Puppet Fight — Manual

Amstrad CPC 6128 (128K, disc). REVIVE8BIT – 2026 – VASPER.



The story

The world's leaders have stopped taking questions. In *Puppet Fight* they settle things the old way: two felt puppets, one stage, ninety-nine seconds.

Trump, Putin, Kim, Xi, Musk and Zelensky step into the ring, each with a move straight out of the headlines. Win your way past every one of them and the man who pulls the strings comes out from behind the curtain: the Puppet Master himself.

Loading

Insert the disc in drive A and type

```
RUN"PUPPET
```

First comes the REVIVE8BIT screen: **SPACE** skips it, or it goes by itself after ten seconds. The title screen appears while the fighters are read from the disc. Press **fire** (or **SPACE**) to go on to the select screen.

The game needs a CPC 6128 (or a 464/664 with 128K and a disc drive). Leave the disc in the drive: in a game against the computer, the next opponent is loaded from it between matches. It reads the disc directly, so it needs a real disc drive or a floppy emulator such as a Gotek or HxC. M4 boards can't load the next opponent.

The select screen



The menu has a row for each choice, and the two fighters stand above it.

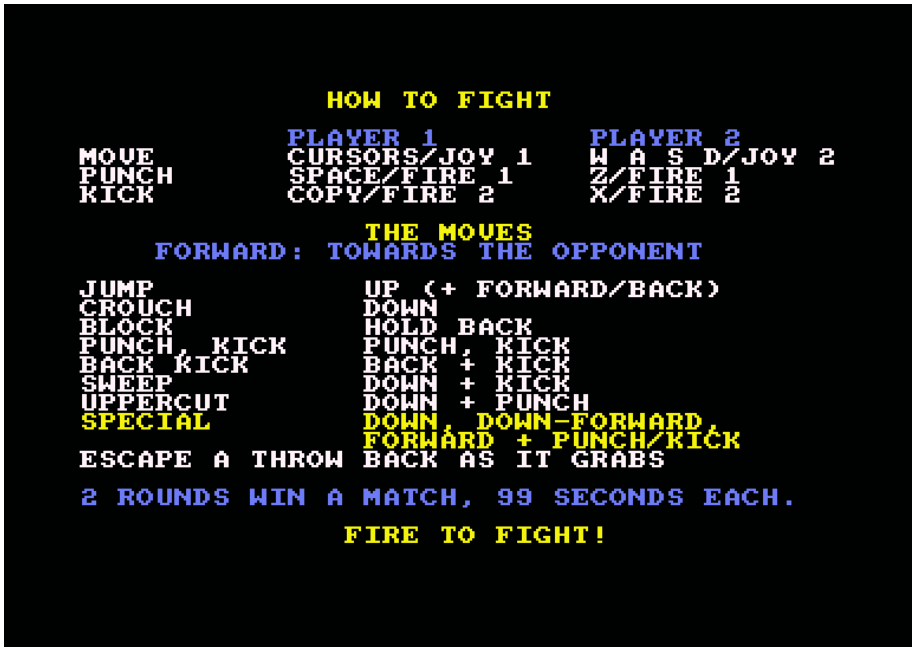
Row	Choices
Player 1	any fighter
Player 2	any fighter (the same one too: the second gets other colours)
Opponent	Human, Computer or Training
Difficulty	Easy, Medium or Hard (only when the opponent is the computer)
Dummy	Stand, Crouch, Jump or Block (only in training)

The keys:

Key	
Up / Down	Choose a row (the arrow and the yellow show which)
Left / Right	Change it
Fire / SPACE	Start

Either player's controls work the menu. When the opponent is the computer, it plays Player 2's fighter.

How to fight



After the menu, a screen shows the controls and the moves while the fighters load from the disc. When it says **FIRE TO FIGHT!**, press fire to start.

Controls

	Player 1	Player 2
Move	Cursor keys or joystick 1	W A S D or joystick 2
Punch	SPACE or fire 1	Z or fire 1
Kick	COPY or fire 2	X or fire 2

In the moves, **forward** means towards the opponent and **back** away from them. Fighters always turn to face each other.

Moves

Move	How	
Walk	Left / right	
Jump	Up (up and forward or back to jump that way)	You can jump over your opponent
Crouch	Down	
Block	Hold back while your opponent attacks	Stops punches, kicks and projectiles
Punch	Punch	4 damage
Kick	Kick	5 damage
Back kick	Back + kick	6 damage
Sweep	Down + kick	4 damage, knocks down
Uppercut	Down + punch (or down, then up + punch)	6 damage, knocks down. Good against jumps
Special	Down, down-forward, forward + punch or kick	Each fighter's own (see below)

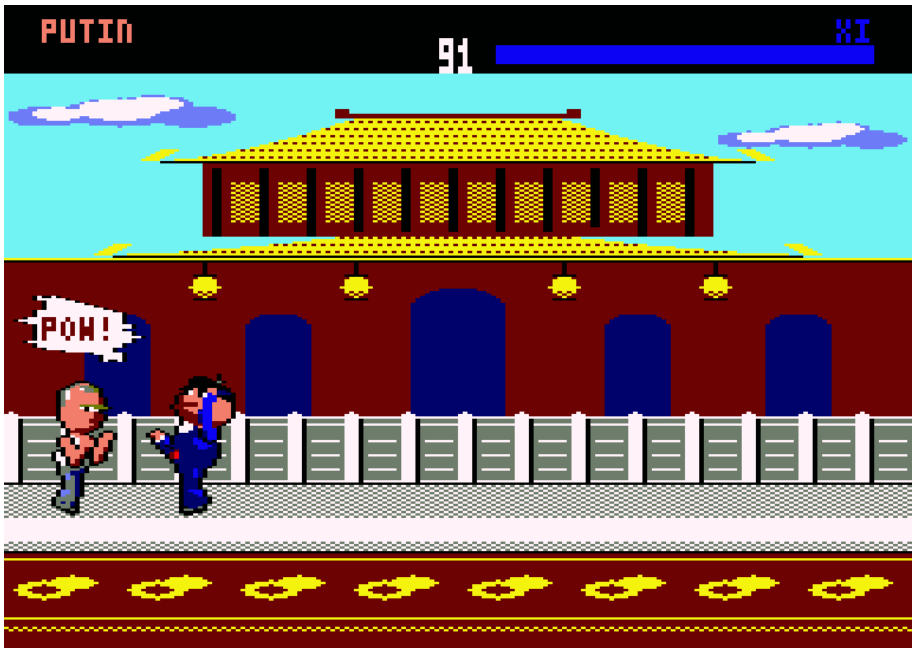
Any hit on a fighter in the air knocks them down. A fighter who is knocked down gets up again after a moment.

Specials

There are three kinds:

- **Projectiles** fly across the stage. They can be blocked, but a blocked one still takes a point of health (never the last). Two projectiles that meet cancel each other out. A fighter lying down lets one pass over. A fighter can only have one projectile in the air at a time.
- **Strikes** land like a big attack: 10 damage, and a knockdown.
- **Throws** grab an opponent standing close and throw them over to the other side: 10 damage and a knockdown. A throw can't be blocked. To escape, press back just as the grab lands. Holding back is too late.

Rounds and matches



Each fighter has a health bar at the top of the screen with their name over it, player 1 on the left, and the round clock is between them. Every hit that lands throws up a comic-book burst over whoever took it: POW!, BAM!, ZAP!, WHAM and the rest. A round ends with a knockout, or when the clock runs out after 99 seconds. Then the fighter with more health wins; with the same health, nobody does. The winner of a round gets a marker under their bar. Two rounds win the match.

Big words across the screen open each round, **BEGIN FIGHT**, and close it: **K.O.**, **PERFECT** (a knockout without losing any health), **TIME UP** or **DRAW**. They step aside while a fighter jumps through them.

ESC stops the fight and asks over the names: **EXIT ? ESC=YES, FIRE1=NO**. A second **ESC** takes you back to the menu: the game loads it again from the disc, so leave the disc in the drive. **Fire** (or **SPACE**) goes on with the fight where it stopped.

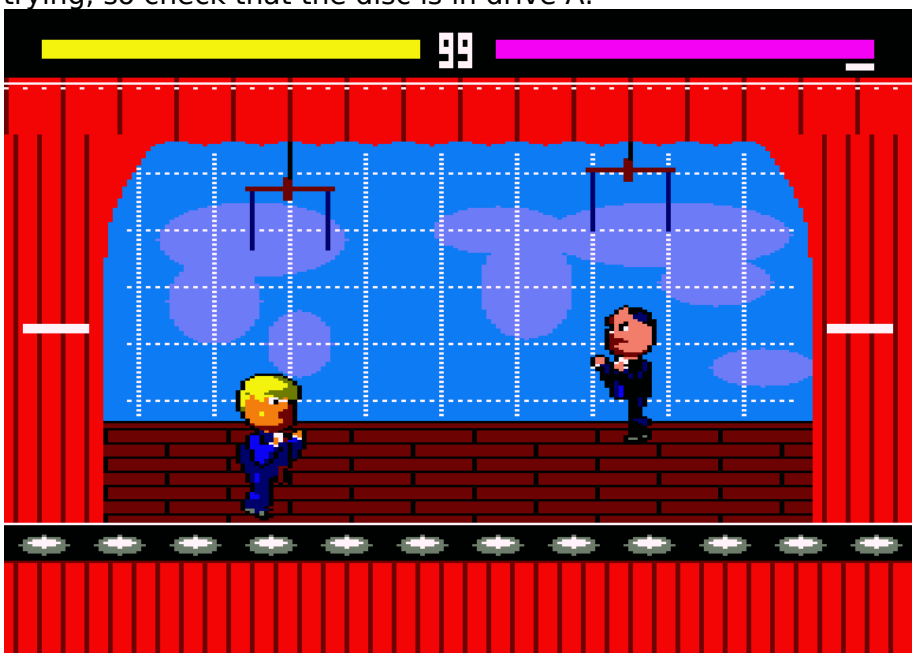


Against the computer: the ladder

Set **Opponent** to **Computer** on the select screen to play against it. Every time you win a match, the screen goes dark for a few seconds while the next opponent and their home stage come off the disc. The next opponent is the next fighter on the list, skipping your own.

Beat all the others and the curtain rises on the **Puppet Master**, who always fights at his hardest. Beat him and the ladder starts again. If you lose a match, you face the same opponent again.

If the border turns red while the next opponent loads, the disc couldn't be read. The game keeps trying, so check that the disc is in drive A.



With two players, each match is followed by a rematch.

Training

Set **Opponent** to **Training** to practise the moves. Player 2's row then shows the **Dummy**: a burlap training dummy on a spring, with a target on its chest. It sways back and forth, bends right back when it is hit and springs up again, and a knockdown tips it over on its base. It never fights back. The **Dummy** row chooses what it does:

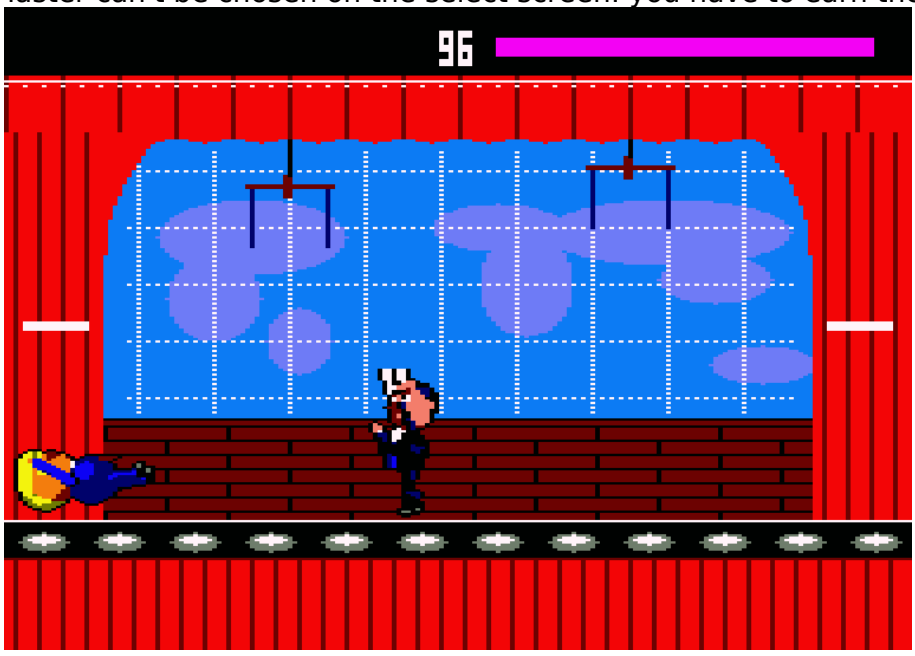
Dummy	
Stand	Stands there and takes it
Crouch	Stays down: only low attacks reach it
Jump	Hops, again and again: practise the uppercut
Block	Blocks every attack and projectile, low against a sweep: practise the throw

The clock stays at 99 and nobody wins rounds: a knockout only starts the round again, with full health. **ESC** twice goes back to the menu, as in any fight.

The fighters

Fighter	Title	Special	Home stage
Donald Trump	The Greatest American 2.0	Tweet Storm: a tweet bird (projectile)	The White House
Vladimir Putin	Tsar of All the Puppets	Judo Throw (throw)	The Kremlin
Kim Jong-Un	Supremest Leader	Surf's Up Missile (projectile)	Pyongyang
Xi Jinping	President Emperor	Belt and Road: a long-reaching belt (strike)	Beijing
Elon Musk	Tech Support	Chainsaw Rampage (strike)	Starbase
Volodymyr Zelensky	Humble President	More Ammo!: a supply crate (projectile, slow and heavy)	Kyiv
Ian Bremmer	The Puppet Master	G-Zero World: a globe (projectile, the heaviest)	The puppet theatre

The Puppet Master can't be chosen on the select screen: you have to earn the fight.



About

Puppet Fight is a non-commercial fan project in the spirit of *Puppet Regime*, GZERO Media's satirical puppet show, which inspired the cast. It is kept to the show's affectionate, absurd register: slapstick, no real violence.

Written in Z80 assembly for the Amstrad CPC 6128. The fight runs at a locked 25 frames a second on a full overscan screen (192 × 272 Mode 0 pixels). The puppets were built and posed in Blender and turned into Mode 0 sprites, then compiled to Z80 code while you play.