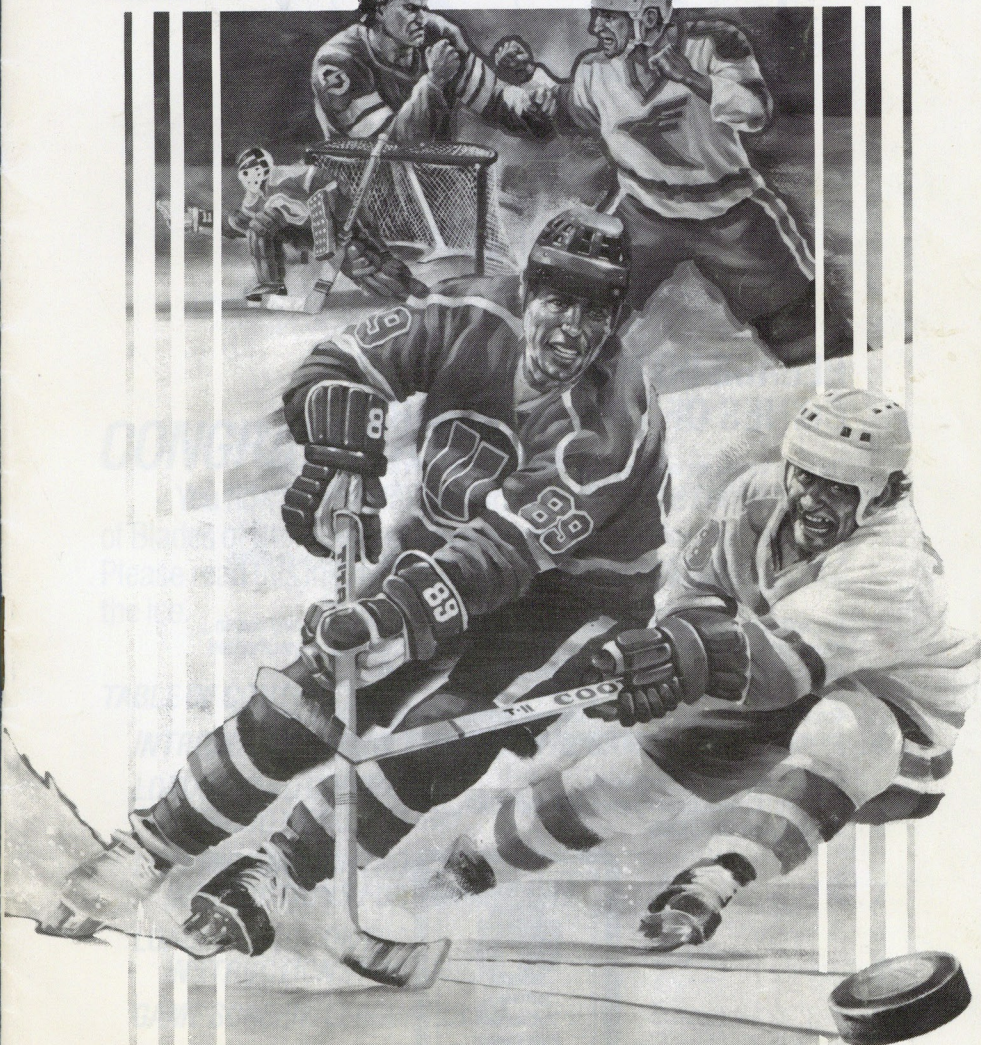


 KONAMI®

BLADES OF STEEL®



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CONGRATULATIONS!

You now own the authentic Konami home computer version of Blades of Steel®, one of Konami's many original arcade hits. Please read this instruction manual thoroughly before hitting the ice.

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WELCOME TO THE BIG TIME

From the opening Face-Off it's six on six pro-style hockey at its best. There are eight teams for you to captain: Los Angeles, New York, Vancouver, Montreal, Edmonton, Minnesota, Toronto and Chicago. You can challenge a friend, or take on a multi-talented computer squad. You can also choose from three difficulty levels—Junior, College and Pro.

Throughout the game, you'll constantly be tested by every intense element of championship hockey, from Penalty and Overtime Scenes to Knockout Smash-Hit Fight Scenes. Speed, strength, quickness and instinct are talents you must possess if you plan to prevail, especially when the anger flares, gloves come off and fists start flying.

It's hard hitting action at its toughest. And you'll soon learn that in this league nothing's ever given to you, and before you can reach your goals—you have to score them. You've gotta master the artful skill of a finesse player and the bone crushing brutality of an enforcer. You'd better be versatile as well, because you must skillfully control your forwards, centers, defensemen and even the goalie, who'll defend the net against unrelenting Power Plays (which will occur if you lose a fight and have your battered carcass banned to the Penalty Box).

So strap on Blades of Steel, and prepare to make a name for yourself. Or be put on ice by the hottest hit men in hockey!

HOW TO SET UP THE GAME

Blades of Steel consists of three grueling periods laced with non-stop action. Throughout the game you'll control both your offensive and defensive players along with your all-important goalie.

When on offense you'll always control the player with the puck. To change players, simply aim your controls toward a teammate, wait for him to start flashing, then pass the puck.

On defense you'll always control the flashing player. You can also switch controls to different defensemen. At all times, you'll have complete control over the goalie.

To begin, select one or two player mode using the joystick for Commodore & Amiga. Lock in your decision by pressing the fire button. For IBM use the arrow keys to select the one or two player mode, then press the **INS** key to lock in your decision.

One Player Mode: If only one player takes the ice, you'll face off against tough computer competition. Begin by using the joystick or IBM Keyboard Controls (see IBM Keyboard Controls on p. 6 for details on Keyboard Command functions) to select "Exhibition" or "Tournament" play. To lock in your selection, press the Joystick Fire Button.

Next, use the joystick to decide on one of three challenging levels—Junior (for beginners), College (for intermediate) or Pro (for advanced). Lock in your choice with the Joystick Fire Button.

Finally, use the joystick to choose the team you wish to captain, and again lock in your decision with the Joystick Fire Button. Repeat this procedure to select the team name for your computer opponent.

Note: If you've chosen the Tournament Mode, the computer will automatically select the opposing team. At the conclusion of the tournament selection process, hit the Joystick Fire Button to display the pairings.

Two Player Mode: If you're challenging a friend, you will both pick a team using the joystick or IBM Keyboard Controls (see IBM Keyboard Controls on p. 6 for details on Keyboard Command functions). Both of you will also lock in your decisions with the Joystick Fire Button. In the two player mode, you cannot select tournament play or difficulty level.

If for any reason you want to change your selections in either mode when the game begins, hit the **ESC** key (IBM & Amiga) or **F3** (Commodore) to repeat the process.

When all decisions are final, press the Joystick Fire Button to bring the teams onto the ice for a stick slashing good time!

LOADING AND CONTROL INSTRUCTIONS FOR IBM® PC/TANDY® 1000/100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joysticks optional but recommended; 384K RAM for CGA or Hercules graphic modes; 512K RAM for EGA, or 640K for Tandy 16 color graphics modes.

Loading

Plug your joysticks, if you have them, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert disk #1 into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **RETURN**. Insert disk #2 into the same disk drive when prompted.

Attention IBM Hard Disc Users!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type

INSTALL C: and press **RETURN**.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The **INSTALL** program will automatically create a sub-directory on your hard disk called **BLADES**. When this function is completed, the computer will prompt you. (Sometimes this takes a few minutes, so please be patient.)

To play the game, log C: then type **CD \BLADES**. Finally, type **PLAY** to start the game.

Selecting Your Graphics Mode

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys, then press the **RETURN** Key.

Password Instructions

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual), enter the password number and press **RETURN** to start your game.

How To Calibrate Joysticks

If one person is playing, calibrate one joystick, then press the fire button. Next, press any key to advance to selection menu.

If two persons are playing, calibrate player one's joystick first, then press the fire button. Next, calibrate player two's joystick. Finally, press any key to advance to the selection menu.

If you are using a combination joystick and keyboard in the two player mode, player one must use the joystick and player two the alphanumeric keyboard designated for player two (see IBM Keyboard Controls for player two on page 6). Before proceeding, player one should calibrate the joystick and then press any key to advance to the selection menu.

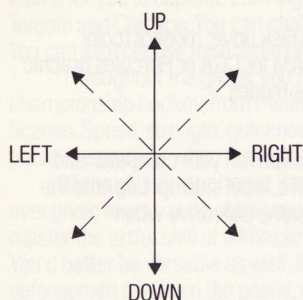
GAME CONTROLS FOR IBM

During the game, press:

Key	Action
CTRL P	Toggle Pause On and Off.
CTRL B	Toggle Background Music and Sound Effects On and Off.
ESC	Restores Game to Player Selection Screen.
CTRL Q	Ends the game and returns to DOS.

JOYSTICK CONTROLS

Joystick moves player in eight directions and aims the direction of your shot or pass.



Offensive Control

Passing: Give Joystick Fire Button 2 a quick press to pass the puck to another team member. Precision skills are very important when attempting a fast-paced pass. Because if an opposing team member is between the pass and your teammate, the puck will be intercepted.

Shooting: To fire a shot on goal, hold Joystick Fire Button 1 down. The puck will travel directly at the red arrow in front of your opponent's net. NOTE: The red arrow randomly moves, and you should try to time your shot so that the puck reaches the arrow at the exact moment when the goalie is out of position.

Defensive Control

Switching Defensemen: Use your joystick to control your goalie or the flashing defensive player. When on defense, give Joystick Fire Button 2 a quick press to change your active player to the one nearest the opponent with the puck.

Stealing: When you want to steal the puck, move your flashing player in front of the opponent with the puck, then go for the theft by banging into him and pressing Joystick Fire Button 1.

IBM KEYBOARD CONTROLS

If you are using the keyboard instead of a joystick, use the keyboard configuration for one player, or both the player 1 keyboard and player 2 keyboard for two players.

NOTE: Remember, you can also combine the **player 2 keyboard** and one joystick.

Player 1

7	8	9
4	5	6
1	2	3
Ins	Del	

To shoot or steal press the <INS> key.
(NOTE: This command button has the same function as Joystick Fire Button 1, which is described throughout this manual.)

To pass or change defensemen press the **Del** key. (NOTE: This command button has the same function as Joystick Fire Button 2, which is described throughout this manual.)

Player 2

Q	W	E		
A	S	D		
Z	X	C	V	B

To shoot or steal press the **V** key.
(NOTE: This command button has the same function as Joystick Fire Button 1.)

To pass or switch defensemen press the **B** key. (NOTE: This command button has the same function as Joystick Fire Button 2.)

BLADES OF STEEL PASSWORD BOOK

	A	B	C	D	E	F	G	H		I	J	K	L	M	N	O	P
1	4157	6724	8260	3824	1916	7434	6909	8467	1	8217	0440	8090	4289	4855	8218	0853	6151
2	7943	5621	1754	5650	6036	4110	1939	2361	2	8813	7586	6200	8074	3698	4517	2709	8342
3	7940	5110	7873	1083	5067	8871	8282	1108	3	4869	5324	4992	0927	8114	5795	4214	6480
4	7165	5671	6774	9177	4975	3634	7606	1203	4	5909	5751	3963	9012	4554	4634	1152	8205
5	0684	6898	2978	8326	6910	7522	5843	4474	5	4284	8917	1338	6413	4258	7104	8649	2968
6	7353	3086	4262	9392	0998	5457	1074	1303	6	2894	2316	6883	4993	6479	5276	4635	4488
7	5344	6731	5927	6134	5314	7281	0804	7882	7	8428	2828	1926	1842	5559	4198	1580	7909
8	6346	5375	5607	2240	1763	4158	3047	6824	8	6855	7226	2346	0630	4272	5699	6116	6444
9	4911	4889	1613	7855	7876	6440	6092	8237	9	6434	6278	7938	8242	5215	6666	2620	4477
10	3002	6160	6902	1581	4598	7279	7503	0908	10	9005	4435	1777	2650	8601	7267	8890	6456
11	4935	9361	1392	2777	4275	8319	7588	2566	11	5420	2676	6699	6195	1605	5507	7799	1892
12	4476	5717	9332	3389	2731	0217	1836	1994	12	6191	3437	7891	6002	7576	2578	7961	6585
13	5877	4583	8557	2230	2107	4010	7472	2619	13	2680	8210	2013	1339	8504	4134	2456	8416
14	1883	6916	7450	6133	0721	0658	4117	0935	14	7513	4545	7567	0963	1116	1157	6078	5843
15	5543	1588	1252	4176	1258	2525	0810	6449	15	8946	8304	3769	5551	1223	1317	4674	3129
16	0867	7988	6023	5240	7157	0270	2221	1353	16	2679	9058	1953	9043	5552	4818	6441	7882
17	1832	8875	7825	5098	6765	5714	7726	2831	17	3080	4808	8026	8116	2749	7579	3406	7504
18	1249	4151	7291	5905	5092	1317	6095	8916	18	6904	0933	5608	8872	1796	3629	2647	1956
19	4392	1634	6385	1930	3220	5626	6366	4056	19	2952	5676	7774	6448	4744	6299	7963	2157
20	2470	1798	4207	5058	7180	3628	3546	3181	20	3273	6527	0736	5510	5154	0429	8099	8583
21	2357	5261	6818	9045	3817	4652	7187	7636	21	5375	4050	7266	4234	5079	8026	5766	8118
22	3453	4308	3108	7376	5721	8023	5033	6716	22	5977	2088	2889	5716	5818	4233	7627	0695
23	2330	5733	5251	4529	8444	8701	5165	2311	23	1564	0721	1604	8167	3221	3854	7692	6481
24	0981	2809	3672	1635	8764	6556	5085	7780	24	5749	4307	3517	4918	4698	7666	5487	7516
25	3655	1789	2832	2690	7833	4772	3593	8630	25	8362	4702	8324	4426	6163	4333	1677	0896
26	4185	7241	2437	1693	4479	2129	7442	1837	26	3019	6295	7900	1076	7344	2275	3404	1945
27	5799	5514	5383	1551	1358	1813	6212	7177	27	6167	1455	7644	8411	3643	0491	4739	6220
28	2777	9273	2157	3974	2481	2700	5124	4250	28	3813	1224	8579	6000	3974	7340	3580	5493
29	7081	7459	5412	4734	2281	8391	6525	3618	29	3124	6103	1224	7934	3228	3423	3758	2553
30	3298	2528	6057	3972	7808	9058	3378	2260	30	6995	4670	2064	0851	2637	5767	3648	5460
31	5916	8443	6598	8180	3318	7854	7281	2091	31	5800	5134	8235	8600	5316	3645	3499	1134
32	5664	4146	7673	8827	4536	5672	3416	1052	32	2819	3180	7007	7104	2289	7016	3222	7454
33	1675	2093	4074	2197	2852	4096	3483	8741	33	4838	7561	0670	6384	5790	3582	5656	1069
34	0547	5798	2585	5841	6343	1492	1334	5786	34	7044	4202	1038	5374	0704	4260	8633	7990
35	0421	5640	8206	7337	6944	2547	6587	2679	35	7899	3902	5314	5421	6523	4466	4784	6944
36	2775	2576	2664	8843	4476	7099	7017	5204	36	1120	2346	5308	8499	6054	5969	3688	5027
37	3638	3461	5841	4117	7801	7548	3470	6442	37	4146	5729	6961	4210	3910	5620	4596	6025
38	2953	2022	0964	5072	7010	4819	7819	3469	38	2405	3620	5124	4768	7507	5762	8511	2187
39	7083	3546	7916	6460	3289	1040	5010	7295	39	2619	5193	2698	6884	6544	1205	7391	4464
40	8263	4382	1224	0740	2633	4721	6462	6733	40	7203	4655	3270	6961	6450	2929	1725	5139

LOADING AND CONTROL INSTRUCTIONS FOR COMMODORE® 64/128

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required, a second joystick optional.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2 for Player #1. Plug the second joystick into Port 1 for Player #2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

Insert the disk into the drive, label side up. Type **LOAD "*", 8, 1** and press **RETURN**.

Note: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual), enter the password number and press **RETURN** to start your game.

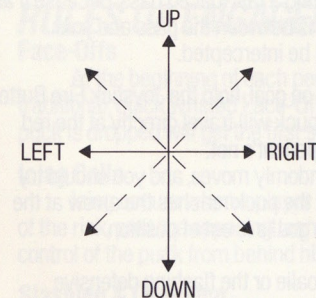
GAME CONTROLS FOR COMMODORE

During the game, press:

Key	Action
CTRL P	Toggle Pause On and Off.
CTRL B	Toggle Background Music and Sound Effects On and Off.
F3	Restores Game to Player Selection Screen.

JOYSTICK CONTROLS

Joystick moves player in eight directions and aims the direction of your shot or pass.



Offensive Control

Passing: Give the Joystick Fire Button a quick press to pass the puck to another team member. Precision skills are very important when attempting a fast-paced pass. Because if an opposing team member is between the pass and your teammate, the puck will be intercepted.

Shooting: To fire a shot on goal, hold the Joystick Fire Button down then release. The puck will travel directly at the red arrow in front of your opponent's net.

NOTE: The red arrow randomly moves, and you should try to time your shot so that the puck reaches the arrow at the exact moment when the goalie is out of position.

Defensive Control

Switching Defensemen: Use your joystick to control your goalie or the flashing defensive player. When on defense, give your Joystick Fire Button a quick press to change your active player to the one nearest the opponent with the puck.

Stealing: When you want to steal the puck, move your active player in front of the opponent with the puck, then go for the theft by banging into him.

LOADING AND CONTROL INSTRUCTIONS FOR AMIGA®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required; a second joystick is required for two player competition.

Loading

Plug the joystick into Port 2 for player one; plug the second joystick into Port 1 for player two. Turn on your computer and monitor. Insert the disk into the disk drive. The program will automatically load.

PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual), enter the password number and press **RETURN** to start your game.

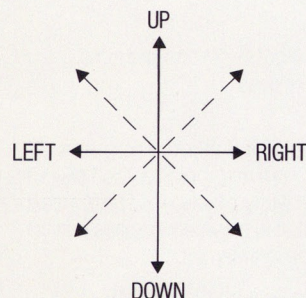
GAME CONTROLS FOR AMIGA

During the game, press:

Key	Action
CTRL P	Toggle Pause On and Off.
CTRL B	Toggle Background Music On and Off.
CTRL E	Toggle Sound Effects On and Off.
ESC	Restores Game to Player Selection Screen.

JOYSTICK CONTROLS

Joystick moves player in eight directions and aims the direction of your shot or pass.



Offensive Control

Passing: Give the Joystick Fire Button a quick press to pass the puck to another team member. Precision skills are very important when attempting a fast-paced pass. Because if an opposing team member is between the pass and your teammate, the puck will be intercepted.

Shooting: To fire a shot on goal, hold the Joystick Fire Button down then release. The puck will travel directly at the red arrow in front of your opponent's net.

NOTE: The red arrow randomly moves, and you should try to time your shot so that the puck reaches the arrow at the exact moment when the goalie is out of position.

Defensive Control

Switching Defensemen: Use your joystick to control your goalie or the flashing defensive player. When on defense, give the Joystick Fire Button a quick press to change your active player to the one nearest the opponent with the puck.

Stealing: When you want to steal the puck, move your flashing player in front of the opponent with the puck, then go for the theft by banging into him and pressing the Joystick Fire Button.

THE KONAMI ARENA

This 70,000 seat mega arena is sold-out until the year 2,010. Luckily, you've got the best seat in the house: Center Ice.



RULES OF ENGAGEMENT

Face-Offs

At the beginning of each period, and after icing calls, the ref will line up the teams for a traditional, quick wristed Face-Off. The first player to hit the Joystick Fire Button when the puck is dropped will get the first shot to strike offensively.

Icing Calls

Icing occurs when a player shoots from his own territory and the puck slides the length of the rink, past the opposing team's goal, without being touched. When the opponent takes control of the puck from behind his net, icing will be whistled and a Face-Off will occur.

Slashing & Checking

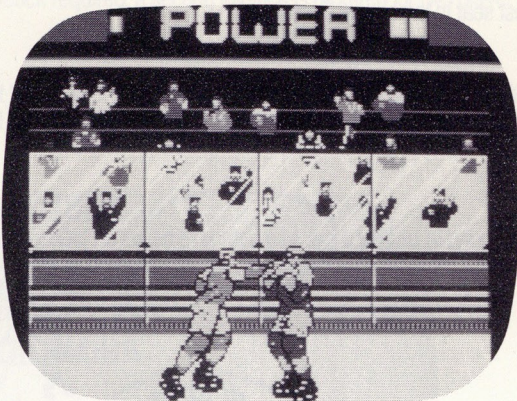
If a player gets too rough (if that's really possible in this sport) a fight will break out or a penalty will be called. This usually happens if you repeatedly check the opponent.

If there's a fight, the screen will switch to a battle mode, and the loser of the fight will be sent to the penalty box for 30 seconds.

If there's a penalty called, a penalty shot will be awarded to the player who was victimized by the slasher (see page 11 for details).

HOW TO STAND A FIGHTING CHANCE

Hockey greats are generally known to have short fuses, and in *Blades of Steel* that stereotype explodes into full blown fight scenes when the fore-checking gets outta control!



How to duke it out on an IBM

To pound away at the opponent's body, press Button 1 while aiming the joystick down. To jam a knuckle sandwich down his throat, press Button 1 while aiming the joystick up.

To protect your mid-section, press Button 2 while aiming the joystick down.

To save your teeth and defend your good looks, press Button 2 while aiming the joystick up.

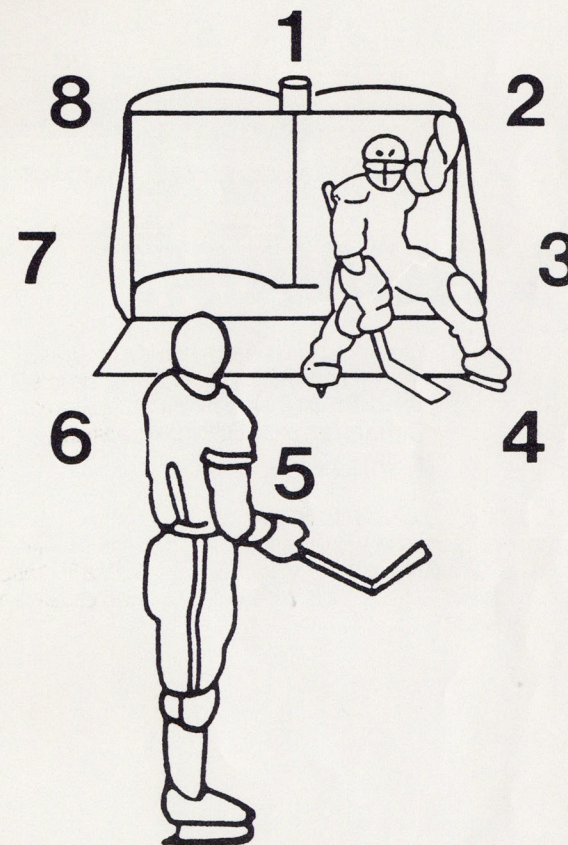
How to duke it out on an Amiga or Commodore

Get in your best stomach shots by aiming the joystick down and pressing the fire button. To pummel your opponent's pug nose, aim the joystick up and press the fire button.

To defend yourself, aim the joystick right to ward off belly punches. Aim the joystick left to guard your sensitive schnoz.

THE PENALTY AND OVERTIME SCENE

If a fight breaks out and the ref intervenes before fists are bruised, a penalty shot will be awarded. If a game ends tied, 5 overtime bonus shots are taken by each team, with the victor ultimately decided by the player with the most extra goals. If the game remains evenly knotted after the 5 shots, it's on to a one shot Sudden Death finale!



How to take control during Penalties and Overtime

If you're the slap shooter, use the joystick to aim your shot, then press Button 1.

If you're defending the net, use the joystick to defend the area you think your opponent might be aiming toward, then simultaneously press the fire button to try and block the shot.

Note: During this scene, there are eight different points you can shoot at or defend. The numbers 1-8 represent the eight locations you can aim for.



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