

COMMODORE 64/128

WAY OF THE EXPLODING

FIST



~~RICCOCHET~~

RC 018

BY MASTERTRONIC



screen shots from CBM 64 version

Become a master of this mysterious eastern art as you progress from novice to tenth dan.

A full range of block punches and kicks, even somersaults and roundhouses.

Challenge the computer or a friend in the addictive challenge of a life time.

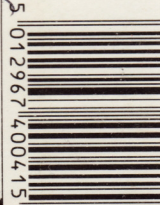
Won Popular Computing Weekly's Game of the Year Award.

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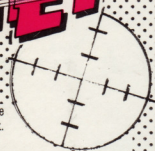
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The way of the Exploding Fist is a karate simulation game and is controlled entirely from the keyboard or joystick.

GAME PLAY

Blocks: The joystick also allows you to block your opponents move. This is obtained by backing off your character while your opponent is performing some aggressive move.

You may occasionally find that when you are naturally backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are in danger of getting hit by your opponent.

To release the block, move the joystick to neutral or to any position other than moving backwards.

"Holding your moves": Most of the moves in the Way of the Exploding Fist can be withdrawn shortly after beginning to execute them so that you are able to change your mind and start with a move you must ensure that you hold the joystick in the correct position long enough for the move to be executed.

"Practising your moves": The easiest way to practise your moves is to go into 2-player mode and test your skills. Your opponent will not take any move against you, so you should be able to get all moves perfected.

One-player mode: The object is to move up through Dan levels by defeating successive opponents, each one slightly better than the previous ones. Your task being to reach 10th Dan. The aim is to score a full two points over your opponent. The judge will determine which player performed better and award the victory accordingly. The match finishes when one of your opponents scores two full points in any one bout.

Two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts.

After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

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RICOCHET



CONTROLS

WITH FIRE BUTTON NOT PRESSED

Forward Somersault	Jump	High Punch
Walk Backwards/Block		Walk Forward
Back Somersault	Crouch/ Low Punch	Jab

WITH FIRE BUTTON PRESSED

High Back Kick	Flying Kick	High Kick
Round House		Mid Kick
Backward Sweep	Forward Sweep	Short Jab Kick

KEYBOARD CONTROLS

Player 1	Player 2
Q W E	P @
A S D	L ; :
Z X C	< > ?
Fire Button	
Left Shift Key	Right Shift Key

Various options can be selected before each game.

DEL Switch between music and sound effects, or music only.

F3 Switch between 1 player and 2 player options.

F7 Switch between joystick and keyboard options.

To start a game press F1, to stop a current game press F5.

If F1 is not pressed, the computer will go into a demonstration mode. Pressing the fire button while the computer is in demo mode will start the game.

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP.

Press fire to start.

