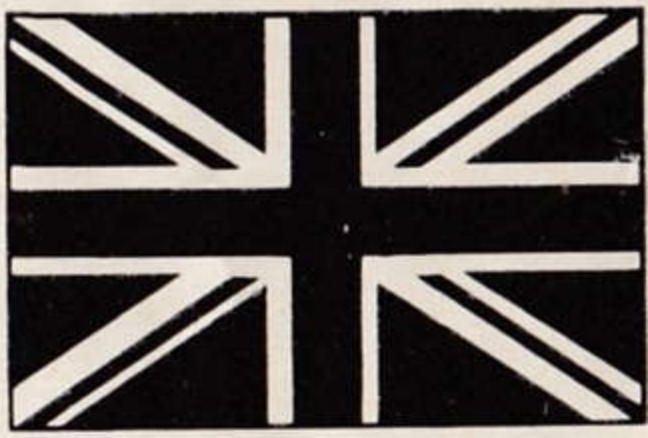
KONAMI COIN-OP HITS

AMSTRAD







Help Mikie get the message to his girlfriend, join him in high jinx at school and outwit the teacher, maniac janitor and chef, loads of fun and excitement in this computer arcade game.

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type / TAPE then press ENTER key. Then type RUN" and press ENTER key.
(The / symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type / Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on the screen. When the game has loaded press any key you will then be given the choice of either joystick or keyboard. To select press "J" until your option is highlighted, press "S" to start game.

THE GAME

Move Mikie through the school by collecting all of the hearts in each section (classroom, locker room, canteen, gymnasium and finally in the school yard).
Each heart collected represents a letter in Mikie's message to his girlfriend at the top of

the screen and when the message is complete he can move onto the next area. There are two types of heart to collect:

(1) Single hearts – to be found on the floor and under stools, to collect these you must walk over them (you can bump your classmates off their seats to obtain the hearts with the "hip-zap").
(2) Triple hearts placed inside lockers and on the tops of tables, to collect these face the heart and press "shout" three times.
N.B. Flashing hearts give bonus points.
When the message is completed and the bell rings Mikie can move on through the door marked "out", now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "in", to continue. You have five lives to begin but be careful as you are constantly being hassled by those in charge, teachers, chef and maniac janitor who get very annoyed when they can't catch you!

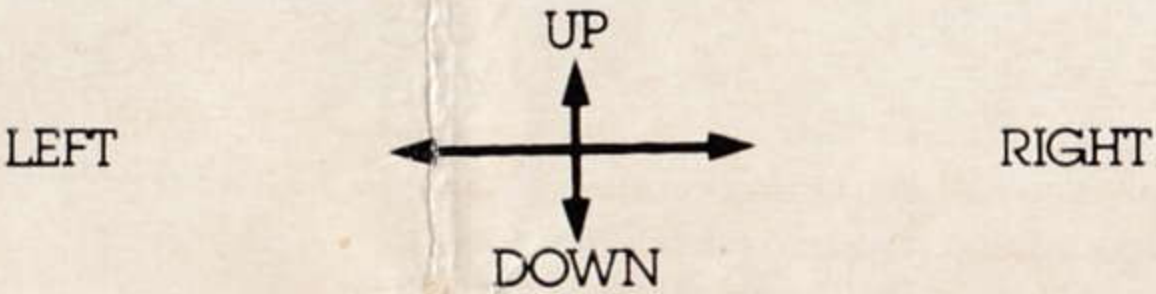
CONTROLS

The game is controlled by either joystick or keyboard. The direction controlled reproduce left, right, up and down and fire.

KEYBOARD (CURSOR KEYS)

LEFT = ←
RIGHT = →
UP = →
DOWN = →
ENTER = SHOUT
"P" = PAUSE
"P" AGAIN TO RELEASE FROM PAUSE.

JOYSTICK



FIRE PLUS DIRECTION – HIP-ZAP ENTER SHOUT.
i.e. for hip-zapping a schoolmate stand either to the left or right facing the stool and press the direction and fire together. Kissing is automatic.

STATUS and SCORING

On screen scoring shows current score, lives, and message status. A high score is displayed at the end of each game except for when the game is first loaded.

HEARTS = 400 POINTS
KISSING = 100 POINTS
DOOR TRAP = 100 POINTS
1000 BONUS POINTS FOR EACH ROOM COMPLETED.

PLAYING HINTS

You can stun your pursuer by taking chickens or basketballs and throwing them (in the appropriate screen) at your assailant.
You may become "stunned" by kissing the dancing girls or from the traps which lay behind some of the doors in the hallway, watchout for the teacher if he gets really mad he might throw his false teeth at you. On the fifth screen in the school yard you finally catch up with your girlfriend and deliver the message O.K.
You can pause for breath in the classroom by sitting on a vacant stool but not for too long.

GOOD LUCK!

NOTE: Mikie will not run correctly with a Kempston Interface connected to a 128 or 128+2 Spectrum.

Yie Ar KUNG~FU

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.
Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 10 different attack moves.
The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.
The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU – A huge kung-fu fighter who can attack by flying through the air.

STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHA – Master of the NUNCHAKU – beware his reach.

POLE – Attacks with the ancient rod or BO.

CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.

SWORD – Sword carrying apponent, a firesome and deadly foe.

TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.

BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type "RUN" and then press ENTER key.

Follow the instructions as they appear on the screen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER key.

In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and **CPC 6128** – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

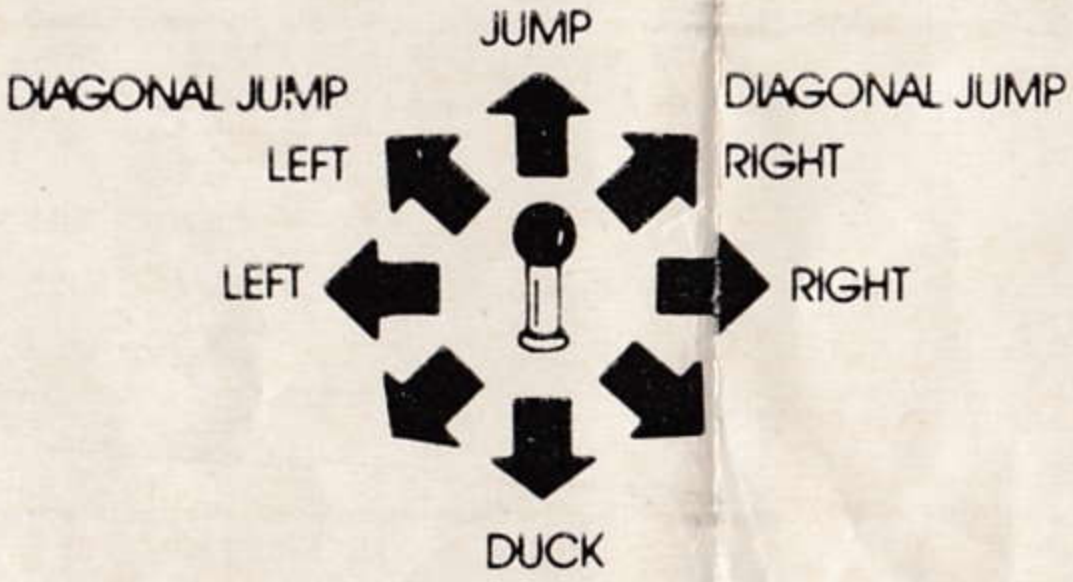
NOTE: Each of the two versions for the game, The Temple and The Mountain, are loaded separately.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.

ESCAPE – Pause
ESC then **SHIFT** – Restart
ESC then **DEL** – Return to Menu
ESC then **SPACE** – Music ON/OFF

JOYSTICK



KEYBOARD

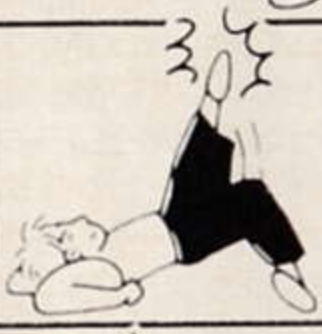
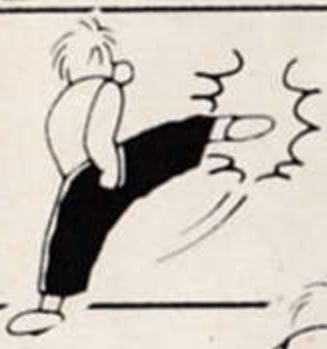
Keyboard controls in default are as follows (but can be redefined):

LEFT – 4
RIGHT – 6
JUMP UP – 8
DUCK – 2
JUMP RIGHT – 9
JUMP LEFT – 7
FIRE – Ø

ATTACK MOVES

JOYSTICK	KEYBOARD	
FIRE	FIRE and 8	 FLYING KICK
FIRE	FIRE and 7	FLYING PUNCH 
FIRE	FIRE and 6	ROUND HOUSE KICK 
FIRE	FIRE and 1	 LUNGE PUNCH
NO FIRE	1	ANKLE KICK 

ATTACK MOVES

JOYSTICK	KEYBOARD	
FIRE	FIRE and 2	LEG SWEEP 
FIRE	FIRE and 3	GROUND KICK 
FIRE	FIRE and 4	RISING KICK 
FIRE	FIRE and 9	HOOK PUNCH 
NO FIRE	3	STRIDE PUNCH 

KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000
FLYING PUNCH	2000
ROUND HOUSE KICK	1500
LUNGE PUNCH	500
LEG SWEEP	500
GROUND KICK	1000
RISING KICK	500
HOOK PUNCH	1500
ANKLE KICK	1500
STRIDE PUNCH	1500

HINTS and TIPS

* Seek and attack each opponent's weak point.

* Remember Oolong can jump over his foes and put them offguard.

* Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

Yie Ar Kung Fu is a trademark of Konami Limited.

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HYPER SPORTS

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screeen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER key.
In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

The cassette version of this game loads in two parts (three events in each part). Load the first part which consists of swimming, skeet shooting and long horse to start the game. When you have completed these three events you will be given an option to either load the second part of the game and attempt the archery, triple jump and weight lifting, or repeat the first three events to see if you

can re-qualify and accumulate extra points. It is important to note that if you choose to repeat the first three events the qualifying times will become more difficult. You can repeat the first three events as many times as you wish to try and accumulate more points, but if you fail to qualify you will have to re-start the game with a zero score.

Once you have selected to play the events on the first part of the game your accumulated score will be carried over but you cannot then replay the events on from the first part unless you reload the game completely.

When the second part has been loaded you may replay the three events as many times as you are able and create your final score.

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify, i.e. achieve game – scoring hints are as follows.

SIDE ONE (cassette only).

SWIMMING

Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the prompt and then press the fire button. If you

breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.
Your opponents have different swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.



Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your skeeting improves the rate hots up! Good shooting.



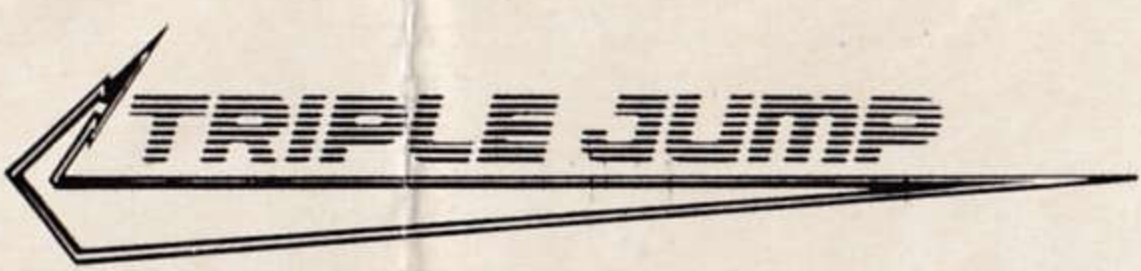
Now test your ability as a gymnast –
You automatically start your run up to the springboard, picking up speed on your approach, once on the board press the fire key to spring on to the horse and again to somersault into your routine. The distance and number of somersaults achieved determines the score. The left and right keys control you during this event.

SIDE TWO (cassette only, follow screen instructions on completion of events on side one).



The target moves across your field and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow).

Hint
Try to get as close to 5° angle as possible.



Co-ordination is the key to success in this event, approach speed is controlled by pressing the left and right key in quick succession, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible.
Your score is a combination of the correct speed, angle and distance.

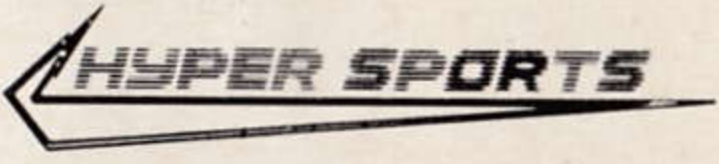


Now for the final test – a test of strength and stamina. Select the weight, by pressing the fire button. Once the weight has been decided press the return key to start. Then use the left/right controls to increase the weight lifters power, press the fire button when weight flashes to give the powerlift. Continue with power until all three judges acknowledge the feat, your points score is based on weight.

HIGH SCORE TABLE – After inserting your name press e key to restart. Use r key to delete.

Congratulations you've completed all of the events but wait, the excitement doesn't end there your are now invited to complete another circuit, you will notice however, that each time that you complete a round it becomes decidedly harder.

GOOD LUCK!



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Produced by D. C. Ward.
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PING PONG™

THE GAME

Ping Pong is a realistic simulation of table tennis for one or two players.
The screen displays a three dimensional view from above a ping pong table with the players depicted as dismembered hands holding the bats.
The game can be played at five different skill levels either against the computer, or another player.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type |TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press the ENTER key. Then type RUN" and press

ENTER key. Follow then instructions as they appear on the screen.

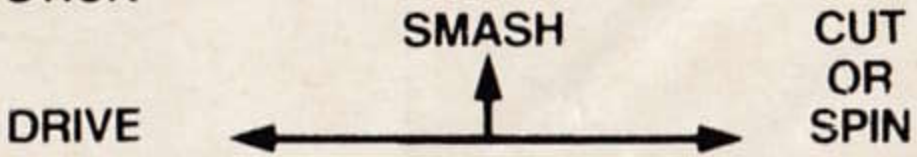
CONTROLS

The game may be played by either one or two players.

To start a one player game: Press 1 on the keyboard or FIRE on joystick 1.

To start a two player game: Press 2 on the keyboard or FIRE on joystick 2.
To select the difficulty level position the arrow by moving joystick 1 left or right. Press FIRE to make your selection. Difficulty levels affect the speed of the ball and (in a one player game) the cunningness of your opponent.

JOYSTICK



FIRE BUTTON – push for **BACKHAND**
release for **FOREHAND.**

SERVING

Position racquet for serving by moving the joystick left or right. Next toss up the ball for the serve by moving the joystick up. Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the fire button.

You have seven seconds in which to make your serve. If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

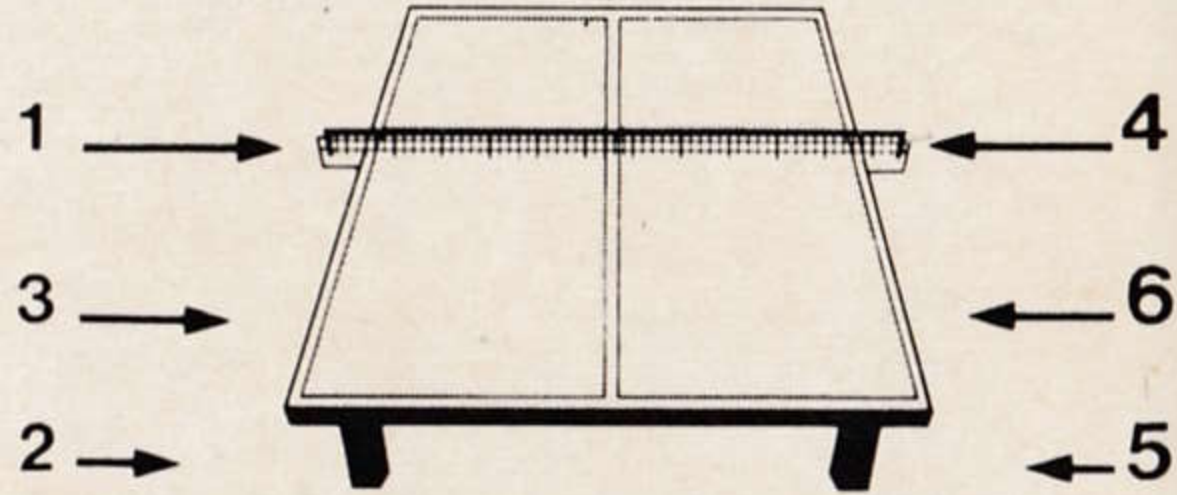
PLAYING

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 11-11 is reached the service changes after every point from then on.
If a two player game is being played then a match of three games is played. The first player to win two games wins the match. After each game the players change courts.
In a one player game if the player wins then a new game is started on the next highest difficulty level.

STATUS & SCORING

In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.



Above diagram shows where various indicators appear on screen.

AMSTRAD



LOADING

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NOTE

The symbol is obtained by holding shift and pressing the @ key.

THE GAME

RESCUE THE CAPTIVES!

You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

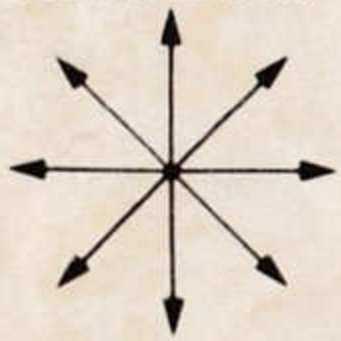
CONTROLS

The program is controlled by joystick and keyboard which is redifinable.

JOYSTICK

(PRESS FIRE TO ACTIVATE JOYSTICK MODE)

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button – KNIFE FUNCTION
Space – SHOOT

KEYBOARD

(PRESS ESC TO ACTIVATE)

Keys may be defined from main menu to suit.

Default keys are:

Z – UP	SPACE – KNIFE
W – DOWN	ENTER – SHOOT
O – LEFT	
P – RIGHT	

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game of any other key to continue play.

PLAYING

RED ALERT!

Use the platforms and ladders to advance through four defence stages:-
Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.
Watch your step – you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue).
Weapons are:
Grenade Rocket Launcher Flame Thrower
Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal. . .

STATUS AND SCORING

At the top of the screen is your score, the current high-score and the stage you are currently on. Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS

- Avoid the bullets by lying down and the grenades by jumping.
- Try to save weapons for the end of each stage.
- It is easier to knife people whilst standing still.
- Use your weapons tactically.

KONAMI COIN-OP HITS

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6 Central Street, Manchester M2 5NS

KONAMI COIN-OP HITS

AMSTRAD

Mikie

Help Mikie get the message to his girlfriend, join him in high jinx at school and outwit the teacher, maniac janitor and chef, loads of fun and excitement in this computer arcade game.

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type / TAPE then press ENTER key. Then type RUN" and press ENTER key.
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CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type / Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on the screen.
When the game has loaded press any key you will then be given the choice of either joystick or keyboard. To select press "J" until your option is highlighted, press "S" to start game.

THE GAME

Move Mikie through the school by collecting all of the hearts in each section (classroom, locker room, canteen, gymnasium and finally in the school yard).
Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move onto the next area. There are two types of heart to collect:

(1) Single hearts – to be found on the floor and under stools, to collect these you must walk over them (you can bump your classmates off their seats to obtain the hearts with the "hip-zap").
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N.B. Flashing hearts give bonus points.
When the message is completed and the bell rings Mikie can move on through the door marked "out", now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "in", to continue. You have five lives to begin but be careful as you are constantly being hassled by those in charge, teachers, chef and maniac janitor who get very annoyed when they can't catch you!

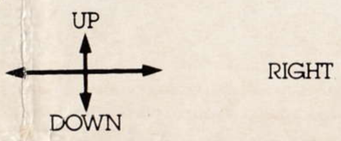
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KEYBOARD (CURSOR KEYS)

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JOYSTICK



FIRE PLUS DIRECTION – HIP-ZAP ENTER SHOUT.
i.e. for hip-zapping a schoolmate stand either to the left or right facing the stool and press the direction and fire together. Kissing is automatic.

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1000 BONUS POINTS FOR EACH ROOM COMPLETED.

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You may become "stunned" by kissing the dancing girls or from the traps which lay behind some of the doors in the hallway, watchout for the teacher if he gets really mad he might throw his false teeth at you. On the fifth screen in the school yard you finally catch up with your girlfriend and deliver the message O.K.
You can pause for breath in the classroom by sitting on a vacant stool but not for too long.

GOOD LUCK!

NOTE: Mikie will not run correctly with a Kempston Interface connected to a 128 or 128+2 Spectrum.

Yie Ar KUNG-FU

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.
Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 10 different attack moves.
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The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU – A huge kung-fu fighter who can attack by flying through the air.

STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHA – Master of the NUNCHAKU – beware his reach.

POLE – Attacks with the ancient rod or BO.

CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.

SWORD – Sword carrying apponent, a firesome and deadly foe.

TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.

BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

LOADING

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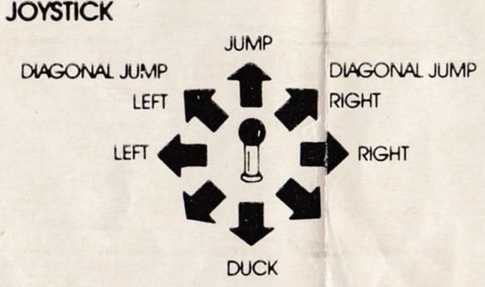
NOTE: Each of the two versions for the game, The Temple and The Mountain, are loaded separately.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.

ESCAPE – Pause
ESC then **SHIFT** – Restart
ESC then **DEL** – Return to Menu
ESC then **SPACE** – Music ON/OFF

JOYSTICK

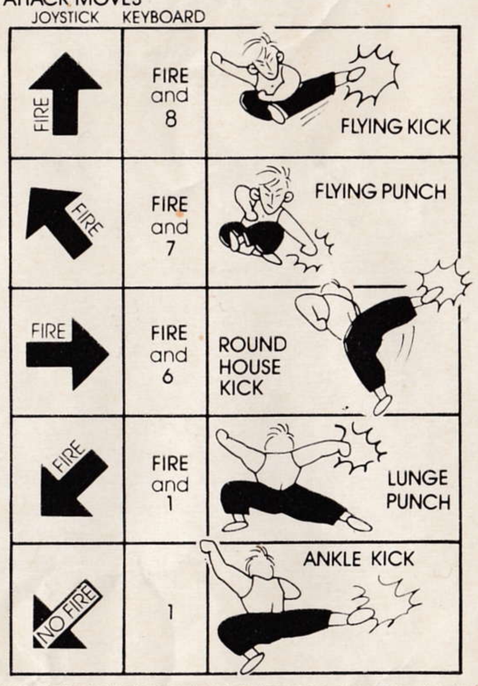


KEYBOARD

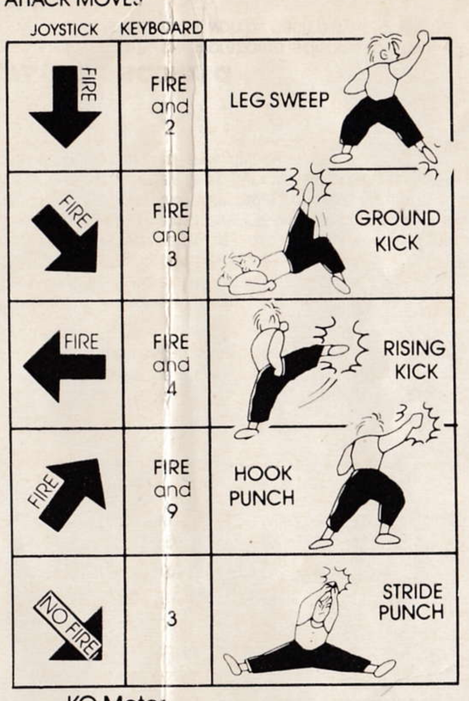
Keyboard controls in default are as follows (but can be redefined):

LEFT – 4
RIGHT – 6
JUMP UP – 8
DUCK – 2
JUMP RIGHT – 9
JUMP LEFT – 7
FIRE – Ø

ATTACK MOVES



ATTACK MOVES



KO Meter



When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000
FLYING PUNCH	2000
ROUND HOUSE KICK	1500
LUNGE PUNCH	500
LEG SWEEP	500
GROUND KICK	1000
RISING KICK	500
HOOK PUNCH	1500
ANKLE KICK	1500
STRIDE PUNCH	1500

HINTS and TIPS

* Seek and attack each opponent's weak point.

* Remember Oolong can jump over his foes and put them offguard.

* Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

Yie Ar Kung Fu is a trademark of Konami Limited.

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HYPER SPORTS

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screeen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER key.
In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

The cassette version of this game loads in two parts (three events in each part). Load the first part which consists of swimming, skeet shooting and long horse to start the game. When you have completed these three events you will be given an option to either load the second part of the game and attempt the archery, triple jump and weight lifting, or repeat the first three events to see if you can re-qualify and accumulate extra points. It is important to note that if you choose to repeat the first three events the qualifying times will become more difficult. You can repeat the first three events as many times as you wish to try and accumulate more points, but if you fail to qualify you will have to re-start the game with a zero score.
Once you have selected to play the events on the first part of the game your accumulated score will be carried over but you cannot then replay the events on from the first part unless you reload the game completely.
When the second part has been loaded you may replay the three events as many times as you are able and create your final score.

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify, i.e. achieve game – scoring hints are as follows.

SIDE ONE (cassette only).

SWIMMING

Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the prompt and then press the fire button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.
Your opponents have different swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your skeeting improves the rate hots up! Good shooting.

LONG HORSE

Now test your ability as a gymnast – You automatically start your run up to the springboard, picking up speed on your approach, once on the board press the fire key to spring on to the horse and again to somersault into your routine. The distance and number of somersaults achieved determines the score. The left and right keys control you during this event.

SIDE TWO (cassette only, follow screen instructions on completion of events on side one).

ARCHERY

The target moves across your field and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow).

Hint
Try to get as close to 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is controlled by pressing the left and right key in quick succession, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible.
Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, by pressing the fire button. Once the weight has been decided press the return key to start. Then use the left/right controls to increase the weight lifters power, press the fire button when weight flashes to give the powerlift. Continue with power until all three judges acknowledge the feat, your points score is based on weight.

HIGH SCORE TABLE – After inserting your name press e key to restart. Use r key to delete.

Congratulations you've completed all of the events but wait, the excitement doesn't end there your are now invited to complete another circuit, you will notice however, that each time that you complete a round it becomes decidedly harder.

GOOD LUCK!

HYPER SPORTS

Hypersports is a trademark of Konami Limited.
Produced by D. C. Ward.
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PING PONG™

THE GAME

Ping Pong is a realistic simulation of table tennis for one or two players.
The screen displays a three dimensional view from above a ping pong table with the players depicted as dismembered hands holding the bats.
The game can be played at five different skill levels either against the computer, or another player.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow then instructions as they appear on the screen.

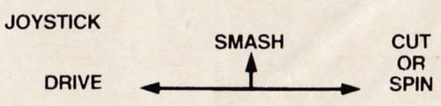
CONTROLS

The game may be played by either one or two players.

To start a one player game: Press 1 on the keyboard or FIRE on joystick 1.

To start a two player game: Press 2 on the keyboard or FIRE on joystick 2.
To select the difficulty level position the arrow by moving joystick 1 left or right. Press FIRE to make your selection. Difficulty levels affect the speed of the ball and (in a one player game) the cunningness of your opponent.

JOYSTICK



FIRE BUTTON – push for **BACKHAND** release for **FOREHAND.**

SERVING

Position racquet for serving by moving the joystick left or right. Next toss up the ball for the serve by moving the joystick up. Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the fire button.
You have seven seconds in which to make your serve. If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

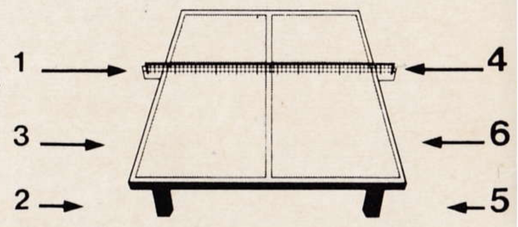
PLAYING

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 11-11 is reached the service changes after every point from then on.
If a two player game is being played then a match of three games is played. The first player to win two games wins the match. After each game the players change courts.
In a one player game if the player wins then a new game is started on the next highest difficulty level.

STATUS & SCORING

In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.



Above diagram shows where various indicators appear on screen.

AMSTRAD



LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk attached then type TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.
AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type TAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.
NOTE
The symbol is obtained by holding shift and pressing the @ key.

THE GAME

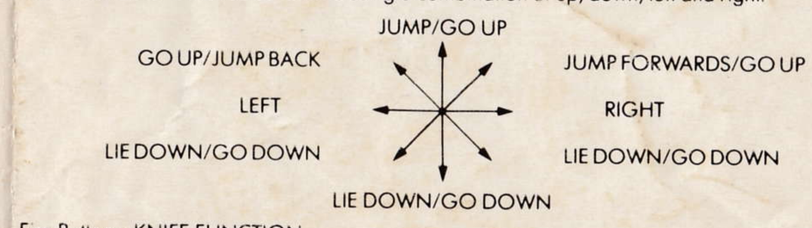
RESCUE THE CAPTIVES!
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS

The program is controlled by joystick and keyboard which is redifinable.

JOYSTICK

(PRESS FIRE TO ACTIVATE JOYSTICK MODE)
The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button – KNIFE FUNCTION
Space – SHOOT

KEYBOARD

(PRESS ESC TO ACTIVATE)
Keys may be defined from main menu to suit.
Default keys are:
Z – UP
W – DOWN
O – LEFT
P – RIGHT
SPACE – KNIFE
ENTER – SHOOT

PLAYING

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game of any other key to continue play.

RED ALERT!
Use the platforms and ladders to advance through four defence stages:-
Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.
Watch your step – you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue).
Weapons are:
Grenade Rocket Launcher Flame Thrower
Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal...

STATUS AND SCORING

At the top of the screen is your score, the current high-score and the stage you are currently on. Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS

- Avoid the bullets by lying down and the grenades by jumping.
- Try to save weapons for the end of each stage.
- It is easier to knife people whilst standing still.
- Use your weapons tactically.

KONAMI COIN-OP HITS

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Imagine ...the name of the game

6 Central Street, Manchester M2 5NS