

2019 NEO TOKYO IS ABOUT TO  
E . X . P . L . O . D . E



**AKIRA**



#### LOADING: (Disk)

1. Switch on computer
2. Insert Akira disk 1
3. Follow on screen prompts

#### LOADING: (CD32)

1. Switch on console
2. Open lid
3. Insert CD
4. Close lid

#### DISC VERSION

The Game can be paused by pressing "P". "esc" will return to main menu.

#### CD 32 VERSION

The Game can be paused by pressing the pause button. Holding both "charcoal" buttons will return to main menu.

#### REQUIREMENTS:

- 1 Meg of memory
- 1 joystick or joypad
- A500 A600 A1500 A2000 A1200 A4000 030/040

#### PROTECTION:

When the protection screen appears goto the designated page number and find the letter combination shown. Using the keyboard, joystick or joypad enter the six numbers shown beneath the respective letters.

PLTIXM	WGWMPX	ONPPZB	UEBHEH	ZOULEN
639386	563173	363383	769657	878767

PAGE 1

## STREET RACING

Kaneda, head of the Capsule gang, leads the fight against their rivals, the Clowns. In these road levels you will play the part of Keneda on his bike. You must make your way through the streets of Neo Tokyo within the given time.

#### STATUS PANEL

Lives Character Energy Fuel Time Score Pickups Aura

#### BIKE CONTROLS:

Fire -	Throw grenade if available
Left -	Brake
Right -	Accelerate
Up -	Move up
Down -	Move down

#### PICKUPS:

Grenade -	Five grenades
Fuel canister -	Fuel
Pause symbol -	Clock stop
Fast forward -	Speed up
Square Shield -	Shield
Capsule -	Bonus points
Jar of Energy -	Energy

#### HINTS:

- 1 Hit the cones for points and bonuses.
- 2 Explode the boulders with grenades to make a way through.
- 3 Get to end before time runs out.
- 4 Use jumps to get over devastated road.

TSCBBY	YXEGSB	ZJGYWR	MHZVIU	UNQJWM
875532	732966	767784	958664	853387

PAGE 2

## MILITARY HOSPITAL

Tetsuo, Kaneda's friend, loses control of his bike and just misses one of the escaping mutant children. Tetsuo is taken by the authorities and experimented upon by the scientists of the Akira project. Now you play the part of Tetsuo you must escape the Hospital filled with doctors, guards and other subjects of the Akira project which appear as toy cars, teddy bears and rabbits. Lifts must be unlocked by a pass key which can be found around the level. Up will enter the lift. You will receive aura from some of the baddies you kill and these must be collected. When the aura is full the exit will flash on the status section and you must find the exit (to the right of the level).

### STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

### CONTROLS:

Fire -	Fire shot	
Left -	Walk left	Up - Jump (or enter lift)
Right -	Walk right	Down - Duck down
Left Down -	Run left	Right Down - Run right
Right button or space bar -		Jump forward off platforms

### PICKUPS:

Pause -	Pause clock
Clock back -	Clock backwards
Square Shield -	Shield
Jar of Energy -	Energy
Jar of life -	Extra life
Energy ball -	Better bouncing weapon with three shots
Bonus -	Extra score
Pass key -	Hospital lifts to use first time
Aura -	Dropped by baddies increases aura when picked up

XQCYVC  
856583

MIUFA  
252325

VEZDV  
439133

YDCULC  
868232

VGMZJC  
734345

PAGE 3

### HINTS:

1. Fill the Aura replicator by collecting the Aura left behind by the enemies. Once it is full you may leave the level.
2. Skittles are invisible therefore avoid where ever possible.
3. Do not use your weapon continuously without reason as it each time it is used it's power will decrease.
4. Access cards are required to operate lifts.
5. Once an area is completed, within the level, a red light will flash.
6. Life energy is regained by collecting Aura.

Scanned

by

*Thalton*

QXKYWL  
297368

QEWALV  
586485

LGBUOT  
237666

TALUPO  
952863

VINMLY  
793989

PAGE 4



## TOYLAND

Tetsuo enters Toyland with growing powers. You will come across huge Rabbits, Teddy bears, Cars and Zeppelins on this level. Pickup clouds will cause Tetsuo to fly.

### STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

### CONTROLS:

Fire - Fire shot  
Left - Walk left  
Right - Walk right  
Up - Jump  
Down - Duck down  
Left Down - Run left  
Right Down - Run right  
Right button or space bar - Jump forward off platforms

### PICKUPS:

Pause - Pause clock  
Clock back - Extra time  
Square Shield - Shield  
Jar of Energy - Energy  
Jar of life - Extra life  
Tets Weapon - Better weapon  
Bonus - Extra score  
Aura - Increases aura when picked up  
Cloud - Tetsuo will now fly

### HINTS:

1. Matches are invisible and must therefore be avoided.
- 2 There are no fixed routes and sometimes the less obvious is a better way.

DUDHHK HUYKVI EYUQRP NWAGVC FKZZUC  
783916 347446 899845 434833 477991

## CASTLE

Tetsuo finds a castle within the Toyland and now believes he has unlimited powers. However the guards and the other subjects will try to stop Tetsuo from finding akira.

### STATUS PANEL

Lives Character Energy Weapon Time Score Pickups Aura

### CONTROLS:

Fire - Fire shot  
Left - Walk left  
Right - Walk right  
Up - Jump  
Down - Duck down  
Left Down - Run left  
Right Down - Run right  
Right button or space bar - Jump forward off platforms

### PICKUPS:

Pause - Pause clock  
Clock back - Clock backwards  
Square Shield - Shield  
Jar of Energy - Energy  
Jar of life - Extra life  
Energy ball - Better bouncing weapon with three shots  
Bonus - Extra score  
Pass key - Hospital lifts to use first time  
Aura - Dropped by baddies increases aura when picked up

YFLUVD LZAZJZ FVXVZU JFBEUW QUZLYY  
499437 986875 211238 658576 968888

## SEWERS ON FOOT

Kaneda, in search of Tetsuo, makes his way through the sewers where he is under constant attack by the military. You now play the part of Keneda again and must find your way through the sewers in search of Tetsuo.

### STATUS PANEL

Lives Character Energy n/a Time Score Pickups Aura

### CONTROLS:

Fire - Fire shot Up - Jump  
Left - Walk left Down - Duck down  
Right - Walk right  
Left Down - Run left Right Down - Run right  
Right button or space bar - Jump forward off platforms

### ON LADDERS:

Up - Go up ladder  
Down - Go down ladder  
Left Right Fire - Fire shot  
Up Left or right - Jump off ladder  
Down left or right - Drop off ladder

### PICKUPS:

Pause - Pause clock  
Clock back - Clock backwards  
Square Shield - Shield  
Jar of Energy - Energy  
Jar of life - Extra life  
Gun - Better weapon Kenada  
Bonus - Extra score  
Aura - Dropped by baddies increases aura when picked up

### HINTS:

1. Jump on rats.
2. Collect four pieces of the gun to power up your weapon.

PWCRLF QXKZLX XKFIKK CUVWSY IZMATU  
393619 668436 689675 198463 592448

## FLYING THROUGH THE SEWERS

Kaneda manages to take a military hover ski, flying away with Kei, a member of the resistance. Kaneda and Kei make their way guided by Kyoko, who has possessed Kei to help the children in the fight against Tetsuo.

### STATUS PANEL

Lives Character Energy Fuel Time Score Pickups Aura

### CONTROLS:

Fire - Fire shot/missile  
Left - Move left  
Right - Move Right  
Up - Move up  
Down - Move Down

### PICKUPS:

Shotup - Shot up one step of three available  
Shotsplit - Split shot in two directions  
Missile - Fire missiles  
Shield - Shield  
Energy - Energy

### HINTS:

1. Shoot the lighter bricks to make doorways through walls.
2. Many enemies have hidden pickups.

ZPZDGY CYVIBP ULIYVE QVJCMX BDXOKC  
677546 314889 551119 299495 139889



## KENEDA FACES TETSUO

Tetsuo makes his way to the stadium where the Akira project is hidden. Tetsuo releases Akira, unaware of the power he is unleashing. The children beg Akira to stop Tetsuo's madness. Inside the Akira vortex Kaneda battles against Tetsuo, who has become mutated by his own powers. You now play the part of Keneda and must battle with Tetsuo in the vortex and destroy him before he destroys you.

### STATUS PANEL

Lives Character Energy n/a Time Score Radar Aura

### RADAR

Appear on status panel to indicate the position of Tetsuo

### CONTROLS:

Fire - Fire shot  
Left - Walk left  
Right - Walk right  
Up - Jump  
Down - Duck down  
Left Down - Run left  
Right Down - Run right  
Right button or space bar - Jump forward off platforms

### PICKUPS:

Pause - Pause clock  
Clock back - Clock backwards  
Shield - Shield  
Energy - Energy  
Gun up - Better weapon for Kenada  
Bonus - Extra score

### HINTS:

1. Watch radar for the position of Tetsuo.
2. Touching the walls will drain you of energy.

TZAUWJ 396616 QAPXVB 562143 WVJECM 329573 SIXDZL 691716 RZVVJR 393784

### Page 9

TZAUWJ  
396616  
QAPXVB  
562143  
WVJECM  
329573  
SIXDZL  
691716  
RZVVJR  
393784

### Page 13

EPGTXU  
543672  
ZARYWA  
946573  
YNFUHR  
561132  
MKQHXX  
361791  
XAAOE  
471545

### Page 10

OKWSLY  
947373  
VDOXFP  
486661  
UIDCGF  
375287  
ALIIDD  
483465  
ZYPWOP  
293873

### Page 14

SAXLYA  
738343  
KFLUUV  
835672  
SHNEUB  
832634  
GLVLUV  
847963  
NYYIYU  
615434

### Page 11

QCGSWN  
831381  
DCMZZF  
878922  
OJUGFB  
931314  
UGVXMM  
876353  
UTLLVQ  
698576

### Page 15

CSOZZW  
757396  
YESUWI  
294396  
UVFVXY  
863428  
UDUHWV  
547538  
UWGKWQ  
659856

### Page 12

POMMQE  
874358  
YAEIPZ  
643476  
FDZXOC  
624261  
HWXZVL  
953569  
VBYUDC  
546756

### Page 16

ADZCYW  
414683  
CCUWGE  
374524  
WUXJQW  
489795  
YMOBTH  
446973  
DCNGYS  
179332

TZAUWJ  
396616

QAPXVB  
562143

WVJECM  
329573

SIXDZL  
691716

RZVVJR  
393784

# AKIRA

T.H.E. C.O.M.P.U.T.E.R. G.A.M.E.

© 1994 AKIRA COMITEE

© 1994 INTERNATIONAL COMPUTER ENTERTAINMENT LTD

## CREDITS

PROGRAMMING  
ANDERS JOHANSSON  
PAUL ATKINSON

GRAPHIC ARTWORK  
RUPERT JONES

ANIMATIONS  
RUPERT JONES  
MARTIN BLACKMORE

MUSIC  
TIM BARTLETT

QUALITY ASSURANCE  
MARTIN BLACKMORE  
TARA LEWIS