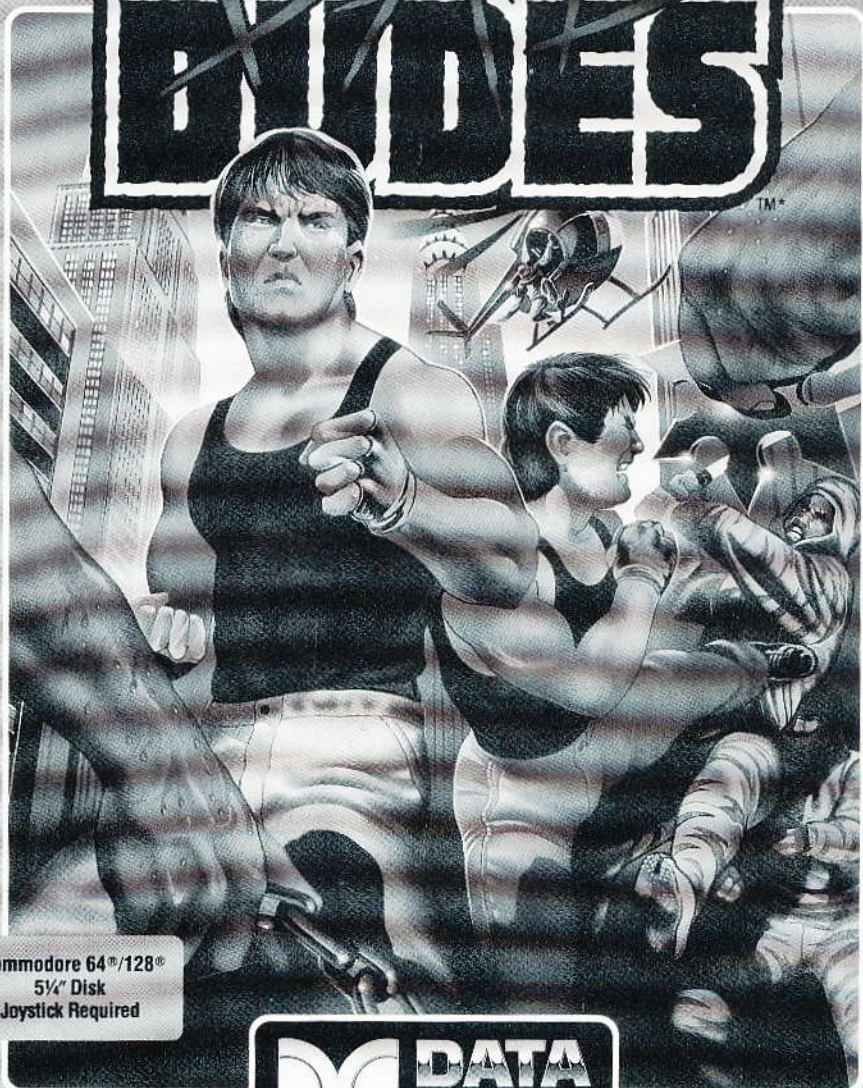


INSTRUCTION GUIDE

THE #1 SMASH ARCADE HIT!

BAD BLOODS



Commodore 64®/128®
5¼" Disk
Joystick Required

**DATA
EAST**

© 1988 DATA EAST USA, INC.

YOUR MISSION

The President – KIDNAPPED?! You've barely had a chance for the news to sink in when the phone rings. It's the head of the Secret Service. Before he says a word, you know why he's calling – the Dragon Ninja is responsible for the kidnapping and you alone can rescue the President from his clutches.

The FBI has tracked the Dragon Ninja and his captive to an abandoned factory far away from the White House. You need to act fast. The Dragon Ninja has a helicopter waiting at the factory to spirit the President away. If he makes his getaway before you can stop him, the world will never see the President again.

The bad news is that the Dragon Ninja knows that the Secret Service knows – and he'll be ready for you. You can expect to face – at the very least – wave after wave of ninja henchmen, vicious dogs, and samurai warriors as you make your way through city and forest, atop moving big rigs and freight trains.

Remember – the nation is counting on you!

COMMODORE* INSTRUCTIONS

GETTING STARTED

Select 64 mode. Turn on the disk drive. Insert the program into the drive with the label facing upwards. Type LOAD "*",8,1 (RETURN). The introductory screen will appear and the program will then load automatically.

The game loads in stages, and completion of each successive part is necessary to proceed to the next. Leave disk in the drive and follow on-screen instructions for prompts.

GENERAL CONTROLS

Usual joystick options in Port 1 for UP, DOWN, LEFT and RIGHT.

*COMMODORE IS A REGISTERED TRADEMARK OF COMMODORE ELECTRONICS LTD.

IBM* INSTRUCTIONS

SYSTEM REQUIREMENTS

To play Bad Dudes on an IBM PC/XT/AT/PS2 or 100% compatible machine, you need:

- 512K RAM, or 640K RAM Tandy 1000
- A single 5.25-inch or 3.5-inch floppy disk drive
- Enhanced Graphics Adapter (EGA), Color Graphics Adapter (CGA), Hercules Monochrome Adapter, or Tandy 16-Color Graphics mode
- RGB or monochrome graphics monitor
- Joystick (optional)

*IBM IS A REGISTERED TRADEMARK OF IBM CORP.

GETTING STARTED

- 1) Put the program diskette in drive A with the label side up and turn on your computer.
A prompt appears that asks if you have a joystick connected to your computer.
- 2) Type **y** if you do, **n** if you don't.
- 3) If a message appears that asks you to insert the data diskette, insert the data diskette and press any key.

The Bad Dudes title screen appears.

- 4) To start the game, press the fire button if you're using a joystick or the spacebar if you're using the keyboard. (If there are two players, you each need to press either the fire button or the spacebar, depending on whether you're using a joystick or the keyboard.)
- 5) During the game, a message may appear asking you to insert the program disk. If that happens, replace the data disk with the program disk and press any key.

TANDY TL/SL OWNERS

To load Bad Dudes on your computer you will first need to follow these instructions:

- 1) Go to drive A.
- 2) Go to the setup TL MS-DOS diskette or setup SL MS-DOS diskette.
- 3) Type SETUPTL or SETUPSL (return)

A list will come up of things to do, under primary startup device select DISK. (The primary setup device automatically defaults to ROM. You need to change it to read DISK.)

- 4) The initial start up program automatically defaults to Deskmate. Shift cursor to MS-DOS.
- 6) Press F1 to update.

APPLE INSTRUCTIONS

SYSTEM REQUIREMENTS

An Apple IIe or IIc with 128K RAM is required. A joystick is required.

GETTING STARTED

Insert the program into the disk drive with the label facing upward. Turn your computer on. The introductory screen will appear and the program will then load automatically.

The game loads in stages, and completion of each successive part is necessary to proceed to the next. Leave disk in the drive and follow on-screen instructions for prompts.

GENERAL CONTROLS

Use joystick for UP, DOWN, LEFT and RIGHT.

CTRL-S – TOGGLES SOUND

CTRL-R – RESTARTS GAME

CONTROLS

For one player, you can use either a joystick or the keyboard. For two players, you can either use two joysticks or one joystick and the keyboard.

JOYSTICK

A button: Punch (when far from an enemy) or kick (when close to an enemy).

To punch an enemy above you, move the joystick up and press the button.

To pick up a knife, numchuck, energy, or extra time, move the joystick down and press the A button.

B button: Jump.

To jump higher (over an enemy or to a higher walkway), move the joystick up and press the button.

To jump down, move the joystick down and press the button.

KEYBOARD

Spacebar or X: Punch (when far from an enemy) or kick (when close to an enemy).

To punch an enemy above you, press the up arrow, then **X** or the spacebar.

To pick up a knife, numchuck, energy, or extra time, press the down arrow, then **X** or the spacebar.

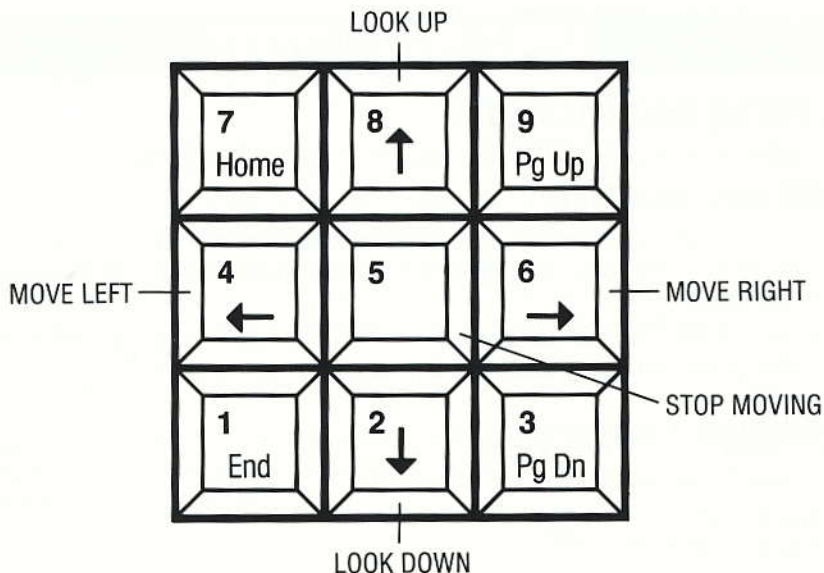
Z: Jump.

To jump higher (over an enemy or to a higher walkway), press the up arrow, then **Z**.

S: Turn the sound effects on or off.

J: Recalibrate the joystick.

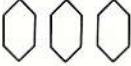
Q: Quit.



OBJECTS

	IBM	COMMODORE	APPLE
Numchuck. Increases your power to defend yourself.			
Knife. Increases your power to defend yourself.			
Extra Time. Adds 5 seconds to the timer at the top of the screen.			
Energy. Restores you to full energy, which means that you can withstand six more hits.			
Spike. You take a hit when you step on a spike. Jump over them or kick them to avoid taking a hit.			

STATUS

	IBM	COMMODORE	APPLE
Hit Indicator. One for each hit you can take before you lose a life. When you're fighting a super warrior, two rows of indicators appear. The top row shows how many hits the super warrior can take. The bottom row shows how many hits you can take.			
Life Indicator. One for each life you have left, not counting the current one. You have a total of three lives.			
Joystick Indicator. Appears if you're using a joystick.			
Keyboard Indicator. Appears if you're using the keyboard.			
Sound Indicator. Appears when the sound effects are on.			

SCORING

	IBM	COMMODORE	APPLE
Red Ninja	100 points	75 points	100 points
Blue Ninja	100 points	100 points	100 points
Dog	100 points	—	100 points
Samurai	100 points	—	100 points
Super Warrior	10,000 points	50/hit	10,000 points
Star Ninja	100 points	—	100 points
Ninja with Knife	—	175 points	—
Objects Collected	—	200 points	—
Completing a Level	—	10,000 points	—

BRIEFING

THE CITY

Once you step outside, your life is in danger. FBI informants from all over the city have reported spotting the Dragon Ninja's henchmen. Information the FBI has in its files about the warriors makes it clear they're not all alike. They train in different skills, so don't expect the tactics that work on one group to work on all of them.

You need to travel light, so you won't be taking any weapons with you. But keep an eye out for knives, and numchucks you may find along the way. You can carry only one weapon at a time, and you lose the weapon you're carrying when you lose a life.

There has also been a rumor that Karnov is in town. Karnov is a one-time circus strongman who has a unique talent for breathing fire from his mouth. Needless to say, you'll want to avoid this. His reasons for joining forces with the Dragon Ninja aren't clear. You'll find him much more difficult to defeat than anyone else you encounter in the city.

THE BIG RIG

Hopping a big rig is a good way of getting out of town fast. But be prepared. The Dragon Ninja has trained his troops in daring assault tactics. His ninjas will no doubt attack you from all sides.

Something else suspicious is happening. There have been a growing number of reports about rabid dogs roaming the streets. The number is far higher than could be expected normally. The only conclusion to reach is that they're being set loose in the city by someone (and you get one guess about who that "someone" might be). Watch out for the dogs – they have your scent and they'll be looking for you.

Make your way to the front of the truck. Whatever else you do, take care when you jump from one trailer to another and from the front trailer to the cab – if you fall off the truck you'll take a hit and you'll lose time. When you get to the cab, the driver will stop the truck to let you off. Watch out – that's a dangerous moment. The Dragon Ninja will no doubt have one of his super warriors lying in wait for you.

THE SEWER

You'll next find yourself in a large storm sewer. You can follow the path along the water's edge, or you can use the ledges above it. Needless to say, stay out of the water.

At the end of the sewer, you'll encounter another of the Dragon Ninja's super warriors.

THE FOREST

The sewer leads to the forest. The Dragon Ninja has let loose another pack of rabid dogs there. If you're agile enough to walk along the tall hedges in the forest, you can keep away from them up there.

At the far edge of the forest, you'll have to do battle with one of the super warriors before you can continue.

THE FREIGHT TRAIN

Hop one of the freight trains that travels the old Southern & Pacific line to take you to the vicinity of the factory where the Dragon Ninja is holding the President. Make your way to the other end of the train – and be careful as you jump from one car to the next.

One of the Dragon Ninja's super warriors is known to be commanding the hordes that are keeping watch on the freights that travel the Southern & Pacific line. Once the ninjas report your presence to him, you can be sure you'll have to deal with him before you reach the end of the line.

THE CAVE

The factory where the Dragon Ninja is holding the President is impregnable from ground level. But there's a secret cave that leads to the very heart of the factory. The Dragon Ninja hasn't had a chance to fortify it as he has the rest of the factory, but you can be sure that he keeps it under close guard and that he'll throw all the man power he has at you when you enter it.

The cave has an unusual natural hazard, too – falling stalactites. The stalactites – something like stone icicles – formed over the centuries as water dripping slowly from the ceiling of the cave deposited minerals there. Many of the stalactites are only loosely attached to the ceiling of the cave and can fall without warning.

Guarding the end of the cave closest to the factory is a super warrior. You'll have to defeat him before you can get into the factory.

THE FACTORY

By the time you reach the factory, some of the super warriors you've defeated earlier will have had a chance to return to the factory to reinforce it. Your first objective when you reach the factory is the elevator*, which will take you to the second floor. The elevator is guarded by one of the super warriors, and you'll have to defeat him before you can use it.

When you reach the second floor, make your way to the Dragon Ninja's helicopter. He'll no doubt try to take off – with the President aboard – as soon as he senses you're near. You may have to jump up to the hovering helicopter's runners and do battle with the Dragon Ninja there.

You don't need the Secret Service to tell you that the Dragon Ninja will be your most challenging opponent. Be ready for a fierce battle. And remember – you must defeat him at all costs to save the President.

**In the Apple version, there is no elevator; the helicopter is on the first floor of the factory.*

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



DATA EAST USA, INC. 1850 Little Orchard Drive, San Jose, California 95125

© 1989 DATA EAST USA, INC.