

CBM 64/128 Cassette

64/128

CBM 64/128 Cassette

VENDETTA

"A superb combination of two perfectly integrated game types... Quite simply, an amazing product."

ZZAP 93% (C64)

"It's a joy to play...

Purchase this game immediately (if not sooner)."

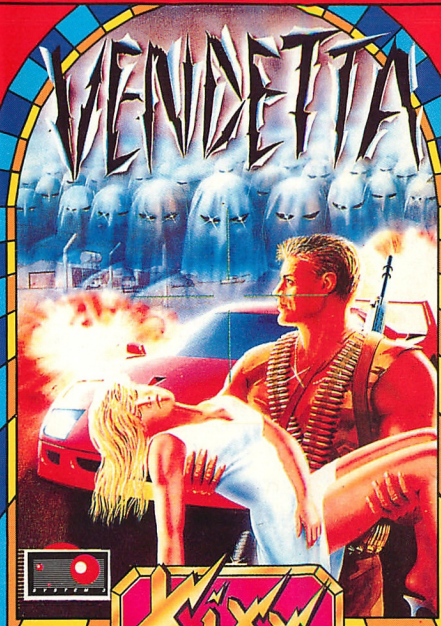
CRASH 92% (Spectrum)

"The best Commodore game I've seen in ages. Kidnap a copy today!"

C&VG Hit 93% (C64)

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VENDETTA



STUNT CAR RACER



3D POOL



CHAMPIONSHIP WRESTLING™



STRIDER™

OUT NOW
AVAILABLE ON:
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SPECTRUM/
AMSTRAD
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AVAILABLE ON
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CASSETTE ONLY



GHOULS 'N' GHOSTS™



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RICK DANGEROUS



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HEROES OF THE LANCE



TURRICAN™



DRAGONS OF FLAME



MULTIMIXX 4



VENDETTA



GUNSHIP

COMING SOON:
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD
PROJECT STEALTH
NOT AVAILABLE ON
AMSTRAD CPC
CASSETTE



AIRBORNE RANGER



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ST DRAGON



MICROPROSE SOCCER



MYTH



Kixx, Units 2/3
Holford Way, Holford,
Birmingham B6 7AX
Tel: 021 625 3311

VENDETTA

LOADING INSTRUCTIONS

CBM 64/128 Cassette:

Connect your data cassette player and switch your computer and TV/monitor on. C128 owners should now select C64 mode by typing **GO64**, pressing **RETURN** then **Y**, then **RETURN** again.

Insert cassette into the data cassette player, ensuring that it is fully rewound.

Hold down the **SHIFT** and **RUN/STOP** keys on the computer together. Then press the **PLAY** key on the data cassette player. The game should then load.

AMSTRAD CPC Cassette:

Switch your TV/monitor and computer ON.

Insert cassette into the tape player. Ensure that the cassette label marked side one is facing upwards and that the cassette is fully rewound.

Press the **CTRL** and small **ENTER** keys together, then press **PLAY** on your cassette player. The game should then load.

SPECTRUM 48/128K, +2 Cassette:

Connect your cassette player to your Spectrum.

If you are using a joystick then insert the necessary interfaces NOW.

Switch your TV/monitor, cassette player and computer ON. If your Spectrum now displays a menu screen you may select with 48K or 128K Basic.

Insert cassette into the cassette player, with the cassette label marked facing upwards. Ensure that the cassette is fully rewound.

Type **LOAD""** and then hit the **ENTER** key. Now press **PLAY** on your cassette player. The game should now load.

MULTI-LOAD INSTRUCTIONS

Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you **MUST** keep your cassette in the data cassette player, at all times during a session with the game. On screen, prompts will appear when you complete a level, telling you what to do next.

KEYBOARD CONTROLS FOR C64

(a) Mission Section

SPACE BAR - Select weapon (start game with fist and knife).

- F1** - Activates camera film roll (used in conjunction with joystick to scroll through objects held).
- F1** - Deactivates camera film roll (i.e. to get back into the game).
- P** - Pause the game.

(b) Driving Section

- F1** - Ground-to-air missiles.
- F3** - Machine guns.
- F5** - Nitrous oxide (turbo) boost.
- Press again to deactivate.
- P** - Pause the game.

NOTE - Weapons, etc. can only be used if you have found the weapon activating card!

FOR SPECTRUM AND AMSTRAD OWNERS

(a) Mission Section

- Q** - Up/accelerate car.
- A** - Down/accelerate car/decelerate car.
- O** - Left.
- P** - Right.
- N** - Fire weapon.
- Pick-up (must be worked in conjunction with direction option, i.e. O-if character is facing the left).
- ENTER** - Punch.
- Select object held (in conjunction with FIRE button).
- SPACE BAR** - Deactivates status area and selects weapon.
- H** - Pause.

If these keys prove unsuitable to some games players, there is an option to define the keys at the beginning of the game.

(b) Driving Section

- ENTER + N** - Toggles between missiles and guns.
- N + Q** - Nitrous oxide (turbo) boost.
- H** - Pause the game.

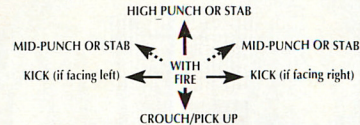
NOTE - Weapons, etc. can only be used if you have found the weapon activating card.

BASIC MOVEMENT

The hero automatically faces the direction you pull the joystick in.

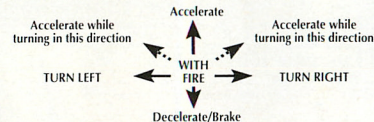
TO WALK FORWARD - push the joystick in the direction you want to move, i.e. to move left, pull left etc.

FIGHTING MOVEMENT/SPECIAL MOVEMENT (JOYSTICK) For C64 owners.



NOTE - Activate weapon held by pressing **FIRE** and this includes throwing grenades.

JOYSTICK MOVEMENT FOR DRIVING



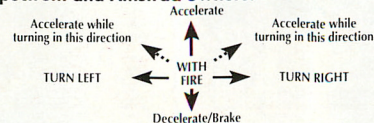
NOTE - Use **FIRE** to activate weapons (only if the weapon system card has been found).

NOTE - When stopped by the police, up and down movement scrolls through evidence held. Press **FIRE** to select.

FIGHTING MOVEMENT/SPECIAL MOVEMENT (JOYSTICK) For Spectrum and Amstrad owners.

- Fighting - Press **FIRE** in direction facing to activate punch or any weapon held.
- Pick-up - Work direction option in conjunction with **FIRE** (i.e. pull joystick right and fire at the same time picks up facing right).

JOYSTICK MOVEMENT FOR DRIVING For Spectrum and Amstrad owners.



NOTE - Refer back to keyboard controls for car weapons.
NOTE - Weapon system only activates if weapon card has been found.

GENERAL TIPS

The first aspects of the game you should master are the **JOYSTICK** controls. The highly interactive nature of the game is required because of some of the **COMPLEX MOVES** the main character has to perform. A high level of competence at the controls will enhance your gameplay **CONSIDERABLY**.

Because of the adventure elements, our second suggestion is that you should get into the habit of **RECORDING** what happens on each screen. This will enable you to obtain **HIGHER SCORES** with repeated play.

The last point is, **NEVER** take anything for granted - some things are not as they appear. Be curious, nosey, etc. and examine everything.

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ISTRUZIONI PER IL CARICAMENTO

CBM 64/128 Cassette:

Inserite il lettore di cassette ed accendete il computer ed il monitor/TV. Gli utenti del C128 devono ora selezionare la modalità C64 digitando **GO64**, premendo **RETURN**.

Inserite la cassetta nel lettore di cassette, assicurandovi che sia del tutto riavvolta.

Tenete premuti contemporaneamente i tasti **SHIFT** e **RUN/STOP** sul computer. Premete quindi il tasto **PLAY** sul lettore di cassette. Il gioco verrà caricato.