Altered Beast

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter, Athena, from the cunning clutches of Neff, evil Lord of the Underworld.

Summoned from the grave, you are bestowed with supernatural powers. Collect 'mystical' spirit balls and transform into an awesome array of creatures with formidable forces. As the Strongman, Werewolf, Weretiger and Weredragon, rip the flesh of devilish demons. As Werebear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and, as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle.

With five complete rounds, the onslaught of Neff's underlings is staggering. But Neff promises to be the most loathsome enemy yet, so prepare yourself for the worst. And remember, Zeus didn't bring you back from the grave to fail!

Mastering The Game

HINTS AND TIPS

To transform into an Altered Beast, defeat the three-headed wolves and capture the spirit balls they release. You must capture three spirit balls before you can turn into an Altered Beast.

Wolves release only one ball per defeat. If the game is played with two players, two spirit balls will be released from the wolves (ST/Amiga/IBM versions only).

Power Up

Set up your computer as shown in the owner's manual.

Altered Beast is a multi-load game. To enjoy continuous play, you MUST keep your Altered Beast disk in the disk drive at all times during the game.

COMMODORE 64 & 128 (Joystick control only)

1) Plug your joystick into Port #2 for Player 1 and Port #1 for Player 2. Turn on your disk drive, your computer and your monitor.
2) Insert your **Altered Beast** disk into the drive. Type **LOAD"*", 8, 1** and press **RETURN.**
3) After the game loads, press F1 for 1 player or F7 for 2 players. On the C64, a second player may start playing at anytime during the game (even if F1 was chosen) by pressing the fire button on the Port 1 joystick.
4) Pause - Press the **SHIFT/LOCK** key. Press again to continue.
   Restart - Press the **RUN/STOP** key.

ATARI ST (Joystick control only)

1) Plug your joystick into Port #1 for Player 1 and Port #0 for Player 2.
2) Insert your **Altered Beast Disk 1** into drive A and turn on your computer. Press the fire button on your joystick to begin the game.
3) You will be prompted to insert **Altered Beast Disk 2** during the game. If you have a second disk drive connected to your computer, you may place the second disk in it during the loading procedure.
4) Pause - Press the **Spacebar**. Press any key to continue.
   Sound off - Press the **S** key. Press again to turn sound on.
   Restart - Press the **ESC** key.

Power Up (Continued)

AMIGA (Joystick control only)

1) Plug your joystick into Port #2 for Player 1 and Port #1 for Player 2. Insert your **Altered Beast** disk and turn on your computer and your monitor.
   NOTE: Kickstart 1.2 or higher is required to play this game on the Amiga 1000.
2) Press the fire button on your joystick to begin the game.
3) You will be prompted to insert **Altered Beast Disk 2** during the game. If you have a second disk drive connected to your computer you may place the second disk in it during the loading procedure.
4) Pause - Press the **Spacebar**. Press any key to continue.
   Sound off - Press the **S** key. Press again to turn sound on.
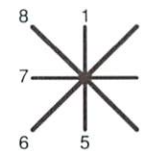   Restart - Press the **Escape** key.

IBM PC AND COMPATIBLES

1) Turn on your computer and your monitor. DOS 2.0 or higher is required to play this game.
2) Insert **Altered Beast Disk 1** into drive A. Type **BEAST** and press **Enter.** To install the game onto your hard disk, type **a:install** and follow the instructions.
3) Press **CTRL** and **J** for joystick control or **CTRL** and **K** for keyboard control, then press either the fire button on your joystick (joystick control) or the **Spacebar** (keyboard control) to begin the game.
4) Pause - Press **CTRL** and **P.** Press any key to continue.
   Sound - Press **CTRL** and **S.**
   Music - Press **CTRL** and **Q.**
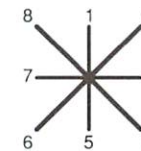   Exit to DOS - Press **CTRL** and **X.**

Taking Control
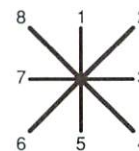
Commodore 64 Joystick	ST/AMIGA Joystick	IBM Joystick (keyboard)
1 Jump	Jump	Jump (up arrow)
2 Jump right	Jump right	Jump right (PgUp)
3 Move right	Move right	Move right (rt arrow)
4 —	—	—
5 Crouch	Crouch	Crouch (down arrow)
6 —		
7 Move left	Move left	Move left (lt arrow)
8 Jump left	Jump left	Jump left (Home)

Pressing the fire button on any of these moves will cause you to Kick or Punch in the current direction.

For IBM: Press fire button 1 (Enter) to Kick and button 2 (Spacebar) to Punch.
For C64: Push joystick on either diagonal and press fire to use Bear Breath.
For ST/Amiga: Press fire button to Kick. Pull joystick on either diagonal and press fire button to lie on back and kick.

POWER GAUGE: Your energy level is reflected by the POWER GAUGE. Every time you're hit directly, your energy level will decrease. This is indicated by the changing color on the POWER GAUGE.

LIFE GAUGE: During game play, you're given three lives to survive enemy attack. The life gauge is illustrated by either a beast or the warrior's face and the number of lives remaining.