COMMODORE 64 SOFTWARE

FANTASY FIVE

commodore

Setting Up

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 64.

Before switching on, check that your COMMODORE cassette unit is correctly plugged in and ready for use. Now switch on your COMMODORE 64, cassette unit, and TV and turn up the volume. The screen will display the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 64 off then on again before loading a new program. This clears all the memory locations and minimizes load errors.

How to Load the Program

The package contains two cassettes. Each cassette is labelled with the programs it contains. Side 1 of each cassette is identical to side 2. To load a program follow the instructions below:

1. Insert cassette into cassette unit.
2. Ensure tape is fully rewound.
3. Type LOAD "program-name" (where program-name is the program you wish to load) and press RETURN.
4. Press PLAY on cassette unit.
5. The initial screen is displayed once the program has loaded.
6. Press the STOP key on the cassette unit.

BUFFALO ROUNDUP

Description

All the atmosphere and adventure of the wild west is yours in this test of your skills as a wrangler. Round up your buffalo herd and guide them into the corral before any of them wander off into the desert. Progress through the various levels of play to prove that you are the top hand.

How to Play the Game

Insert joystick into either Control Port.

Press the FIRE button or SPACE BAR to start the game. You are the ranch-hand seated on your horse by the entrance to the corral on the left of the screen. Your herd of 21 buffalo are roaming the plain around the water-hole. Three of the four exits have been successfully fenced off, but one remains unfenced. Your task is to round up the buffalo and steer them into the corral before any of them wanders off into the desert, and before the time runs out.

Controls

JOYSTICK	KEYBOARD
As standard	1 = Up
	← = Down
	CTRL = Left
	2 = Right

You receive 100 points for each buffalo safely returned to the corral and, if you succeed in returning all 21 you receive a bonus according to the amount of time remaining on the clock. The number of buffalo in the corral is indicated by the number next to the brown buffalo in the panel at the top left of the screen. The number of buffalo lost in the desert is similarly indicated by the number next to the white buffalo.

Once the herd has been successfully rounded up you proceed to the next level. A section of fence is removed for each new level until none of the fence remains. You must then keep rounding up your herd to improve on your score. The game ends at the level where you lose a buffalo or fail to round them up in the available time. If your score is one of the top six scores during the session it is displayed on the high

score table. Enter your name or initials by stepping through the alphabet using the joystick or CTRL and "2" keys, then press the FIRE button or SPACE BAR to enter the visible letter. The top score is also displayed on the game screen.

SAVE ME BRAVE KNIGHT

Objective

You are a brave knight in shining armour who will not rest until you have rescued your true love from the castle of her evil captors. You must fight your way into the castle, kill the evil monsters who guard the castle walkways, destroy the fire-breathing dragons, and finally identify which room holds your maiden fair.

How to Play the Game

Insert joystick into Control Port 2.

The title screen appears once the game has loaded. Press the FIRE button to start.

You are the knight on horse-back beside the castle moat. Use the FIRE button to throw spears at the swinging lock on the castle gates. The evil inhabitants of the castle do not take kindly to your actions however and try to kill you by throwing missiles at you through the gate. Your armour can only withstand being hit by these four times, the fifth will kill you. Use the joystick to help you dodge this attack.

A tone sounds for each of the first two hits on the lock then, on the third hit, the gates burst open.

You now find yourself inside the castle walls. On your journey to the tower where your true love is being held you are attacked by evil flying monsters and witches on broomsticks who swoop down and fire spells at you. Kill the monsters and witches with spears whilst avoiding being hit by them or their spells.

Press the FIRE button to prepare the spear. The angle of shot may be altered to one of two angles by moving the joystick up or down. The spear is fired when the FIRE button is released.

When you have killed the witches and birds you proceed safely to the dragon's den.

Seven dragons breathe fire at you over the wall of their den. You must kill all of them in order to enter the den and reach the maiden.

Use the FIRE button to shoot a spear into the nostrils of each dragon in order to kill it. Spears may be fired either straight up or at an angle by moving the joystick in the desired direction. Only when all of the dragons have been destroyed can you enter the den and meet the final challenge.

You stand before two identical doorways each with an open window beside it. A maiden's hand waving a white handkerchief protrudes from each window, but only one belongs to the beautiful maiden you are here to rescue. The other is that of an imposter set to trap you and imprison you for eternity. Make your choice carefully then stand in front of the door you believe imprisons your true love. Press the FIRE button to reveal your fate.

If you have chosen wisely the sky will light up and you will have succeeded in your task. You will then be asked to use your experience to rescue another damsel in distress. If you chose incorrectly however the sky will darken and you will be doomed to rot in the dungeon of your captors.

PHOTON REFLECTION

Objective

Many centuries ago an evil civilization invaded your peaceful star system, intending to make it their own. Many of your people died in the battle. Now, you, the Supreme Commander, have been forced to retreat to the Photon Reflection Grid in the centre of your galaxy. Thinking that at last they have got you cornered,

the aliens, complete with their Mother Ship, follow you onto the Grid. The final battle has begun. If you win by destroying the Mother Ship, then the aliens will be banished from your galaxy. If you lose. . . .

How to Play the Game

Once the game has loaded, the title screen is displayed. After a short pause, the instruction screen is shown. This screen provides brief instructions on how to play the game. Insert joystick into Control Port 2 for Player 1 or Port 1 for Player 2. If you do not wish to see all the instructions, press the FIRE button on your joystick. The next screen allows you to set up the game. First, you must choose the speed at which you would like to play. You have three options: SLOW, MEDIUM, FAST. Simply move the joystick left or right to choose the game speed, and then press the FIRE button to select it. Next you are asked to select the type of game you wish to play. If you wish both players to be attackers (against the Mother Ship), select the number of automatic defenders that you wish to do battle against. Move the joystick left or right to choose either 1, 2, or 3 aliens. Also, you must decide if you wish to form an alliance with the other player then select "Y", if not select "N".

NOTE: If you are in alliance with another player, you can not destroy that player's space-ship.

You may wish player 1 to be the attacker, and player 2 to be the defender (of the Mother Ship). Select either 2, or 0 automatic defenders by moving the joystick left or right and pressing the FIRE button.

Once you have set up your game options you are transported to the Photon Reflection Grid. The Mother Ship and any enemy space-ships are already on the screen. The "window" at the bottom of the screen displays information about the game and the players' status. Player 1's score and robot stock is shown in the bottom left-hand corner of the screen, and player 2's score and robot stock is shown in the bottom right-hand corner of the screen. The level number and the high score is displayed in the centre at the bottom of the screen.

To enter the Photon Reflection Grid move your joystick left or right to select an entry point and press the FIRE button on your joystick. You are immediately transported onto the Grid. Move your joystick left, right, up or down to rotate your space-ship. Press the FIRE button to shoot. Your photon beam bounces off the Grid Reflectors until it either reaches a point where it cannot bounce any further, or simply runs out of energy. To move, press the FIRE button and push the joystick up. You are transported along the path described by your photon beam. To destroy an enemy ship you must trap it in your beam. As the energy is drained from the ship it cycles through different colours ending in white before being finally atomized. Likewise, if your ship is caught in an enemy photon beam then its energy is slowly drained. If you are lucky you can escape the clutches of the alien beam, but you must be quick! If the enemy destroys your space-ship, your robot stock is reduced by 1. The game ends when your robot stock reaches 0.

To eradicate the alien Mother Ship you must knock out both its radar posts (at the top left and right extremities of the ship), and also the engine room (at the bottom of the ship in the centre). If you succeed in destroying the alien Mother Ship, you are transferred to the next level and a new battle.

SPATIAL BILLIARDS

Description

Test your potting skill in these three unique variations on the traditional game of billiards. See the effect of playing THREE DIMENSIONAL billiards in a gravity-free room. Start with the

largest target then graduate through three levels to the smallest.

How to Play the Games

Insert joystick into Control Port 2.

The title screen appears once the game has loaded. Press the FIRE button to continue. Select the game you require by pressing either F1, F3, or F5.

If game 1 or 2 is selected then indicate the number of players (1-4) by pressing FIRE or moving the joystick when the correct number is flashing.

Finally, select the difficulty level using F1, F3, or F5 as before. This alters the size of the target hole. Level 1 (F1) is the easiest and Level 3 (F5) is the hardest.

GAME 1

The gravity-free room is displayed on the screen with the target hole in the back wall. The room contains two green balls, a red cue ball, and two crosses.

The object of the game is to reach 800 points before your opponent(s). You receive 10 points for a cannon (hitting more than one green ball or causing one green ball to hit the other) and 20 points each time you pot a green ball in the target hole. If you pot the red cue ball or miss both green balls you lose all of your points for that "break".

Line up your shot by using the joystick to move the lower cross. Position the cross over the shadow of the green ball you wish to hit. This sets the fore-and-aft direction of the cue ball. Now move the upper cross by keeping the FIRE button pressed down as you move the joystick. Place this cross over the green ball itself to set the left-right direction. When you are satisfied that this cross is positioned correctly then release the FIRE button.

Press the FIRE button another three times to set the word "POWER" flashing at the top of the screen. The adjacent number slowly counts down from 4 to 1. This indicates the force with which the cue ball will move (the higher the number the faster the ball will move). Press the FIRE button again when the required power number is visible. This moves the cue ball in the set direction and executes the shot.

If you were skillful enough to pot the green ball or score a cannon (or even both at the same time), the points earned are added to your score for the round. Any balls which were potted are immediately replaced and you have another shot. You keep playing in this way until you fail to score. Your score for the round is then added to your total score and play reverts to the next player. If you accidentally pot the cue ball or fail to hit either of the green balls you lose the points earned in that round and play reverts to the next player.

A shot may be re-taken by pressing F3. This resets the balls to their position prior to the last shot.

The winner is the first player to reach 800 points, although the players may agree to a lower winning total and restart the program when this has been reached by pressing F1 while the balls are moving.

GAME 2

This is similar to Game 1, the difference being that the power of the shot is already set, and you have no crosses to line up. The direction of the ball is altered in flight using the joystick.

Press the FIRE button to start the ball moving in a fore-and-aft direction. To change to a left-right movement move the joystick left or right. To change to an up-down movement hold down the FIRE button and move the joystick up or down. To revert back to a fore-and-aft movement move the joystick up or down without pressing the FIRE button.

The rules of the game apply as for Game 1.

GAME 3

This is an interesting one-player version of the game. The aim is to pot both green balls in a maximum of 10 shots. Shots are lined up and fired as per Game 1, but this time if you pot a green ball it stays down. You must then attempt to pot the second green ball. If, however, you miss the other ball or pot the cue ball at any time then the first green ball re-appears.

If you succeed in potting both green balls you start again with one less shot and your score is carried forward. The game ends when you have no shots left.

You receive 10 points every time any two balls collide, 50 points for potting the first green ball, and 300 points for potting the second green ball.

NOTE: The program can be restarted at any point by pressing F1 while the balls are moving.

DANCING MONSTER

Objective

A wicked wizard has cast a spell on a beautiful princess and changed her into a hideous monster, designed to dance forever to his evil music. Release her from this dreadful fate by removing the monster piece by piece with your magic ray.

How to Play the Game

At the top left of the screen you are advised which part of the body to aim for, starting with the HORNS. If you are successful in removing both horns, the procedure continues through HORNS to EARS, TRUNK, TONGUE, TAIL, HANDS and finally FEET. Because of the nature of the spell, the monster cannot help but dance to the music and make it more difficult for you to achieve your goal. To add to your plight, your time units run out if you play for too long without pressing the fire button. Unfortunately, to increase your frustration, if you press the fire button too often, parts of the monster which you removed can regrow. The parts of the monster which you should be aiming at in any given moment are always shown at the top left of the screen.

You lose the game if your time runs out. If this happens, the monster sighs and shuffles off the screen. The game is won when all the appendages to the monster's body are removed. Watch the screen for the amazing transformation!

Controls and Scoring

When the program has been loaded, a title screen is displayed. To set the level of difficulty, press one of the following function keys:

F1 — Slow
F2 — Medium
F3 — Fast
F7 — Very Fast

If the fire button is not pressed within 5 seconds, a demonstration of the game is played automatically. Wait for the demo to end before beginning a new game. When you are ready to begin, press the fire button. Use the joystick to aim the sights at your target and press the fire button. The time in minutes and seconds is shown at the top centre of the screen and the lowest time so far at the top right. The actual score at the end of a game is the time taken to free the princess.

At the end of the game, you are returned to the title screen. Press the fire button to begin a new game.
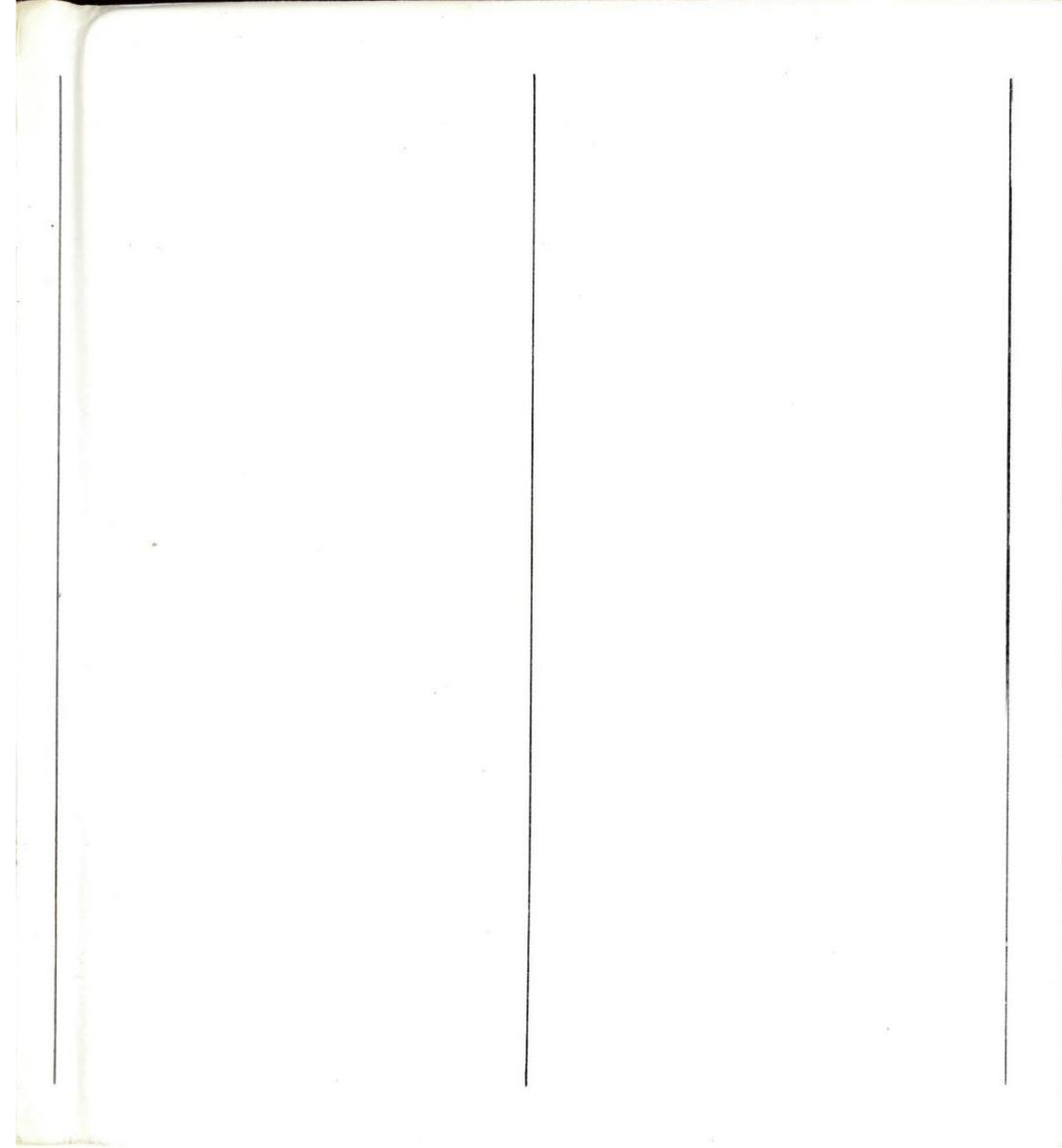
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