AMIGA CD32™

Commodore

SHADOW FIGHTER

"SHADOW FIGHTER, POSSIBLY THE BEST BEAT 'EM UP EVER ON THE AMIGA"
THE ONE

"WHO NEEDS MORTAL KOMBAT II WHEN YOU'VE GOT THIS"
AMIGA ACTION



COMPACT disc

Gremlin



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SHADOW FIGHTER

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SHADOW FIGHTER

Kioya Mishuma, a seventeenth century Samurai lived an honourable and disciplined life. The Emperor held him in high esteem, valuing both his agile mind and skill with the sword. He was also fondly regarded by the people, his balanced judgement and wisdom never seeming too harsh nor lenient.

But Kioya was plagued by dreams, he longed for more fame, for more recognition. Kioya's burning ambition was to be regarded as a living legend. This caused a great inner conflict, Kioya's strict Samurai code would not allow for such thoughts, his health began to suffer.

These dreams did not go unnoticed. Chronozon, keeper of the abyss and gateway to the after world found them of great interest. He dispatched his personal insubordinate to claim such a noble soul, for such a soul would be highly prized by his master. Rewards would be great.

Kioya found himself falling one night, for hours he plummeted through the dark veils of dreams, until suddenly he woke with a start. A shadow darker than the night stood at the foot of his bed and in its out stretched palm it held a moving globe of light. Kioya gazed into the orb and a smile slid across his face, all of the dreams which had troubled him were there, there for the taking. The shadow smiled too.

Kioya instinctively reached for his sword, it felt lighter and more balanced than it had ever done before. With one experimental swing he realised that he had been blessed, this silent messenger who had appeared unbidden had fulfilled his life long dreams. The long struggle with his conscience was over.

His feats across the kingdom became legendary. Kioya could do the impossible it was said, he could do, or be, or take anything he pleased. Unfortunately Kioya also heard these tales and he believed them, he more than believed them he knew them to be true. Soon his confident swagger was despised by other Samurai, who had been insulted and belittled by his words and deeds of mockery. Kioya had begun to abuse his legendary status and the people he had once needed saw him for the false idol he was, and realised they no longer needed him. Kioya rebelled against his doubters, and in a paranoid rage killed countless of his fellow Samurai. And his people, who had once respected his judgement fell beneath his merciless blade. To the public's eye Kioya had all but disappeared.

These deeds did not go unnoticed. Chronozon, keeper of the abyss and gateway to the after world found them of great interest. He dispatched his Daemon servitors to curse such a worthless and foolish soul, for such a soul would be of little value to his master. Kioya had broken his word.

Cursed to become one of the walking dead and forbidden passage to the after world, Kioya's only wish was for release, to be able to rest after an eternity of shame. Kioya drifted through the centuries, his body rotting and his sanity suffering. Eventually he offered a tremendous reward for the individual who could give him peace, someone who could overcome his formidable combat skills. Fighters from all around the world began combat, for the honour of pitting themselves against the **Shadow Fighter**. Perhaps the greatest fighter who had ever walked the earth.

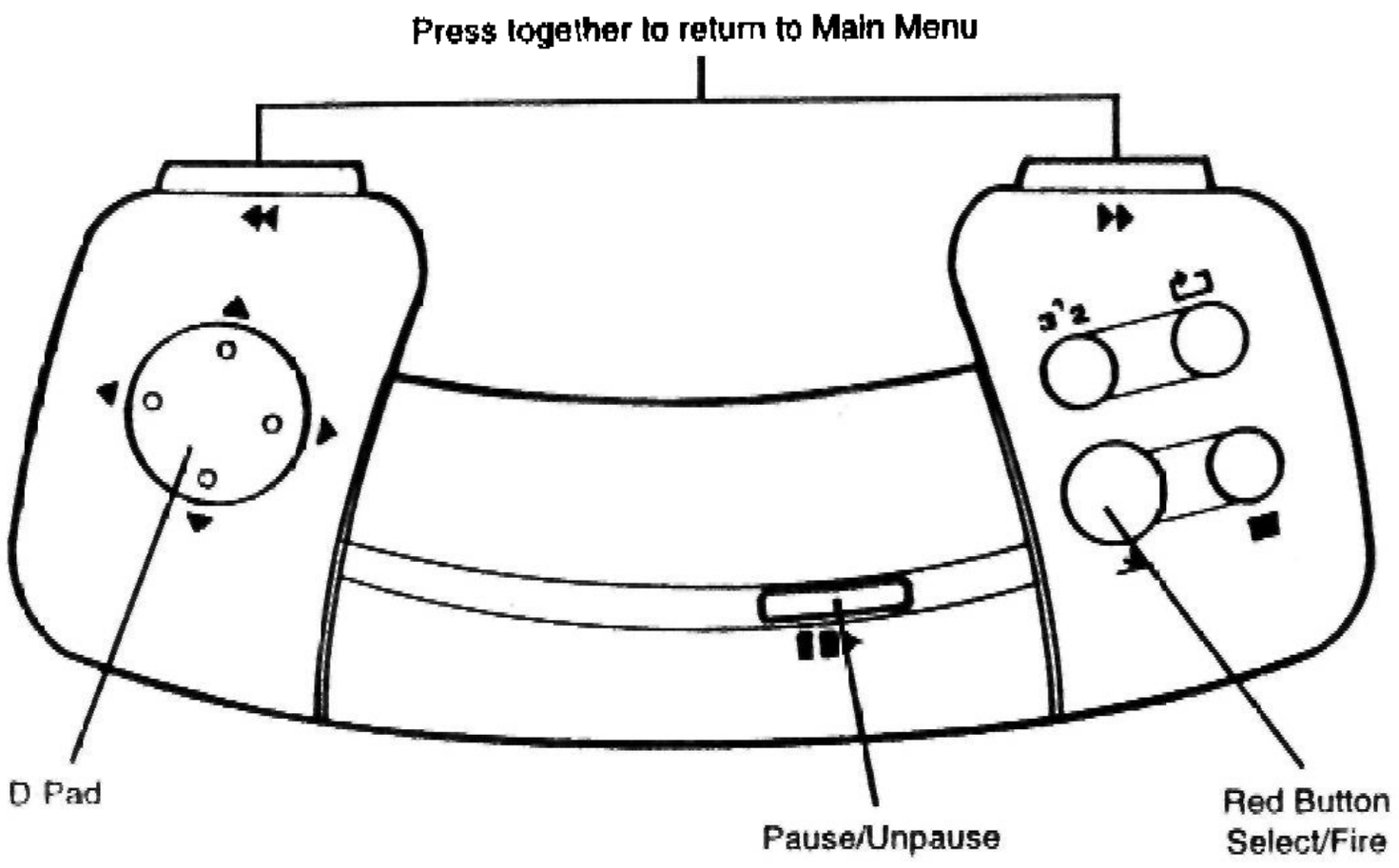
LOADING INSTRUCTIONS

LOADING

Turn your CD32 off. Open the lid and insert the Shadow Fighter CD, keeping the printed side face up. Close the lid and turn your CD32 on. Shadow Fighter will now begin to load. Please ensure that your Shadow Fighter CD is kept free from dust and is handled carefully to avoid scratching.

WARNING DO NOT PLAY TRACK 1 OF THIS GAME CD ON ANY AUDIO CD PLAYER.

D-PAD CONTROLS



SHADOW FIGHTER

USING YOUR D-Pad ON THE MENU SCREENS AND CHARACTER SCREENS

Menu Screens: Use the D-Pad to move up and down and press the red button to select. The small arrow on the left of the text will indicate your current choice.

Character Screens: Use the D-Pad to move up, down, left and right. To select a character press the red button when the desired character is highlighted.

To return to the Main Menu from any point in the game press the top two buttons on the D-Pad.

The Main Menu



OPTIONS MENU

Select the Options Menu from the Main Menu by moving to it and pressing the red button on the D-Pad. Move up and down to select an option, the small arrow will indicate your current choice. Then press the red button to toggle through the available options.



Difficulty: Select Easy, Normal or Hard. Select a setting to match your fighting skill. The harder the setting the harder your opponents will be to beat.

Stunned: Select to turn this option On or Off. If you select On, your opposition will be stunned for a few seconds after a combination of blows or special moves making it easier to finish them off with a lethal blow. On the other hand it could leave you seeing the stars!

Blood: Choose On or Off.

Sound: Select Music, Background effects or Sound effects while you're fighting. In either Music or Background effects mode you still get to hear all fighting sound effects,so you can hear your fatal blows land as your opponent hits the ground.

Time: Select a 30, 60 or 90 second timed battle. If you select a time limited battle the player with the most energy left after the time limit will be the winner, or select Unlimited for a timeless battle to the very end.

Exit: Select Exit to return to the Main Menu

SELECTING A MODE

Shadow Fighter has four different options, these are described in more detail below.

CHAMPIONSHIP FIGHT (1 PLAYER)

Select this mode to pitch your fighting skills against the awesome Shadow Fighter.
However, meeting Shadow Fighter is not as easy as it may seem. There's no walking through all the levels on easy in this game, it would be an insult to Shadow Fighter. If you are playing with the difficulty set on **Easy** mode you can choose from the first six fighters only. After you've selected your fighter you will face up to ten opponents but you won't meet Shadow Fighter. If you select **Normal** mode you can select any fighter from the first twelve fighters and you will have to win thirteen fights in your bid to fight the Shadow Fighter. If you select **Hard** mode you can choose any character you wish and will have to win sixteen fights before you have a chance to knock the Shadow Fighter for six. If you lose your challenge at any point you have 3 credits (4 games) to try and meet Shadow Fighter. Press a button to continue or let the time limit expire to return to the Main Menu.
High Score: Even if you don't get to meet or beat Shadow Fighter there is always the chance to get your name on the high score table. Use the D-Pad to highlight a letter and press a button to select a letter.

TRAINING SIMULATOR

Not sure how to pull off those special moves or how to put a stunning combination together? Then Pupazz is your man or even puppet, well we're not quite sure what he is but he isn't a push over that's for sure. The Training Simulator was designed with Beat'em Up gameplayers in mind, there's nothing worse than being beat by the computer or a friend every time you play a Beat'em Up, Shadow Fighters Training Simulator allows you to learn to do the special moves and put combinations together, but don't be fooled into thinking that Pupazz likes having the stuffing beaten out of him, he doesn't. After each battle the computer will ask you if you wish to continue to fight using the same characters. Select Y to continue or N to return to the Main Menu.

SINGLE BATTLE (1 PLAYER)

Like VS BATTLE this mode allows you to choose any fighter you wish. After you've selected your fighter the computer will choose a fighter for you to play against as well as the location. The first fighter to win two rounds is the winner. If you lose your challenge at any point you have 3 credits (4 games) to try and beat the computer. Press a button to continue or let the time limit expire to return to the Main Menu.

VS BATTLE (2 PLAYERS)

In this mode two players can select any fighter (or the same fighter) they wish for a head to head battle of fast cut fighting action. Both players select their fighter and then select a location in which to fight. The first fighter to win two rounds is the winner. After each battle the computer will ask you if you wish to continue to fight using the same characters, select Y to continue or N to return to the Main Menu.

SELECTING A FIGHTER

This screen is where you select your fighter, use the D-Pad to move up, down, left and right. The fighter will be highlighted by the highlight box and their portrait will appear on the bottom left of the screen. If you are playing in VS BATTLE mode, player two's fighter will show on the bottom right of the screen. Each player's highlight box can be identified by the initial in the box, player one's box is 1P and player two's is 2P. To select a fighter press the red button, then select a stage to fight at. *If you're playing in SINGLE* BATTLE or CHAMPIONSHIP FIGHT the computer will randomly select your opponent and the location.



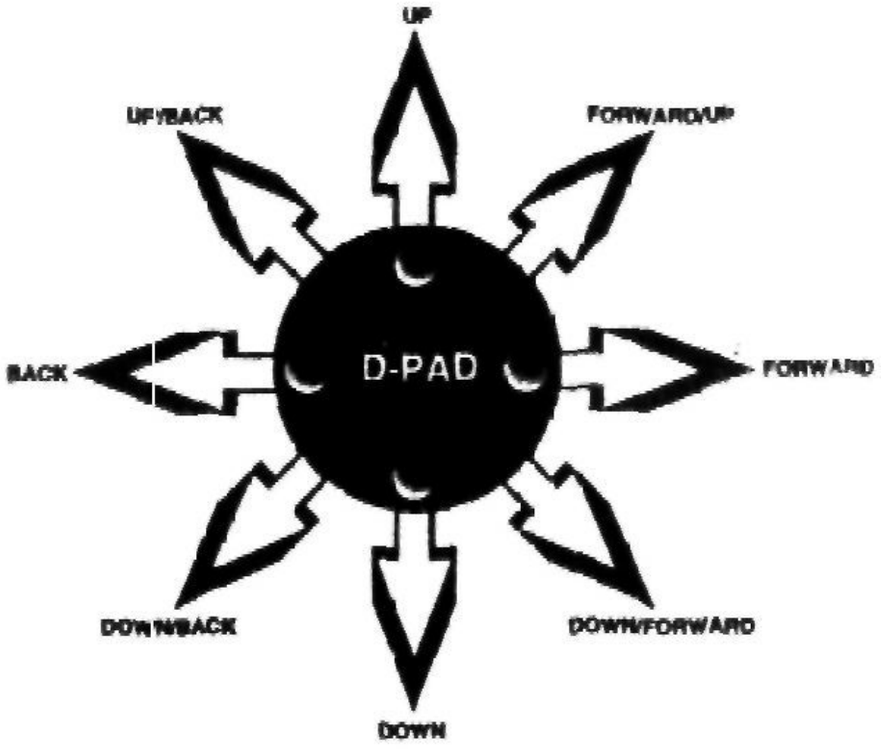
1. All the characters. 2. Stage/Location selection. 3. Player one's fighter 4. Player two's/ Computers fighter. 5. World g'obe showing the position of the chosen stage.

FIGHTING AND SPECIAL MOVES

Basic Moves

Every fighter in Shadow Fighter has a set of unique basic and special moves. All these moves can be done by using the D-Pad and the red button, this is what makes Shadow Fighter unique. There's no pressing six buttons and trying to do a 360 degree clockwise rotation at the same time. Shadow Fighter is the first true one button Beat'em Up on the CD32, it also happens to be the best.

The basic movement of each fighter is shown below.



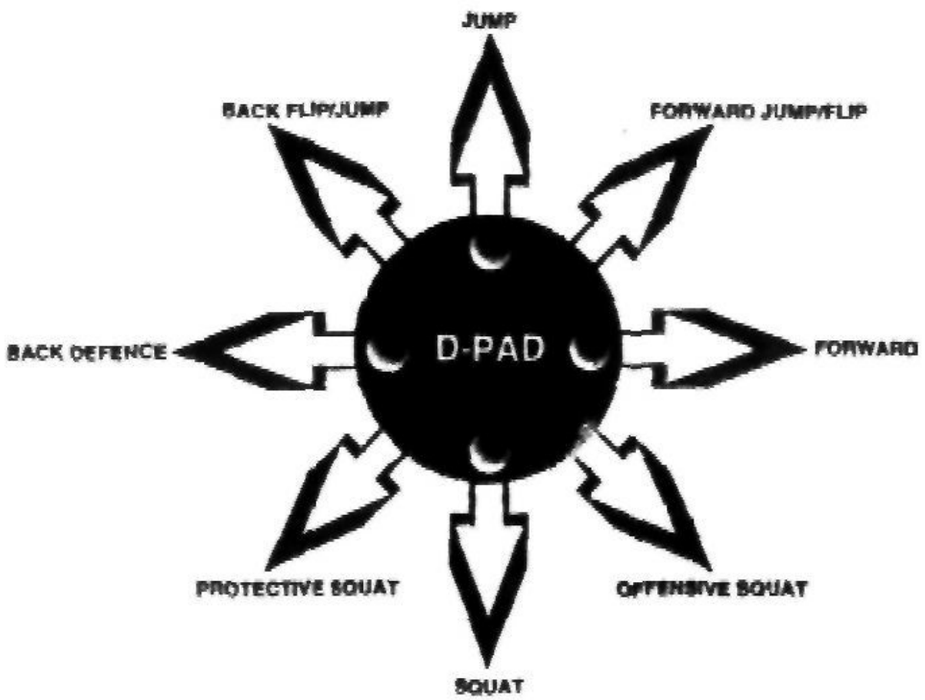
Note: This diagram shows the D-Pad positions for a fighter who is facing to the right. These positions are reversed if you are facing to the left.

As well as the basic and special moves the fighters in Shadow Fighter have moves that only come into play when both fighters are at close range, some fighters will throw an opponent, others will do a hold or an inside punch.

You'll also find that if you press the red button at the same time as you make a basic move your fighter will do a different move to the basic one. All the fighters in Shadow Fighter use this method, giving each fighter more versatility. So, who does which ? I hear you ask. You'll want me to play your game for you next.

SPECIAL MOVES

Like the basic moves, every fighter has a set of unique special moves, you'll find a list of the special moves for each fighter in the Fighter Information File. From the list of available special moves you'll find two of these explained under the screen shots, you'll have to find the rest by yourself, experimentation and a great deal of practice is the key here. These moves can prove difficult to pull off but with a lot of practice you'll be able to put some stunning combinations together. The diagram below should help you understand all the different D-Pad positions.

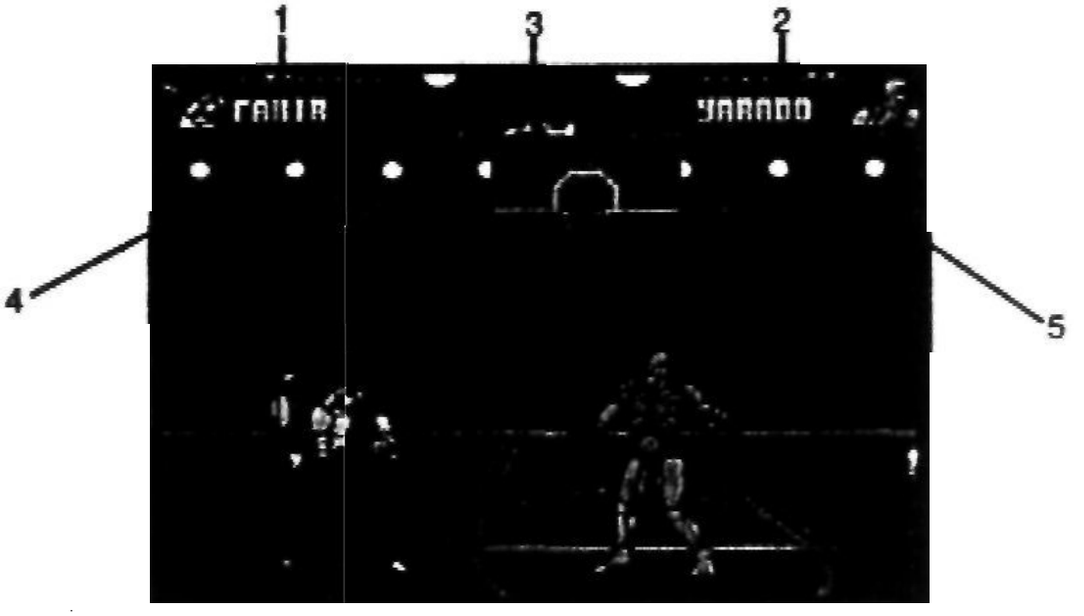


Note: This diagram shows the D-Pad positions for a fighter who is facing to the right. These positions are reversed if you are facing to the left.

So, for example lets say that Slamdunk has a special move that is described below one of the screen shots as Down, Down/Back, Back + Fire. To pull this move off you must move the D-pad in one continuous move from Down to Down/Back to Back and then press Fire **(Red Button)** to pull off the special move. If a special move is described as Forward, Forward/Down, Down, Down/Back, Back, Back/Up, Up, Up/Forward, Forward + Fire you must do a full 360 degree clockwise rotation starting from Forward and then press Fire. As mentioned before it takes great deal of practice to pull off some of the moves. Use the Training Simulator to practice and find the special moves, try different combinations of movement on the D-Pad and fire button.

THE PLAY SCREEN

Once you've chosen the mode and your fighter you'll be taken to the Play Screen. This is where all the action starts, you must use all your skill and all your fighters moves to kick, punch and smash your opponent into the ground. The more times you hit your opponent the more his energy level will decrease, once this is completely depleted you'll be declared the winner of that round. If you're the first to win two rounds in any challenge you'll be the winner of that challenge. If you're playing in a CHAMPIONSHIP FIGHT and you win two rounds you will automatically earn the right to go onto the next challenge, in a bid to meet the almighty Shadow Fighter face to face. If you are playing in Easy mode, you'll face only ten other fighters. Shadow Fighter is very particular about who he fights and anyone who tries to take him out by flying through the rounds on Easy doesn't deserve to meet such a worthy opponent. If you can complete the ten fights in Easy mode with ease, then you're ready to switch up a mode to Normal and do battle with some of the best Beat'em Up characters ever on your quest to beat THE SHADOW FIGHTER.



1. Player one's score. 2. Player two's/Computers score. 3. Time remaining (if selected).
4. Players one's energy level. 5. Player two's/Computers energy level.

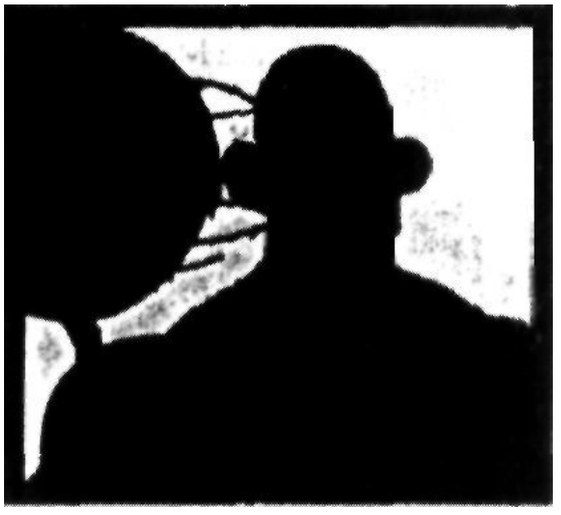
SCORING POINTS AND HIGH SCORE TABLE

In Shadow Fighter for every challenge you win you are awarded points for your performance after every challenge. If you get the first kick or punch in you will receive a First Blow 5000 points, if you manage to put together a combination that that stuns your oppenent you will recieve an Excellent points award of 15000. If you finish of your oppenent without being hit at any point you'll recieve a Perfect bonus of 25,000, do this twice in a row and you'll get a Double Perfect award of 50,000. If you are playing in a Time limited mode and both fighters are still standing after the limit is up the remaining energy of the winner will transferred into points.

SHADOW FIGHTER



FIGHTER INFORMATION FILE



Speed attack
Back, Forward + Fire
Jumping B-ball
Down, Down/Forward, Forward + Fire

NAME: SLAMDUNK
NATION: Denmark
AGE: 24

BACKGROUND
Slamdunk combines his mastery of basketball with an expertise in all the fighting arts. While this may seem an odd mix, Slamdunk is an outstanding fighter. His skill on the basketball court is matched by his skilful fighting.

SPECIAL MOVES:
Jumping B-ball
Spinning fire kick
Speed attack
Spinning fire B-ball
Head spring kick

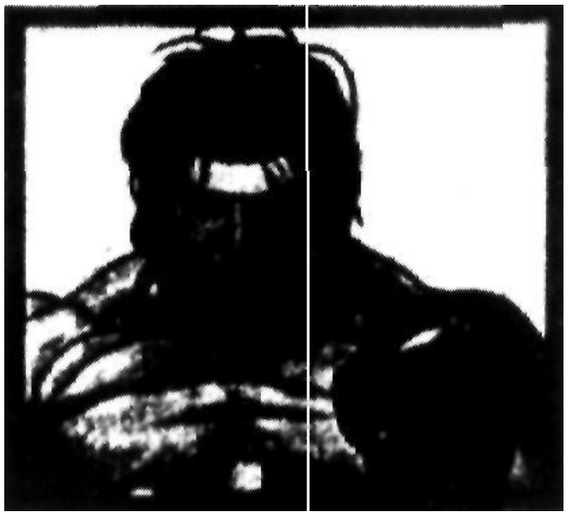


Electric body
Rapid Fire
Power launch
Down, Down/Forward, Forward + Fire

NAME: ELECTRA
NATION: France
AGE: 19

BACKGROUND
Living on the streets taught Electra the hardest and greatest rule of all - self preservation. Her skill and will to survive against all the odds make her an strong and agile character who is willing to face the unknown.

SPECIAL MOVES:
Electric body
Power launch
Earth power Energy
Electric boomerang
Double kick
Spinning jump



Double drop heel kick
Up/Back + Fire
Flying kick
Back, Forward + Fire

NAME: SORIA
NATION: Belgium
AGE: 23

BACKGROUND
He is the Kick boxing world champion. When he's not starring in his own movies Soria is in the gym practising his moves and trying different combinations, combinations that leave the opposition wondering what's hit them.

SPECIAL MOVES:
Spinning roundhouse attack
Flying kick
Double drop heel kick



Power fist
Down, Down/Forward, Forward + Fire
Earthquake fist
Forward, Down/Forward, Down + Fire

NAME: YURGEN
NATION: Germany
AGE: 27
BACKGROUND
Yurgen entered the tournament with an on-going investigation in mind, Yurgen suspects one of the fighters to be a murderer. He's a hard cop who believes in asking questions later, his unorthodox methods only get him in trouble with the authorities but he remains a firm favourite with the crowds.

SPECIAL MOVES:
Gun fire
Power fist
Earthquake fist



Fast punch
Rapid Fire
Flying power kick
Back, Forward + Fire

NAME: CODY
NATION: USA
AGE: 20

BACKGROUND
He is the Kuto arts master. He was taught by his father at an early age, he succeeded his father as the master at the age of sixteen. Cody has devised several moves his father believed to be impossible.

SPECIAL MOVES:
Kuto kick
Fast punch
Flying power kick
Kuto fireball



Magic carpet
Forward, Forward/Down, Down + Fire
Genie hurricane
Down, Down/Back, Back + Fire

NAME: FAKIR
NATION: Pakistan
AGE: 21

BACKGROUND
Exploring the inner mind and life force, Fakir has harnessed the power of ancient secret magical knowledge. This knowledge coupled with his fighting ability make him an unpredictable character to fight against.

SPECIAL MOVES:
Genie hurricane
Mystery fire
Teleport
Magic carpet



Spinning powerball
Down, Down/Forward, Forward + Fire
Turning flip kick
Down, Up + Fire

NAME: SALVADOR
NATION: Spain
AGE: 21

BACKGROUND
Learning to fight on the dark streets of Madrid was how Salvador made his living, bare knuckle fighting against some of the greatest. His understanding of the animal psyche is formidable, harnessing the power of his familiar, the panther.

SPECIAL MOVES:
Spinning powerball
Turning flip kick
Flash panther



Power smash fist
Down, Down/Back, Back + Fire
Rock roll
Back, Forward + Fire

NAME: KURY
NATION: Tibet
AGE: 30

BACKGROUND
No one is quite sure who or what Kury really is, he prefers his personal history to remain more esoteric than some people desire.In fact the last person to question him on this point is still in hospital. Kury's size alone causes concern for the other fighters, his brute strength and powerful arms make him a hard target to knock down.

SPECIAL MOVES:
Power smash fist
Body drop
Rock roll
Spinning fire hand



Spirit power
Down, Down/Back, Back + Fire
Electric splash
Jump, Down/Back + Fire

NAME: YARADO
NATION: Mexico
AGE: 24

BACKGROUND
Born deep in the Mexican wilds, Yarado lived alone for many years meditating with the 'Old Ones' to learn the ancient Aztec power of the soul and how to channel the inner force. Yarado has a style of his own that has yet to be taught to anyone else in the world.

SPECIAL MOVES:
Electric speed
Spirit power
Electric body
Electric splash
Spinning arms



Thunder power
Down/Forward, Down, Down/Back, Back + Fire
Spinning blade
Down, Down/Forward, Forward + Fire

NAME: OKURA
NATION: Japan
AGE: 27

BACKGROUND
An honourless and renegade Samurai. Like Kioya before he disappeared, Okura will kill for the right price. He practised under the same school as Kioya as a young man and now believes he should have the title as the most infamous Samurai fighter in the World.

SPECIAL MOVES:
Electric Sword
Spinning blade
Thunder power
Steel sword
Teleport



Fireball
Down, Down/Back, Back + Fire
Circle of fire
Forward, Down/Forward, Down + Fire

NAME: TOSHIO
NATION: JAPAN
AGE: 14

BACKGROUND
Last of the Japanese "Katu" Dragon arts schools students. Th Darkstar Ninja's were responsible for the destruction of this highly specialised school of martial arts, a vengeful act of revenge for teaching the unknown and secret moves to their students. Thankfully Toshio arrived late on the night of the destruction and was the only existing survivor from the school of "Katu", he is the last of the "small warriors" .

SPECIAL MOVES:
Fireball
Speed dragon
Dragon uppercut
Dragon kick
Circle of fire

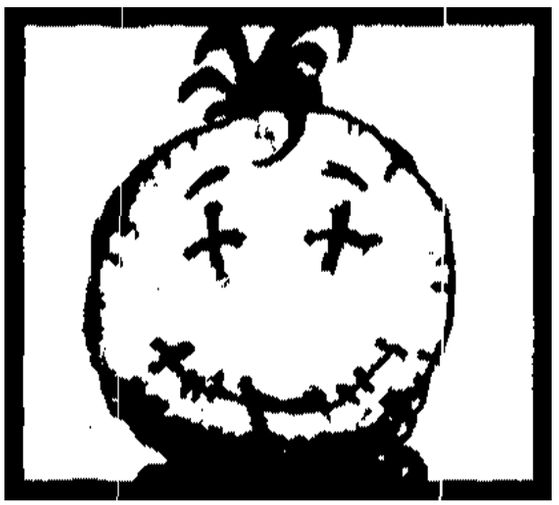


Grabbing gut
Fire, Down/Back
Liquid silver attack
Down, Down/Back, Back + Fire

NAME: KRHOME
NATION: Unknown
AGE Unknown

BACKGROUND
The volatile result of a DNA experiment. Krhome is out to prove he is superior to the human race. His accurate control of his cellular structure makes for a style that can't be copied by anyone. With the prize money, Krhome hopes to build a lab so he can construct a partner.

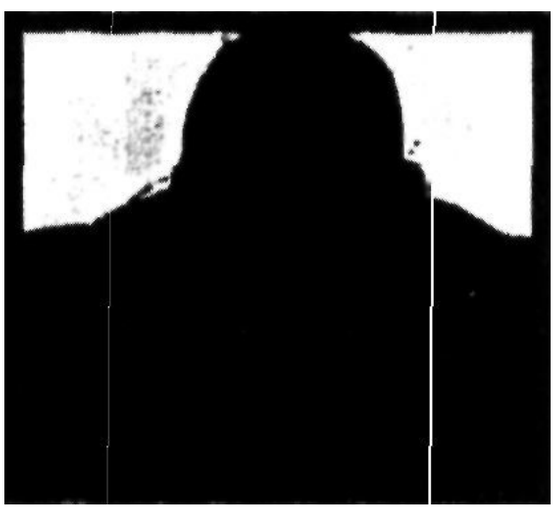
SPECIAL MOVES:
Grabbing gut
Liquid silver attack
Melting body



NAME: PUPAZZ
MADE IN: Taiwan

BACKGROUND
The best fighter-training system around. Pupazz was designed for fighters to practice their special moves on, however Pupazz has a few moves of his own that most fighters would be proud to own.

SPECIAL APPLICATIONS ARE:
Bowling ball
Buzzing saw
Electric fence force
Flame thrower
Jack-in-box punch
Head bomb



NAME: SHADOW FIGHTER

AGE: Unknown

BACKGROUND
Unknown

SPECIAL MOVES:
Unknown

ANY PROBLEMS?

If you have problems loading Shadow Fighter, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging. If you have any questions relating to the game, then Gremlin Interactive Limited Helpline is available between the hours of 9.30am and 5.30pm U.K. time Monday to Friday, on 0114 2753423.

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