

AVENGER

WAY OF THE TIGER II

First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the Way of the Tiger saga, "Avenger", the Ultimate arcade adventure.

Yaemon Grand Master of Flame has assassinated your foster father Naijshi and stolen the Scrolls of Ketsuin. You have sworn to the God Kwon that you will avenge Yaemon's murderous act and recover the sacred scrolls.

Your enemies are many, varied and all are deadly. All your skills, courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck...only the brave hearted will survive.

The Way of the Tiger computer games have been developed from the role playing adventure books of the same name. These are published by Knight Books and are available from all good book shops.

Having successfully completed your training you are now ready to avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon to appease the God Kwon and release him from eternal hell. Your quest starts outside Quench Heart Keep where you must find the keys to gain access. Once inside you must kill the three guardians of the Keep. Beware, as they must be killed in a specific way and in a certain order.

Use your Shuriken wisely as once used you only have unarmed combat to rely on.

As you fight your way through the many adversaries you may call on the God Kwon to replenish your endurance and inner force, but beware his temper is short and you may anger him.

To complete the game you must collect the scrolls and escape from the Keep having avenged the death of your Father and releasing Kwon from the power of Yaemon.

Features

Full colour fourway scroll over a massive 300 screens of playing area within the 6 floors of the Keep.

Interactive sound FX, intelligent enemies, trap doors to go up, grills to go down, wells, living floors, informative scrolling messages from Kwon, deadly spiders and numerous other enemies.

Useful Items:

Magic sword, keys, shuriken, treasure, crowbar, iron fist, amulet, charms, a container, magic cord.

Playing tip:

Treasure can be collected for your personal gain but do not let greed affect your judgement!

How To Move

O - UP
K - DOWN
Z - LEFT
X - RIGHT
O - FIRE/KICK/PUNCH
1 - PAUSE ON/OFF
2 - CALL ON KWON
3&4 SIMULTANEOUSLY - QUIT

Joystick

Compatible with a Kempston, Interface II and cursor joystick.

If you own a 128K Spectrum, load using the built-in tape loader. DO NOT SELECT 48K mode.

How To Load

Type LOAD"" and press ENTER. Press PLAY on the cassette recorder, the program will load and run automatically.

© 1986 Gremlin Graphics Software Ltd. All rights reserved. Unauthorised copying, lending or resale by any means strictly prohibited.