP key simultaneously.
When loading is complete press FIRE BUTTON to start.

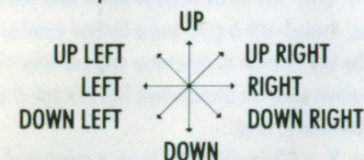
CONTROLS

The game is controlled by Joystick in Port 1.

With fire button pressed



Without fire button 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. 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 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 Beastly 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.

CARICAMENTO

Schiacciare insieme il tasto SHIFT ed il tasto STOP/RUN.

COMANDI

Il gioco viene controllato tramite joystick nel Portello 1.

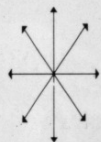
Con il tasto FIRE schiacciato

SALTARE VERSO L'ALTO

SALTARE E SCALCIARE
VERSO SINISTRA

SALTARE E SCALCIARE
VERSO DESTRA

CALCIO
ALL 'INDIETRO



'SCARICARE'
L'AVVERSARIO

PUGNO/FAR ROTEARE
L'ARMA

ABBASSARSI PER
EVITARE L'AVVERSARIO

ABBASSARSI/RACCOGLIERE L'ARMA

Schiacciare il tasto COMMODORE per fermare momentaneamente il gioco.

Senza schiacciare il tasto FIRE

ALTO

IN ALTO A SINISTRA

SINISTRA

IN BASSO A SINISTRA



BASSO

IN ALTO A DESTRA

DESTRA

IN BASSO A DESTRA

Questo gioco si svolge nell'infame città di Scumville. Dovrete passare attraverso cinque livelli diversi di difficoltà crescente. In ogni scena vi troverete davanti ad un tipo di avversario diverso che cercherà di soprarfarvi, ed alla fine di ogni livello

c'è una porta che dà sulla scena seguente. Usando una combinazione di pugni, calci e di armi che troverete per terra dovreste arrivare al duello finale con Mr. Big. Le armi possono essere ottenute in modi diversi, raccogliendole da terra, o soprafando un avversario che porta per esempio un bastone.

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