COMMODORE 64

LOADING

CASSETTE
Both cassettes are recorded on each side. Tape one has Bruce Lee on side one and Match Point on side two. Tape two has Match Day on side one and Entombed on side two.
To load the games simply rewind the side you require and follow the loading instructions below.
Press SHIFT RUN/STOP on your computer simultaneously. Then press PLAY on your cassette recorder and follow the instructions on the screen.

DISK
Type LOAD"*",8,1 and press return then follow screen instructions.

BRUCE LEE

GAME CONTROLS AND INDICATORS
JOYSTICK – Connect a joystick to port # 1 for player one; connect a joystick to port #2 for player two.

NUMBER OF PLAYERS – Press the F3 key to indicate the number of players.
PLAY AGAINST THE COMPUTER OR AN OPPONENT – Press the F5 key to indicate whether the player who is "up" as Bruce Lee will compete against the computer or against an opponent.
You can set up four combinations using the number of players indicator (F3) and the computer/opponent indicator (F5):
ONE PLAYER vs. COMPUTER – You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.
ONE PLAYER vs. OPPONENT – You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.
TWO PLAYERS vs. COMPUTER – You and another person take turns being Bruce competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.
TWO PLAYERS vs. OPPONENT – You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. (Do not switch joysticks!) The computer keeps track of each player's score.

BEGIN PLAY – by pressing either the F7 button on the computer or the joystick button.
RUN – left and right by moving the joystick left and right.
KICK – by pressing the joystick button while you are running. You will deliver a kick in that direction.
CHOP – by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.
LEAP – to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.
JUMP – to take a lantern or to grab on to a vine.
CLIMB – up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and across it by moving the joystick left or right.
DUCK – to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck, but the Green Yamo cannot).
PAUSE – the game by pressing the SPACE BAR. Press the SPACE BAR (or the player up can press his joystick button) to resume play.
QUIT GAME – and go to title page by pressing F1.
INDICATORS – are shown on the top line of the screen. From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

POINTS
Lantern	125
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.

They sold a MILLION

MATCH POINT

Once you have mastered the skills and strategy of MATCH POINT, all that remains is to take a deep breath and step out onto the Centre court in front of the waiting crowd. . . .

THE CHAMPIONSHIP
You are in the singles competition of the world's most famous tennis championship, and have the option of picking up your racket at any of the following stages:
Quarter Finals
Suitable for all levels of experience.
Semi-Finals
Demands increased ball control and faster reflexes.
Finals
The peak of professional achievement. Only the very best should challenge the existing world champion, your computer opponent.

EXHIBITION MATCH
If you would rather sit back with your strawberries and cream and watch the professionals exert themselves, then select the Exhibition Match option – but be prepared to sit on the edge of your seat! This match can be played by middle, senior or top seeded tennis stars as you wish.

OPERATING INSTRUCTIONS
Player control is achieved using a Commodore compatible joystick. The direction and speed of the ball are determined by the position and motion of the player and also the timing of the swing of the racket. For example, extra speed can be imparted by moving forward while swinging, and striking the ball at the end of the swing will have a different effect from striking it at the beginning. Changing from forehand to backhand is automatic where appropriate, and can be forced by pressing the fire button once.
Pause a game with key F7, or use F1 to abort the match and return to the option screen. To simply restart the current match, press F4.

SCORING
The scoring and rules adopted in this game are those of lawn tennis, and this section is intended for those not familiar with the sport of tennis.
A MATCH is played over 3 or 5 SETS and the winner is the first to win either 2 or 3 Sets respectively.
A Set is made up of GAMES, the winner being the first to win 6 games and have a clear lead of two games. Should the score reach 6 games each, then a TIE-BREAK is introduced to settle the set.
Games are made up of POINTS and are won by the first player to reach four Points with a clear lead of two Points. Play continues until one player has a lead of two Points. The scoring for Points goes as below:
zero points	–	love
one point	–	"15"
two points	–	"30"
three points	–	"40"
four points	–	"game"

If both players should reach "40" then the score is called "deuce" and the winner of the next Point is said to have the "advantage". Should he win the subsequent Point then he wins the Game, being two clear Points in the lead, otherwise the score returns to "deuce".
Players have SERVICE for alternate Games throughout a Set, and players change ends at the end of every odd numbered Game.
TIE-BREAKS consist of ordinary points, labelled 1, 2, 3 . . . etc. and the winner is the first to 7 points with a clear lead of two points, otherwise play continues till a two point lead is achieved.

ENTOMBED

THE SEARCH BEGINS
I could hardly believe it at first, but there before my very eyes was the key I had been searching for, The Eye of Osiris, yet there was something strange and unfamiliar about the symbol, something I had never seen in my travels throughout Egypt. It was as though the Eye had been here many thousands of years, before both the Sphinx under which it was positioned, and the Great Pyramids ever existed. As I intensely examined the Eye, it became clear that it was not made of an Earthly substance and therefore confirmed my theory of its extra-terrestial origins.
Whilst I pondered over my astounding find, I suddenly became aware of a low pitched humming sound which appeared to come from beneath the very ground.
The Eye had begun to glow with all the power it had once represented in times long since past.
The vibration beneath my feet was beginning to grow stronger and I could feel myself slowly sinking into the ground. I struggled with all my might to break free, but it was in vain. The ground closed above my head as I sank into a dark empty hollow beneath the Sphinx. A tremendous crash echoed around the dusky tombchamber as a giant stone statue fell in front of the only possible exit, guarding my one chance of escape.
A soul-chilling deathly silence followed, as my last few rays of hope faded on futile notions. Only the cold darkness remained.
For minutes or hours I waited as my eyes focused on the empty black void. Suddenly shadows . . . my senses played tricks as I scrambled towards the glow. Torches on the walls flared in blinding balls of light and then settled to their flickering glow. The whole cavern was now bathed in fiery light, strange shadows danced on the dry stone walls.
I searched the large underground chamber which appeared to be directly beneath the head of the Great Sphinx. The statue which guarded my only way out was that of the God Osiris, which must have weighed many tons and was therefore totally immovable.
Looking around the chamber, I noticed what appeared to be a small chest, on which was a symbol of the Eye of Osiris. Opening the chest revealed a long red scroll on which was a depiction of the Egyptian god Set. The message contained therein appeared to be an ancient verse and was translated as follows:

> The Eye of Osiris guides your way
> through corridors long and dark this day
> but when henceforth the creatures come
> It's Set who beats the eternal drum.
> Search out the Scrolls, they hold the key
> for that which will then set you free
> but heed this message, for that which looms
> is ready to make thou forever Entombed.

ENTOMBED FEATURES
Sir Arthur Pendragon	Different Levels	Hieroglyphics
Cartoon Quality	Hidden Scrolls	Moving Slabs
Fine Scrolling	Corridors	Vases
3-Dimensional Scenario	Sarcophagus	Urns
Status Lines	Cobras	Traps
Incredible Sound Effects	Statues	Magical Items
Amazing Animation	Gates	Winged Discs
Full Joystick Control	Mummies	Gongs
De/Materialisation	Scarab Beetles	Life Force Indication
Guardian Spirits	Ankh	Crocodiles
Secret Compartments	Chests	Boats
Torches	Dogs	Realistic Jumps
Furniture	Cats	Magical Whip
Falcons	Scorpions	Unlit Rooms
Automatic Collection	Mosquitoes	Controllable Torch Beam
Superb Graphics	Locusts	Scroll Display
Real Time Clock	Lava Pools	Slopes
Continuous Pause	Invisibility	Clouds
% Air Supply	Boulders	Lightning Bolts
Doorways	Obelisks	Rejuvenation
3D Movement	Magic Pools	

JOYSTICK CONTROLS
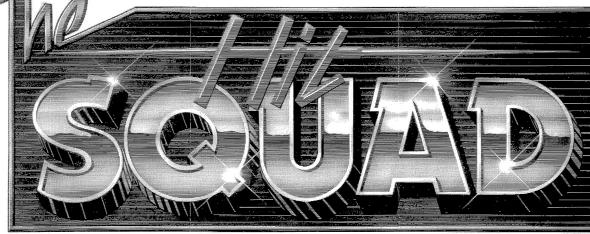Sir Arthur Pendragon can be fully controlled using your joystick plugged in Port 2. Pressing the joystick button will cause the action indicated in the far right of the status line on the screen to be indicated as follows:
USE WHIP – Once found, this causes Sir Arthur to crack his whip in the direction in which he is facing.
JUMP – This allows Sir Arthur to jump straight into the air or in the direction of the joystick.
USE TORCH – Once found, this allows Sir Arthur to shine his torch and control a beam of torch light in the direction of the joystick but in an unlit room only.

KEYBOARD CONTROLS
PAUSE – The game can be paused by pressing the F7 key.
RESTART – The game may be restarted by pressing the F1 key.
CHANGE ACTION – You can change the action indicated on the far right of the status line by pressing any other key.

MATCH DAY

Match Day is a 3D action arcade style soccer game. The pitch is seen from a 'camera eye' view. The camera automatically scans the pitch.
The teams on field have their own colour (normally blue shirt white shorts, with the opposition in red shirts white shorts). Each team is made up of goal keeper, defenders, midfield players and attackers. During the game, players move into positions according to which side has possession, where the ball is, what position he plays in etc.
You have control of the player in possession of the ball or that player who is best placed on field. This player indicated by his shorts changing from white to light blue. With this player you can dribble, tackle, pass, head, block, trap, take corners, throw-ins and perform virtually all the skills of real football.

SKILLS & TACTICS
DRIBBLING
Whilst your player is in possession of the ball, dribbling is automatic. The ball is always a short distance in front of your player, in whichever of the eight possible directions you move him. It is important to note that the opposition's lead player can run considerably faster than you. Hence it is important to learn how to pass, quickly and accurately.
PASSING
To pass the ball use the FIRE button (or space bar if using keys). The ball will go in the direction you are facing. There are two types of pass: along the ground, or through the air. To pass along the ground you must be stationary when kicking. To pass in the air, you must be moving, the pass is the longer. The ball will fly up and bounce along the ground.
RECEIVING
To successfully gain possession of the ball, you must judge its path and time your interception, so that the ball arrives at your feet. It is important to keep your eye on the shadow which is directly beneath the flying ball. Notice how the shadow shrinks as the ball rises and grows as it falls. If you intercept a bouncing ball too early it will be deflected off you.
GOALKEEPER
At the appropriate time, the computer will control your goal keeper automatically. He will jump either left, right or directly up depending on the ball's position and direction.
THROW-IN
When the ball leaves the field and crosses either touch line a member of the appropriate team crosses to take the throw. If your team is awarded the throw you have control in player. Aim for direction of throw and the ball will be thrown on pressing FIRE/SPACE BAR.
CORKER-KICK
A corner kick is taken when the ball crosses the end line.
GOAL-KICK
A goal kick is taken when the ball goes over the end line but is kicked from within the small goal area.
N.B. Kicks from corners or goals travel twice as fast as normal.
KICK-OFF
As in the rules of normal football the ball must travel across the centre line. The teams will assume positions around the centre circle a the beginning of periods and when a goal is scored.

GAME CONTROLS
Match Day can be played by two players head to head or one player against the computer. One joystick is needed in Port 1. Instead of a joystick in Port 2, the keyboard may be used.
Keyboard Controls:
CTRL	– Left	1	– Up
2	– Right	←	– Down
SPACE BAR	– Kick		

At half-time the controls are swapped around automatically. So at the end of the game you will have controlled your team, first with joystick in Port 2 or keyboard and then joystick Port 1.

OPTIONS
You will be presented with the MAIN MENU which reads:
● PLAY MATCH DAY 1 PLAYER   ● CHANGE MATCH DETAILS
● PLAY MATCH DAY 2 PLAYERS ONLY   ● CHANGE TEAM NAMES
● PLAY MATCH DAY SPECIAL

SELECT OPTIONS
To select, move the lit ball to the appropriate line and press FIRE/SPACE BAR. There are three game play options:
PLAY MATCH DAY 1 PLAYER
By selecting this you will be drawn against the computer for one game only.
PLAY MATCH DAY 2 PLAYERS ONLY
This will draw you against another human opponent for one game only.
PLAY MATCH DAY SPECIAL
In the Match Day Special upto eight people can compete with or without the computer in a three stage cup competition (quarter-final, semi-final, final).
CHANGE MATCH DETAILS
Access this from the main menu. There are four options for you to change:
1. Length of each half – In a standard football match play lasts for 45 minutes each way, in Match Day you can vary the actual time of each half to 5, 15, or the full 45 minutes. Note that during the Match the on-screen clock will always run from 0-45 and 45-90 minutes. If there is a draw after 90 minutes there are two 15 minute periods of extra-time.
2. Difficulty Level – When you play against the computer in a one-player game you can select one of three levels of skill for your opponent:
AMATEUR
PROFESSIONAL
INTERNATIONAL
In the cup competition the computer begins the quarter-finals at the level set here. The computer difficulty increases by one in the semi-finals and by one again in the finals. This means that a Cup Final against the computer is always played at International standard.
3. Number of Players (Cup only) – Up to eight persons can take part in the Cup competition. A random draw decides the quarter-final stage as matches are played and replayed if necessary to find the semi-finalists.
These are then drawn and the two games played out to decide the finalists.
4. Computer Opponent (Cup Only) – If less than eight players are contesting the Cup then you have the option of letting the computer make up the remaining teams. If 'computer opponent' is set to 'yes' then the Cup draw will, whenever possible, match a player with a computer opponent. If it is set to 'no' then player is drawn against player and any 'spare' player will be given a 'bye' into the next round.
CHANGE TEAM NAMES
Position the lit ball next to the team you wish to change and press FIRE/SPACE BAR. Then type the new name. Press DELETE to rub out and press RETURN to enter the name. You may re-set the original team names or return to the main menu. If a single match is played, the first two team names are used.
CHANGE TEAM COLOURS
If you select 'CHANGE TEAM COLOURS' the players shirts will both change along with the ball's colour. The border colour can be changed separately.

MISCELLANEOUS
A game may be aborted by pressing the restore key. If you go back to the main menu, the Match Day Special is aborted. The clock changes to the colour of the team in possession of the ball. The clock flashes to indicate a set kick/throw.
SHOOT TO WIN!

The Hit SQUAD

BRUCE LEE

CONSIGNES DE CHARGEMENT DU COMMODORE 64

COMMANDES ET INDICATEURS DE JEU

MANCHE À BALAI

NOMBRE DE JOUEURS

POINTS

	125
	75
	2000
	200
	400
	3000

MATCH DAY

ADRESSE ET TACTIQUE

OPTIONS

COMMANDES DE JEU

POINTS

BALLE DE MATCH

LE TOURNOI

LE MATCH D'EXHIBITION

FONCTIONNEMENT

UTILISATION DES MANETTES

LE SCORE

CHANGER LES NOMS DES ÉQUIPES

CHANGER LES COULEURS DES ÉQUIPES

DIVERS

CHANGER DÉTAILS DU MATCH

SÉLECTIONNER OPTION

ENTOMBED

LA QUÊTE COMMENCE

BRUCE LEE

LADEANLEITUNGEN FÜR DEN COMMODORE 64

TRICKS UND TAKTIKEN

MATCH DAY

BEDIENUNGSELEMENTE UND ANZEIGEN FÜR DAS SPIEL

OPTIONEN

PUNKTE

	125
	75
	200
	450
	3000

ENTOMBED

DIE SUCHE BEGINNT

OPTIONEN

CHANGE TEAM NAMES (Ändern der Teamnamen)

CHANGE TEAM COLOURS (Ändern der Teamfarben)

CHANGE MATCH DETAILS (Ändern der Spieleinzelheiten)

VERSCHIEDENES

BEDIENUNGSANLEITUNG

MATCH POINT

DIE MEISTERSCHAFT

VORFÜHRMATCH

PUNKTWERTUNG

COMMANDES PAR MANCHE À BALAI

COMMANDES PAR CLAVIER

AUSSTATTUNG

JOYSTICK-STEUERUNG

TASTATUR-STEUERUNG