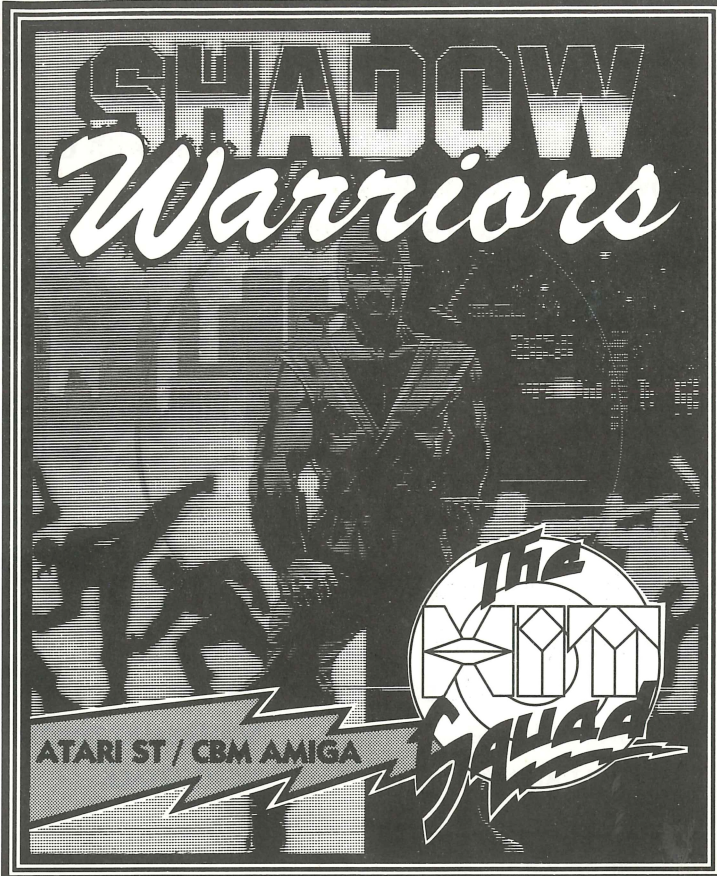


**OPERATION  
THUNDERBOLT  
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## SHADOW WARRIORS

### SCENARIO

Handed down since the turmoil of Medieval warring States are five secret Ninjitsu techniques known only to the Shadow Warriors. In the concrete jungle of an American metropolis, chaos has broken loose, an Oriental demon has possessed the strength of the greatest Warrior and has summoned forth a squad of ghoulish assassins who must be stopped.

This duty falls to you, the last in a line of legendary combatants and the only saviour of a threatened city...

Shadow Warrior, the hero of the '90s.

### LOADING

#### ATARI ST

Switch on the power to the computer and disk drive, then insert disk 1 into the drive. Please leave the disk in the drive throughout the game. This program will then load automatically; follow on screen instructions.

#### AMIGA 500

Insert disk 1 into drive A and turn on the computer; the program will then automatically load and run.

#### AMIGA 1000

Insert the System disk; when the Workbench disk illustration appears insert the game disk; the program will then automatically load and run. Please leave the disk in the drive throughout the game.



## CONTROLS

This is a one or two player game and is controlled by joystick only with the following additional keys:

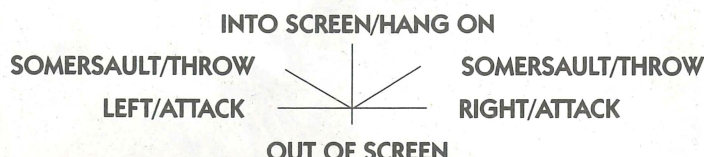
H	PAUSE ON/OFF
S	MUSIC ON/OFF
1	START PLAYER 1
2	START PLAYER 2

## AMIGA ONLY

Player 2 press FIRE on joystick when player 1 has started.

## JOYSTICK CONTROLS

Press fire button for attack moves.



## STATUS & SCORING

The status panel shows swords indicating the number of lives remaining, energy is displayed above them:-

Points are awarded as follows:-

Killing an enemy	100 points
Breaking an object	50 points
Killing end of level Guardian	1000 points
Completion of level	1000 points

Bonuses are found when objects are smashed as follows:

Small Ninja	Extra life
Sword	Sword
Blue pill	1 point of energy
Red pill	2 points of energy
Small ruby	100 points
Large ruby	300 points

The timer is reset back to 99 after completing each level and after completing a section of the game.

## GAMEPLAY

The player progresses through each level and meets various enemies along the way. The Ninja in this game has perfected the techniques of the Triple Blow Combination, The Flying Neck Throw, the Hang Kick, the Phoenix Backflip and the Tightrope technique. As he cuts a swathe through each zone, items appear from within trash cans, signs and telephone booths. His mission is to fight his way through six of the toughest neighbourhoods in America as he collects these items and destroys the assassination squads on his way to the final conflict with the evil Demon.

## HINTS & TIPS

- Try not to let enemies get on both sides of you. If they do then try to position an object between you.
- Use objects to 'take a breather' from the action.
- Try jumping over enemies and hitting them from behind.
- Do not rush quickly through the levels, stop and wait for enemies to come on screen individually or in pairs and take them without going on. This way large gangs of baddies will be avoided.

## CREDITS

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