

2019 NEO TOKYO IS ABOUT TO
E . X . P . L . O . D . E



AKIRA



LOADING: (Disk)

1. Switch on computer
2. Insert Akira disk 1
3. Follow on screen prompts

LOADING: (CD32)

1. Switch on console
2. Open lid
3. Insert CD
4. Close lid

DISC VERSION

The Game can be paused by pressing "P". "esc" will return to main menu.

CD 32 VERSION

The Game can be paused by pressing the pause button. Holding both "charcoal" buttons will return to main menu.

REQUIREMENTS:

- 1 Meg of memory
- 1 joystick or joypad
- A500 A600 A1500 A2000 A1200 A4000 030/040

PROTECTION:

When the protection screen appears goto the designated page number and find the letter combination shown. Using the keyboard, joystick or joypad enter the six numbers shown beneath the respective letters.

PLTIXM	WGWMPX	ONPPZB	UEBHEH	ZOULEN
639386	563173	363383	769657	878767

PAGE 1

STREET RACING

Kaneda, head of the Capsule gang, leads the fight against their rivals, the Clowns. In these road levels you will play the part of Keneda on his bike. You must make your way through the streets of Neo Tokyo within the given time.

STATUS PANEL

Lives Character Energy Fuel Time Score Pickups Aura

BIKE CONTROLS:

Fire -	Throw grenade if available
Left -	Brake
Right -	Accelerate
Up -	Move up
Down -	Move down

PICKUPS:

Grenade -	Five grenades
Fuel canister -	Fuel
Pause symbol -	Clock stop
Fast forward -	Speed up
Square Shield -	Shield
Capsule -	Bonus points
Jar of Energy -	Energy

HINTS:

- 1 Hit the cones for points and bonuses.
- 2 Explode the boulders with grenades to make a way through.
- 3 Get to end before time runs out.
- 4 Use jumps to get over devastated road.

TSCBBY	YXEGSB	ZJGYWR	MHZVIU	UNQJWM
875532	732966	767784	958664	853387

PAGE 2

MILITARY HOSPITAL

Tetsuo, Kaneda's friend, loses control of his bike and just misses one of the escaping mutant children. Tetsuo is taken by the authorities and experimented upon by the scientists of the Akira project. Now you play the part of Tetsuo you must escape the Hospital filled with doctors, guards and other subjects of the Akira project which appear as toy cars, teddy bears and rabbits. Lifts must be unlocked by a pass key which can be found around the level. Up will enter the lift. You will receive aura from some of the baddies you kill and these must be collected. When the aura is full the exit will flash on the status section and you must find the exit (to the right of the level).

STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

CONTROLS:

Fire -	Fire shot	
Left -	Walk left	Up - Jump (or enter lift)
Right -	Walk right	Down - Duck down
Left Down -	Run left	Right Down - Run right
Right button or space bar -		Jump forward off platforms

PICKUPS:

Pause -	Pause clock
Clock back -	Clock backwards
Square Shield -	Shield
Jar of Energy -	Energy
Jar of life -	Extra life
Energy ball -	Better bouncing weapon with three shots
Bonus -	Extra score
Pass key -	Hospital lifts to use first time
Aura -	Dropped by baddies increases aura when picked up

XQCYVC
856583

MIUFA
252325

VEZDV
439133

YDCULC
868232

VGMZJC
734345

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HINTS:

1. Fill the Aura replicator by collecting the Aura left behind by the enemies. Once it is full you may leave the level.
2. Skittles are invisible therefore avoid where ever possible.
3. Do not use your weapon continuously without reason as it each time it is used it's power will decrease.
4. Access cards are required to operate lifts.
5. Once an area is completed, within the level, a red light will flash.
6. Life energy is regained by collecting Aura.

Scanned

by

Thalton

QXKYWL
297368

QEWALV
586485

LGBUOT
237666

TALUPO
952863

VINMLY
793989

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TOYLAND

Tetsuo enters Toyland with growing powers. You will come across huge Rabbits, Teddy bears, Cars and Zeppelins on this level. Pickup clouds will cause Tetsuo to fly.

STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

CONTROLS:

Fire - Fire shot
Left - Walk left
Right - Walk right
Up - Jump
Down - Duck down
Left Down - Run left
Right Down - Run right
Right button or space bar - Jump forward off platforms

PICKUPS:

Pause - Pause clock
Clock back - Extra time
Square Shield - Shield
Jar of Energy - Energy
Jar of life - Extra life
Tets Weapon - Better weapon
Bonus - Extra score
Aura - Increases aura when picked up
Cloud - Tetsuo will now fly

HINTS:

1. Matches are invisible and must therefore be avoided.
- 2 There are no fixed routes and sometimes the less obvious is a better way.

DUDHHK HUYKVI EYUQRP NWAGVC FKZZUC
783916 347446 899845 434833 477991

CASTLE

Tetsuo finds a castle within the Toyland and now believes he has unlimited powers. However the guards and the other subjects will try to stop Tetsuo from finding akira.

STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

CONTROLS:

Fire - Fire shot
Left - Walk left
Right - Walk right
Up - Jump
Down - Duck down
Left Down - Run left
Right Down - Run right
Right button or space bar - Jump forward off platforms

PICKUPS:

Pause - Pause clock
Clock back - Clock backwards
Square Shield - Shield
Jar of Energy - Energy
Jar of life - Extra life
Energy ball - Better bouncing weapon with three shots
Bonus - Extra score
Pass key - Hospital lifts to use first time
Aura - Dropped by baddies increases aura when picked up

YFLUVD LZAZJZ FVXVZU JFBEUW QUZLYY
499437 986875 211238 658576 968888

SEWERS ON FOOT

Kaneda, in search of Tetsuo, makes his way through the sewers where he is under constant attack by the military. You now play the part of Keneda again and must find your way through the sewers in search of Tetsuo.

STATUS PANEL

Lives Character Energy n/a Time Score Pickups Aura

CONTROLS:

Fire - Fire shot Up - Jump
Left - Walk left Down - Duck down
Right - Walk right
Left Down - Run left Right Down - Run right
Right button or space bar - Jump forward off platforms

ON LADDERS:

Up - Go up ladder
Down - Go down ladder
Left Right Fire - Fire shot
Up Left or right - Jump off ladder
Down left or right - Drop off ladder

PICKUPS:

Pause - Pause clock
Clock back - Clock backwards
Square Shield - Shield
Jar of Energy - Energy
Jar of life - Extra life
Gun - Better weapon Kenada
Bonus - Extra score
Aura - Dropped by baddies increases aura when picked up

HINTS:

1. Jump on rats.
2. Collect four pieces of the gun to power up your weapon.

PWCRLF QXKZLX XKFIKK CUVWSY IZMATU
393619 668436 689675 198463 592448

FLYING THROUGH THE SEWERS

Kaneda manages to take a military hover ski, flying away with Kei, a member of the resistance. Kaneda and Kei make their way guided by Kyoko, who has possessed Kei to help the children in the fight against Tetsuo.

STATUS PANEL

Lives Character Energy Fuel Time Score Pickups Aura

CONTROLS:

Fire - Fire shot/missile
Left - Move left
Right - Move Right
Up - Move up
Down - Move Down

PICKUPS:

Shotup - Shot up one step of three available
Shotsplit - Split shot in two directions
Missile - Fire missiles
Shield - Shield
Energy - Energy

HINTS:

1. Shoot the lighter bricks to make doorways through walls.
2. Many enemies have hidden pickups.

ZPZDGY CYVIBP ULIYVE QVJCMX BDXOKC
677546 314889 551119 299495 139889

KENEDA FACES TETSUO

Tetsuo makes his way to the stadium where the Akira project is hidden. Tetsuo releases Akira, unaware of the power he is unleashing. The children beg Akira to stop Tetsuo's madness. Inside the Akira vortex Kaneda battles against Tetsuo, who has become mutated by his own powers. You now play the part of Keneda and must battle with Tetsuo in the vortex and destroy him before he destroys you.

STATUS PANEL

Lives Character Energy n/a Time Score Radar Aura

RADAR

Appear on status panel to indicate the position of Tetsuo

CONTROLS:

Fire - Fire shot
Left - Walk left
Right - Walk right
Up - Jump
Down - Duck down
Left Down - Run left
Right Down - Run right
Right button or space bar - Jump forward off platforms

PICKUPS:

Pause - Pause clock
Clock back - Clock backwards
Shield - Shield
Energy - Energy
Gun up - Better weapon for Kenada
Bonus - Extra score

HINTS:

1. Watch radar for the position of Tetsuo.
2. Touching the walls will drain you of energy.

TZAUWJ 396616 QAPXVB 562143 WVJECM 329573 SIXDZL 691716 RZVVJR 393784

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691716

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AKIRA

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