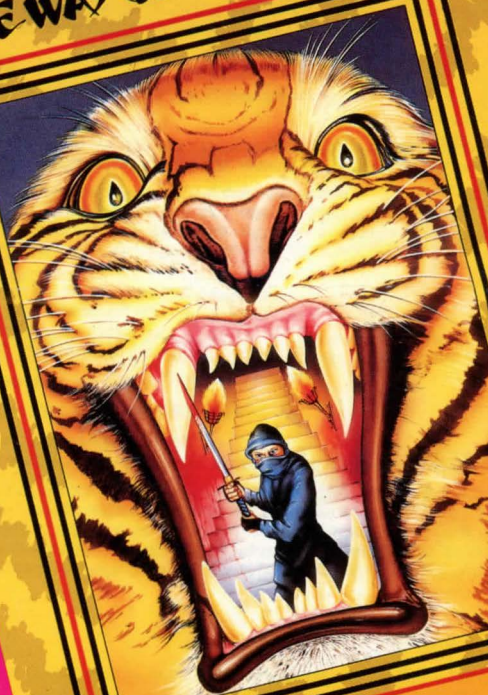


# BLOCK BUSTERS

THE WAY OF THE TIGER



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C 64/128  
DISKETTE

# WAY OF THE TIGER

## LOADING INSTRUCTIONS:

**C64 DISK:** Insert disk into disk drive. Type **LOAD \*-\*,8,1** and press **RETURN**. The program will load and run automatically.

## GAME PLAY:

Naijishi, the Grand Master, has trained you with the sole aim of you becoming a Ninja. To prove 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

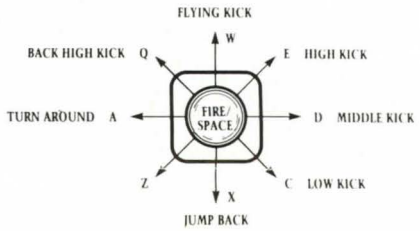
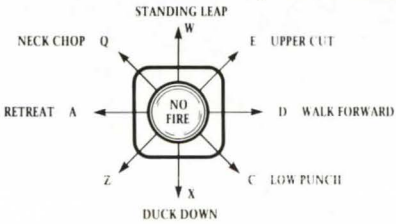
If you should wish to play the whole game, load the master, select **PLAY WHOLE GAME** and then load **UNARMED COMBAT**. When this level is complete, you will then be asked to load **POLE FIGHTING** followed by **SAMURAI SWORD FIGHTING**.

PLEASE NOTE THAT DISC VERSIONS ARE COMPLETELY MENU DRIVEN.

## Part 1 – UNARMED COMBAT

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

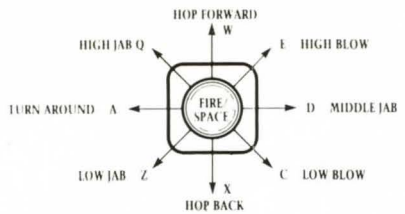
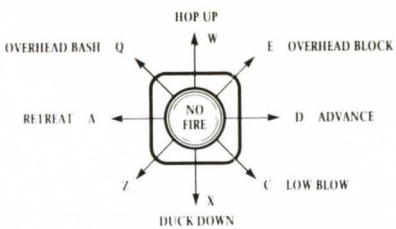
### PART 1 – HOW TO MOVE (Control when facing right)



## 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)

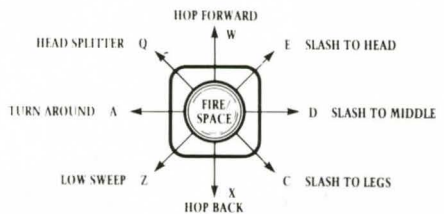
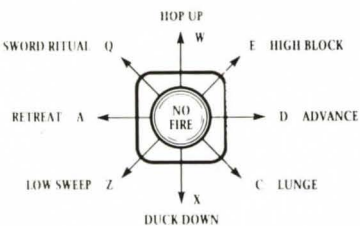


**Note:** *Jabs allow repeated attacks, ie: you can move quickly from one jab to another – this is not possible with the blows.*

## PART 3 – SAMURAI SWORD FIGHTING

Battle in the Grand Temple against the greatest warriors you've yet encountered, finally, 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 NINJA, Speaker of Wisdom, Protector of the Weak, One Most Powerful.

### PART 3 – HOW TO MOVE (Control 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 Restore Key.

## WAY OF THE TIGER

Enter the world of Avenger, a Ninja warrior of unparalleled skills 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 skills of the Samurai Sword.

