

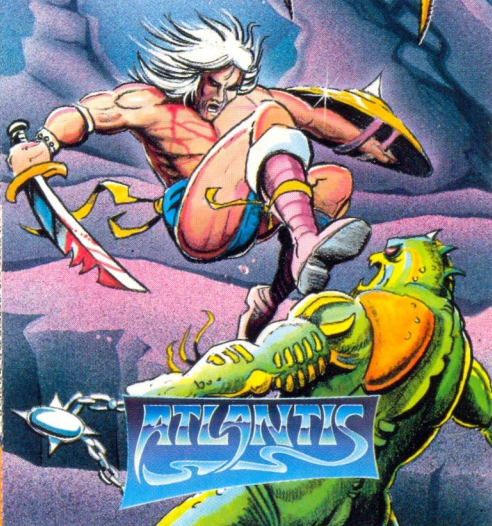
SPECTRUM  
SCREEN SHOTS

AMSTRAD  
464/664/6128

MOONTORC

AMSTRAD  
464/664/6128

# MOONTORC



ATLANTIS

JOYSTICK  
REQUIRED

ANOTHER GREAT GAME  
FROM THE AUTHORS OF  
"CAVEMANIA"



AT 426

All of your skill and courage will be needed as you fight your way across arid plains and bottomless caverns, over soaring mountains and through dark forbidding forests. Use your weapons sparingly, buy your supplies wisely and remember the Moontorc! Only then can you pass the ferocious Tollmen and rescue the Princess Lalena.

## LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on your datacorder, then any key. The programme will now load automatically. *(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)*

## CONTROLS:

**JOYSTICK** required. **LEFT** and **RIGHT** as normal. **UP** to **JUMP**, **DOWN** to **SELECT ICON**, **FIRE** to use **SPELL**, **AXE** or **SWORD**. **UP & DOWN** are also used to **SELECT ITEMS** from **KNAPSACK** or **SHOPS**. Press **FIRE** to use or buy item selected. **ESC** to start new game. **H** = Pause, **S** = Resume.

## GAME:

Your task is to rescue the Princess Lalena from the clutches of the evil Dark Lord. Progress is made by finding gold, using it to obtain keys, extra weapons, shields and Moontorc parts, and giving the completed Moontorc to the ferocious Tollmen that guard the exits to each of the 4 levels of the 'Old World'.

**GOLD** will be found in the treasure chests located around each level. All gold collected can be used to purchase items from the shops.

**SHOPS** will sell you (if you have enough gold) Moontorc parts, shields, spells, axes, keys and food, although not all shops sell all of these items. To enter a shop, simply walk up to the shopkeeper (Druid, Jester or Witch). Once on the shop page use **UP/ DOWN** and **FIRE** to **SELECT** and **BUY** the items that you want (and can afford).

continued

**MOONTORC** parts, when bought, will be shown on the knapsack page. 3 parts are needed to complete the Moontorc and allow you to pass the Tollman at the end of the level.

**DOORS** will block your path or stop you from reaching items that may be vital to your progress. The doors are colour-coded green, blue and yellow and can only be opened if you are holding the appropriate coloured key.

**KEYS** can be bought in the shops or, on occasion, found hidden around the landscape. To open a door stand next to it, select 'Knapsack' and use the appropriate coloured key. If the correct key is used the door will open. If the wrong key is used it is lost from play.

**The location of the doors and the purchase of keys is vital to your progress. Always buy plenty when you have the opportunity.**

**SPELLS AND AXES** can be bought from certain of the shops. To use them, select the correct icon and press fire (**SPACE**). Each will work against **CERTAIN** types of enemy, but which one to choose? That is for you to discover. The **SWORD** will kill most enemies if timed correctly.

**SHIELDS** when bought are automatically worn. Whilst shield strength remains, they will deflect enemy fire.

**FOOD** when bought or found, will replenish your energy.

**KNAPSACK** can hold up to 4 items plus Moontorc parts. To examine the contents of your knapsack, select knapsack icon. Use **UP/DOWN** to **SELECT** item required and **FIRE** to **USE**.

If for some reason you want to restart the game i.e. if you can't obtain the correct key to open a door...press **ESC** key and start again.

**Good Luck!**

This programme and artwork are the copyright of Atlantis Software Limited. Copying, hiring, lending or public performance is prohibited.

**It is illegal to back up or copy the software contained on this tape.**

If you have written a good programme and would like to discuss marketing, please write to:

**Atlantis Software Limited**  
18 Wealden Place, Bradbourne Vale Road,  
Sevenoaks, Kent TN13 3QQ