

# **Action Fighter**™

**Transform  
For Combat!**

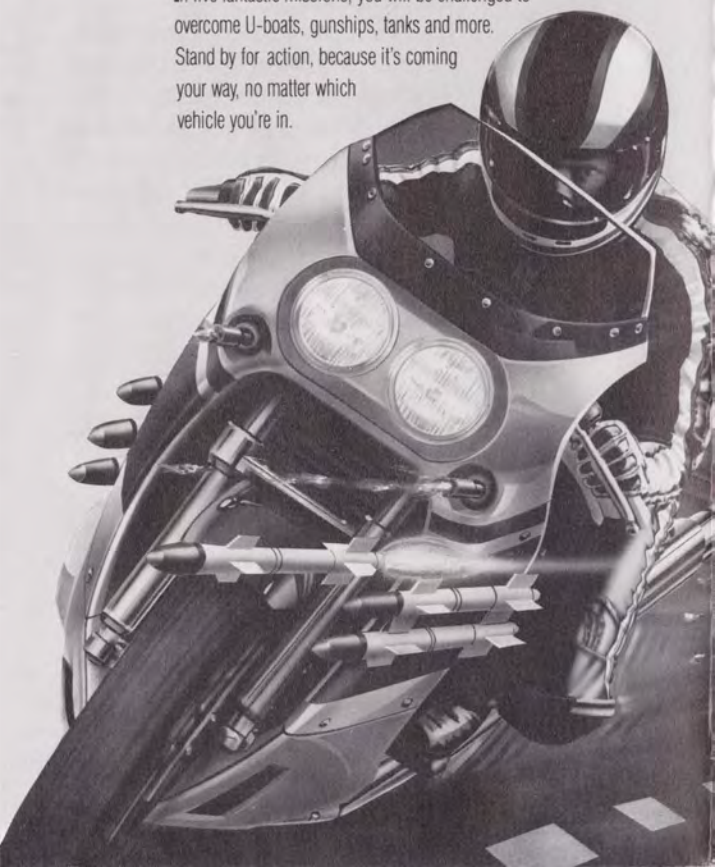


# Action Fighter

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**I**n this ever changing game, you start with a customized motorcycle, convert into a super charged sportscar and end up as a high tech plane. Jump over target infested waters, evade enemy attackers and shoot down airborne infiltrators.

**I**n five fantastic missions, you will be challenged to overcome U-boats, gunships, tanks and more. Stand by for action, because it's coming your way, no matter which vehicle you're in.



# Power Up

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## Commodore 64 & 128

- 1) Set up your computer as shown in the Commodore 64 or 128 owner's manual.
- 2) Plug a joystick into Port #2.
- 3) Turn on your disk drive, computer and monitor.
- 4) Insert the Action Fighter disk into the drive. Type **LOAD "\*" ,8,1** and press RETURN.
- 5) After the game loads, press the fire button on the joystick to start the game.

## Atari ST

- 1) Set up your computer as shown in the Atari ST owner's manual
- 2) If you want to play the game using joystick control, plug the joystick into Port #1.
- 3) Turn on the drive and the monitor. Insert the Action Fighter disk into the drive. Turn on the computer.
- 4) To start the game using joystick control, press the fire button on the joystick. To start the game using mouse control, press either button on the mouse.

## Amiga

- 1) Set up your computer as shown in the Commodore Amiga owner's manual.
- 2) Plug in your joystick or mouse as shown in the manual. Turn on the computer and the monitor.
- 3) Insert the Action Fighter disk.

**NOTE: Kickstart™ 1.2 or higher is required to play this game on the Amiga 1000.**

# Taking Control

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## Get Ready

- When you're ready to go, press the fire button.
- To move left/right: Push the joystick (mouse) in the desired direction.
- To accelerate: Push forward on the joystick (mouse).
- To decelerate: Pull back on the joystick (mouse).
- To shoot: Press the fire button.
- To pause during game: Press CTRL, press again to continue. (For the Commodore, press RUN/STOP key).
- To restart the game: Press ESC key. (For the Commodore, press RESTORE key).

## Your Name in Lights

At the beginning of the game, you must enter your name. Move the joystick right or left to highlight each letter. Press the fire button to make your selection. When you are finished entering your name or initials, highlight ED and press the fire button again.

## Winning Tips

When you have picked up letters A through D, you may switch back and forth from the motorcycle to the sportscar. To switch back and forth on Commodore 64 or 128 computers, press SPACE BAR or wriggle the joystick from side to side. On Amiga and ST computers, hold down the fire button on the joystick for an extended period of time.

Vary your speed and position fairly randomly in order to "throw off" enemy fire.

For every 10,000 points you accumulate, you will gain an extra life.

# Mastering The Game

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## Seen On The Screen

In order to complete your missions successfully, you'll have to familiarize yourself with what's on the screen.



### THE SEGA TRUCK

From time to time, the SEGA truck appears on the screen. By "docking" with the truck, your vehicle gets extra weapons. The first time you duck into the back of the truck, your vehicle will emerge shooting double bullets. The second time, you earn a rocket. The third time, you will have a rear force field, which prevents enemies from sneaking up on you. And the fourth time, you will become invincible with a protective shield all around you. These weapons will be highlighted in the blocks at the top of the screen.

### FLAGS

Small flags appear on the road throughout the game. Pick them up for bonus points.

### LETTERS

A through F can be found on the road. If you pick up all of them, you will be automatically transformed from a motorcycle into a car.

Throughout the game, other letters will float by. Catch them if you can.

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|-----------------------|-------------------|
| B = Smart Bomb        | S = Speed Up      |
| E = Extra Life        | T = 40 Time Ticks |
| I = Invincible Shield |                   |
| P = 1000 Bonus Points |                   |



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