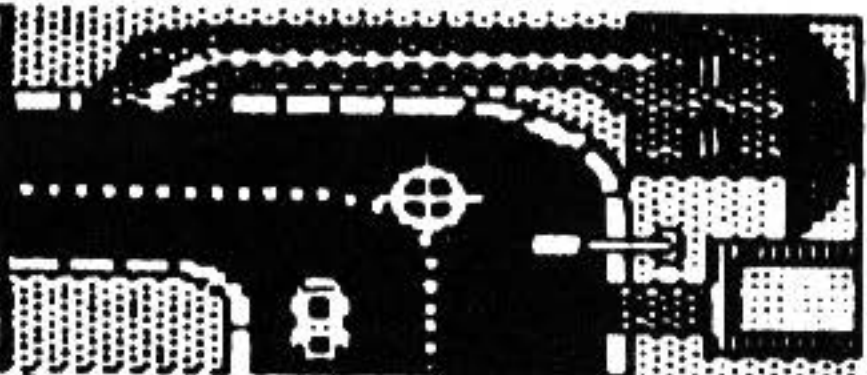


CHAMPION

BUSINESS
DISTRICT
Sector: 7, 3



- BLAST**
- COMBAT**
- DUNGEON**
- KICK**
- DODGE**
- USE POWER DRAIN**
- TARGET**
- RETREAT**



CHAMPION

You are a crusader for the side of all that is right and good or, more appropriately, a Champion. Endowed with special powers superior to normal men, you have decided to use these abilities to end crime (sounded good at the time). Unfortunately a criminal mastermind by the code name of *MR. BIGG* has decided just the opposite, that his powers should rule mankind instead of help it. Recently, you have learned of this man's sinister plot to take over the fair city of Oakdale and, prepared for the worst, you have taken it upon yourself to defeat this foul villain. Also, unfortunately, *MR. BIGG* is not only powerful, but he is influential, and with this influence he has gathered a small army of villains. And, if that wasn't enough, *MR. BIGG* has obtained the power to hide within his troops and to alter his shape to appear as something else. Sound like a good day's work?

In order to aid you in your quest to abolish the evil of *MR. BIGG* once and for all, a government based group by the name of '*THE SERVICE*' has created a detector device that tunes in on the Aural Frequencies of *MR. BIGG*, but like most government based groups, they have leaked out information about it and also allowed an agent of *MR. BIGG*'s to infiltrate their headquarters and steal the device. It can only be presumed that the detector has been disassembled into its three component parts and hidden somewhere in the city. You need this device.

On the brighter side, one of your many Oakdale connections has informed you of a gadget that is of *MR. BIGG*'s making, in the hopes of using it to defeat you. It is an Energy or Power Drain. It also is assumed that this gadget is hidden somewhere in the city, and, if you find this object, it just might give you the power to defeat *MR. BIGG* (what irony). Now all you can think about it the chance (although slim) to defeat the evil forces of *MR. BIGG*, the chance to save innocent lives, and get that reward money (along with the Wheaties endorsement).

LOADING

Cause a cold-start (turn the computer off then on again). If you have a CoCo 3, hold down the F1 key and press reset to force the alternate color scheme. Remember, you must have a composite monitor or a TV set in order to see the colors. An RGB monitor will only create black and white graphics. Place the master disk in drive 0 and type `LOADM"BOOT"`. The program will auto-start and after a moment a color test screen will appear. Press reset until it turns red and then press any key. After you've been told what game you're playing yet again, press any key to continue. The game itself will start and you will be prompted for the level of play. Choose one of the selections (1-3) and press the corresponding number (if you've never played this game before, choose #1; don't

be a fool!). The screen will then display the words **SETTING UP . . .** This means, of course, that it is setting up. After a second or two, the actual game screen will appear, and you will be on your way.

FLIGHT

In the upper right hand corner is the map section. This shows you basically what the surrounding area looks like. If you are in fly mode (which you are when you start) you can fly above the city by moving the right joystick. You are *not* limited to the roads shown, **YOU'RE FLYING!** Only the roaming villains must stick to the roads. You can use this to your advantage by tracking the progress of some of the villains. In this mode (flying) you are in **REAL-TIME**. This means that time is elapsing while you go get that can of pepsi. This is not good. While you are in flight mode, a period of time (dependant on the level selected) will elapse and suddenly the villains will attack their sectors and move (we'll talk about this later). This will be shown by the message **VILLAINS ON THE MOVE**. After they are done moving you will resume control and time will start again. One major aspect of flying that is very appealing is the fact that one can gain back endurance (also later) by resting in mid air. Of course this also allows the villains to move, but you can't have everything.

Also when you flying, your **ON BOARD COMPUTER** will alert you if there are any enemies in the sector below you. It will do this by marking a crosshairs on the map section and letting out a siren sound. You cannot identify what is there from the air, but that is easily done by landing or becoming **GROUNDED**. The left side of the screen will tell you what sector you are currently in (horizontal, vertical) along with a small description of the location. The bottom right will give you responses to your queries and will handle combat. The bottom left will be your input using the right joystick and fire button.

GROUNDED

Here you are not in **REAL-TIME**. You can rest in reality here (or get that snack). What this menu means is that you have landed on the ground and are in that particular sector, not two feet away from any villains there. Lucky for you, the villains have no interest in you, they simply wish to loot and pillage. Unlucky for you, they will not allow you to search the sector for the pieces of the detector or the energy drain. The menu displayed here offers six choices. The first, **ATTACK**, will be dealt with under combat. The second, **INVENTORY**, shows you what you are carrying at that time. You start with nothing, of course, but hope to add the detector parts and the drain. The third, **FLY**, will put you back in fly mode and the forth, **COMPUTER**, will link you up to the **ON BOARD COMPUTER**. **SEARCH** will allow you to look in an area for one of the objects. You cannot **GET** an object until it is found using search and you cannot search if a villain is there.

COMPUTER

This is a mini computer that you have brought along to guide you. With it you can **IDENTIFY** the villains in the sector without jumping into combat. **MAP** will display a map of the entire city showing the roads that the villains have to stay on in order to travel. You can see which sector you are currently over by looking at the top of the screen which will give you the sector number and the display picture. Press the fire button to leave this function. **STATUS** will give you the status of all of the sectors. Each sector starts with a strength of 15. Each villain (villain is used generically here as there are *AGENTS*, *VILLAINS*, *RAIDERS*, and *MR. BIGG*) has a rating of 1, 2, 3, or 4 in the order listed: *A*, *V*, *R*, *Mr. B*. Each time the message appears, **VILLAINS ON THE MOVE**, each sector is being attacked and the combined rating of all of the villains there is subtracted from the strength of the sector. When the strength reaches zero, that sector is considered **TAKEN** and it will display such on the **STATUS**. After this, the sector will be of no interest to a villain and he will move to a new one next turn. You also lose points for every sector taken so it is important to get *MR. BIGG* as soon as possible. You can show all of the sectors using the **STATUS** command by manipulating the right joystick in the fashion of the map and pressing the fire button when done.

USE DETECTOR is only utilized when all three of the parts of the detector have been found. If and when the detector is found and assembled (the computer does this automatically) and this function is used, the computer will activate the detector and give you *MR. BIGG*'s current location. If *MR. BIGG* is in the sector you are at, it will tell you which position he is filling and what he is disguised as. More on that in combat.

STRENGTH AND ENDURANCE

You see those two funny bars in the middle of the screen off to the right? They represent your strength and endurance. Your strength is how much damage you have taken, and how much more you can take. You never receive more strength. If your strength goes down to zero or below, you lose (or die, whichever is worse).

Your endurance is much more short term. It is how exhausted you are, or how much energy you have to fight. You can gain this back by hovering in flight mode. You lose endurance in combat. Each attack or dodge uses some endurance, some more than others depending on the intensity of the attack. Even villains have strength and endurance. The only difference between them and you is the amount of it and the fact that they can rest in combat while you cannot. More on this in combat.

COMBAT

Speak of the devil,... Combat is the main thrust of this game and it must be mastered in order to obtain any semblance of success. When you enter the command **ATTACK** you will be switched to the **TARGET** menu. Each sector can hold up to three villains (or agents, or raiders, or any mix of the three). Here you decide who you want to attack, or if you want to attack at all. If there is an open spot, you can enter the **NO ONE** choice, bringing you back to the **GROUND** menu, but if all three are filled and you wish not to attack, you must enter the retreat function. This will shoot you into flight mode, but will also subtract 100 points from your score (and earn you the scorn of any villain there). Before I talk about the act of combat itself, let me tell you a little about each villain.

AGENT- This is the weakest of all the villains, and therefore there are more of these than anything else. They have two attacks, one of which is the machine gun they hold at their sides. This takes up quite a lot of their endurance, though, so when they begin to get weak, they use their other attack, their kick. Both do not do much damage and they have a relatively small strength which makes them easy to knock out. At best these guys are nuisances, just getting in your way of searching and draining your endurance.

VILLAIN- The Villain is a little tougher than the Agent. He can take more hits, and it is harder to hit him. His strength is higher, his endurance is higher, and his endurance recovery (when he is resting) is better. The Villain also has two attacks, but is basically a physical creature. He will smash you with his earth shattering kicks, and when he tires, he will pummel you with his huge ham-fists. Not fun. Both do more damage than the agent.

RAIDER- Watch out for this guy. The Raiders are Mr. Bigg's elite guard and are tough as heck. They only have one blast attack, but it is enough. They are, of course, tougher in every way, and their attacks can do serious damage to your strength. It would be best to avoid them if you can, but if you have no choice, use as much strategy as you can to hit, stun, and run.

MR. BIGG- What need be said? He cannot be taken in normal combat. The dodge command will not work with him. With one stroke he can halve (or worse) your strength by energy absorption. The only way to knock him out is to use the **POWER DRAIN**. It will bring his endurance down to a dangerous (negative) level while you can beat on him. Mind you, it's still not that easy to hit him! By the way, the **POWER DRAIN** has two charges and can be used on any villain, but it would be wise to save at least one if not two charges for him.

Combat itself it run in **REAL-TIME**. It consists of seven choices you can make while in your combat phase. When you enter combat, you have a certain amount of time to attack your opponent. This time, though, is not as long as it may seem if you do not do anything. Each action (attack) is subtracted from the time you

have left in your combat phase before the enemy strikes. The length of the phase is determined by the skill level chosen at the beginning of the game. In levels 1 and 2, there is about the time for a blast and a punch, or 4 punches, or 2 kicks, or a kick and 2 punches. This is assuming that there are no breaks in between attacks. In order to facilitate this, it is best not to lift one's hand from one's joystick button in between attacks. The placement of the joystick comes only with practice. In level 3 the time is shortened somewhat. Each attack (blast, punch, kick) is separate. For instance, the blast takes more time and uses more endurance, but does much more damage to the enemy (which can sometimes be necessary when you want to attack and run before getting hit). The punch is quicker and less tiresome, but doesn't do nearly the damage of the other attacks. The kick is moderate in all respects.

Sometimes you may want to mix and match the attacks according to how much time you have before the enemy attacks. If you attack and miss, (which does happen on occasion and is marked by a AHHH!! from the villain) it doesn't take up as much time as an attack that connected. One must experiment to get the full range of timed attacks. If you attempt an attack that takes more time than you have left before the enemy attacks, it simply will not register and the enemy will show his "ready" signs.

When your attack is finished or you attempt an attack that takes more time than you have left, you will be shown the "ready" signs by the villain. Either his eyes will flash or he will cock his arm, etc. This is to warn you that he is about to attack. When this happens you have a short period of time to enter the DODGE function. This gives you the chance to dodge the villain's upcoming attack. A successful dodge will be shown by the villain seemingly floating into the air more than halfway. This is to show your perspective of ducking. If the dodge is unsuccessful, the picture will float a little, and come back down before hitting the halfway point. **DON'T SHORTCHANGE YOURSELF!** Just because one dodge was unsuccessful does not mean that you still cannot continue to try to dodge that phase. Hold your finger down on the button. For Agents one can try to dodge up to **THREE** times before he attacks, for Villains two, and for Raiders one which makes them especially dangerous. Remember, though, that dodging costs endurance which is paramount in combat. Realize that when you leave to rest up in retreat or leave combat in any way excepting the **TARGET** function, the villains also rest up, too, and are at peak condition when you come back to attack, so it is wise to have as much endurance going into battle as possible.

The **USE POWER DRAIN** command can only be used when you have found the Energy drain module and then only twice. It will drain the endurance of any enemy to negative values so it will be impossible for them to attack you until they have recovered. At the end of every one of your combat phases, they will try to recover their endurance. Remember, they are not dead, simply recovering. Therefore if you try to attack using a time consuming attack late in a phase, it will

be cancelled out and the enemy will get his recovery. Use this device carefully if you obtain it.

TARGET will allow you to change targets within combat (and also allow you to get back to the **GROUNDED** menu without retreating if there is a space open.). It will simply bring you back to the **TARGET** menu you encountered before when entering combat initially.

RETREAT, as discussed before, will take you directly out of combat into the flight mode where you can recover your lost endurance. But remember, it will cost you 100 points from your score.

The natural end to combat is either if you knock out the villain (in which case he will cease to exist, you will be put back into the **GROUNDED** menu, and he will moan for your pleasure) or the villain defeats you (the not-so-favorable option) in which case you die (see following section).

SCORING/WINNING AND LOSING

Although the score is not displayed during the game, you are indeed being scored. This takes such things into account as knocking out enemies, obtaining objects, keeping sectors free, and winning. The only way you can lose score is to either **RETREAT** or die, in which case you do not gain any points for sectors kept free, for the villains overrun them anyway.

You win when you defeat *MR. BIGG*. It's as simple as that.

You lose when either you die, or all of the sectors are taken.

Good luck.

CHAMPION. Become a superhero in your fight to rid the world of the evil forces of Mr. Bigg in this action adventure. The combat is hot and heavy and requires a fast joystick. The graphics and sound effects are sensational. "This is a fascinating game and a difficult one to master. You'll get a blast out of (Champion)!" says the Rainbow review of 5/87. Defend the innocent and defeat the villainous; be a true Champion! Req. 64K, disk drive, and joystick. Only \$19.95.



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