

# TWO FINGER DEATH NOW

**Videogame manual**

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# Utilities

To develop Two Finger Death Now the beta version of Epctelara 1.5 has been used, up to commit 65a911b, WinApe 2.0b2, as a test tool, and CDT2WAV to be able to test the game in a real CPC Amstrad.

# Controls

## Menu Keys

Space - Start the game

**PRESS A OR D  
TO HIT THE  
ENEMIES**

**BECOME A  
MASTER**

## Game Keys

A - Hit Left

D - Hit Right

R - Restart the game when you die or  
you win

Esc - Return to the menu

# Game Story

The Great Dragon, the protagonist of this story, only aimed to be remembered throughout the world as the best Karateka. It was not going to be easy, that's why he would start in his city, asking masters and apprentices to fight against him. It may take several attempts to overcome this challenge, but practice makes perfect.

# Glossary

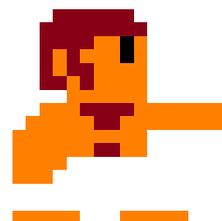
The character is a guy from San Francisco who only seeks perfection and truth through Karate.



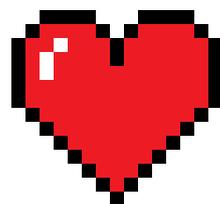
Master prepared to teach the art of Karate in the best way, fighting.



Typical enemy who just wants to show that he can win you.



The main character will have 5 lives, so that you have some chance to win, which will be displayed next to this heart, and there will also be a score so you can say that you have achieved some points.



A reference to Chicago's 30 of Topo Soft has been made on the map, as can be seen in the following images.



