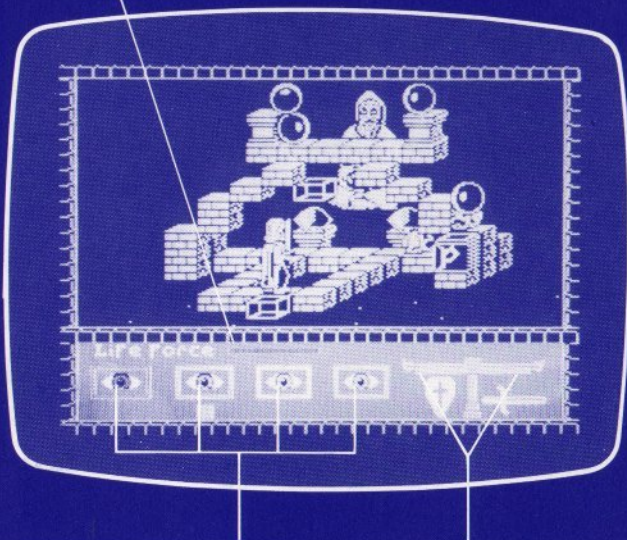


**THE LIFE FORCE
INDICATOR** shows your
current state of health.



SPELL HARMONY INDICATORS.

**THE MAGIC POWER
INDICATORS** show the
level of power remaining in
your sword and shield.

WARNING:

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Rasputin was written, designed and programmed for the Spectrum and Amstrad by Paul Hibbard.

Commodore conversion by LT SOFTWARE.

Loading screens on all versions by Simon Jay.

Spectrum protection by SOFTLOCK™

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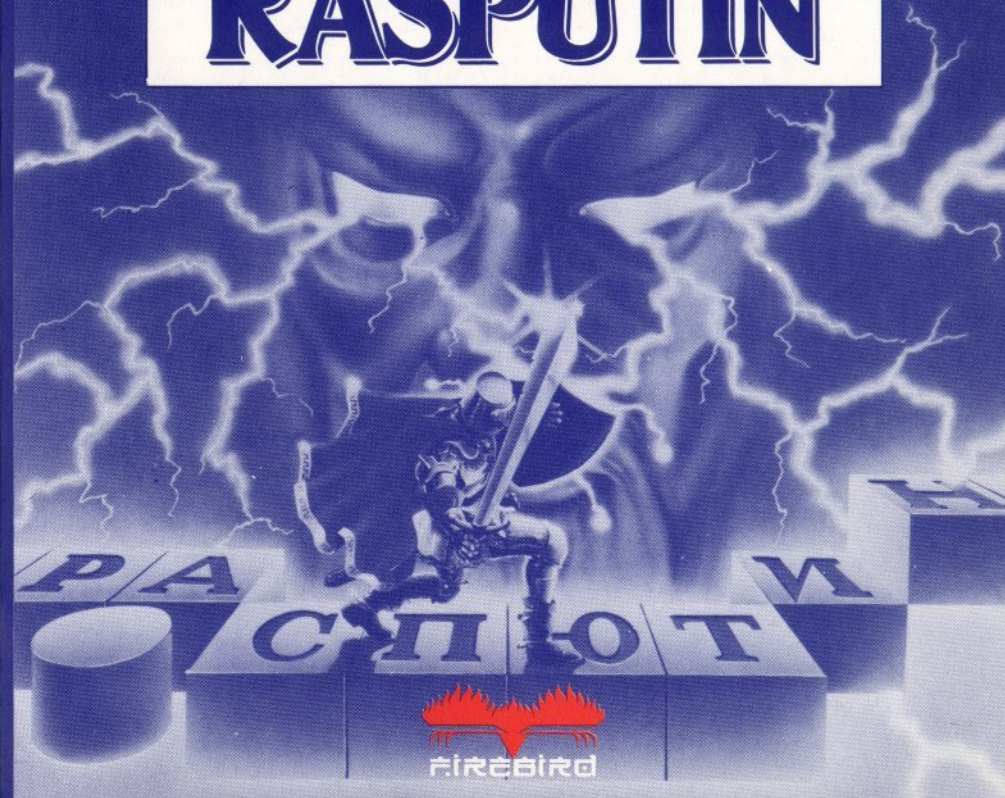
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RASPUTIN



RASPUTIN THE CRUSADERS QUEST

You must destroy the Jewel of the Seven Planets which is the power source of the Spirit of Rasputin. To reach the Jewel you must neutralise the eight spells that have been cast in Rasputin's name.

To neutralise the spells, traverse the courtyard of your dark side and enter the nether world of the Seven Planets, crossing from dimension to dimension by means of the spells cast by the Lord of Chaos to prevent the escape of Rasputin's spirit, which is threatening to cross the barriers of time.

You have the magic power of your sword and shield, but their power wanes like a candle every time you use their might.

Find the stones with the mark of Rasputin and by stepping on them you will absorb their power into your sword and shield.

Absorb the power of all the stones in a dimension and the wrath of

Rasputin's mind is revealed in the form of a creature from the dark side. Destroy this creature and it will be transformed into a spell-stone inscribed with a rune of power. These runes were cast by the Lords of Light to aid you in your quest and may be absorbed into your soul upon contact.

The most important spell is that of "the Eyes of Heaven". This spell will protect you from the spirit of Rasputin's Evil Eyes and allow you access to the boxes that neutralise the eight spells cast in Rasputin's name. But the power of the Lords of Light will only protect you if the colours of the dimension are in harmony with the spell. Step on these boxes to reverse the spells cast in Rasputin's name from the Dark Side to that of the Light.

Until you achieve the Quest, you are lost in the eternity of time, your life force being drained by the creatures of the nether world.

CONTROLLING YOUR CRUSADER

	KEYBOARD	JOYSTICK
Turn LEFT:	Q	LEFT
Turn RIGHT:	W	RIGHT
Walk:	O	UP
Jump:	P	FIRE
Use SHIELD:	M	DOWN
Use SWORD:	M and P	DOWN and FIRE

PAUSE

The whole game can be paused by using the SPACE key. Use ENTER/RETURN to unfreeze the game.

QUIT

You may quit the game at any time by using the "1" key.

LOADING INSTRUCTIONS

SPECTRUM

Type **LOAD ""**
Press the **ENTER** key.
Press the **PLAY** button on your recorder.

COMMODORE

CASSETTE
Hold down the **SHIFT** key and press the **RUN/STOP** key.
Press the **PLAY** button on your recorder.

DISC
Type **LOAD "", 8,1**
Press **RETURN**.

AMSTRAD

CASSETTE
CPC 6128, 664 and CPC 464 with disc.
Hold down **SHIFT** and press the **@** key.
Enter **TAPE** then press **RETURN**.
Now follow the following CPC 464 cassette loading instructions.

CPC 464 CASSETTE LOADING
Hold down **CTRL** and press the small **ENTER** key. Press the **PLAY** button on your recorder.

DISC
Enter **RUN "DISC"**
Press **RETURN**.