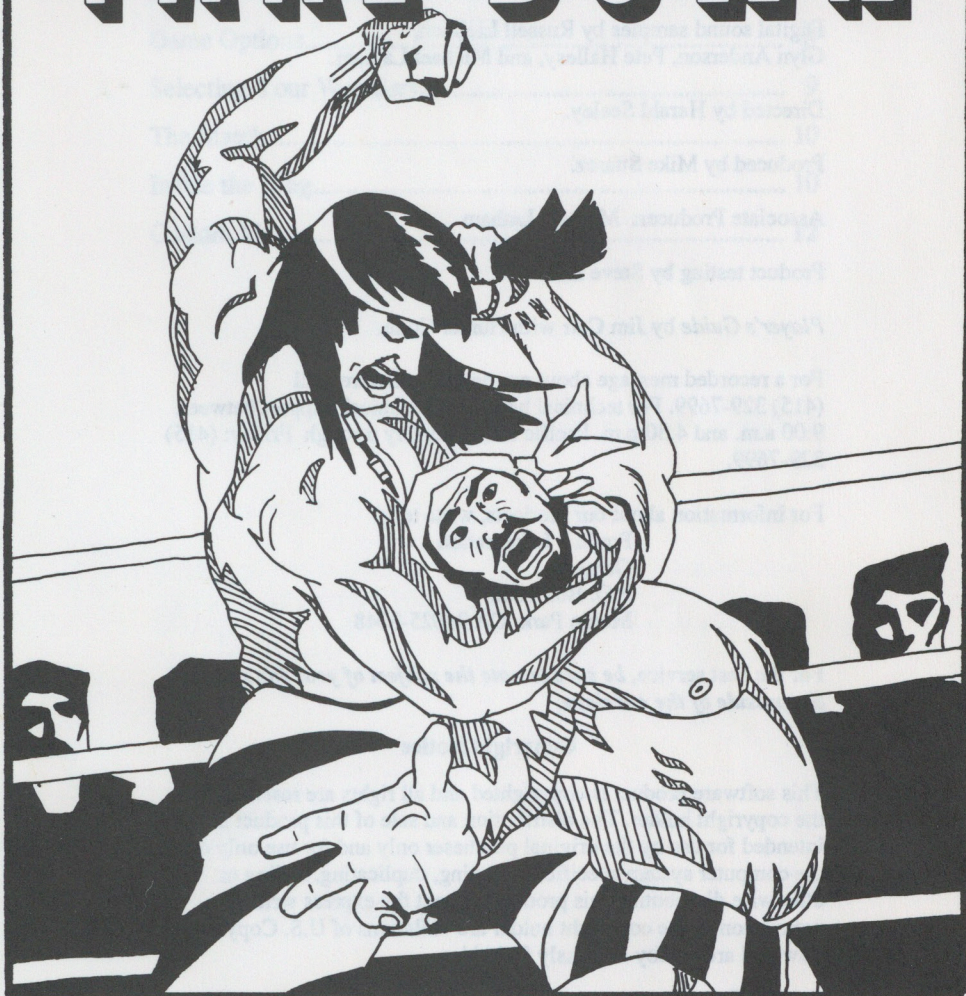


TAKE DOWN



GAMESTAR★

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Tag Team Wrestling, *Take Down* Style

Take Down puts you inside the Gamestar Wrestling Federation (GWF) to battle it out against eight of the baddest, most conceited wrestling studs ever assembled in one ring:

Iron Head, the iron-fisted geek-crusher.

Mr. Cool, the macho master of the California beach.

Ninja, the Oriental assassin of the night.

Sea Dawg, the one-eyed ruler of the high seas.

Sgt. Slam, the Green Beret turned wimp-smasher.

Sultan, the turban-topped desert snake with fangs of deadly venom.

Tomahawk, the untamed scalp collector who's hungry for more.

Viking, the fierce conqueror of the weak and helpless.

In *Take Down*, anything goes. And any combination of two-man tag teams can do battle in the GWF Arena. Challenge a friend, or take on a team controlled by the computer in a free-for-all that's bound to leave someone battered and bruised.

Loading Take Down

Commodore™ 64® and 128®

Before loading *Take Down*, remove all accelerator cartridges other than Warp Speed.

1. Plug your joysticks into your computer. If you have a memory expansion cartridge (1700, 1750, or 1764), plug it in.
2. Turn on the disk drive and place the *Take Down* disk in the drive, label side up.
3. Turn the computer on. If you have a Commodore 128 computer, it will automatically boot at this point.
4. If you have a C-64 without a Warp Speed cartridge, **LOAD "*", 8,1** and press **RETURN**. If you have a C-64 with a Warp Speed cartridge, simultaneously press the **COMMODORE** key and the **RUN-STOP** key.
5. After selecting the game options and your wrestler, follow the prompt : **Insert Side 2, Press Button** Remove the game disk, turn it over, and place it in the drive, label-side down. Then press the fire button to complete the loading process.

Restarting Take Down

Once the match is over, follow the prompt, **Insert Side 1, Press Button**. Remove the game disk, turn it over, and place it in the drive, label-side up. Then press the fire button to begin again.

Quitting the Ring

Once the match is over, follow the prompt, **Insert Side 1, Press Button**. Remove the game disk, turn it over, and place it in the drive, label side up. The results of the match are recorded on the disk at this point. If you choose not to re-enter the ring, wait until the selection screen appears before turning your computer off.

IBM,® PC, Tandy 1000® and Compatible Computers

Before playing, it's a good idea to make backup copies of the two 5.25 inch, or one 3.5 inch *Take Down* disks, depending on

which version you're playing with. Check your DOS guide for instructions on how to copy disks.

1. Connect joysticks to your computer.
2. Boot your computer with DOS (version 2.1 or higher).
3. Put *Take Down* Disk #1 in drive A.
4. At the A> prompt, type TD and press Enter.

Installing *Take Down* on the Hard Drive

1. Boot your computer with DOS (version 2.1 or a later version or, if you have a Leading Edge Model D, version 3.10 or a later version).
2. If necessary, create or change to a directory on your hard disk where you want to install the game.
3. Insert the game disk in drive A, label side up.
4. With the A> prompt on the screen, type **Install C:** (where "C" is your designated hard drive) and press **Return**.
5. Follow the prompts on the screen and wait for the program to install itself on the hard disk.

Note: The program automatically makes a directory called "TD".

Video Graphic Mode

After you load *Take Down*, you see a screen that offers you a choice of video graphic modes. **The mode highlighted is the mode best suited to your computer.**

Note: If you have a PS2/30 or PS2/25 computer, you must have VGA and EGA before you choose either the VGA or EGA option; otherwise, your system will crash.

To choose a different video graphic mode, use the cursor keys to select the mode you want. If your computer can't operate with this new mode, a message notifying you of this appears on the screen.

Sound

After you choose the video graphic mode, choose your sound support. All possible modes are in blue lettering. The **Ad-lib** option will be in red lettering unless you have installed an Ad-lib card. If you have an Ad-lib card, this option will be in blue also.

Setting Up the Controls

You can use either the right or left keyboard configurations or joysticks to control your wrestling tag teams. Use the cursor keys to select which method of control you want, and press **Enter**.

See "Inside the Ring" later in this guide for more information about how the specific joystick and keyboard movements control your wrestlers.

Note: The **Switched Joy** option will only work if you have a printer port joystick adapter.

Quitting the Game

You may quit the game and exit to DOS any time (except during the title and victory screens) by pressing the **F1** key.

Game Options

Following the introductory music and title screens (press the fire button to move through these quickly), you'll see Bruno "The Enforcer" Squiglionni – former GWF champ and current GWF fight promoter. Through Bruno, you select what kind of game you want to play.

Use the joystick and button, or use the cursor keys to select either a one-player or two-player game. Once the

correct game selection appears inside Bruno's "thought bubble," press the fire button.

- **When you select ONE-PLAYER GAME**, you fight against a computer-controlled team. You control both of your wrestlers—one at a time – while they are inside the ring. The two wrestlers outside of the ring are controlled by the computer, and they may have a run-in of their own.
- **When you select TWO-PLAYER GAME**, you and a friend fight against each other. Each of you controls both members of your tag team – again, one at a time – while they are in the ring. As with one-player games, the wrestlers outside of the ring are computer-controlled.

Note: You and a friend can fight together as a team against the computer by selecting **ONE-PLAYER GAME** and handing one joystick back and forth whenever you "tag out."

Selecting Your Wrestlers

During his professional career as "The Enforcer," Bruno Squiglionni fell victim to a few too many pile drivers in the ring. His brain got so banged up that now he can't decide on what wrestlers to choose from his card file for the next GWF rumble.

Choose the wrestlers for him by moving the joystick up or down to have the various wrestlers' pictures appear on the television monitors above Bruno. In Bruno's "thought bubble" you can see each wrestler's win/loss record and his best moves.

To select a wrestler, press the fire button or the keyboard action key while his picture appears on the TV monitor.

The first wrestler chosen for each team will be the first one to enter the ring.

Once both teams are set, you're off to the GWF Arena where the mayhem begins with a vengeance.

The Match

The wrestler you control is in the ring, ready to crack some skulls. Your teammate is outside the ring – ready to climb in and do some damage himself.

You'll also see a boisterous crowd in the foreground and four "power meters" – one for each wrestler – suspended above the ring.

The power meters tell you the current strength of each wrestler. As the wrestlers bust each other up, they become weaker, and the red bar inside their power meter gets smaller.

Wrestlers regain power by tagging out and resting outside the ring. As a wrestler grows stronger, the red bar in his power meter gets bigger.

Your only objective is to pin your opponent - hold his shoulders to the mat for a count of three. The match continues until you've pounded your opponent so badly that he just can't get up.

Inside the Ring

The Gamestar Wrestling Federation's Bad Boys of Brutality have all the moves—including the strutting and prancing—you'd expect of these strapping young wrestling hunks.

You control the movements of your matmen with your joystick and fire button, or right or left keyboard configurations as shown below.

Left Keyboard

Q W E

A S D

Z X C

spacebar - Action Key

Right Keyboard

7 8 9

4 5 6

1 2 3

0 - Action Key

All eight GWF brawlers have a common set of moves they use to put their opponents away:

-
- **To move your wrestler forward and backward**, push the joystick right or left, or press A or D, or 4 or 6.
 - **To move toward the top or bottom of the ring**, push the joystick up or down, or press W or X, or 8 or 2.
 - **To tag out and let your other wrestler in the ring**, move the wrestler who's in the ring toward the rope nearest your tag team partner, then press the fire button while pulling down on the joystick or press the Action Key
 - **To throw a punch**, quickly press and release the fire button with the joystick in its neutral position, or press the Action Key.
 - **To climb the ropes and dive on your opponent** – a move known as "the big splash" – first maneuver toward the top right or left corner of the ring, and push your joystick diagonally or press the corresponding diagonal key in the direction of the corner you want to climb. When you're ready to go for the "big splash" and dive on your opponent, quickly press and release the fire button or Action Key. If your opponent gets up or moves away before you can jump on him, you can climb down from the ropes – and avoid hurting yourself – by moving the joystick down or pressing X or 2.
 - **To bounce off the ropes for a flying body tackle**, push the joystick right or left or press A or D, or 4 or 6, and move your wrestler directly into the ropes. To level your opponent with a flying body tackle, push the fire button or press the Action key quickly as you are bouncing off the ropes (make sure you release the directional key before you press the Action key). As in the "big splash", you will hurt yourself if you dive and miss, so don't hit the button until you think you can really drill your opponent.
 - **To dive on top of an opponent for the pin**, move your wrestler directly over an opponent who is down on the mat. If you have inflicted enough damage to your opponent, your wrestler will automatically go for the pin by jumping on top of the downed man.
 - **To let an opponent get up before the pin** – so that you can hurt him even more before ending his misery – push the
-

joystick up, or press **W** or **8**, and your wrestler will get up off of your downed opponent. To jump up and down on him, go for a cover and then get up, over and over.

- **To throw an opponent off of you before you get pinned,** push the joystick up, or press **W** or **8**. If you have enough strength left to "press" your opponent off of you before the three-count, you'll toss him away.

Custom Moves

Along with all the standard moves, each wrestler also has a set of four custom moves that only he uses. For instance, Mr. Cool can do a body slam, airplane spin, kick, and head butt, while Sgt. Slam's repertoire includes the body slam, eye rake, head throw, and elbow smash.

The "Custom Moves" chart shows each wrestler's custom moves, and the joystick position and keyboard configurations needed to do each move. FORWARD and BACK will be either right or left, depending on what side of your opponent you're standing. For example, if you're on the left side of your opponent, then FORWARD will be right and BACK will be left – and vice-versa if you're standing on the right side of your opponent.

Custom Moves

Joystick Position with Button Held Down

Right or Left Keyboard Configuration While Pressing the Action Key

Joystick	UP	DOWN	FORWARD	BACK
Right	8	2	4/6	6/4
Left	W	X	A/D	D/A
Iron Head	Press Slam	Back Breaker	Gut Buster	Head Butt
Mr. Cool	Airplane Spin	Body Slam	Kick	Head Butt
Ninja	Press Slam	Drop Kick	Gut Buster	Head Throw
Sea Dawg	Airplane Spin	Wrench Suplex	Kick	Head Slap
Sgt. Slam	Head Throw	Body Slam	Eye Rake	Elbow Smash
Sultan	Suplex	Wrench Suplex	Elbow Smash	Eye Rake
Tomahawk	Suplex	Pile Driver	Gut Buster	Head Slap
Viking	Back Breaker	Pile Driver	Drop Kick	Gut Buster

GAMESTAR 90-DAY WARRANTY

Gamestar warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Gamestar agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

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Registered mail is recommended for returns. For the best service, please be sure to—

1. Send the diskette and sales receipt.
2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, inside the package.

Send to: WARRANTY REPLACEMENTS

Technical Support

Gamestar

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