RENEGADE

The Streets aren't safe!... Night falls swiftly as you make your way through the most sinister part of town to collect your girl. So far so good... your train pulls into the subway station, alighting you realise you are not alone!
The station, and the streets above are infested with thugs and villains... time is short so you must negotiate these areas to meet your girl as arranged. Quick thinking and martial art skills are the only abilities you have to depend upon and you disembark knowing that this is going to be the most dangerous walk of your life!
There are five stages to negotiate, first the tube station, where you will meet a gang of muggers intent on terminating your journey right there. The next stage takes you through the pier area, known to be a popular meeting place for motorcycle gangs. The third area is the sleezy back streets of town; female gangs stalk the streets in search of any unwitting male who may try and infringe their territory. Next, is the street leading up to your meeting place; a vicious gang of razor-wielding thugs have been known to taunt any innocent passer by just for kicks.
Finally you enter your arranged meeting place, but beware—the last gang you have subdued had called reinforcements who will be lying in wait, together with their leader—armed with a gun' Prove that love can overcome all by conquering these villains in time for your date!
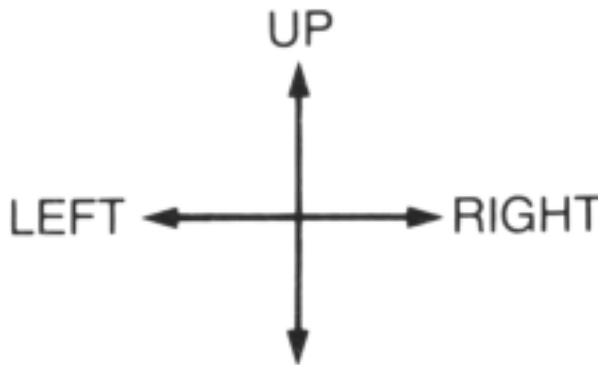
CONTROLS

JOYSTICK

The game is controlled by Joystick
in Port 2 and three attack keys.

ATTACK KEYS

ATTACK RIGHT — 2
ATTACK LEFT — ß
JUMP — 1

RUN/STOP Key pauses the game, press it again to restart.
RUN STOP/RESTORE resets the game.
SPACEBAR music on/off

GAMEPLAY

There are five levels Subway, Pier Sleezy Street, End Street and Interior In each of these scenarios you will meet a gang, who are armed with different weapons. To attain completion of a level the leader of the gang must be defeated, his status being shown at the top of the screen below your energy bar Each time the leader is hit and knocked to the ground his energy will be greatly depleted. When his bar chart is showing zero energy, you have defeated him or her and you will move onto the next level. Please note that the leader will not join the fray until a number of the minions have been defeated In the first stage you are attacked by a gang of both armed and unarmed assailants. You must punch, kick or "knee" your assailants repeatedly to defeat them, (typically, each needs to be knocked to the ground twice). The first time they are knicked to the ground, however you can kneel on top of them and a few swift blows will do the trick. On the second level you must confront a gang of motorcycle thugs on the pier. The level starts with four attackers on motorcycles who will try and run you over, they must be knocked off their bike to be subdued. Once the cyclists have been overcome, you will be attacked by both unarmed and crow bar wielding Hells Angels, and eventually their leader.
The third level takes place in the sleezy downtown streets, the headquarters of a gang of female marauders armed with both clubs and whips. When a number of these "ladies" have been defeated, their leader Big Bad Bertha, is brought into the fray.
The fourth level comprises of razor-wielding thugs. In previous levels you can sustain a number of hits before losing a life, but in this stage one touch is fatal!! Avoid the razors at all costs and watch your back! Defeat of all the characters on this level brings you into the interior scene where there are still more of this gang plus their leader—armed with a gun!
Completion of this final level will ensure you can keep your date with Lucy, your gorgeous girlfriend. Unfortunately you will only have a very short time with her, as the whole process must start again—only this time more difficult.
There is a time limit for each section and failure to defeat the major villain on each stage within the allotted time will entail you losing a life, so continued avoidance of the villains will not be helpful. There are various ways of attacking your assailant, all of which are shown below. These are:
1. PUNCHING,**2.** BACK KICK, **3.** FLYING KICK, **4.** KNEEING, **5.** PUNCHING A FLOORED ASSAILANT
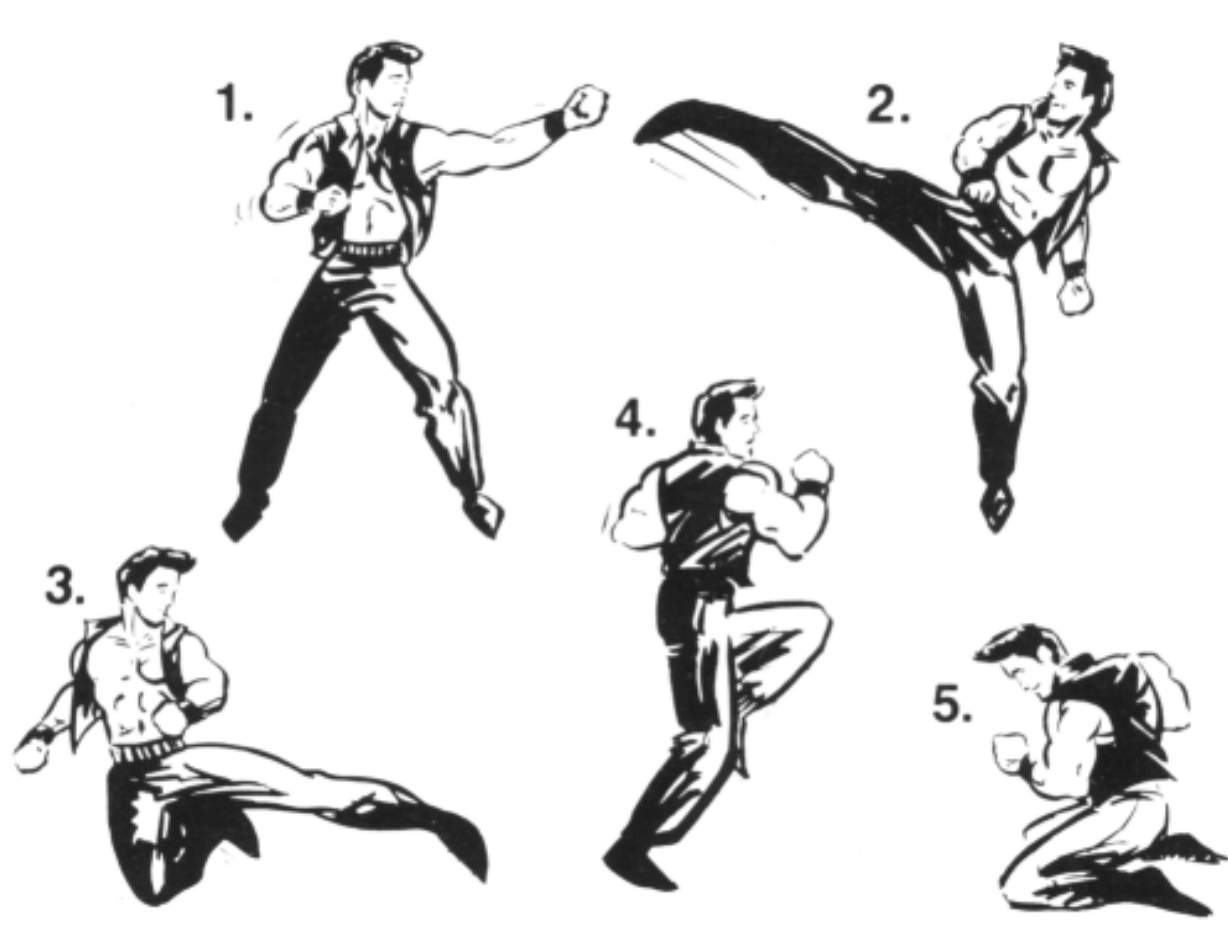
STATUS AND SCORING

Your energy is indicated by a horizontal bar chart at the top of the screen which will decrease each time you are hit. Beneath that is the energy bar of the gang leader; this will only come into effect when he is brought into play(after you have defeated a number of his henchmen). His energy decreases accordingly with the number of hits he sustains. The lives remaining and the number of gangs you have defeated are indicated by the heads at the bottom of the screen. Points are awarded for successful actions in relation to their effectiveness—between 50 and 100 points, (the more effective the blow, the higher the points achieved). Extra points are awarded for each enemy knocked out. Completing the full five rounds will result in a score of an extra 10,000 points. An extra life is awarded each time you complete all levels.

HINTS AND TIPS

* Keep on the move.
* In the first two levels opponents can be forced to fall off the edge of the playing area— but be careful so can you.
* Kill the most dangerous opponents, i.e. the weapon carriers, first.
* On the third level it is recommended to avoid Big Bertha until you have disposed of all of her minions.

RENEGADE

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CREDITS

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