

# FIST

Reference Card

## The Legend Continues

### You Need:

- Commodore 64™ or Commodore 128™ computer
- Disk drive
- TV or monitor (color recommended)
- Joystick (optional, but recommended)

### Loading

1. Plug a joystick into port 2. If you will be playing in two-player **Training** mode, plug a second joystick into port 1.
2. Turn on your TV or monitor and disk drive.
3. Turn on the computer.
4. Insert the **FIST** disk into your disk drive and close the drive latch.
5. Type **LOAD ""**, **8,1** and press **RETURN**.

A menu will appear. At this point, choose a number to enter either the **Adventure** or to go to the **Training** area.

### The Adventure

When the game starts, you are standing at the bottom of the Warlord's mountain. You have no option but to seek out the scrolls of power and wisdom and to eventually destroy the Warlord.

### Controls

To start a game:

If you are using a joystick, press **FIRE**.

If you are using the keyboard, press **F1**.

To pause the game:

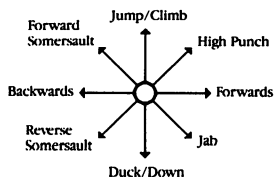
Press **RESTORE**.

Press **RESTORE** a second time to return to play.

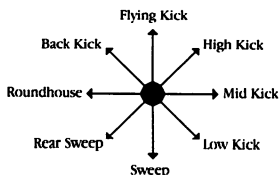
To quit the game, press **F5**.

The movement controls are as follows:

#### Fire Button NOT pressed



#### Fire Button PRESSED



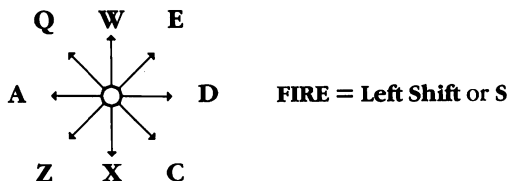
Note that the controls are facing sensitive. That is, the illustrations shown assume a right facing. If you turn and face to the left, the meanings of the controls reverse. Thus, moving the stick in the direction you are facing *always* moves you forward.

To reverse direction, simply start a roundhouse and release the button before the kick is completed.

Blocking is automatic if you retreat from your opponent as he strikes. There are two blocks: high and low. Note that you will certainly NOT survive for long if all you do is block.

The Exploding Fist punch is a devastating blow thrown from a kneeling position. To use this strike, simply remain kneeling and press the joystick in the direction you are facing.

If you choose to play using the keyboard, the following keys correspond to the joystick directions:



## Training Options

The movement controls for Training are the same as for the Adventure. All movements are identical. The additional features of Training may be accessed with the following function keys.

**F1:** Start a keyboard-controlled match.

**Fire:** Start a joystick-controlled match.

**F3:** Select a one- or two-player match.

**F5:** Enter demo mode.

The demo mode runs a continuous contest between various opponents in all the different locations available. It is a good way to learn various fighting techniques.

In a two-player game, both players can use joysticks, or one player can control his or her character from the keyboard using the following keys:

