

SCREEN SHOTS TAKEN FROM
THE COMMODORE 64 VERSION



very clear ...
technically brilliant ...

ixing and fast playing game,
with a lot of strategy.

Amstrad Action

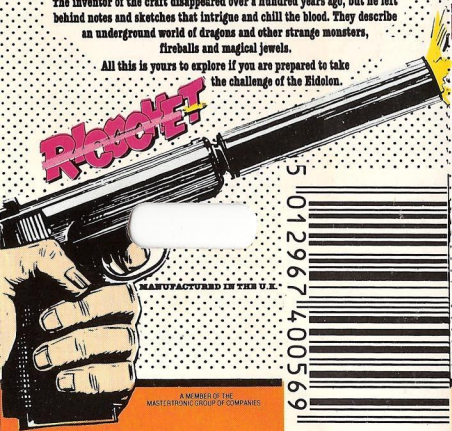
Commodore User

Discover the secrets of the Eidolon, a mysterious 19th Century machine crafted of wood and brass, powered by the forces of magic. If you can control the apparatus, unknown worlds are yours to explore.

The inventor of the craft disappeared over a hundred years ago, but he left behind notes and sketches that intrigue and chill the blood. They describe an underground world of dragons and other strange monsters, fireballs and magical jewels.

All this is yours to explore if you are prepared to take the challenge of the Eidolon.

THE
EIDOLON



MANUFACTURED IN THE U.K.

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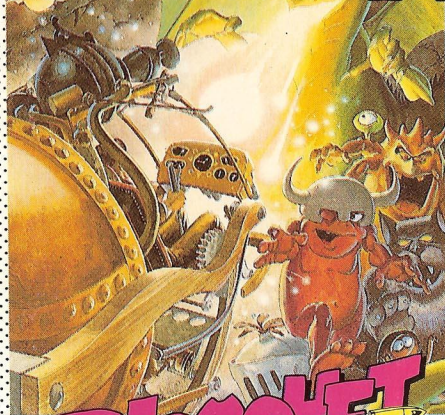
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AMSTRAD/SCHNEIDER
464 . 664 . 6128

THE
EIDOLON



RICOCHET

BY MASTERTRONIC

RICOCHET



CONTROLLING THE EIDOLON

1. Begin Game - Press Fire Button on your joystick or COPY key on keyboard.
2. Movement through the caverns. Push joystick in desired direction - forward, backward, left or right. Alternatively you may use the cursor keys on the keyboard to control your movement.
3. Shoot Fireballs. First choose the colour of fireball by pressing 1 (for Red), 2 (Gold), 3 (Green), or 4 (Blue). To fire, press the Fire Button on your joystick, or the COPY key on keyboard.
4. Capture Fireballs. Approach fireballs, centring them in the diamond-shaped cursor, and press the SPACE BAR.
5. Collect Jewels. Approach jewels, centring them in the diamond-shaped cursor, and press the SPACE BAR.
6. Release Jewels. Approach the dragon barrier. If you have the correct jewel, the barrier will dissolve, if not, the barrier will glow the colour of the jewel you require.
7. To pause the game press P.

HINTS

Red fireballs are deadly! To avoid them, try to move out of their way or shoot a fireball at them to discharge their energy.

When you have defeated the guardians and collected as many of the jewels as you can before your time runs out, approach the energy barrier in front of the dragon. When you have defeated the dragon, the gate behind him will open and you may proceed to the next level.

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Made in Great Britain Design: Words & Pictures Ltd., London

RICOCHET

To replenish the Eidolon's energy reserves, capture as many gold fireballs and jewels as you can.

There are three different creatures on each level. Each one is guarding a jewel of a different colour. Try to find all three of them before waking up the dragon.

To get a higher score, try to lure the creature away from its jewel then, without destroying the creature, go back and capture the jewel.

To get through the mazes faster, draw a map of each level by utilising the direction indicator.

FIREBALLS

RED: The red fireballs are the most destructive. When one strikes the Eidolon, its energy drains the power reserves. When you launch a red fireball at one of the underground inhabitants, the creature is thrown backwards by the impact, its powers weakened. The effect is only temporary, however, for the creature soon recovers and attacks with renewed vigor.

GOLD: Gold fireballs recharge the Eidolon's power reserve, you have encountered them at irregular intervals throughout the caves, suspended in the air. To tap their energy, you must simply approach and collect them.

BLUE: These fireballs have the astounding power to alter the flow of time. When you have managed to catch one, the Eidolon's clock suddenly lights up with blue energy, and you gain time to explore the caves. The Eidolon itself can also generate blue fireballs, which have an even more amazing effect. Creatures struck by a blue fireball immediately freeze in their tracks. The effect lasts only a short time – long enough, perhaps, to deal with troublesome creatures.

GREEN: Green fireballs transform one creature into another. There is no way to know whether the new creature will be more or less dangerous than the one before.

LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 6128: Type | TAPB and press RETURN. Press CNTRL and small ENTER.

