

BANGKOK KNIGHTS



Instructions for
COMMODORE 64 / 128
Cassette and Disk



The future

System 3 software have created a new era in home and personal computer entertainment software. This has been achieved by combining the excitement of dynamic arcade action, breathtaking graphics and thrilling original music.

By using the talents of leading programmers, graphic artists and musicians we aim to bring you products that set new standards for innovative design and give good value for your money.

We hope you get as much enjoyment from playing this exciting new product as we had in creating it, and look forward to entertaining you in the future.

Game Overview

Bangkok Knights is the first in a new generation of 'True-Life' fighting simulations. By using larger than normal animated characters set against different panoramic backgrounds, a level of realism previously unattained on home computers has been achieved.

You play the part of a young up-and-coming Thai boxer whose one desire is to become the undisputed Bangkok Knight. To achieve this you must pit your strength and cunning against many different opponents.

In total you must fight, and hopefully defeat, eight opponents. The first four fighters you encounter are on the way to the Lumpini stadium and you have to fight them in different locations like the market square or on the treacherous cliff ledge.

When you have defeated the fourth opponent you have earned the right to compete in the stadium. Here you will be matched against the toughest Bangkok Knights who will not give up their hard won title easily.

Once in the ring of the stadium you must defeat a further four opponents in order to become the champion.



LOADING INSTRUCTIONS

Commodore C64

Before beginning ensure all connections to the computer are correct. If you are uncertain please consult the manufacturers' handbook.

Cassette:

Put cassette into deck with label showing side 1 facing upwards. Check that cassette is fully rewound.

With the basic prompt showing on the screen, hold down the shift key and while doing so press the run/stop key.

Follow the instructions that appear on the screen and press play on the cassette deck. The game will now load automatically.

Insert cassette 2 with label showing side 1 facing upwards when instructed to do so on screen...

For Commodore 128 owners, put the 128 into 64 mode and follow above instructions.

Important

Leave the play key depressed throughout game as following sections of the game will load automatically.

Disc:

Switch on the computer first, then the disk drive. Insert disc into drive ensuring label is facing upwards.

With the basic prompt showing on the screen type; load "*", 8, 1. Hold down the shift key and press the run/stop key. The game will begin to load automatically.

Leave the disc in the drive as following sections of the game will load automatically.

If you experience any difficulty in loading either cassette or disc versions of this game, switch off the computer and disconnect any non-essential peripherals such as; second disc drive, printer etc. Also remove any cartridges.

This inconvenience to you is the result of having to increase the level of protection in our software in order to prevent illegal and mindless acts of piracy.

Remember:

Software piracy is common theft and is punishable under law.



Game Control

This game can only be controlled by joystick. The joystick for a one player game should be inserted in port 2 of the commodore. A second joystick can be inserted in port 1 for two player game.

Keys:

F1 - One player game

F3 - Two player game

F5 - Toggle between music and sound FX or just sound FX

F7 - Switch between joystick operating systems

Commodore key - Pause

Space bar - Un-pause, and begin game

Run/Stop - Abort game

Within the game is the ability to change some of the games' attributes. This is achieved by typing a sequence of number keys. This feature can only be carried out before a player has pressed fire, or the space bar, to start a game.

Key Sequence

3070 to 3085

5160 to 5175

8280 to 8295

8740 to 8755

0000

Attribute

Change background multicolour #1

Change sprite multicolour #1

Change sprite multicolour #2

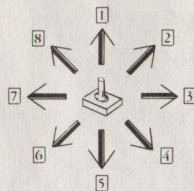
Change background multicolour #2

Returns attributes to default values

Game Control Cont.

Joystick:

Within the game there are two joystick operating systems, these are toggled by pressing the F7 key. The game begins with the first operating system as default.



Joystick System #1

When not pressing the fire button all positions all movement about the screen. With fire button pressed the joystick positions cause the following actions:

Position **1** - Punch left/right (alternating left, right is automatic)

2 - Elbow left/right (as for punch)

3 - Shin kick

4 - Knee blow

5 - Kick left/right (as for punch)

6 - Automatic block

7 - Automatic block

8 - Jump kick

Joystick System #2

This alternative set of functions for the joystick have been included in order to compensate for the poor response some joysticks have when pushed in diagonal directions. In order to maintain all the moves available to the player in Joystick System #1, this system multi-functions the four main joystick positions and calculates which move is best suited to striking the opponent.

- Position
- ① - Punch or elbow blow left/right
 - ② - Not used
 - ③ - Shin kick or knee blow
 - ④ - Not used
 - ⑤ - Kick left/right or knee blow
 - ⑥ - Not used
 - ⑦ - Jump kick or right knee

With regard to position ⑦ If a player is moving left and then pushes the fire button, the fighter will go into auto-block and automatically select the best defensive move.



Game Play

The objective of the game is to fight, and subsequently defeat, eight different fighters. Each fighter has their own particular features; some will fight more defensively than others, some have no regard for their own safety and will constantly remain on the attack.

There are some fighters that do not stick to the rules and will try unconventional moves, in other words cheat, in an attempt to defeat you. Because of the range of moves available to you and your opponent, it is essential you fully understand the controls in the game and select the joystick operating system that best suits your fighting style. Remember, winning is only a matter of time and experience.

You fight each opponent in a match. A match is divided into five bouts of preset time. In order to win a match you must knock down your opponent three times. If a match finishes without any player scoring three knock downs then the winner is the one who has the most. In case of a tie it is the fighter with the most energy left.

At the beginning of each bout a 'rounds girl' will appear on screen to tell you which bout you are fighting next. After a knockdown the rounds girl will indicate who had just won.



Status Area

The Status Area at the bottom of the screen indicates the following;

Heart Power:

This shows both fighters available energy and is restored at the beginning of each bout. To achieve a knockdown the opponent must have no energy left.

Punch Power:

This indicates the effectiveness of all your strikes and blows. When at full power your blows will decrease the opponents energy more. Different moves you make have different degrees of effectiveness and will reduce your punch power faster. To restore punch power you must accept a defensive strategy.

Timer:

This ticks down and shows the remaining time left in a bout.

Champion:

This indicates your accumulated score.

Score:

This shows your score in the current match.



The team

MARK CALE - ORIGINAL CONCEPT

TIM BEST - STORYBOARD

NICK PELLING - PROGRAMMING

ROB HUBBARD &
MATT GREY - MUSIC

SIMON NICOLL - SAMPLED SOUND FX

PRODUCED BY: MARK CALE AND TIM BEST

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L'AVENIR

System 3 Software a créé une ère nouvelle dans le domaine du logiciel de loisir pour ordinateurs domestiques ou personnels, en combinant le caractère passionnant de l'action des vidéo-jeux, des graphiques à vous en couper le souffle et une musique originale extraordinaire.

En utilisant les talents des principaux programmeurs, artistes de graphique et musiciens, nous désirons vous fournir des produits qui se situent à un niveau supérieur pour ce qui est de la conception innovatrice et qui vous sont offerts à un prix avantageux.

Nous espérons que vous trouverez le même plaisir à jouer avec ce nouveau produit que nous avons éprouvé à le créer, et nous souhaitons pouvoir vous divertir dans l'avenir.

Aperçu sur le jeu

Bangkok Knights est le premier produit d'une génération de simulations de combat 'réalistes'. Avec des personnages animés plus grands que de coutume, et des arrière-plans panoramiques différents, on obtient un niveau de réalisme jamais obtenu jusqu'à maintenant sur les ordinateurs deomestiques.

Vous jouez le rôle d'un jeune boxeur thaïlandais prometteur dont le désir le plus cher est de devenir le chevalier de Bangkok ou 'Bangkok Knight' indisputé. Pour ceci, vous devez mesurer votre force et votre habileté contre celles de nombreux adversaires.

Vous devez combattre et, si possible, battre huit adversaires. Les quatre premiers combattants que vous rencontrerez s'achèment vers le stade Lumpini et vous devez vous battre avec eux dans différents endroits: la place du marché, par exemple, ou le bord dangereux de la falaise.

Après avoir battu votre quatrième adversaire, vous avez gagné le droit de combattre dans le stade, où vous devez affronter les Chevaliers de Bangkok les plus aguerris qui ne vous céderont pas facilement ce titre qu'ils ont eu tellement de mal à gagner.

Lorsque vous vous trouvez dans le ring du stade, vous devez battre quatre autres adversaires avant de devenir le champion.

INSTRUCTIONS POUR LE CHARGEMENT

Commodore C64

Avant de commencer, assurez-vous que tous les raccordements à l'ordinateur sont corrects. Dans le doute, reportez-vous au manuel du constructeur.