

WAY OF THE TIGER™

"Graphically this game is second to none. I strongly recommend this game to anyone... If you're going to get just one beat 'em up, I can't recommend this enough...."
CRASH.

"I'm pleased with the whole game. Great graphics, good game play."
.... CCI



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INSTRUCTIONS
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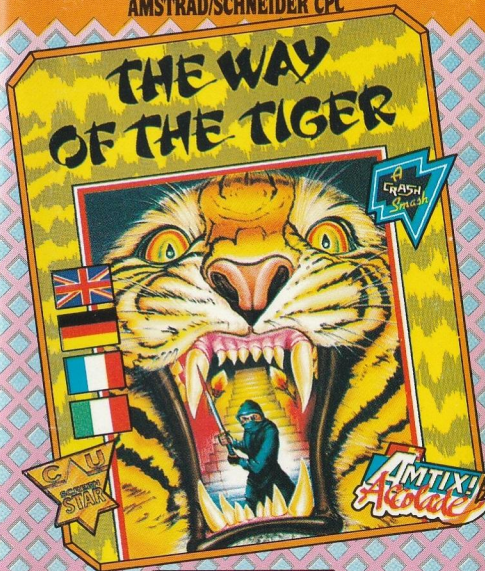


For use on
AMSTRAD/SCHNEIDER CPC

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THE WAY OF THE TIGER™

GAMEPLAY

Najishi, the Grand Master, has trained you with the sole aim of you becoming a Ninja. To prove that you are worthy of this, you must pass three tests against the master's chosen adversaries. You will be given levels of endurance and Inner Force; for every complete circle of endurance that you use, one point of Inner Force is deducted. Your opponents will also be given varying degrees of endurance and Inner Force, and it is worth remembering that the less Inner Force both you and your opponent have, the less effect each blow has.

Kwon has the power to increase your strength and he may do so after you have defeated an enemy. If your Inner Force is totally depleted, you have failed the test.

INSTRUCTIONS FOR PLAY

Note How to Move – All Levels

On all levels, if you are facing left, simply mirror the controls. e.g.:
FIRE/SPACE and **RIGHT** turns you if you are facing left.
FIRE/SPACE and **LEFT** turns you if you are facing right.
However, **UP** will always make you hop whether facing left or right.

LOADING INSTRUCTIONS

AMSTRAD CPC Cassette: Press **CONTROL (CTRL)** and small **ENTER** keys simultaneously, press **PLAY** on the cassette deck and then any key. The program will load and run automatically.

NOTE

After loading the master program, the screen will show you a menu. At this point, if you wish to practice any of the three levels, you must select which one, and load the required level; to do this simply press **PLAY** on the cassette player.

If you should wish to play the whole game, load the master, select **PLAY WHOLE GAME** and then load **UNARMED COMBAT**. When this level is complete, you will then be asked to load **POLE FIGHTING** followed by **SAMURAI SWORD FIGHTING**.

PART 1 – UNARMED COMBAT

Wander the desert lands of Orb, defeating whoever or whatever your Grand Master has pitted against you. Here you are being tested in your skills of **UNARMED COMBAT**.

Keep a careful watch, for your next opponent may spring from anywhere – it could be a rock or an obelisk – you're never sure. Once all your enemies have been defeated you will then be transported to the testing ground for **POLE FIGHTING**.