

FIGHTING WARRIOR

Set in ancient Egypt, with its legends of sacrificial burials, mythical creatures and magic, your task is to rescue your beloved princess Thaya. She has been kidnapped by the evil Pharoah, and only when you have freed her is your quest fully completed.

Locked away in a remote temple, the princess is about to be buried alive as a sacrifice to the gods. Armed with nothing more than a sword, and your reputation as the country's most acclaimed warrior, you must cross the desert in search of the temple. But many hazards and ordeals lie in your path. Mythological demons, demigods and magical devices are conjured up by the wicked Pharoah's magicians and will hinder you in your quest. You must use all your fighting skills and powers of combat to fend them off.

On your journey you will also come across various objects left behind over the centuries by others who have travelled the same route. These objects are rumoured to possess magical powers, and you must use your cunning to determine how to release their magic. But remember - take care to distinguish between those containing good and evil powers.

Once inside the temple, your problems are not over. The temple is in the control of the Pharoah's magicians, who will use their evil powers to sap your strength and stamina. You have triumphed in your quest only when you are reunited with your princess and have released her from her bonds.

LOADING INSTRUCTIONS

1. Place the cassette in the player, making sure that it is rewound to the start and that the EAR socket of your Spectrum or Spectrum + is connected to that of the tape player, as detailed in the Spectrum manual.
 2. Enter the command LOAD " " then press the ENTER key.
 3. Start the tape player. The game will now load automatically.
 4. In case of difficulty, alter the volume level and consult your Spectrum manual.
 5. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest to you of the addresses shown. We will gladly replace it.
- PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE.**

(This notice does not affect your statutory rights)

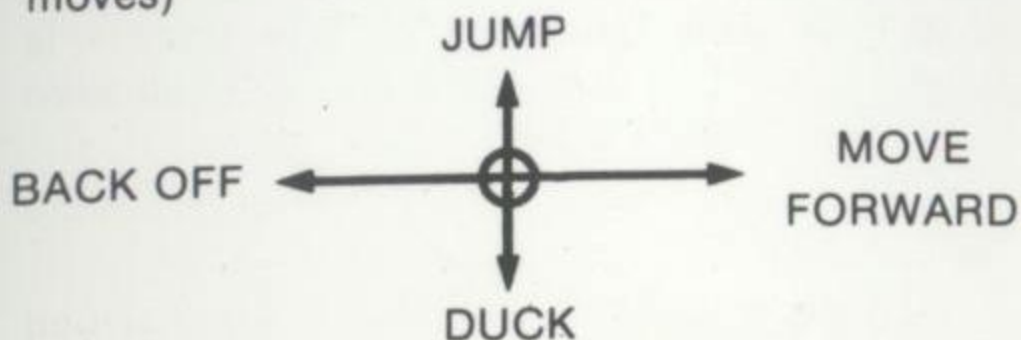
PLAYING THE GAME

As you encounter an enemy on your journey towards the temple, you must engage it in battle and overcome it if you are to get any further!

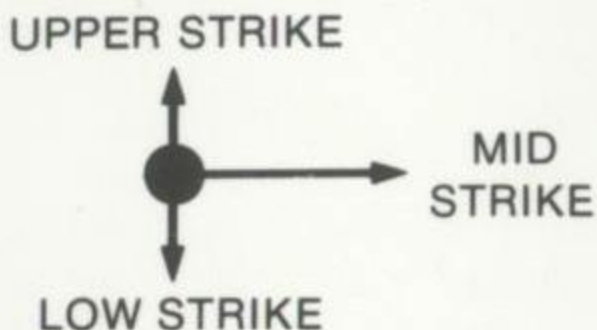
There are seven different moves which you can make which can be controlled using a joystick or the keyboard. FIGHTING WARRIOR is compatible with Kempston, Sinclair, cursor and programmable joystick interfaces.

JOYSTICK CONTROLS

Without fire button pressed (non-aggressive moves)



With fire button pressed (aggressive moves)



KEYBOARD CONTROLS

When using the keyboard, any key along the bottom row will act as the 'FIRE' key.

Without 'FIRE' key pressed (non-aggressive moves)

Q = JUMP

A = DUCK

P = MOVE FORWARD

O = BACK OFF

With 'FIRE' key pressed (aggressive moves)

Q = UPPER STRIKE

A = LOW STRIKE

P = MID STRIKE

When playing with either JOYSTICK or KEYBOARD, any key along the row from H to ENTER will PAUSE the game.

SCORING

For every successful strike made on an enemy, you gain 10 points. Bonus points can be added to your score for any of the following

- making a quick kill
- releasing the magical power from the right object
- completing the game

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