SAI COMBAT
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LOADING FOR AMSTRAD

Press **CTRL** and small **ENTER.**
Press **PLAY** on the cassette recorder.
Press any key.

THE OBJECT OF THE GAME

Work your way up through eight belt levels from white to black, and then through the eight Dan levels to bacome a Sai Master. You score 100, 200 or 300 points for each successful blow landed on your opponent, depending on the type of blow. A minimum of 600 points is required for a knockdown fall. You Chi (energy) levels are shown on the dragon's head in the scoreboard. In the one-play option, three falls are required to move on to the next level.

TO START THE GAME

During the demo, you can select one-player mode by pressing 1 or two-player mode by pressing 2. In one-player mode, you are the light-trousered fighter. You can use either the joystick or the keyboard to control your fighter.

START OPTIONS

Press **RETURN** to start a game at white belt level with 6 falls available. Press **SPACEBAR** during the demo to return to the previous belt level, but with only three falls available.

SAI KATA

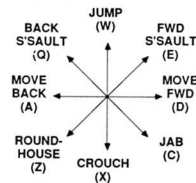Select the two-player option to practise the moves available in Sai Combat.

ADDITIONAL HAZARDS

When you reach black-belt level, watch out for the Ninja stars. The greater your skill level, the more difficult it bacomes to dodge the stars whilst fending off your opponent. If a player is hit by a Ninja star, it will reduce his Chi level but it will not cause a knockdown fall.
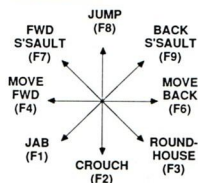
In single-player mode in the Dan levels, the skill level of your opponent is the same as black-belt level, but he will be faster on his feet in the higher Dans.

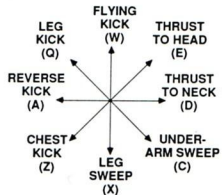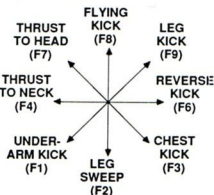### CONTROLS - KEYBOARD/JOY STICK DIRECTION

PLAYER 1

JUMP (W)
BACK S'SAULT (Q)
FWD S'SAULT (E)
MOVE BACK (A)
MOVE FWD (D)
ROUND-HOUSE (Z)
CROUCH (X)
JAB (C)

PLAYER 2

JUMP (F8)
FWD S'SAULT (F7)
BACK S'SAULT (F9)
MOVE FWD (F4)
MOVE BACK (F6)
JAB (F1)
CROUCH (F2)
ROUND-HOUSE (F3)

WITH FIRE BUTTON (SHIFT)

FLYING KICK (W)
LEG KICK (Q)
THRUST TO HEAD (E)
REVERSE KICK (A)
THRUST TO NECK (D)
CHEST KICK (Z)
LEG SWEEP (X)
UNDER-ARM SWEEP (C)

WITH FIRE BUTTON (ENTER)

FLYING KICK (F8)
THRUST TO HEAD (F7)
LEG KICK (F9)
THRUST TO NECK (F4)
REVERSE KICK (F6)
UNDER-ARM KICK (F1)
LEG SWEEP (F2)
CHEST KICK (F3)

Press ESC to quit game.
Note that the two figures turn automatically when they pass one another. The controls are then a mirror image of those given above. Each time you progress a level, the game will pause until your move your fighter.
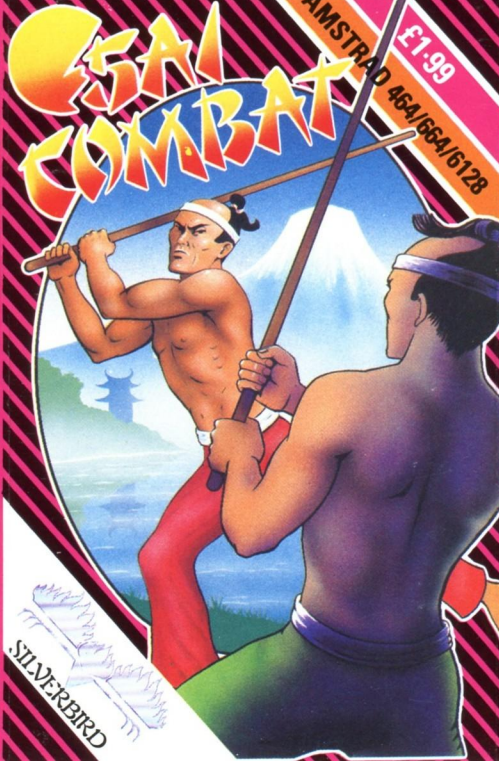
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SAI COMBAT

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