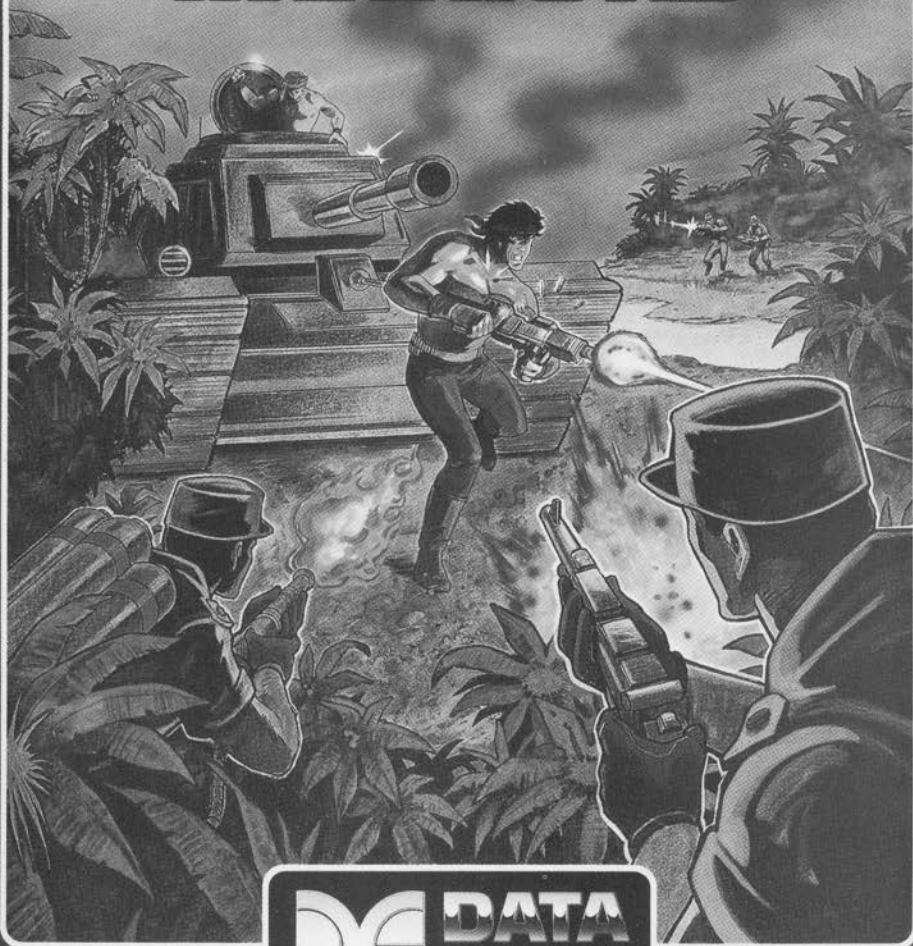


# INSTRUCTION MANUAL

## IKARI WARRIORS™



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# HOW TO PLAY *IKARI WARRIORS*




## **OBJECTIVE**

Behind enemy lines, your tactics are guerilla warfare as you and your partner battle through the jungles, rivers, ruins, and opposing entrenchments in this interactive 2-player arcade hit. Picking up an array of weaponry – machine guns, grenades, rocket launchers, and even a tank! – you must battle your way to survival and conquest.

## **GAME PLAY**

- Your main weapons are machine guns and grenades. Watch your bullet and grenade supplies carefully, and pick up new supplies before you run out.
- Use the tanks to fight whenever you can. A tank can be entered when you see it flashing. Although tanks can be destroyed by the enemy, you cannot be hit as long as you are inside one.
- You must pick up fuel to keep the tank running, or it will stop moving and then explode. Tanks can only be used on dry land.
- Rocks and walls will protect you from enemy bullets, but watch out for grenades.
- Be careful when crossing a river or sea; your movement will be slower.
- Each time you are hit, you lose one life. When you lose five lives, the game is over.

## **BONUS ITEMS**

- F** Super bullets (indicated by red bullets).
- L** Longer bullet and tank shell range (double length).
- S** Speed up bullet firing.
- B** Super grenades.
- K** Kill all enemies on the screen.
-  Add 40 grenades to your supply.
-  Add 40 bullets to your supply.
-  Energy supply for tanks, bullets, and grenades.

## **SCORING**

**Enemy soldiers:** 100/200 points.

**Bunkers:** 600 points.

**Helicopter:** 600 points.

**Enemy tank:** 800 points.

**Gate:** 1000 points.

**Level Advance:** 5000 points.

# IBM\* INSTRUCTIONS

Two (2) 5¼" floppy disks are included: PROGRAM disk and EGA disk. The PROGRAM disk supports CGA graphics and requires 256K main memory, standard CGA graphics, and RGB monitors. The EGA disk supports standard EGA graphic cards with EGA monitors.

## LOADING

- The PROGRAM disk is self-booting. Place disk into disk drive and turn system on.
- For EGA, remove the PROGRAM disk after loading is completed. Insert EGA disk into disk drive and press RETURN.
- For A and B disk drives, place the PROGRAM disk into Drive A and turn system on. Once loading is complete, place the EGA disk into Drive B and press RETURN.

## JOYSTICK CONTROLS

<b>Joystick</b>	Controls all movements.
<b>Button 1</b>	Used for firing bullets and tank shells.
<b>Button 2</b>	Used for throwing grenades and entering/exiting tank.

## KEYBOARD CONTROLS

<b>Pgup</b>	Move up/right.
<b>Pgdn</b>	Move down/right.
<b>Home</b>	Move up/left.
<b>End</b>	Move down/left.
<b>Up-arrow</b>	Move up.
<b>Down-arrow</b>	Move down.
<b>Right-arrow</b>	Move right.
<b>Left-arrow</b>	Move left.
<b>Spacebar</b>	Stop movement.
<b>'Z' key</b>	Fire bullets and tank shells.
<b>'X' key</b>	Throw grenades and entering/exiting tank.
<b>'C' key</b>	Second bullet fire button.

## Miscellaneous Keys:

<b>'M' key</b>	Toggle music on/off.
<b>'S' key</b>	Toggle sound on/off.
<b>'Q' key</b>	Quit game.
<b>ESC key</b>	Pause game.

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# APPLE\* INSTRUCTIONS

- The APPLE disk is a double-sided floppy. To continue the game, the disk must be turned over.
- An APPLE IIe or IIc with 128K memory is required.
- This version is for one player only.

## JOYSTICK CONTROLS

<b>Joystick</b>	Controls all movement.
<b>Button 1</b>	Used for firing bullets and tank shells.
<b>Button 2</b>	Used for throwing grenades and entering/exiting tank.

## KEYBOARD CONTROLS

<b>'Q' key</b>	Move up/right.
<b>'.' key</b>	Move down/right.
<b>'U' key</b>	Move up/left.
<b>'M' key</b>	Move down/left.
<b>'I' key</b>	Move up.
<b>'K' key</b>	Move down.
<b>'L' key</b>	Move right.
<b>'J' key</b>	Move left.
<b>Spacebar</b>	Stop movement.
<b>'Z' key</b>	Fire bullets and tank shells.
<b>'X' key</b>	Throw grenades and entering/exiting tank.
<b>'C' key</b>	Second bullet fire button.

## Miscellaneous Keys:

<b>'S' key</b>	Toggle sound on/off.
<b>'Q' key</b>	Quit game.
<b>ESC key</b>	Pause game.

## **LIMITED WARRANTY**

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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