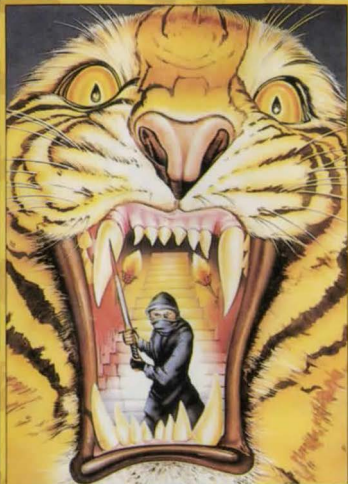


THE WAY OF THE TIGER



GREMLIN

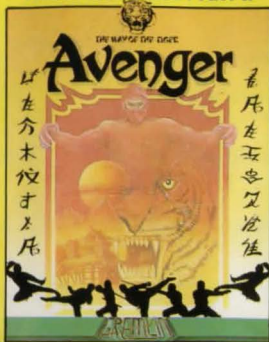
SPECTRUM
48K

TRIPLE-SCROLL
TRIPLE-SCROLL

Exclusive to

Boots

ALSO AVAILABLE PART II



Avenger

Now a highly skilled Ninja warrior, you must prove your supreme mental agility in the second of the Way of the Tiger epics - Avenger - the ultimate arcade adventure. You have sworn a divine mission to the God Kwon, against Yaemon the Grand Master of Flame, to avenge your assassinated foster father and recover the scrolls of Ketsulin. Only your superb physical skills and superior mind will see you through this danger filled crusade.

SCENARIO

The story begins on the magical world of Orb, alone in a sea that the people of the Manmarch call Endless, where there lies the mystical Island of Tranquil Dreams. Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice meadows. A servant brought you, braving the distant leagues of the ponderous ocean from lands to which you have never returned. Your loyal servant laid you, an orphan, at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy Word of Power, Supreme Master of Unarmed Combat. They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh, though you remember that old servant insisted that it was of mystical importance. Whenever you have asked about this the monks have bade you meditate and be patient.

The most ancient and powerful of them all, Najishi, Grand Master of the dawn, became your foster-father. He gave you guidance and training in the calm goodness of Kwon.

GAMEPLAY

Najishi, the Grand Master, has trained you with 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.

NOTE

On all formats 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, remove the master cassette and then insert 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.

Please note that disc versions are completely menu driven.

HOW TO LOAD

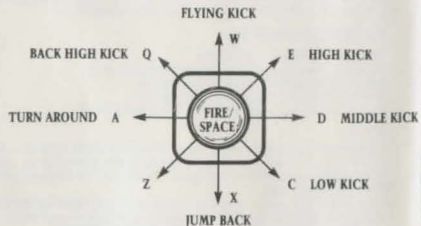
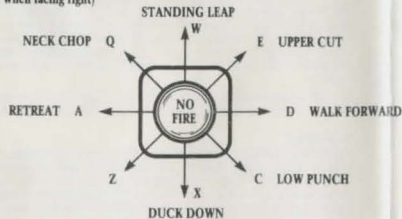
Type LOAD and press ENTER. Press PLAY on the cassette recorder.

Part 1 - UNARMED COMBAT

Wander the desert lands of Orb, defeating whoever of 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 - your never sure. Once all your enemies have been defeated you will then be transported to the testing ground for POLE FIGHTING.

PART 1 - HOW TO MOVE

(Control when facing right)

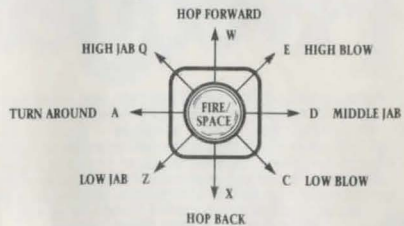
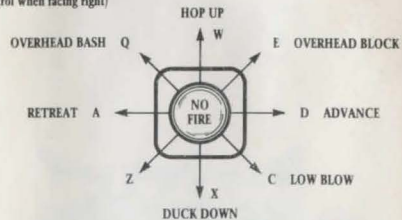


Part 2 - POLE FIGHTING

Guard a slippery pole over a mysterious lake against your Grand Master's minions. Caution is required here as the pole is indeed very slippery, and after your ordeal in the desert, you are not as sure-footed as your opponents. Again, having defeated all comers, you are transported to the Grand Temple of the Martial Arts.

PART 2 - HOW TO MOVE

(Control when facing right)



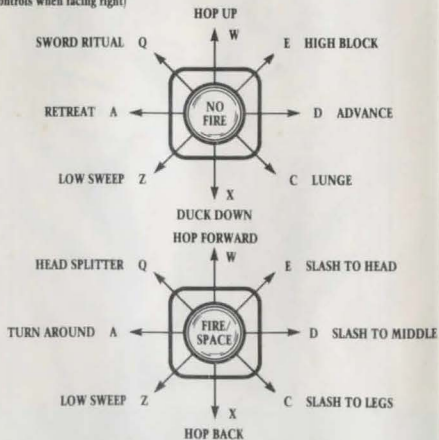
Note: *Jabs allow repeated attacks, ie: you can move quickly from one jab to another - this is not possible with the blows.*

Part 3 - SAMURAI SWORD FIGHTING

Battle in the grand Temple against the greatest warriors you've yet encountered, finally, being tested by the Grand Master himself. If you are able to defeat this great swordsman, you will have truly earned the right to be NINJA, Speaker of Wisdom, Protector of the Weak, One Most Powerful.

PART 3 - HOW TO MOVE

(Controls when facing right)



BEWARE! On this level your opponents may have EXTRA abilities which you are not capable of performing. Any attempts to copy such feats may prove dangerous or maybe even fatal!

If you wish to return to the menu screen at any time, use these keys:

Cap Shift & Space Keys

THE WAY OF THE TIGER

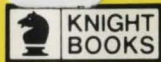


Enter the world of Avenger, a Ninja warrior of unparalleled and deadly powers, as he battles the forces of evil in defence of his faith and protection of the weak.

Be calm and stay silent as the outstanding animation and unrivalled combat routines take you to levels of action you'd never have thought possible.

Experience the stunning effects of triple scrolling action as you master the techniques of Hand to Hand combat, Pole Fighting and the skills of the Samurai Sword.

And when you believe you've succeeded in overcoming all the odds, the next in this thrilling series of adventures will beckon you forward to a further challenge of death.



The Way of the Tiger computer games have been developed from the role playing adventure books of the same name. These are published by Knight Books and are available from all good book shops.

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Tel: (0742) 753423

THE WAY
OF THE TIGER

SPECTRUM 48K