

BODY BLOWS GALACTICA



TEAM 17

ENGLISH

After defeating the Evil Max, Dan and Junior decide to take on the Universe and challenge the meanest and toughest in an Intergalactic Competition, to become the ultimate Galactic Warrior.

The most eagerly awaited Beat-em up of the year has finally arrived, choose from twelve different characters each with their own unique strengths and weaknesses and battle it out in the ultimate competition. Do you have what it takes to become the Galactic Champion.

COMPATIBILITY

A500 & A600 VERSION

This version of Body Blows Galactic will run on any Amiga system from the A500, A500Plus to the A600, A1200, A2000 through to the mighty A3000 & A4000 series. Should you encounter any difficulty in loading please read the troubleshooting section.

A1200/A4000 (AGA CHIPSET)

This will run on A1200 & A4000 machines only and will NOT run on any other type of Amiga. This version has several changes, namely more colourful backdrops, better quality sound, as well as more Sound-FX, the music has also been tweaked.

Galactic supports external disk drives and extra memory, you will need at least one megabyte of RAM in order to play this game on any Amiga system. If you have more than one meg the extra memory will be used to store data during play.

You will need at least one joystick to play the game, or two if playing in two player mode or tournament mode.

There is no facility to install Galactic onto a hard-drive, the disks are non-standard Amiga. If you try to install Body Blows Galactic onto your hard-drive you may damage your original disks, therefore we advise against it.

Your Galactic disks carry on-disk protection and so long as you keep them write-protected no harm should come to them. If the worst happens please consult the faulty disk section.

NOTE : Galactic will work perfectly well on any normal Television set although we would recommend that while playing you are at least 1.5 - 2 metres from the screen.

LOADING INSTRUCTIONS

Turn your Amiga off at the power supply unit and wait around 10 seconds then turn it back on again, this is to make sure that the memory within your Amiga is free from other data. Insert Body Blows Galactic disk one into your disk drive.

After a short period of time a loading screen will appear, follow on-screen instructions until the main menu appears, when it appears you are ready to play.

If this does not happen please consult the troubleshooting section.

MAIN MENU

To make selections on the main menu, use your joystick to highlight the option you would like and press the firebutton to select.

GAME MODES

There are three distinct game modes to choose, these are :-

ONE PLAYER

This mode allows you to choose any of the twelve characters to battle through the 6 different planets, each planet is inhabited by two very different intelligent beings, each race has chosen their ultimate warrior for this special tournament, each warrior must be defeated before you can move onto your next opponent and the next planet. To win the coveted title of Galactic Warrior you must eventually face the most fearsome opponent you will ever face.

TWO PLAYER

Play against a friend, or enemy, in this battle for supremacy. Again each player can choose any of the twelve characters available, you can even choose the same character. If you do choose the same character as your opponent when the fight begins each character will be coloured differently so you'll be able to tell which one you are during the fight.

TOURNAMENT

This excellent mode invites 4 or 8 human contestants to pit their skills against each other, to even up the contest you can even have all eight players playing with just the one character if you like!

OPTIONS

When you select the game options from the main menu, you will be presented with the following :-

TIME

There are three selections for this option controlling the length of time for each round of each fight, you can choose from 60secs; 90sec or you can turn the it off.

ROUNDS

This option can be set to either 1 or 3 rounds. This way you can decide how long it takes to decide the fight, either a 1 round sudden death or a best of 3 rounds fight.

PLAYERS

This option is for tournament mode only, whereby you can choose either 4 players or 8 players.

ENGLISH

MERCY

This superb feature decides whether you're a wimp or not, when you are knocked to the ground this option decides if your opponent can attack you as soon as you get up.

SKILL

The skill levels have three different bands to choose from, either easy, normal or arcade.
(1 = Easy, 2 = Normal and 3 = Arcade).

THE PLANETS

EARTH

If you don't know your own planet, well there's just no hope for you.

TITANICA

This planet is situated on the outskirts of the known universe. Technologically speaking Titanica is the most advanced of any of the other planets. The two rivals you will face on Titanica are Tekno and Lazer.

ECLIPSE

The strangest planet in the known universe has to be Eclipse, Eclipse does not rotate but still revolves around it's sun, therefore one side of the planet is very hot and the other side is freezing. There are two distinct races upon Eclipse and you will have to face the champion of each race. The champions are known as Inferno and Warra.

GELLORN-5

Gellorn-5 is one of the youngest of the planets populated by sentient beings, G5 as it is affectionately known is very humid and consists mainly of rainforest, it resembles Earth in more ways than one, the main resemblance is uncanny, that being that G5's evolution is practically identical, at this moment in time you could compare it to our Prehistoric age when dinosaurs ruled. The two champions you will meet here are Dino & Dragon.

MIASMA

An unfortunate accident happened to Miasma, a comet the size of our moon landed a direct hit, and consequently the planet shattered. The inhabitants of Miasma knew that the comet was coming and were only able to survive when nature gave a helping hand and saved the day, and that every living thing became an individual energy mass. The champions you will meet here are Phantom & Puppet.

FEMINION

Feminion is a planet ruled by women, there are men on the planets surface, but they are known as lesser beings here and therefore have no say in governmental issues, or anything else for that matter. The women are totally dominant here and you will meet two women of imposing presence namely, Azona & Kai-Ti.

PLAYING THE GAME

After selecting one of the play options from the main menu you will be confronted by the character selection screen. Odd numbered players choose from the top, ie 1,2,3,5 & 7, whilst even numbered players select from the bottom, ie 2,4,6 & 8.

When selections have been made you then have to choose which planet you wish the fight to take place, there are six different planets to choose from.

When that section is complete the fun begins, each character has roughly twenty different moves, these moves are detailed later on in this manual.

At the top of the screen during actual play there is an information panel, this panel shows the characters currently in play; the score of each player; each players energy bar; each players power bar; a timer; rounds won and also the player-up graphic.

During the fight you may like to use the special power-ups that each character has, after you have used this special move the power-up bar will extend, meaning that if you want to use it again during that round it will take longer and therefore leave you open to attack.

When the fight begins the aim is to take as much energy away from your opponent before the time runs out. If you've turned the timer off on the options menu, the winner is decided by the last man (or woman) standing. fights can be as short as 1 round or as long as 3 rounds.

The player controlling the character from gameport 1 is on the left while gameport 2 is on the right.

TROUBLESHOOTING

There should be no problem with your disks or the software on your Amiga. External drives are supported as are most third party add-ons.

If you are experiencing difficulties, please call our helpline on UK (0)924 201846. Failing that you can write to Team17 at the address on the back of the box.

PIRACY

Copying or using an illegal copy of this game is a crime. Piracy is putting further games development under severe risk. This may turn out to be the last dedicated Amiga product Team17 produce if piracy does not cease. The future of Amiga games is in the hands of true Amiga fans. Support the Amiga - a game worth playing is a game worth buying.

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DEUTSCH

KOMPATIBILITÄT

VERSION A500 & A600

Diese Version von Body Blows Galactic läuft auf allen Amiga-Systemen, angefangen bei A500 und A500Plus über A600, A1200 bis zur leistungsstarken Serie A3000 & A4000. Sollten Sie beim Laden Schwierigkeiten haben, schlagen Sie bitte im Abschnitt "Fehlersuche" nach.

A1200/A4000 (AGA CHIPSET)

Diese Version läuft ausschließlich auf A1200 & A4000-Geräten und ist für andere Amiga-Typen NICHT geeignet. Bei dieser Version wurden einige Änderungen vorgenommen, nämlich buntere Kulissen, besserer Sound, mehr Sound-FX, und außerdem wurde die Musik verschärft.

Galactic unterstützt externe Laufwerke und zusätzliche Speicher, und Sie brauchen für dieses Spiel mindestens ein Megabyte RAM auf einem Amiga-System. Wenn Sie mehr als ein MB haben, so werden im freien Speicher während des Spiels Daten gespeichert.

Sie brauchen für das Spiel mindestens einen Steuerknüppel, wenn Sie mit zwei Spielern oder im Turniermodus spielen, brauchen Sie zwei.

Galactic kann nicht auf das Festplattenlaufwerk installiert werden, da es sich bei den Disketten um ungenormte Amiga-Disks handelt. Wenn Sie versuchen, Body Blows Galactic auf ihr Festplattenlaufwerk zu installieren, beschädigen Sie unter Umständen Ihre Originaldisks, daher raten wir davon ab.

Die Galactic-Disks sind geschützt, und wenn der Schreibschutz erhalten bleibt, kann normalerweise nichts passieren. Sollten Sie dennoch auf Schwierigkeiten stoßen, schlagen Sie bitte unter "fehlerhafte Disketten" nach.

ANMERKUNG: Galactic funktioniert gut mit jedem normalen Fernsehgerät, wir empfehlen jedoch, daß Sie beim Spielen einen Abstand von mindestens 1,5 - 2 m einhalten.

LADE-ANWEISUNGEN

Schalten Sie Ihren Amiga am Netzschalter aus und warten Sie etwa 10 Sekunden. Schalten Sie das Gerät dann wieder an. Dadurch soll gewährleistet werden, daß Ihr Amiga keine anderen Daten gespeichert hat. Legen Sie die Body Blows Galactic-Disk in Ihr Diskettenlaufwerk ein.

Kurz darauf erscheint der Lade-Bildschirm. Befolgen Sie die Anweisungen auf dem Bildschirm, bis das Hauptmenü erscheint. Jetzt sind Sie spielbereit. Erscheint das Hauptmenü nicht, schlagen Sie bitte im Abschnitt "Fehlersuche" nach.

HAUPTMENÜ

Zur Wahl von Optionen auf dem Hauptmenü heben Sie die gewünschte Option mithilfe des Steuerknüppels hervor und drücken den Feuerknopf zur Selektion.

SPIELMODUS

Es stehen drei verschiedene Spielmodi zur Auswahl:-

EIN SPIELER

Bei diesem Modus wählen Sie eine der zwölf Figuren, die sich durch die 6 Planeten kämpft. Jeder Planet ist von zwei sehr verschiedenen, intelligenten Wesen bewohnt. Jede Rasse hat für diesen Wettstreit ihren besten Krieger aufgestellt. Jeder Krieger muß besiegt werden, bevor Sie zum nächsten Gegner und zum nächsten Planeten weitergehen können. Um den begehrten Titel eines Kriegers der Galaxis zu gewinnen, müssen Sie sich letztendlich dem gefährlichsten Gegner überhaupt stellen.

ZWEI SPIELER

Spielen Sie diesen Kampf um Überlegenheit gegen einen Freund oder Feind. Jeder Spieler kann wiederum eine der zwölf vorhandenen Figuren wählen. Sie können sogar beide die gleiche Figur wählen. Wenn Sie zu Beginn des Wettstreits die gleiche Figur wie Ihr Gegner wählen, so haben die beiden Figuren unterschiedliche Farben, so daß Sie beim Kampf erkennen können, mit welcher Figur Sie spielen.

TURNIER

Bei diesem ausgezeichneten Modus können 4 oder 8 Leute gegeneinander antreten. Wenn Sie wollen, können sogar alle acht Spieler mit der einen Figur spielen, was den Wettstreit fairer macht!

OPTIONEN

Wenn Sie auf dem Hauptmenü die Spieloptionen wählen, erscheint folgendes:-

ZEIT

Für diese Option gibt es drei Möglichkeiten, die jeweils die Dauer einer Runde eines Kampfes festlegen. Sie können sich für 60 Sekunden oder 90 Sekunden entscheiden, oder Sie können die Zeitsteuerung abschalten.

RUNDEN

Diese Option kann entweder auf 1 oder 3 Runden eingestellt werden. Dadurch entscheiden Sie, wie lange die Entscheidung eines Kampfes dauert. Entweder ein K.O. in einer Runde oder der Beste der drei Runden gewinnt.

SPIELER

Diese Option gilt nur für den Turniermodus. Sie wählen damit 4 oder 8 Spieler.

GNAD

Dieses Feature stellt klar, ob Sie ein Waschlappen sind oder nicht, denn wenn Sie zu Boden gehen, entscheidet diese Option, ob Ihr Gegner Sie angreifen kann, sobald Sie wieder aufstehen.

DEUTSCH

SCHWIERIGKEITSGRAD

Sie können unter drei verschiedenen Schwierigkeitsgraden wählen: leicht, normal oder Arkade.

(1 = Leicht, 2 = Normal und 3 = Arkade).

DIE PLANETEN

ERDE

Wenn Sie nicht einmal Ihren eigenen Planeten gegenüber den anderen Planeten am weitesten kennen, dann ist Ihnen einfach nicht zu helfen.

TITANICA

Dieser Planet liegt am Rand des bekannten Universums. In technologischer Hinsicht ist Titanica gegenüber den anderen Planeten am weitesten fortgeschritten. Auf Titanica stehen Sie den beiden Gegnern Tekno und Lazer gegenüber.

ECLIPSE

Eclipse ist sicher der merkwürdigste Planet im bekannten Universum. Eclipse dreht sich nicht um die eigene Achse, aber er dreht sich um seine eigene Sonne, dadurch ist eine Seite des Planeten unglaublich heiß und die andere eiskalt. Auf Eclipse gibt es zwei unterschiedliche Rassen und Sie müssen gegen den Champion beider Rassen antreten. Die Champions heißen Inferno und Warra.

GELLORN-5

Gellorn-5 ist einer der jüngsten Planeten, die von empfindungsfähigen Wesen bewohnt werden. Man nennt ihn kurz und bündig G-5. Er ist sehr feucht und größtenteils mit Regenwald bedeckt. Er ist der Erde recht ähnlich, und die größte Ähnlichkeit ist auch die verblüffendste. Die Evolution auf G-5 spielt sich nämlich praktisch genau wie auf der Erde ab. Augenblicklich könnte man es etwa mit unserem prähistorischen Zeitalter vergleichen, als die Dinosaurier herrschten. Die beiden Champions, gegen die Sie hier antreten, sind Dino & Dragon.

MIASMA

Miasma erlebte einen schrecklichen Störfall. Ein Komet, der etwa so groß wie unser Mond war, traf den Planeten voll, wodurch er zersplitterte. Die Bewohner von Miasma wußten, daß der Komet im Anzug war und konnten nur dadurch überleben, daß die Natur sie rettete, das heißt ein jedes Lebewesen wurde zu einer individuellen Energiemasse. Hier treffen Sie auf die Champions Phantom & Puppel.

FEMINION

Der Planet Feminion wird von Frauen beherrscht. Auf der Planetenoberfläche gibt es zwar Männer, doch gelten sie hier als minderwertige Lebewesen und haben daher bei Regierungsfragen keine Stimme. Sie haben eigentlich überhaupt nichts zu melden. Die Frauen sind hier völlig dominant und Sie stehen zwei imposanten Frauen gegenüber, nämlich Azona & Kai-Ti.

SPIELVERLAUF

Wenn Sie eine der Spieloptionen aus dem Hauptmenü gewählt haben, erscheint die Figurenauswahl auf dem Bildschirm. Spieler mit ungeraden Zahlen wählen von oben, das heißt 1,3,5 & 7, und Spieler mit ungeraden Zahlen wählen von unten, das heißt 2,4,6 & 8.

Wenn Sie Ihre Wahl getroffen haben, müssen Sie entscheiden, auf welchem Planeten der Kampf stattfinden soll. Sie können unter sechs verschiedenen Planeten wählen.

Wenn das erledigt ist, beginnt der Spaß. Jede Figur hat ungefähr zwanzig verschiedene Züge, die später genauer erläutert werden.

Am oberen Bildschirmrand erscheint während des Spiels ein Informationsfeld. Es zeigt die Figuren, die augenblicklich im Spiel sind, den Spielstand für die einzelnen Spieler, den Energiestreifen der einzelnen Spieler, den Powerstreifen der einzelnen Spieler, die Zeitangabe, die gewonnenen Runden und die Grafik für den Spieler an der Reihe.

Während des Kampfes können Sie die speziellen Power-ups benutzen, die jede Figur hat. Wenn Sie diesen Zug machen, verlängert sich der Powerstreifen, was bedeutet, daß es länger dauert, wenn Sie ihn in dieser Runde noch einmal benutzen wollen, was es leichter macht, Sie anzugreifen.

Wenn der Kampf beginnt, geht es darum, dem Gegner so viel Energie wie möglich wegzunehmen, bevor die Zeit abgelaufen ist. Wenn Sie die Uhr auf dem Optionsmenü abgeschaltet haben, so wird der Sieger durch den letzten stehenden Mann (oder Frau) entschieden. Die Kämpfe dauern entweder 1 Runde oder 3 Runden.

Der Spieler, der mit der Figur vom Gameport 1 aus spielt, ist auf der linken Seite, und der Spieler mit Gameport 2 auf der rechten.

FEHLERSUCHE

Ihre Disketten oder Software sollten für Ihren Amiga kein Problem darstellen. Es können externe Laufwerke und Fremdzusatzgeräte eingesetzt werden.

Sollten Sie Probleme haben, so rufen Sie bitte unsere Service-Nr. +44 924 201846 an. Sie können sich aber auch schriftlich an das Team17 wenden. Die Adresse finden Sie auf der Packungsrückseite.

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mstens empfohlen werden.

Sie werden zahlreiche Gegenstände finden, so u.a. Schlüssel, Ladestreifen und er.

FRANCAIS

COMPATIBILITE

VERSION A500 & A600

Cette version de Body Blows Galactic fonctionnera sur tous les systèmes Amiga depuis le A500 et le A500Plus jusqu'au A600, A1200, A2000 et à la puissante série A3000 & A4000. Si vous rencontrez des difficultés durant le chargement, consultez la section 'en cas de problème'.

A1200/A4000 (AGA CHIPSET)

Fonctionnera uniquement sur les machines A1200 & A4000 et ne fonctionnera PAS sur les autres types d'Amiga. Cette version comporte plusieurs modifications, notamment des fonds plus colorés, des sons de meilleure qualité et des effets sonores plus nombreux. La musique a également été peaufinée.

Galactic supporte les lecteurs de disques externes et la mémoire supplémentaire. Il vous faudra au moins un Mo de RAM pour utiliser ce jeu sur tout système Amiga. Si vous avez plus d'un Mo la mémoire supplémentaire sera utilisée pour stocker les données durant le jeu.

Il vous faudra au moins une manette pour jouer ou deux si vous jouez en mode deux joueurs ou en mode tournoi.

Il n'est pas possible d'installer Galactic sur un disque dur. Les disques ne sont pas standard Amiga. Si vous tentez d'installer Body Blows Galactic sur votre disque dur vous risquez d'endommager vos disques d'origine. Nous vous le déconseillons.

Vos disques Galactic comportent une protection sur disque. Du moment que vous conservez leur interdiction d'écriture, ils ne risquent rien. Si quelque chose de grave se produit, consultez la section sur les disques défectueux.

REMARQUES : Galactic fonctionnera très bien sur tout téléviseur normal mais nous vous recommandons de vous tenir à au moins 1,5-2 mètres de l'écran pour jouer.

INSTRUCTIONS DE CHARGEMENT

Arrêtez votre Amiga au niveau de l'unité d'alimentation électrique et attendez environ 10 secondes avant de le remettre en marche. Vous garantirez ainsi que la mémoire de votre Amiga ne contient aucune autre donnée. Mettez le premier disque Body Blows Galactic dans votre lecteur.

Après quelques instants, vous verrez apparaître un écran de chargement. Suivez les instructions qui s'affichent jusqu'à ce que le menu principal apparaisse. Vous êtes alors prêts à jouer. Si ce menu n'apparaît pas consultez la section 'en cas de problème'.

MENU PRINCIPAL

Pour effectuer des sélections sur le menu principal, utilisez votre manette pour mettre en double brillance

l'option que vous désirez et appuyez sur le bouton feu pour la sélectionner.

MODES DE JEU

Vous pouvez choisir entre trois modes de jeu différents. Les voici :

UN JOUEUR

Ce mode vous permet de choisir l'un des douze personnages pour vous battre sur les 6 planètes différentes. Chaque planète est habitée par deux êtres intelligents très différents. Chaque race a choisi son meilleur guerrier pour ce tournoi spécial. Il vous faudra battre chaque guerrier avant de passer à votre ennemi suivant et à la planète suivante. Pour obtenir le titre convoité de Guerrier Galactique il vous faudra affronter l'ennemi le plus effrayant de votre vie.

DEUX JOUEURS

Jouez contre un ami, ou un ennemi, dans ce combat pour la suprématie. Ici aussi, chaque joueur peut choisir l'un des douze personnages disponibles. Vous pouvez même choisir le même. Si vous choisissez le même personnage que votre opposant lorsque le combat démarre chaque personnage aura une couleur différente pour vous permettre de vous y retrouver durant le combat.

TOURNOI

Cet excellent mode invite 4 ou 8 participants humains à se mesurer les uns aux autres. Pour donner les mêmes chances à tous, les huit joueurs peuvent même jouer avec le même personnage si vous voulez!

OPTIONS

Lorsque vous choisissez les options de jeu sur le menu principal vous verrez les rubriques suivantes :

TIME (TEMPS)

Il y a trois sélections pour cette option, qui contrôlent la durée de chaque manche de chaque combat. Vous pouvez choisir 60 secondes 90 secondes ou vous pouvez arrêter le chronomètre.

ROUNDS (MANCHES)

Vous pouvez régler cette option sur 1 ou 3 manches. Vous pouvez ainsi décider combien de temps il faut pour décider de l'issue du combat, soit une mort subite après une manche soit un combat qui fait ressortir le meilleur sur trois manches.

PLAYERS (JOUEURS)

Cette option est réservée au mode tournoi. Elle vous permet de choisir entre 4 ou 8 joueurs.

MERCY (QUARTIER)

Cette superbe option fait le tri entre les lavettes et les autres. Lorsque votre ennemi vous fait tomber, cette option décide s'il peut vous attaquer dès que vous vous remettez debout.

SKILL (DIFFICULTE)

Les niveaux de difficulté sont divisés en trois bandes : facile, normal ou arcade.

(1 = Facile, 2 = Normal et 3 = Arcade).

FRANCAIS

LES PLANETES

LA TERRE

Si vous ne connaissez même pas votre propre planète, il n'y a pas d'espoir pour vous.

TITANICA

Cette planète se trouve à l'extrémité de l'univers connu. Au plan technologique Titanica est la planète la plus évoluée de toutes. Les deux rivaux que vous affronterez sur Titanica sont Tekno et Lazer.

ECLIPSE

La planète la plus étrange de l'univers connu est certainement Eclipse. Elle ne tourne pas sur elle-même mais tourne quand même autour de son soleil. Un côté est donc très chaud et l'autre gelé. Deux races différentes vivent sur Eclipse. Vous devrez affronter le champion de chaque race. Les champions sont Inferno et Warra.

GELLORN-5

Gellorn-5 est l'une des plus jeunes planètes peuplée par des êtres doués de sens. G5, comme on la nomme familièrement, est très humide et est surtout recouverte d'une forêt tropicale. Elle ressemble beaucoup à la Terre. Sa ressemblance principale est bizarre : son évolution est pratiquement identique à celle de la Terre et actuellement vous pourriez la comparer à la Terre durant la Préhistoire, à l'ère des dinosaures. Les deux champions que vous y rencontrerez sont Dino & Dragon.

MIASMA

Un accident malheureux est arrivé à Miasma : une comète de la taille de notre lune la heurta de plein fouet et bien sûr la planète se pulvérisa. Les habitants de Miasma savaient que la comète arrivait et réussirent à survivre seulement grâce à l'aide de la nature qui permit à chaque être vivant de se transformer en masse d'énergie individuelle. Les champions que vous y rencontrerez seront Phantom & Puppet.

FEMINION

Feminion est une planète dominée par les femmes. Il y a des hommes sur cette planète mais ici on les nomme 'êtres inférieurs' et ils n'ont aucun rôle dans les questions de gouvernement (ni dans quoi que ce soit d'autre il faut le dire). Les femmes dominent totalement et vous rencontrerez deux femmes imposantes : Azona et Kai-Ti.

COMMENT JOUER

Après avoir sélectionné l'une des options de jeu au menu principal, vous verrez apparaître l'écran de sélection des personnages. Les joueurs au numéro impair choisissent à partir du haut, c'est à dire 1,3,5 & 7 alors que les joueurs au numéro pair choisissent à partir du bas c'est à dire 2,4,6 & 8.

Une fois les sélections faites, vous devez choisir sur quelle planète vous voulez que le combat se déroule. Il y a six planètes entre lesquelles choisir.

Lorsque cette section est terminée vous commencerez à vous amuser. Chaque personnage possède environ vingt mouvements différents. Ils sont indiqués plus loin dans ce manuel.

En haut de l'écran durant le jeu vous verrez un panneau d'information. Ce panneau indique quel est le personnage qui joue actuellement, le score de chaque joueur, la barre d'énergie de chaque joueur, la barre de puissance de chaque joueur, un chronomètre, les manches remportées et également le graphisme du joueur qui dispute la manche.

Durant le combat, vous pouvez décider de dépenser les recharges d'énergie que possède chaque personnage. Lorsque vous utilisez cette option spéciale la barre de recharge de puissance s'allongera, ce qui veut dire que si vous désirez l'utiliser de nouveau pendant cette manche cela prendra plus longtemps et vous serez vulnérable aux attaques.

Lorsque le combat démarre, l'objectif est de prendre le plus d'énergie possible à votre ennemi avant la fin du temps imparti. Si vous avez éteint le chronomètre au menu options, le gagnant est le denier (ou la dernière) à se tenir debout. Les combats peuvent durer de 1 manche à 3 manches.

Le joueur qui contrôle le personnage depuis le port de jeu 1 se trouve sur la gauche alors que le port de jeu 2 se trouve sur la droite.

DEPANNAGE

Il ne devrait y avoir aucun problème avec les disquettes ou le logiciel sur votre Amiga. Vous pouvez utiliser des lecteurs externes comme la plupart des produits additionnels tiers.

En cas de difficultés, appelez notre support technique au +33 (924) 201846. Sinon, vous pouvez écrire à Team17 à l'adresse inscrite au verso de la boîte.

PIRATERIE

La copie ou l'utilisation d'une copie illégale de ce jeu constitue un délit. La piraterie ne peut que menacer davantage le développement de jeux. En effet, si la piraterie ne cesse pas, ce jeu pourrait bien être le dernier jeu dédié à Amiga produit par Team17. L'avenir des jeux Amiga est entre les mains des vrais fans d'Amiga. Soutenez Amiga ; un jeu qui vaut la peine d'être joué, vaut également la peine d'être acheté.

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ITALIANO

Dopo aver sconfitto Evil Max, Dan e Junior hanno deciso di "sfondare" a livello universale e combattere nella gara piu' "sporca" e difficile, la Competizione Intergalattica, per diventare il piu' potente guerriero della galassia.

Il piu' atteso "picchiaduro" dell'anno e' finalmente arrivato, scegli uno fra dodici differenti personaggi, ognuno dei quali ha proprie caratteristiche e debolezze, e combatti! Dovrai darti molto da fare per diventare campione intergalattico...

COMPATIBILITA'

VERSIONE A500 & A600

Questa versione di Body Blows Galactic girra su qualunque sistema Amiga, dall'A500/A500+ fino all'A600, A1200 A2000 o addirittura sui potentissimi A3000 & A4000. Se aveste qualche difficolta' nel caricamento vi preghiamo di consultare la sezione "In Caso Di Problemi".

VERSIONE A1200/A4000 (CHIPSET AGA)

Questa funziona solo sulle macchine Amiga 1200 e Amiga 4000 e NON sulle altre. Questa versione ha numerosi cambiamenti, quali: sfondi piu' colorati, audio migliore e effetti sonori piu' numerosi e piu' belli; infine anche le musiche sono state potenziate.

B.B.Galactic supporta anche drive esterni e memoria extra. Avete bisogno di perlomeno un Megabyte di memoria per giocare al gioco, ma se ne avete di piu' essa verra' utilizzata per immagazzinare dati durante il gioco (limitando cosi' gli accessi al disco).

Avete anche bisogno di almeno un joystick per giocare il gioco e ovviamente di due se giocate nel modo a due giocatori o nel torneo.

Non e' possibile installare B.B.Galactic sull'Hard Disk, visto che i dischi non sono in formato Amiga standard. Se provate a installarlo "a forza" sul vostro Hard Disk potreste danneggiare i dischi originali, siete avvisati!

I vostri dischi di Body Blows Galactic sono protetti contro la scrittura (finestrella in alto a destra del disco aperta), e' consigliabile mantenerla, in questo modo non potrete scrivere su di essi nemmeno per errore. Se comunque accade il peggio consultate la sezione "In Caso Il Disco Sia Rovinato".

NOTA: B.B.Galactic funziona perfettamente su un normale televisore anche se raccomandiamo che durante il gioco ci si sieda ad almeno 1,5 - 2 metri dallo schermo.

ISTRUZIONI DI CARICAMENTO

Spegnete il vostro Amiga e attendete circa 10 secondi, quindi riaccendetelo nuovamente, questo per essere sicuri che la memoria del vostro Amiga e' libera

da altri dati. Fatto questo inserite il disco 1 di Body Blows Galactic nel disk drive.

Dopo qualche secondo apparira' uno schermo di caricamento seguito da alcune informazioni; dopo qualche istante ancora apparira' il menu' principale. A questo punto siete pronti per giocare. Se questo non dovesse accadere consultate il capitolo "In Caso Di Problemi".

MAIN MENU'

Per fare le vostre selezioni nel menu' principale usate il joystick e evidenziate l'opzione che vi interessa e premete il pulsante del joystick per selezionarla.

GAME MODES (Modo Di Gioco)

Ci sono tre distinte modalita' di gioco da scegliere; esse sono:

ONE PLAYER (Un Giocatore)

Questa modalita' vi permette di scegliere uno dei dodici personaggi e lottare attraverso 6 differenti pianeti ognuno abitato da due differenti forme di vita intelligenti; entrambe le razze hanno scelto il loro piu' forte guerriero per questo torneo ed entrambi devono essere sconfitti prima di poter lasciare il pianeta per recarsi sul prossimo. Per vincere l'agognato titolo di Guerriero Galattico dovrete fronteggiare gli avversari piu' temibili che avrete mai visto...

TWO PLAYER (Due Giocatori)

Giocate contro un amico in questa battaglia all'ultimo sangue. Ciascun giocatore puo' scegliere uno dei dodici personaggi disponibili, ed entrambi potete scegliere lo stesso. Scegliendo lo stesso personaggio, non appena iniziera' il combattimento, questi verranno marcati con colori differenti, cosi' da farvi capire quale lottatore controllate durante l'incontro.

TOURNAMENT (Torneo)

Questa fantastica modalita' permette a 4 o 8 giocatori di scontrarsi uno contro l'altro in numerose competizioni stile-torneo. Se lo si desidera e' addirittura possibile giocare tutti e otto con lo stesso personaggio!

OPTIONS (Opzioni)

Scegliendo la voce "opzioni" dal menu' principale si potranno selezionare tutta una serie di parametri aggiuntivi:

TIME (Tempo)

Ci sono tre possibilita' per questa opzione che controlla il tempo di ciascun round di ogni combattimento: Potete scegliere tra una durata di 60 o 90 secondi, o di farlo durare all'infinito (off).

ROUNDS (Incontri)

Questa opzione puo' essere impostata a 1 o a 3. In questo modo potete definire quanti incontri vinti decidono la vittoria dell'intero combattimento: o colui che vince il primo (e unico) incontro o colui che vince due su tre.

ITALIANO

PLAYERS (Giocatori)

Questa opzione e' invece valida solo nella modalita' Torneo (Tournament) visto che e' da qui che si sceglie se quest'ultimo deve essere a 4 o a 8 giocatori.

MERCY (Pieta')

Questa originalissima opzione decide se i giocatori sono o meno "sportivi". In pratica una volta che siete sbattuti al tappeto, l'opzione influisce il comportamento dell'avversario, che puo' attaccarvi o aspettare che voi rialziate.

DIFFICOLTA' (Difficolta')

Il livello di difficolta' ha tre differenti gradazioni: 1=Facile, 2=Normale e 3=Arcade.

I PIANETI

TERRA

Se non conoscete neppure il vostro pianeta, non avete speranze di vincere...

TITANICA

Questo pianeta e' situato ai limiti dell'universo conosciuto. Tecnologicamente parlando Titanica e' il pianeta conosciuto piu' avanzato. I due rivali che incontrerete su Titanica sono Tekno e Lazer.

ECLIPSE

Il pianeta piu' strano dell'universo deve essere Eclipse. Esso non ruota su se stesso ma rivoluziona esclusivamente attorno al sole, cosi' un lato del pianeta e' caldissimo e l'altro e' gelato. Ci sono due distinte razze su Eclipse e dovrete scontrarvi con i campioni di entrambe: essi sono Inferno e Warra.

GELLORN-5

Gellorn 5 e' uno dei piu' giovani pianeti popolati. Il suo clima e' molto umido e la sua superficie e' ricoperta di foreste. Esso e' globalmente molto simile alla Terra, ma G5 e' a uno stadio evolutivo molto piu' basso. Al momento si potrebbe comparare con la nostra era preistorica, quando la Terra era popolata di dinosauri. I due campioni che dovrete incontrare sono Dino e Dragon.

MIASMA

A Miasma e' accaduto uno sfortunato incidente: una cometa delle dimensioni della nostra luna lo ha direttamente colpito e di conseguenza il pianeta si e' frantumato. Gli abitanti di Miasma sapevano che la cometa era in arrivo e riuscirono a salvarsi solo grazie all'aiuto della loro natura, visto che ogni forma di vita era esclusivamente una massa di energia. I campioni che incontrerai qui sono Phantom e Puppet.

FEMININ

Feminin e' un pianeta abitato e comandato dalle donne. Ci sono uomini sulla superficie del pianeta, ma essi non contano nulla e non hanno voce nel governo del paese o in qualunque altra cosa. Le donne sono totalmente dominanti e qui incontrerai due campioni femmina: Azona e Kay-Ti.

INIZIANDO A GIOCARE

Dopo aver selezionato le opzioni di gioco dal menu' principale dovrete selezionare il tuo personaggio per mezzo di un apposito schermo: I giocatori dispari (1, 3, 5 e 7) sceglieranno il loro eroe in alto, mentre quelli pari (2, 4, 6 e 8) in basso.

Quando le selezioni sono state fatte dovrete scegliere su quale pianeta desiderate combattere: ci sono sei differenti pianeti disponibili.

Quando questa parte e' terminata arriva il bello: ogni personaggio ha a disposizione circa venti mosse diverse. Esse sono spiegate piu' avanti nel manuale.

In cima allo schermo durante la partita c'e' un pannello informativo. Questo pannello mostra quali personaggi sono correntemente in gioco; il punteggio di ciascun giocatore; le barre di energia; un cronometro e gli incontri vinti.

Durante il combattimento potrete usare gli speciali potenziamenti di cui dispone ciascun lottatore; dopo aver usato questa mossa speciale che ha ogni personaggio la barra di potenziamento verra' estesa. Cio' significa che per usare nuovamente questa mossa durante l'incontro ci metterete piu' a lungo per caricarvi, lasciandovi scoperti ad un eventuale attacco.

Quando il combattimento inizia, lo scopo e' di togliere piu' energia possibile al vostro avversario prima che il tempo termini. Se avete spento il cronometro (per mezzo delle opzioni) il vincitore e' l'ultimo uomo (o donna) che rimane in piedi. I combattimenti possono durare da uno a tre incontri.

Il giocatore che controlla il joystick collegato in porta 1 e' il personaggio a sinistra dello schermo, il destro e' controllato dal joystick in porta 2.

IN CASO DI PROBLEMI

Non ci dovrebbero essere problemi con l'uso dei dischi o del programma su Amiga. Sono supportati anche i drive esterni non-CommDore (se rispettano le specifiche di quest'ultima).

Se hai problemi chiama comunque la nostra helpline in Inghilterra 0049/924/201846 (dall'Italia), oppure scrivi all'indirizzo che trovi sul retro della confezione.

IN CASO IL DISCO SIA ROVINATO

In caso il disco (i dischi) si sia rovinato, siamo disposti a sostituirveli: Metti SOLAMENTE I DISCHETTI in una busta imbottita e spediscili al nostro indirizzo. Noi li esamineremo e ti rispediremo una copia funzionante.

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Marwood House, Garden St, Wakefield, West Yorkshire. WF1 1DX. Inghilterra.

MOVEMENT LIST #1

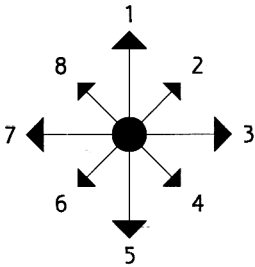
| | <u>DINO</u> | <u>DRAGON</u> | <u>WARRA</u> | <u>PHANTOM</u> | <u>INFERNO</u> | <u>DAN</u> |
|----|--------------|---------------|-------------------|-----------------------|-------------------|----------------------|
| 1 | Jump | Jump | Jump | Jump | Jump | Jump |
| 2 | Jump Forward | Jump Forward | Jump Forward | Jump Forward | Jump Forward | Jump Forward |
| 3 | Walk Forward | Walk Forward | Walk Forward | Walk Forward | Walk Forward | Walk Forward |
| 4 | Duck & Punch | Duck & Punch | Duck & Punch | Duck & Punch | Slide | Slide |
| 5 | Duck | Duck | Duck | Duck | Duck | Duck |
| 6 | Low Block | Low Block | Low Block | Low Block | Low Block | Low Block |
| 7 | Walk Back | Walk Back | Walk Back | Walk Back | Walk Back | Walk Back |
| 8 | Jump Back | Jump Back | Jump Back | Jump Back | Jump Back | Jump Back |
| 9 | Kick | Kick | Kick | Rising Death | Kick | Kick |
| 10 | Dino Blast | Grab & Crush | Ice Fist | Deathbutt | Flame Hook | Power Punch |
| 11 | Maul | Punch | Pnnch | Punch | Firepunch | Punch |
| 12 | Jaw Snap | Bull Charge | Slide Kick | Sonic Wave | Fire Slam | Sliding Kick |
| 13 | Duck & Kick | Duck & Kick | Duck & Kick | Crouchiing Death | Heatspin | Duck & Kick |
| 14 | Duck & Punch | Duck & Punch | Ice Pick | Crouch Deathbutt | Heat Creeper | Low Punch |
| 15 | High Block | High Block | High Block | High Block | High Block | High Block |
| 16 | Short Kick | Superflip | Spinnin Scythe | Orb of Destruction | Spinning Flame | Roundhouse |
| 17 | Super Swish | Jumping Kick | Flying Elbow | Globe | Flying Flame | High Kick |
| 18 | Flying Kick | Flying Kick | Flying Kick | Flying Globe | Flying Fireball | Flying Kick |
| 19 | Flying Maul | Flying Punch | Flying Punch | Jumping Death | Plying Punch | Flying Punch |
| 20 | - | - | - | - | - | Deflector Bolt |
| 21 | Slingshot | Dambuster | The Big Freeze | Super Swoop | Heatseeker | Inner Energy Bolt |

MOVEMENT LIST #2

| | <u>LAZER</u> | <u>KAI-TI</u> | <u>JUNIOR</u> | <u>TEKNO</u> | <u>AZONA</u> | <u>PUPPET</u> |
|----|----------------------------|---------------------|---------------|--------------|-----------------|---------------|
| 1 | Jump | Jump | Jump | Jump | Jump | Jump |
| 2 | Forward Jump | Forward Jump | Forward Jump | Forward Jump | Forward Jump | Jump Forward |
| 3 | Walk Forward | Walk Forward | Walk Forward | Walk Forward | Walk Forward | Walk Forward |
| 4 | Slide | Slide | Low Punch | Low Punch | Low Punch | Duck & Stab |
| 5 | Duck | Duck | Duck | Duck | Duck | Duck |
| 6 | Low Block | Low Block | Low Block | Low Block | Low Block | Low Block |
| 7 | Walk Back | Walk Back | Walk Back | Walk Back | Walk Back | Walk Back |
| 8 | Jump Back | Jump Back | Jump Back | Jump Back | Jump Back | Jump Back |
| 9 | Kick | Kick | Kick | Kick | Kick | Kick |
| 10 | Lighning Strike | Headhunter | Iron Uppercut | Power Pull | Forward Flipper | Stab |
| 11 | Punch | Punch | Hook | Punch | Punch | Punch |
| 12 | Lock Punch | Low Punch | Low Kick | Blast Kick | Sliding Kick | Loco-motion |
| 13 | Low Kick | Low Kick | Low Jab | Low Kick | Duck & Kick | Duck & Kick |
| 14 | High Punch | Jaw Breaker | Jab | Low Punch | Punch | Duck & Stab |
| 15 | High Block | High Block | High Block | High Block | High Block | High Block |
| 16 | High Kick | Triple Kick | The Blitz | Retro Thrust | Back Flipper | Super Stretch |
| 17 | Flying Lightning Strike | Flying High Kick | High Jab | Retro Blast | Dive Bomb | Pedal Kick |
| 18 | Flying Kick | Flying Kick | Flying Kick | Flying Kick | Flying Kick | Flying Kick |
| 19 | Forward Long Blow | Flying Punch | Flying Hook | Flying Punch | Flying Punch | Flying Stab |
| 20 | Backward Long Blow | - | - | - | - | - |
| 21 | Laser Beam | Finger Press | Fists of Fury | Thunder Shot | Flying Saucer | Disarmer |

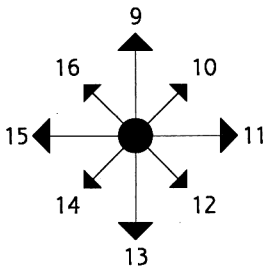
JOYSTICK CONTROLS

Joystick only



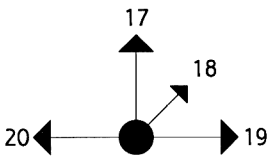
These particular moves are obtained by moving the joystick in the direction you require without pressing the firebutton.

Joystick with Firebutton



To obtain these fighting moves, you will need to move the joystick in the direction you require whilst pressing the firebutton.

Joystick with Fire while in the air



If you want to select these moves you will need to jump into the air, then move the joystick in the desired direction while

For move 21, press and hold the button and release it when the power-bar next to your character (on the status display) is full. This will trigger your characters' super move.

Each move is listed as a number, look up the relevant move in the character lists, the directions as shown are for a player facing right, they will be mirrored for a player facing left.

BODY BLOWS

G A L A C T I C

CREDITS

| | |
|------------------------------------|--------------------------------------|
| Conception | Danny Burke |
| Programming | Cedric McMillan Jr |
| Graphics | Danny Burke |
| Sound-FX | Steven Nicholas Gary Nicholas |
| Music | Allister Brimble |
| Additional Background | |
| Design | Rico Holmes |
| Additional Sound | Allister Brimble |
| Disk Format & Protection System | Rob Northen |
| Project Manager | Martyn Brown |
| Playtesting | The Wolves - Team17 Playtest Team |

Just a few words from the authors.

Danny

Great one your really going to read this, but if you are reading this I hope that you enjoy the game. Special thanks to Rico for designing a couple of backdrops, also thank to Sep Hud and Grey Warra for some amazing kung sounds and Allister for doing skins on the music. Hud Phew!

Junior

Thanks to Andreas for some helpful hints. Thanks also to Gladstone, Anthony, Andrew, for ideas and playtesting. Only one thing left to say now and that is, stop reading this and play the game!

BODY BLOWS

The heat is on and so is the fight! Here you meet the tough guys head to head in this edge-of-the-seat, action packed beat-em up.

In Arcade mode you will face a range of ever meaner opponents and end up facing your worst nightmare ... or you could take on upto seven other people in the thrilling tournament mode or even go one-on-one with a partner in the evenly matched two player game ... but whichever option you choose, there is no doubting that you'll have the fight of your life.

FEATURES

- * Massive 32 colour graphics throughout
- * Stunning hard hitting fight action
- * Superb gameplay with different play options
- * Excellent four channel stereo music, speech and sound effects
- * Intuitive control system for easy character control
- * Full Pal screen scrolling at 50Hz
- * Arcade, Tournament and two player modes
- * Background animation and many more in-game effects
- * Different skill levels and lots more options



After being released in March '93 Body Blows became an instant hit with everybody, it was the first game to really bring an arcade beat-em up into your home. Having stayed at number 1 in the Full priced charts for a staggering 5 weeks Body Blows has shown its pedigree, here are a few of the comments that were made by the magazines :-

| | | |
|-------------|-----|---|
| CU Amiga | 91% | The best beat-em up money can buy |
| The One | 92% | If you thought Streetfighter II was the business think again |
| Amiga Force | 92% | The best beat-em up yet - even better than SNES Streetfighter II. |

TEAM 17 SOFTWARE

Team 17 have been around for just over 3 years, in that short time we have become one of the leading Amiga software publishers.

This page is designed to inform you about some of the titles we've produced, so that you may be enlightened, and may even be tempted to buy some, or even one of them.

FULL PRICED SOFTWARE

Body Blows

The award winning beat-em up that could have been in the arcades £26.99

Superfrog

Platform games will never be the same again, this title was acclaimed as the best game in its class £26.99

Overdrive

Over head racing has never been so much fun, or as fast, do you think you would be good enough to take on the demon driver and win? £25.99

Alien Breed II

The sequel, Johnson & Stone are here again to defend us from the evil Aliens, this time located on a planets surface.

All Amigas £26.99
A1200 / A4000 £29.99

Body Blows Galactic

Dan & Junior decide to take on the universe, compete against strange creatures from various planets and dimensions across the universe.

All Amigas £26.99
A1200 / A4000 £29.99

BUDGET SOFTWARE

Alien Breed Special Edition

The original game has been re-vamped and this is the result, a stunning game that topped the charts for a staggering 33 weeks. £10.99

Project-X Special Edition

Another game that has been tweaked from the original version that's done the business, a shoot-em up of epic proportions £12.99

F17 Challenge

The World Championship awaits you as you climb into the cockpit of your car and race around 17 different tracks, another classic £12.99

QWAK

Static screen platformer that will have you coming back for more, in probably the most addictive game ever. £12.99

Cardiaxx

Thrills and spills all the way in this fast paced shoot-em up, 8 challenging levels together with deep space bonus rounds. £9.99

WATCH OUT FOR MORE STUNNING TITLES COMING YOUR WAY SOON

TEAM 17

Marwood House, Garden Street,
Wakefield, West Yorks. England. Tel: 0924 201846.

APACHE - GAME INSTRUCTIONS

Presented Free of Charge by Team 17 Software Ltd.

To load, simply boot the disk, select APACHE and the game will load up after a short while.

The aim of the game is to rescue the captives held hostage by an evil enemy force. Guide your helicopter around the levels returning your men back to your landing pad.

Destroying aliens will give you power-up systems and completing a level will enable you to play the bonus level for extra energy.

Your craft can carry a maximum of three captives before it becomes overloaded and must return to base.

OVERDRIVE - DEMO INSTRUCTIONS

To load, simply boot the disk and select Overdrive. The demo will load and commence to play after a short while.

This exciting demo of Team 17's fast paced racing game takes you to the snowy wastes where you race against 2 cpu supercars. Control the car using left & right to rotate and the button to accelerate. Hit the turbo pads to boost your speed in this 8 lap race for glory! Take note of your best times in trials with your friends!

The full version of the game is available NOW and features 4 different vehicles racing over 5 terrains and 20 tracks!

BODY BLOWS GALACTIC

Join in the battle of the universe as a dozen challengers pursue the accolade of being the Galactic number one! Fast, arcade-like fight action, unbeatable playability, diverse original characters and spectacular special moves combine to make Body Blows Galactic an action packed experience to savour! Body Blows Galactic is a stand alone product that does not require the original Body Blows game.

A500/A600 £26.99

A1200/A4000 £29.99

ALIEN BREED II THE HORROR CONTINUES

Experience state of the art coin-op style action in this thrilling 1 or 2 player blaster! Join the Interplanetary Corps on a Space Federation mission to rescue a remote planet colony that lies under siege from a deadly alien force! Non stop action, superb audio-visuals and addictive gripping gameplay combine to make Alien Breed II another Team 17 classic!

A500/A600 £26.99

A1200/A4000 £29.99