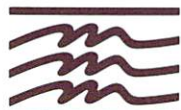


BAD STREET

Brawler



MINDSCAPE INC

Introduction

The city has gone wild! Chaos stalks the streets in the guise of new-wave gangsters and motorcycle madmen. Only you can save the day. Only you are tough enough, fast enough, mad enough—and only you look good enough in gold spandex trunks to save the streets of our fair city from the swarms of human (and otherwise) vermin who threaten our grandmothers' safety.

This is ***Bad Street Brawler***, down and dirty on the streets of the big city. Can you survive all 10 levels to emerge victorious over the low-lives and be a hero to little old ladies everywhere?

Hitting the Streets

Follow the instructions below to set up your computer and load the game. Once the game has loaded, you will see your muscular, gold-shorted self standing on the streets of our city, ready to defend us all against the insidious forces of urban decay.

GETTING STARTED

Equipment Needed:

- Commodore 64™ or 128™ (in 64 mode), Apple® II (128K minimum) or an IBM® PC, PCjr™, PC AT, Tandy® 1000 family or 100% IBM compatible (256K minimum) computer
- Color monitor or TV
- Joystick recommended (Commodore may use 2 Joysticks for two players)
- Disk Drive
- Color Graphics Adapter or Enhanced Graphics Adapter (IBM PC and some compatibles)

Loading Instructions

Commodore 64 or 128

1. Insert the ***Bad Street Brawler*** disk into the disk drive and close the latch.
2. Make sure that the joystick is inserted into Port 2. If there are two players, insert the second joystick into Port 1.
3. Turn on your monitor or TV, the disk drive and the computer.
Note to Commodore 128 users: play ***Bad Street Brawler*** in 64 mode.
4. Type: **LOAD****,8,1** then press **RETURN**.

Note to “fast loading” cartridge users: This program has its own “fast load” system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further and may cause the program to not load. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the fast load cartridge, and then follow the loading instructions already given. With no cartridge attached, the program should load normally.

Apple II

1. If you are using a joystick, make sure it is plugged into the game port of your computer.

2. Turn on the monitor or TV.
3. Insert the **Bad Street Brawler** disk, label side up, into the disk drive and close the drive door.
4. Turn on the computer. The game will load automatically.

IBM PC, PCjr, PC AT, Tandy 1000 family or 100% compatible

Loading with a DOS disk (2.1 or higher)

1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Turn on the monitor or TV and the computer.
3. Insert the DOS disk into drive A.
4. When the date prompt appears, press the Enter key twice.
5. When **A>** appears, remove the DOS disk and insert the **Bad Street Brawler** disk.
6. Type **BR** and press the Enter key. The game will load automatically.

Note to PCjr users: If you wish to run the program in 16-color mode, the line **DEVICE=PCJRMEM.COM** present in the CONFIG.SYS file on your boot disk must be changed to read **DEVICE=PCJRMEM.COM /C** instead. If you plan to install DOS on your program disk (see instructions below), you must also copy the files **CONFIG.SYS** and **PCJRMEM.COM** from your boot disk onto the program disk.

Installing DOS (version 2.1 or higher) on Bad Street Brawler:

TWO FLOPPY DISK DRIVE SYSTEM

1. Insert the DOS disk in drive A and the **Bad Street Brawler** disk in drive B, and close the disk drive doors.
2. Turn on the monitor or TV and the computer.
3. Respond to the date and time prompts (either enter the date and time or simply press the Enter key twice).
4. At the **A>** prompt, type **SYS B:** and press Enter.
5. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
6. At the **A>** prompt, type **COPY COMMAND.COM B:** and press Enter.

ONE FLOPPY DISK DRIVE SYSTEM

1. Insert the DOS disk in the disk drive and close the disk drive door.
2. Turn on the monitor or TV and the computer.
3. Respond to the date and time prompts (either enter the date and time or simply press the Enter key twice).
4. At the **A>** prompt, type **SYS B:** and press Enter.
5. Follow the instructions on the screen using the DOS disk as the "diskette for drive A" and the **Bad Street Brawler** disk as the "diskette for drive B."
6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. At the **A>** prompt, make sure your DOS disk is in the disk drive. Then, type **COPY COMMAND.COM B:** and press Enter.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the **Bad Street Brawler** disk as the "diskette for drive B."

Once the installation process is complete, whenever you want to boot the program, simply insert the **Bad Street Brawler** disk in the disk drive, close the disk drive door, and turn on the monitor or TV and the computer. Respond to the date and time prompts. In a few seconds, the program will begin.

Installing Bad Street Brawler on a Hard Disk

After you complete the procedure outlined below, **Bad Street Brawler** will run entirely from your hard disk; you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once **Bad Street Brawler** has been copied to a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled "Uninstalling **Bad Street Brawler** from a hard disk."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Bad Street Brawler** on the hard disk, first make sure that you follow the instructions to uninstall **Bad Street Brawler**. If you don't, **Bad Street Brawler** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Bad Street Brawler** disk, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **ENTER**, **Bad Street Brawler** will install itself on the hard disk.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys simultaneously. To run **Bad Street Brawler** from the hard disk after rebooting, type **CD\NAME**, where **NAME** is the new directory name, and press **ENTER**. Then type **BR** and press **ENTER**. After a few seconds, the program will begin.

Uninstalling Bad Street Brawler from a Hard Disk

1. Boot the system, if necessary, and get an **A>** and prompt.
2. Insert the **Bad Street Brawler** disk in Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **ENTER**.
4. When the process is complete, **Bad Street Brawler** will no longer be executable from the hard disk. To re-install **Bad Street Brawler** on a hard disk, follow the hard disk installing instructions already given.

Game Options

After you have loaded the game, a title screen appears displaying several playing options.

- Stage -** Select one of the three starting levels by pressing **1**. When a new game is started, it will start at the level listed here. At first, you can only start at levels 1, 2 or 3. As you progress, you will gain access to the higher levels.
- Players -** Select one or two players by pressing **2**. If there are two players, they will alternate turns.
- Joystick -** Select joystick (one or two—Commodore only) or keyboard play by pressing **3**. **Commodore:** If you choose two joysticks, Player 1 will use the joystick in port 2, and Player 2 will use the joystick in port 1.
- Start -** Start the game by pressing **4**. You can also start the game by pressing the fire button on the joystick.

Note: When you finish Stage 10 (the 10th level), play recycles to Stage 6 even though the screen indicates Stage 11. Likewise, Stage 12 is actually Stage 7, Stage 13 is actually Stage 8, and so on.

Playing the Game

Each player starts the game with five lives. These are shown in the bar graph beneath the score. When all five are exhausted, the forces of disorder will run rampant over your crumpled body and ruin the city forever.

At the start of each turn, your stamina will start at full power. As you take hits, the stamina bar will shrink. When it reaches zero, you are dead. The current opponent's stamina bar indicates the damage your mighty fists (and whatever) are doing. The opponent is defeated when its bar reaches zero.

Each level in the game has a time limit imposed by the countdown timer. When the timer reaches zero, you will rapidly lose stamina and die unless you complete the level quickly.

In a two-player game, the two players alternate turns. The current player is indicated in the status area with the words "**1UP**" or "**2UP**".

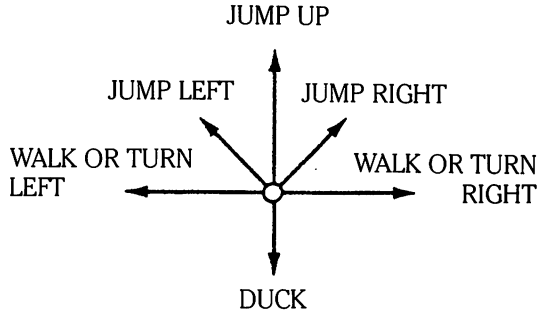
Controlling the Game

Bad Street Brawler can be played with a joystick or the keyboard. In each level of the game, new moves may be available to you. Since determining just what to do and when is a large part of the game, detailed instructions are not provided on each fighting move. In general, though, the following holds true.

Non-aggressive Moves

All non-aggressive moves are performed **without** pressing the fire button (or keyboard equivalent). These are:

Joystick Controls



Keyboard Controls

	Commodore	Apple	IBM
Right	P	→	→
Left	I	←	←
Jump	Q	↑	↑
Duck	Z	↓	↓
Jump right	—	P	—
Jump left	—	U	—

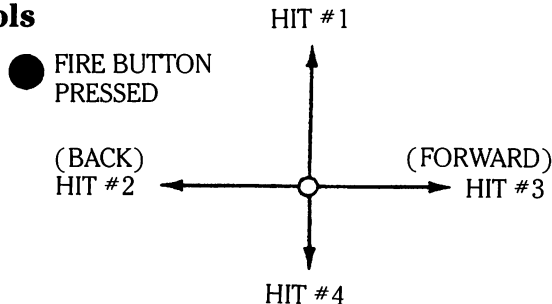
Note to Commodore and IBM users: To simulate diagonal movements possible with the joystick, press two keys simultaneously. For example, press **I** and **Q** at the same time for an up/left diagonal movement.

These moves cause no damage to your opponent, and are mainly defensive in nature. (For instance, suppose a little old lady tries to brain you with her purse, what would you do? If you said "Duck," then you may have a chance after all!)

Aggressive Moves

Aggressive moves vary from level to level. However, no matter which moves are available to you at any time, they will be performed by the following movements of the joystick (or keyboard equivalent) **while the fire button is pressed**.

Joystick Controls



Note that hits number 2 and 3 are labeled “forward” and “back” instead of left and right. This is because they depend on the direction you are facing. Forward means to push the joystick in the direction your man is facing. For example, to get hit #3 (a head butt on level 1), press the fire button and push the joystick in the direction the player is facing.

Keyboard Controls

To simulate the aggressive movements possible with the joystick, hold down the fire key on the keyboard while moving the character to the left, right, up or down.

	Commodore	Apple	IBM
Fire key	Space Bar	Apple Key	Enter Key

Special Keys

Commodore: Pause during the game by pressing **RUN/STOP**. To resume play, press the fire button. Toggle the sound on and off by pressing the **F1** key.

Apple: Press **1** during the game to return to the Options screen.

IBM: Press **F1** to turn the sound on and off.

Hint

Beat the heck out of everybody who threatens you, but DON'T pick on the old ladies! Hit one of them and she'll go for you with a vengeance. Hit enough of them and ALL little old ladies will come after you!

Remember, your mission is to **save** the old ladies, so watch those head-butts!



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