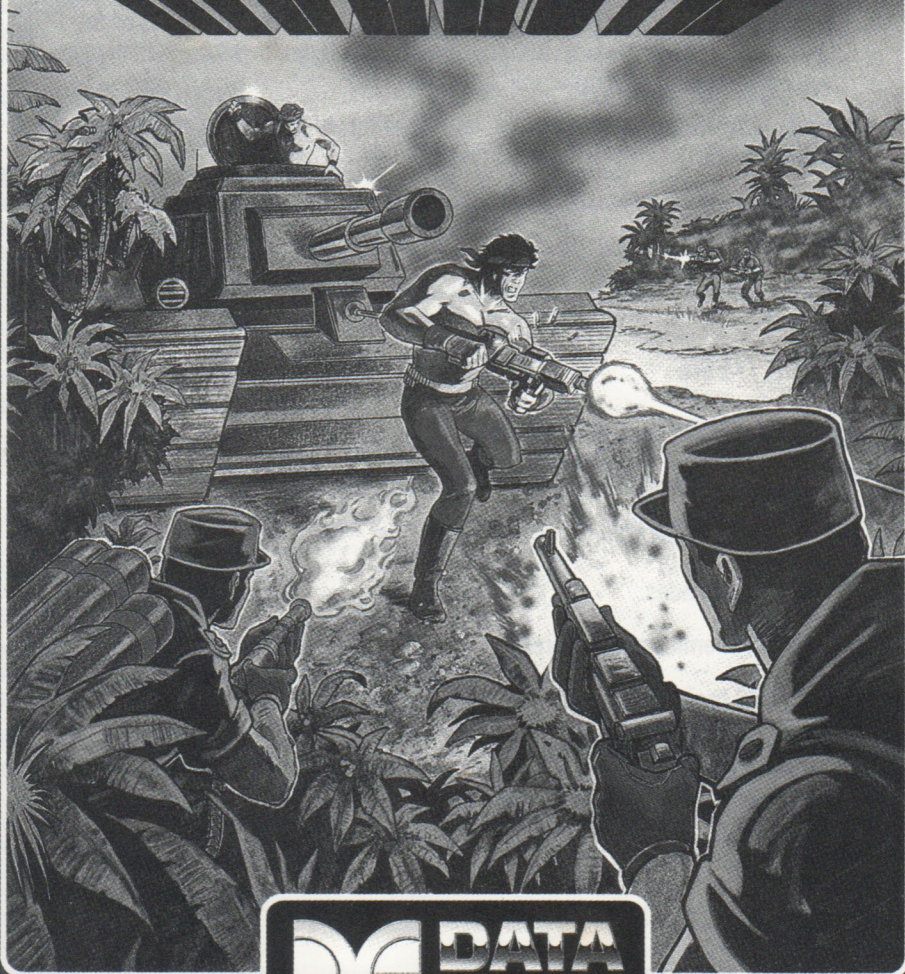


INSTRUCTION MANUAL

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 by standing on top of the tank and pressing joystick button 2 (if using a joystick) or the 'X' key (if using the keyboard). 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

SYSTEM REQUIREMENTS

For playing on an IBM PC/XT/AT, TANDY or 100% compatible, IKARI WARRIORS requires:

- 256K RAM
- Single 5.25" or 3.5" floppy disk drive.
- CGA, EGA, Hercules or TANDY 1000 Graphics mode.
- Monitor (RGB or monochrome graphics).
- Joystick recommended.

GETTING STARTED

- Turn on your monitor.
- Turn on the computer.
- Insert the IKARI WARRIORS disk in Drive A and boot the machine.

JOYSTICK CONTROLS

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

KEYBOARD CONTROLS

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

Miscellaneous Keys:

'M' key	Toggle music on/off.
'S' key	Toggle sound on/off.
'Q' key	Quit game.
ESC key	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

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

KEYBOARD CONTROLS

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

Miscellaneous Keys:

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

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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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COMMODORE* INSTRUCTIONS

LOADING

- Turn on the disk drive and insert the disk with the label facing upwards.
- Type LOAD "*", 8, 1
- A self-running demo will appear. Press the joystick button at any time to start the game.

CONTROLS

- A joystick is required for this game. Use the joystick in port 2.
- Use the joystick button to fire bullets.
- Use the Spacebar to throw grenades and to enter tanks.

NOTE: This game plays the same as the Apple II version with the exception of "breakouts" at the end of each level which have been left out. Helicopters do fly in this version.

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