

TARGET RENEGADE

He's back – meaner, tougher and thirsting for revenge!

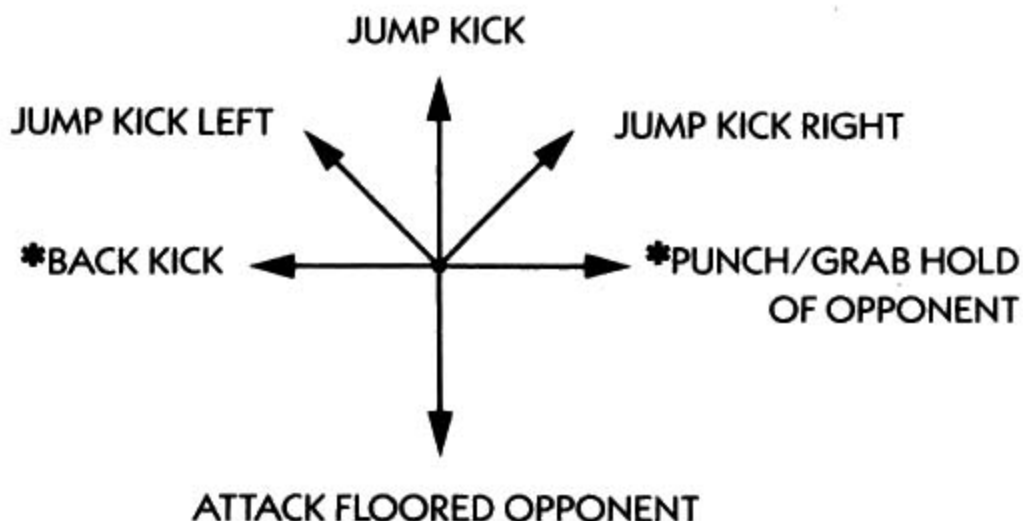
Matt, your brother, investigating the nefarious dealings of "Mr Big", is caught in the act. The gangland boss meted out his punishment in the usual gruesome style and now your heart pounds as you consider your alternatives. "An eye for an eye" – the phrase batters your sub-conscious – the plan is set – you move into action and make your way through the various levels to your final confrontation. The types of opponents you encounter on each level vary greatly, so a strategy must be learned if you are to succeed. Everyday objects may be used as weapons, but don't lose them as they can be used against you! Simply, your objective is to survive through the five stages to your confrontation with Mr. Big. Vengeance can be yours – if you live!

CONTROLS

The game may be controlled by joystick or keyboard.

JOYSTICK – part 1 or 2.

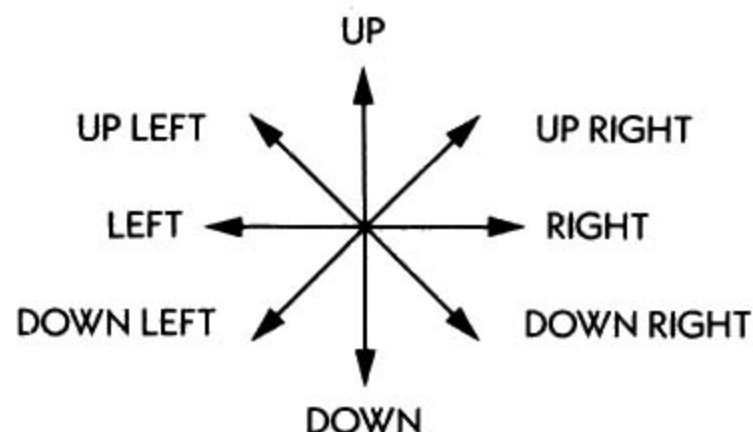
With the fire button pressed (facing right).



FIRE – PUNCH/KNEE/USE WEAPON/PICK UP WEAPON

*Please note these movements are reversed when you are facing left.

Without the fire button pressed.



KEYBOARD – fully redefinable

Player 1

Player 2

LEFT – K

LEFT – 6

RIGHT – L

RIGHT – 7

UP – Q

UP – 9

DOWN – A

DOWN – 8

FIRE – SPACE BAR

FIRE – 0

PRESS S to pause the game.

This game has a two player option. If this option is selected it means you can be aided by a companion in your attempts throughout the levels. Each section you go through however will be consequently more difficult, but you will have twice the manpower with which to defend yourself. Learn to co-operate with your partner rather than just trying to overcome opponents separately.

GAMEPLAY

This game takes place in the seedy city of Scumville. You have five environments to progress through each of which is harder than the last. In each scene you will encounter a different type of villain who will try and subdue you in a variety of lethal fashions and at the end of each level is a doorway leading to the next scene. By a combination of punching, kicking and using weapons that can be found on the ground you must fight your way through to the final confrontation with Mr. Big. Weapons can be obtained by subduing an opponent who is carrying a club or simply by picking up an item from the ground.

Scene 1 – Multi-storey car park

Here you will meet a gang of motor cyclists who will attempt to either run you over or strike you with their weapons. The mounted cyclists must first be kicked off their bikes, but this will only render them unconscious for a very short time. Beware too, of the members of the gang and their friends who will creep up on you unawares in their attempt to smash you.

Scene 2 – Seedy Street at night

You will be confronted by the “ladies of the night” who will try beat you in the most unladylike manner. Additionally, the lady’s “boss” will be on hand to make sure you are not victorious. Armed with a gun, and a limited number of bullets, he will attempt to shoot you and you must take evasive action until his ammunition has run out, then you can attack him man to man.

Scene 3 – The Park

Here, a number of undesirable skin-heads, will attempt to beat you to a pulp. Pure punching, kicking etc is the only way you will be able to progress to the next level.

Scene 4 – The Shopping Mall

The Beastly Boys are in town and some of their most ardent fans have congregated in the shopping mall, aware that your progress towards Mr. Big has almost reached its conclusion. Together with their canine friends they will attempt in a variety of ways to make sure this is your last level.

Scene 5 – The Bar

Before you are allowed to confront Mr. Big on his home ground, you must first subdue his vicious bodyguards who will stop at nothing to ensure you do not threaten their leader. (Warning – when you do manage to overcome these thugs, Mr. Big himself is a major force to be reckoned with)!

STATUS and SCORING

The display panel at the bottom of the screen shows both players score, energy level, number of lives remaining and the amount of time left. You start the game with three lives – an extra life can be gained with a score of 50,000 points and thereafter another life for every 100,000 additional points. You can score between 200 and 2,000 points depending on the type of successful move you make.

HINTS and TIPS

- ★ Use weapons wherever possible – not only will they have a greater effect but will also give you a better points bonus.
- ★ The boss in Section 2 has a gun which will certainly prove lethal. Do not try and overcome him while he is shooting at you, but rather wait until his supply of bullets has run out and then attack him.
- ★ Eliminate your enemies before you progress.

TARGET RENEGADE

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CREDITS

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Produced by D.C. Ward

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