



CAPITAL

PUNISHMENT



THE PLOT

YOU ARE THE LAST OF THE FOUR GREAT WARRIORS. YOUR MISSION IS TO DETHRONE THE EVIL LORD QWESUL. YOU BEGIN YOUR QUEST IN RANCID, PUTRID CATACOMBS OF HIS CASTLE. HOWEVER, BEWARE - QWESUL IS AWARE OF YOUR PRESENCE, AND HAS PLACED GUARDS ON EVERY FLOOR. MOREOVER, HE CAPTURED THE OTHER THREE GREAT WARRIORS AND TOOK CONTROL OVER THEIR SOULS. THEY ARE NOW HIS GUARDS, AND WILL ATTACK ANYONE WHO ENTERS THE CASTLE. EVEN YOU.

YOU MUST WORK YOUR WAY UP TO THE TOP OF THE CASTLE AND DEFEAT ALL WHO STAND IN YOUR WAY IN ORDER TO BATTLE QWESUL. AFTER DEFEATING EACH OF THE GREAT WARRIORS, YOU WILL BE GIVEN A CHANCE TO BREAK THE QWESUL'S EVIL SPELL, THUS ALLOWING OTHER WARRIORS TO JOIN YOU.

SHOULD YOU FAIL TO ACCOMPLISH YOUR MISSION, YOU WILL SUFFER A FATE WORSE THAN DEATH. QWESUL HAS THE POWER TO MAKE YOU IMMORTAL, AND FOR ETERNITY YOU WILL BE CONFINED TO A SINGLE ROOM, BECOMING ONE OF HIS GUARDS. AND THAT IS THE **CAPITAL PUNISHMENT!**

CONTROLS AND CHARACTERISTICS:

Keyboard (cursors and ALT key); one or two joysticks or CD-32 compatible gamepads.

- Up to four players can compete in League or Tournament mode.
- A unique "rescue" option enables controlling all four Great Warriors as a team when confronting Qwesul's guards.
- Hidden warriors, combos, special moves, rooms, cheats...Experiment!

GAME MENU

MENU CONTROLS: Cursor keys and ALT on your keyboard or joystick in port 2.

ACCESSING OPTIONS: Move the menu bar up/down to highlight your selection and press fire/ALT to toggle its options. Most of the options are self explanatory.

PLAYER 1 (LEFT) - Sets the control method for the human player on the left side.

PLAYER 2 (RIGHT) - Sets the control method for the human player on the right side.

NO. OF PLAYERS - Sets how many human players will play Capital Punishment.

START - Brings up the "options menu"

QUIT - Quits the game.

TYPE OF GAME

EPIC - This is the main type of gameplay. You will enter Qwesul's castle and face his



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army of the dead. Qwesul is awaiting at the top of the castle.

PLAYER VS. AMIGA - Practice fight against a single computer opponent.

POSSE VS. AMIGA - Practice team fights where you can choose several warriors on your team to fight computer chosen team of equal size.

PLAYER VS. PLAYER - Practice fight against another human player.

POSSE VS. POSSE - Team fights where each of the two players can choose several warriors on his team.

TOURNAMENT - Eight contestants (up to four human players) enter the tournament of death. It is split up into rounds, and only the winner progresses to the next one, until there is only one warrior left.

LEAGUE - Six contestants (up to four human players) enter the league. They face each other and gain points for each win. At the end, the points are totaled up and the warrior with the most points wins.

OPTIONS MENU

You can configure Capital Punishment to suit your taste by altering options from this menu. Some of them appear only for specific type of gameplay. At any time, pressing the ESC key will return you to the previous menu.

SOUND - (sound FX / music) Every scene in Capital Punishment has different atmospheric sound FX or music in the background.

WARRIORS PASS BY - (YES/NO) Sets if warriors should be able to walk-by one another, or push each other.

SCREEN LIMIT - (YES/NO) Sets should warriors be able to get out of the screen.

REPLAY - (YES/NO) Slow motion replay after every fight.

ADVANCED OPTIONS - brings up an additional menu for custom tailoring of the gameplay. It will set "advanced options" to "custom". Toggling it back from "custom" to "original" will reset all the changes made.

FLIP IN FATIGUE - (YES/NO) Sets if warriors should always turn face-to-face when fatigued?

ACCURACY - (EASY / REALISTIC) Thanks to its advanced collision detection Capital



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