

TAITO™

RENEGADE™

*GAME PLAY
INSTRUCTIONS*

After the game has loaded, you will be at the **STARTUP MENU**. At this point you may select a number of different game play options. If no key is pressed within a short time, the game will automatically enter a demonstration mode. Pressing any key during this mode will return you to the menu.

THE STARTUP MENU

This menu lets you select the number of players, the type of input device you will be using, and some other important game related functions. You can make your choice by pressing the appropriate letter or number that is highlighted on the menu. All choices are shown, but if you attempt to select an invalid choice for your hardware, a warning tone will sound.

So long as you **HAVE NOT** write protected your diskette, all selections are saved for the next time you play **RENEGADE**.

To select the number of players:

Press **1** for a one player game;
Press **2** for a two player game.

To select a Game Control:

Press **J** for an **IBM** style **JOY-STICK**.
Press **K** for the **KEYBOARD**.
Press **S** for the **SWITCHED JOY-STICK**.

Your choices will appear in the **CURRENT SETTING** displays.

Examples:

- A) You pressed **1 J**
The **CURRENT SETTING** shows:
PLAYER 1 JOY-STICK; PLAYER 2 INACTIVE
- B) You then pressed **2 K**
The **CURRENT SETTING** shows:
PLAYER 1 JOY-STICK; PLAYER 2 KEYBOARD

Press **N** for **DISABLE** if you want to switch from a **2 Player Game** to a **1 Player Game**.

Additional Startup Menu functions are:

Press **C** to adjust your joy-stick's **CALIBRATION**.
Press **D** to see a short **DEMO** of the game.
Press **I** to see **INSTRUCTIONS** on how to play the game.
Press **R** to **REDEFINE** the keyboard if you are playing the game in keyboard mode.
Press **X** to **EXIT** the game and return to MS-DOS.
Press the **ESC** key to begin **RENEGADE**.

Valid Keys During Game Play:

- F1** **PAUSES** pauses the game (Press any key to **CONTINUE**).
F2 turns the background music on/off.
F3 turns the sound effects on/off.
F4 adjusts the shade of color (CGA Video Systems only).
F8 restarts the game.
F9 returns the game to the **STARTUP MENU**.
F10 **EXITS** the game and returns to MS-DOS.

GAME CONTROLS

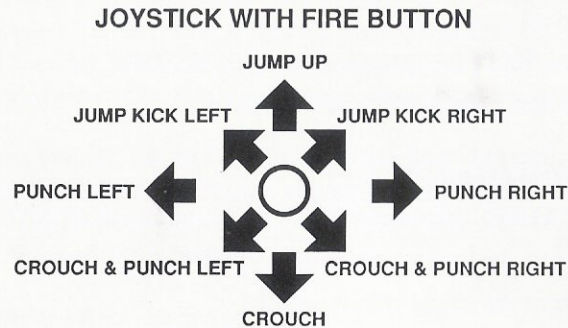
Joy-Stick

Joy-sticks require **CALIBRATION** to ensure the greatest accuracy of game play. When you start the game for the first time after loading, you will be asked to perform some very simple movements of the Joy-stick; please follow the on-screen instructions carefully. At any other time you are at the **STARTUP MENU**, you may press **C** to re-calibrate your joy-stick.

Press **S** on the **STARTUP MENU** to use a **Switched Joy-stick**.
 Press **J** on the **STARTUP MENU** to use an **IBM style Joy-stick**.

During game play:

Pressing the **FIRE** Button while moving the Joy-Stick lets **RENEGADE** fight.
 Not pressing the **FIRE** Button allows **RENEGADE** to move in Eight Directions.



Keyboard

Press **K** on the **STARTUP MENU** to use the keyboard. You can redefine the keyboard pattern by pressing **R** on the **STARTUP MENU**.

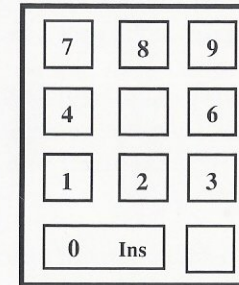
The message **REDEFINING KEYBOARD** appears in the player's **CURRENT SETTING** display. An arrow appears beside the box marked **ATTACK**, and the current key setting is removed. Press the new key you want to use. Repeat this process until all the keys are redefined.

During Game Play:

Press just the defined **MOVEMENT** keys to move in the corresponding direction.

Press the **ATTACK** key and a **MOVEMENT** key to fight.

The following diagram assumes the default key positions:



Keyboard Without Attack Key

- 0 Attack
- 1 Move Down Left
- 2 Move Down
- 3 Move Down Right
- 4 Move Left
- 5 Not Used
- 6 Move Right
- 7 Move Up Left
- 8 Move Up
- 9 Move Up Right

Keyboard With Attack Key Pressed

- 0 Attack
- 1 Crouch/Punch Left
- 2 Crouch
- 3 Crouch/Punch Right
- 4 Punch Left
- 5 Not Used
- 6 Punch Right
- 7 Jump Kick Left
- 8 Jump Up
- 9 Jump Kick Right

Reverse Kicks (Joystick and Keyboard Modes)

Face Renegade to the left and make an attacking motion to the right to deliver a reverse right kick.

Face Renegade to the right and make an attacking motion to the left to deliver a reverse left kick.

Grab Defense (Joystick and Keyboard Modes)

When Renegade is held by a gang member:

Make an attacking motion to the left or right to deliver an elbow thrust.

Make an attacking motion to the lower left or lower right to deliver a knee kick (when Renegade is attacked by another gang member).

GAME PLAY

There are five levels: Subway; Pier; Sleazy Street; Mean Street; and Mr. Big's hide out. On each level you will meet a gang of armed and unarmed assailants. You must defeat the gang's leader to complete a level.

Energy levels for Renegade and the gang leader are displayed at the top of the screen. A knock-down decreases energy by one point. A zero energy reading spells defeat. The gang leader won't join the fight until the gang members are about to lose.

In Level I, you are attacked by a gang of vicious thugs. You must "punch" or "kick" your assailants to defeat them, (each one must be knocked to the ground twice). You can jump on top of them when they hit the ground the first time; a few quick blows will finish the job.

In Level II, you confront a gang of bikers on the pier. The level starts with four attackers on motorcycles who try and run you over. A flying kick will knock them off their motorcycles. Once they're defeated, watch out for the other Angels of Death.

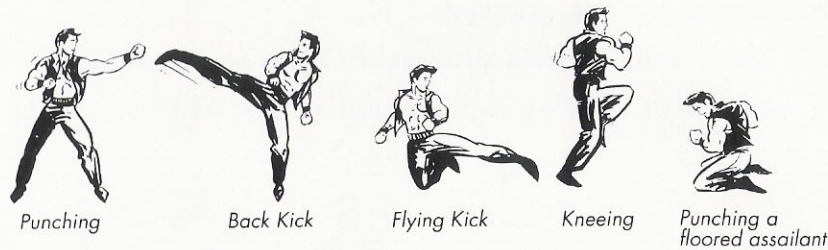
Level III takes place in the sleazy downtown streets, where a group of female marauders hang out. A number of these "ladies" wield whips and clubs. Keep an out for "Big Bertha"!

Level IV is comprised of razor wielding thugs. Avoid the razors at all costs and watch your back!

Defeat MR. BIG and his skinhead guards at level five. Gorgeous Lucy will be waiting for you if you survive. But your time with her will be very short, because the action starts again - only this time the fight is tougher than before! Each level has a time limit and you lose a life if the gang leader isn't defeated.

HOW TO PLAY

There are various ways of attacking your assailant:



STATUS AND SCORING

Remaining lives, current score, high score, and current strength are displayed at the top of the screen.

Punches	100 points
Back Kicks	100 points
Flying Kicks	200 points

Bonus Items

Capture these special bonuses to help you win the fight:

CLOCK	Gives you extra time.
HEART	Gives you an extra life.
HAMBURGER	Restores your energy level.

HINTS AND TIPS

- Keep moving.
- Opponents can be made to fall off the edge of the playing area in levels one and two. But so can you!
- Kill the most dangerous opponents first (e.g. weapons carriers).
- In Level III, avoid Big Bertha until all her "lady friends" are defeated.

! GOOD LUCK - YOU'LL NEED IT !

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