HIGHLANDER

There can be only one Victor in this timeless battle. Become a master swordsman or perish as your foes grow more skillful and you finally encounter the might Kurgen in this contest for immortality.

LOADING (ALSO SEE IMPORTANT NOTE)

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 disc drive attached then type | TAPE then press ENTER Key. Then type RUN" and press ENTER key. After loading press SPACE.

(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 screen. After loading press SPACE.

THE GAME

Battle through time, develop the skills of sword play and learn from Ramirez, your first opponent, the arts of defence and attack, timing and position.

When you have defeated him move in time to the present and encounter Fizir, an ancient and more skillful opponent in modern day New York. Here you must hone your skills and sharpen your reactions for upon his demise you reach the final battle with the mighty Kurgen. High above the city streets on a deserted rooftop the last act of this deadly quest is fought. A duel which can only be won by supreme exponant.

ENERGY

is the key to the game — when it runs out you're dead? It is expended when you receive a blow or when you are unsuccessful in attack — So you win by a combination of skillful attacking and prudent defence.

As you learn the different attack sequences you will develop the strategy which enables both objectives to be achieved. The energy is recharged at a constant rate but recovery is slower than depletion so keep a watchful eye on the level and if it reaches the red band back off quickly and defend until your strength builds up for another attack.

SOUND

Identify the different sounds made by your sword and your opponents landing a successful attack and contrast these with the sound of a defence. This is best achieved in demo-mode and will be a great help to skillful play.

VARY ATTACKS

Mix your attacks and defences; using the same sequence each time allows your opponent to pick a winning response

(this is especially true in playing against the computer). The cut-down blow to the head can prove devastating and win the duel outright but successfully defended can knock you down and be equally damaging to the attacker so try to achieve the element of surprise.

POSITION
Always fight away from the edges of the playfield for as you become pinned down against the sides it is impossible to execute some of the strokes and of course backing off for a "breather" is out!

RANGE
The achieve maximum effectiveness the range of different strokes must be judged precisely, the "lunge" against the "cut" is a trade off between effect and risk, skill in making accurate assessment being vital to success.

STAGES
There are three stages in the game, where skills acquired in completion are necessary to have any chance with the next opponent. Each stage is loaded in memory separately (see important note) but the increasing difficulty has been chosen to enhance your ability at each level.

The strategy required to complete each stage is different, even if you have become expert by defeating Ramirez and Fizir the mighty Kurgen cannot be beaten by strength alone, strategy must be employed to turn his power against himself. Swordplay is a balance of risk and reward, a co-ordination of the senses of sound and vision, to triumph you must be brave . . . and careful!

STATUS
Your status and that of your opponent are energy bars at the bottom of the screen. Each bar is divided into three segments.
Green—   Plenty of energy, attack at will.

Yellow— Some vitality has been lost proceed with caution.

Red— Reserves dangerously low take a breather or run away to battle again later.

CONTROLS

The control of your player and the development of swordplaying skill is crucial to the enjoyment of the game. It is worthwhile watching the demo mode and then practising the moves against Ramirez (stage 1) in order to put together attack sequences and defence strategies.

The instructions may seem slightly complicated at first but it will soon be apparent that the sophistication of movement gives animation of the highest order and provides stimulating and exciting play.

KEYBOARD

JOYSTICK 1		*JOYSTICK 2*	
Q	— UP-LEFT	F7	— UP LEFT
W	— UP	F8	— UP
E	— RIGHT	F9	— UP RIGHT
A	— LEFT	F4	— LEFT
S	— FIRE	F5	— FIRE
D	— RIGHT	F6	— RIGHT
Z	— DOWN LEFT	F1	— DOWN LEFT
X	— DOWN	F2	— DOWN
S	— DOWN RIGHT	F3	— DOWN RIGHT

Pause — Escape

Abort — CLR

N.B. Must be in pause mode before you are able to abort.

JOYSTICK 1 — while kneeling

STAND

DEFEND HEAD
CUT BODY
DEFEND NECK
THRUST BODY
THRUST LEGS
DEFEND FEET
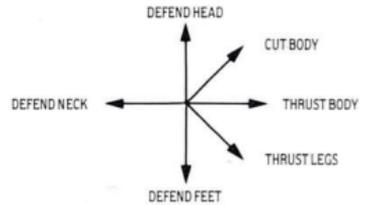
BUTTON NOT PRESSED   *BUTTON PRESSED*

JOYSTICK 1 — while standing

CUT DOWN
DEFEND HEAD
CUT AT NECK
WALK BACK
WALK FORWARD
DEFEND BODY
CUT AT BODY
THRUST AT FEET
THRUST AT NECK
KNEEL
THRUST AT BODY
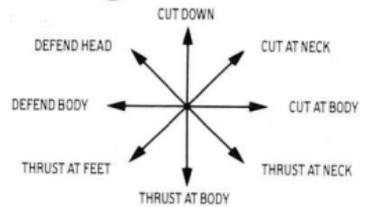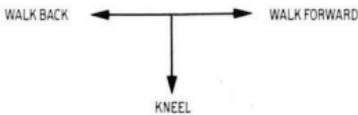
BUTTON NOT PRESSED   *BUTTON ONLY PRESSED— DEFEND NECK*

JOYSTICK 2 — while kneeling

STAND

DEFEND HEAD
CUT BODY
THRUST BODY
DEFEND NECK
THRUST LEGS
DEFEND FEET
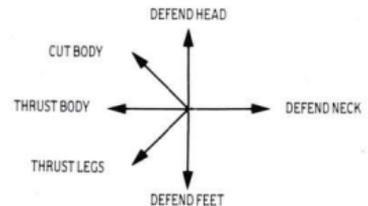
BUTTON NOT PRESSED   *BUTTON PRESSED*

JOYSTICK 2 — while standing

CUT DOWN
CUT AT NECK
DEFEND HEAD
WALK FORWARD
WALK BACK
CUT AT BODY
DEFEND BODY
THRUST AT NECK
THRUST AT FEET
CROUCH
THRUST BODY
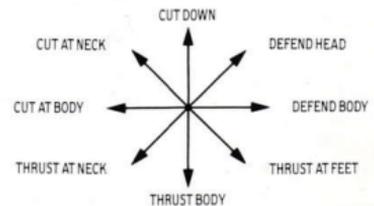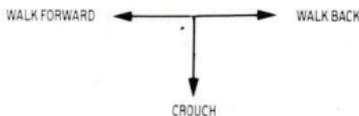
BUTTON NOT PRESSED   *BUTTON ONLY PRESSED— DEFEND HEAD*

IMPORTANT NOTE

Highlander has three difficulty levels, which have to be loaded independently. This means that there are three different parts to be loaded.

To make things easier for future loading it is suggested that when you first get your tape, reset the tape counter to 000 and load in the first part (see paragraph headed LOADING).

When the first part has loaded, stop the tape and make a note in the second box below of the counter number. Switch off the machine and follow the normal loading instructions above to load in the second part of Highlander. When this is completed make a note of this new number on the tape counter and mark it in the third box below.

You will now be able to load in the chosen level you require by rewinding or fast forwarding the tape to the specific number you have noted.

Counter No

HIGHLANDER PART 1 | *000* |

HIGHLANDER PART 2 | |

HIGHLANDER PART 3 | |

GOOD LUCK!

HIGHLANDER

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

**MR. YATES, OCEAN SOFTWARE LIMITED,
6 CENTRAL STREET,
MANCHESTER M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Programming by Canvas
Produced by D.C. Ward
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This product contains only one cassette tape. The larger packaging has been introduced as a standard for this and future products. We may from time to time incorporate two tapes or possibly a disk.