SIX APPEAL

- P47
- SATAN
- RICK DANGEROUS
- TWIN WORLD
- PICK 'N PILE
- PUFFY'S SAGA

CPC Cass.
C64-128
Spec Cass.

UBI SOFT ENGLISH

Entertainment Software

PICKS-UP:

B. Bombs... they drop from the plane each time you fire.

E Spray Missile... they fly from the front of your plane as missiles and they split into small projectiles (2 to 8 depending on your energy level) flying out in fan formation.

M Multi-Missile... 2 to 8 missiles fly from the front of your plane, split into wing formation and then continue onwards.

S Speed up... depending upon your energy level, this will cause your plane to speed up.

T Directable fire... 2 to 8 bullets are fired on the direction you are currently holding the joystick. The plane will also move in the same direction, a deadly but tricky manoeuvre.

1 UP. Extra life... gives you an extra life.

LOADING INSTRUCTIONS:

SPECTRUM 48K: Type LOAD "" then press Play on tape player.

SPECTRUM 128K, +2: Press ENTER when "LOADER" is highlighted and then press Play on tape player.

SPECTRUM +3: insert disk and then press ENTER when "LOADER" is highlighted.

Amstrad Tape: press CTRL & ENTER then press Play on the tape player.

Amstrad Disk: type RUN "Disc.

CBM 64 Disk: insert disk and then type LOAD "*", 8, 1.

CBM 64 Tape: press SHIFT & RUN/STOP then press Play on tape player.

SATAN

LOADING INSTRUCTIONS:

SPECTRUM 48K+

1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
2. Rewind the tape to the beginning.
3. Adjust the volume to ¾ of the maximum.
4. Type LOAD and press ENTER.
5. Press PLAY on the cassette.
6. The program will load automatically.
7. If it fails to do so, repeat the operation at a different volume.

SPECTRUM +2, +3

1. Select option 48 BASIC with the cursor and press ENTER.
2. Then follow the SPECTRUM 48K instructions (remember that the volume has already been adjusted in the +2).

SPECTRUM DISK

1. Connect the SPECTRUM +3.
2. Insert the disk.
3. Select the loader option.
4. Press ENTER.
5. The program will load automatically.

AMSTRAD CPC 464

1. Rewind the tape to the beginning.
2. Press the CTRL and ENTER keys simultaneously and the PLAY on the cassette.
3. The program will load automatically.

AMSTRAD CPC 664-6128

1. Type | TAPE and press RETURN (the | is typed by pressing SHIFT and @ simultaneously).
2. Then follow the CPC 464 instructions.

AMSTRAD CPC DISK

1. Switch on the diskette drive.
2. Switch on the Amstrad.
3. Insert the diskette in the drive.
4. Type | CPM and press RETURN (The | is typed by pressing SHIFT and @ simultaneously).
5. The program will load automatically.

COMMODORE 64

1. Make sure the cassette cable is connected to the COMMODORE.
2. Rewind the tape to the beginning.
3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
4. The program will load automatically.

COMMODORE 128

1. Select MODE 64 typing GO 64 and pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

COMMODORE 64 DISK

1. Make sure the diskette drive is connected to the mains.
2. Insert the diskette in the drive.
3. Type LOAD "*", 8, 1 and press RETURN.
4. The program will load automatically.

COMMODORE 128 DISK

1. Select MODE 64 by typing GO 64 and pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

INTRODUCTION

In another world, in a time beyond the reaches of memory... the forces of evil have submitted the universe. The wizards that once ruled the world have fallen under the Satanic bower.

Only a warrior can put an end to this nightmare, but first he must cross the frontiers of magic because the task of overthrowing the forces of evil is reserved to a wizard.

With magic on your side, set out to desecrate the walls of the Palace of the Clouds, the Satanic Seat where the Divinity has been imprisoned, and the scenario of the bloodiest battle ever to take place.

FX DOUBLE LOAD

SATAN consists of two totally independent loads. To play part two you must complete part one and gain an access code.

FIRST LOAD

You become a member of the Army of the Divinity. As a warrior with magic powers you shall become the only one capable of driving Satan back to the entrails of hell where he belongs.

Cross the unwonted Land of Lost Magic and during your journey gather three magical papyrus rolls custodied by the fearsome TAM LIN. This is the only way to become a magician.

ENEMIES

- **TROW**, the squire. He appears at any moment and is only dangerous by contact.
- **KELPIE**, the lumberjack. He carries an axe so it isn't safe to get near him.
- **NAIRB**, the gargoyle. She flies and breathes fire from her mouth.
- **GLAISTIG**, the dwarf. She can reproduce instantly. They won't disappear until you get rid of Mother Glaistig.
- **TAM LIN**, the beast that guards the papyrus rolls. The only way to destroy the "Great Guardian" as he is known is by shooting him in the heart, but first you have to destroy his numerous heads.
- Your last enemy will be time: don't waste it.

ASSISTANCE

- **COIN**, which increases your points.
- **GEM**, also increases your points but much more.
- **ELIXIR**, replenishes you with energy. When you run out you lose a life.
- **CLOCK**, sent to help you by Chronos, the god of time. Pick it up and it will increase the time you have for your mission.
- **POW UP**, which increases the power of your shooting. See for yourself how effective it is.
- **EXTRA LIFE**.
- **SPELLS**. Collect them after destroying the TAM LIN and you will become a wizard.
- **LIGHTNING**. It destroys everything on screen when you pick it up.

SECOND LOAD

Free the wizards who are imprisoned in the surroundings of the Palace of the Clouds and forever destroy the forces of evil.
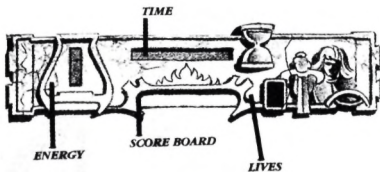
## FEATURES OF THE BATTLE AND THE PLACE WHERE IT TAKES PLACE

Satan in his infinite evil will adopt different forms to stop his only threat: you.

- **SATAN**, whose destructive force is brutal, although he can only move on solid ground. When you destroy him he turns into another two diabolical forms:
- **CYPHERS**, more dangerous yet because they can fly. Destroy them and prepare for the next stage as each of them transforms itself into another two wretched beings:
- **DAMIENS**, aggressive flying creatures that shoot at you over and over.

Each time you destroy one of these Satanic forms you will receive some coins which you can use to buy useful devices at the shop of the wizard BROWNIE. You have to find this shop yourself. If you destroy a Satanic form carrying a wizard to his execution the number of coins you receive will be much greater.

ENERGY OF EACH SATANIC FORM

NUMBER OF LIVE WIZARDS **ENERGY**
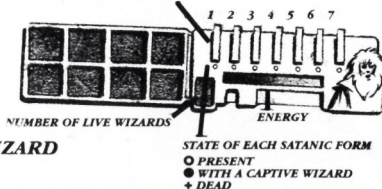
THE SHOP OF BROWNIE THE WIZARD

Here you can buy any of these devices:

STATE OF EACH SATANIC FORM
O PRESENT
● WITH A CAPTIVE WIZARD
+ DEAD

- **TELECARD**. Each one you buy will allow you to be teletransported one time.

- **SATAN SCANNER**. With this you can see the position of the Satanic form of your choice.

- **ADVANCED SATAN SCANNER**. This allows you to locate them much more precisely.

- **ENERGY RECHARGER**. Use it when you feel weak.

- **MAGIC AXE**. Your axe will become a weapon which you can throw as many times as you wish.

- **SHIELD OF FIRE**. It allows you to control the direction of your shooting and increases your destructive power.

- **SHIELD OF LIGHT**. Just like the Shield of Fire, it allows you to direct yur shooting and gives it an incredible power.

To use any of these elements press PAUSE and you will see the scoreboard. Select the icon of the device you want to use and press FIRE.

When using the SCANNERS you must choose the Satanic form you want to locate. If it is carrying a wizard the screen will indicate so.

TELETRANSPORT

When you come to a place that you think is important leave your teletransport locator there by using the key that you have previously redefined for the purpose. Later, from any point of the game you can return there automatically by selecting the teletransport icon on the scoreboard.

OBJECTIVE

To complete the adventure you must destroy all the Satanic forms and save at least one wizard.

CONTROLS

Redefinable keys and joystick compatible.

RICK DANGEROUS

THE DYNAMITE

This may be laid in order to trigger traps, blow away walls, enemies and generally do some damage, to allow our hero to continue his quest. This also has the added feature of being **VERY DANGEROUS** when lit, so our hero must get away from it as quickly as possible before it detonates!

THE BIG STICK

May be used to: **JAB!!**

THE GUN

......this fires bullets!

There will be a limit to the number of bullets that this holds. By killing a nastie a bonus may be left behind which when collected will replenish the supply. This means the player may have to go back and put himself yet again in danger.

Use your ammunition wisely remember the gun is often a trigger to activate a trap, rather than to just kill the enemy.

TRAPS

In avoiding traps be resourceful like Rick. The traps are devious. You may need your stick, gun, dynamite or simply your wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful - think ahead, things are not always what they seem.........

Loading Instructions

Spectrum 48K/128K/+3
Type LOAD"<enter> or select loader

Amstrad 6128
Type RUN"RICK"<enter>

Commodore 64
Type LOAD"*",8,1<return> Then type ''RUN''

NOTA: There is no demo. You have to choose Rick 1 or Rick 1 demo from the menu. To run the game, select the option Rick 1 demo.

Joystick Controls

CBM 64 - Spectrum - Amstrad
Without Fire Button Depressed.

Pushing the Joystick left and right causes Rick to walk left or right
Pushing the Joystick up causes Rick to jump into the air
Pushing the Joystick up and to the left or right causes
Rick to jump in that direction
Pulling the Joystick down causes Rick to duck down
Pulling the Joystick down and to the left or right causes Rick to
crawl along the ground in that direction

With Fire Button Depressed

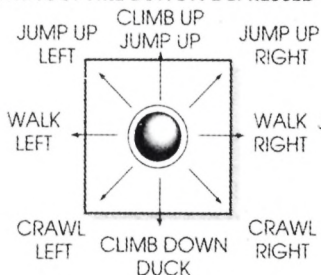Pushing the Joystick left or right causes Rick to use his short stick.
Used for pushing buttons or stunning Rick's enemies.
Pushing the Joystick up causes Rick to fire his gun in
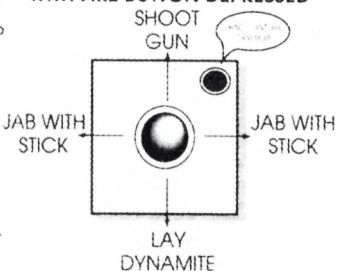the direction he is facing
Pulling the Joystick down causes Rick to light and
drop a stick of Dynamite

WITHOUT FIRE BUTTON DEPRESSED

JUMP UP LEFT	CLIMB UP JUMP UP	JUMP UP RIGHT
WALK LEFT		WALK RIGHT
CRAWL LEFT	CLIMB DOWN DUCK	CRAWL RIGHT

WITH FIRE BUTTON DEPRESSED

	SHOOT GUN	
JAB WITH STICK		JAB WITH STICK
	LAY DYNAMITE	

Commodore 64.

Pause ON/OFF	Run/Stop
Quit to Start	(Up Arrow)

*Note: All other controls for the Commodore 64 are through the Joystick.*

Spectrum, Amstrad

Up or Jump	O
Down or Crawl	K
Walk Left	Z
Walk Right	X
Fire Spectrum	Enter
Fire Amstrad	Space Bar
Pause Spectrum ON/OFF	P
Pause Amstrad ON/OFF	H
Quit to Start Spectrum & Amstrad	Q

TWINWORLD

C 64
DESK TOP

① INDICATES YOUR ACTUAL SCORE.

④ INDICATES IF ULOPA ALREADY HAS THE AMULET.

⑤ THE BRIGHT DOT INDICATES THE ACTIVE WEAPON.

⑧ NUMBER OF LIVES REMAINING.

① 001450 ② ④ ⑤ ⑧
SCORE ③ ⑥ 15 ⑦
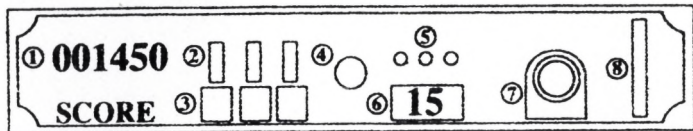
② INDICATES THE NUMBER OF OBJECTS REMAINING.

③ OBJECTS IN ULOPA'S POSSESSION.

⑥ NUMBER OF WEAPONS REMAINING.

⑦ PENDULUM INDICATING THE TIME REMAINING.

LOADING INSTRUCTIONS

a) Necessary Equipment

To use TWINWORLD C 64, you need a COMMODORE C 64 or C 128 with a 5"1/4 disk drive or a cassette drive and a joystick.

b) Loading the Game

Disk Version :

● Turn on your computer.
● Insert TWINWORLD disk 1 into the disk drive.
● Type the command LOAD ✳,8,1 then validate it by pressing the RETURN key. Then type RUN and press RETURN.
● The game will load automatically.

Cassette Version :

● Turn on your computer.
Insert the TWINWORLD cassette into the drive.
● Press the SHIFT and RUN/STOP keys simultaneously and then press the PLAY key of the cassette drive.
● The game will load automatically.

Ignore the message "Rewind tape to the start of side 2" and let the tape run.

SPECTRUM

This card tells you how to use TWINWORLD on your SPECTRUM.

I. TO PLAY TWINWORLD, YOU NEED :
- SPECTRUM +2, +3 or 48Kb
- Joystick optional

II. LOADING INSTRUCTIONS

A. Cassette Version

1. Insert the game cassette in the cassette player.
2. Choose the "LOAD" option on your computer.
3. The game will load automatically.

B. Disk Version

1. Insert the disk in your disk drive
2. Choose the option "LOADER".
3. The game will load automatically.
4. You will see a presentation page accompanied by music ; the game is loading.
5. To access the Main Menu, press the fire button of your joystick.
6. The Main Menu will give you three options :

1-game	This option allows you to begin the game.
2-keyboard	You will play using the keyboard.
3-joystick SINCLAIR	You will play using the joystick.
4-joystick KENSDOM	You will play using the joystick.

III. COMMANDS

KEYBOARD		JOYSTICK
MOVE RIGHT	X	RIGHT
MOVE LEFT	Q	LEFT
JUMP UP	J	UP
FIRE	K	FIRE BUTTON
GO BACK, HIT GROUND	W	DOWN
PAUSE	P	P
CHANGE FIRE	SPACE BAR	SPACE BAR
CALL OF SHOPKEEPER	H	H

- Certain options have not been implemented in the Spectrum version : high score, preferences (page 10 of manual), and the abandon option (key del).

AMSTRAD

I. TO PLAY TWINWORLD, YOU NEED :

- AMSTRAD 464, 664 or 6128
- Joystick optional

II. LOADING INSTRUCTIONS

A. Cassette Version

1. Insert the game cassette in your computer. Press simultaneously the keys CONTROL and ENTER.
2. A message will ask you to press the PLAY button of your cassette player. Validate this action by pressing any key of the keyboard.
3. The game will load automatically.

B. Disk Version

1. Insert the disk in the disk drive. Type the command RUN "TWIN" then validate it by pressing ENTER.
2. The game will load automatically.
3. You will see a presentation page accompanied by music. To access the Main Menu, press the fire button of the joystick. This will give you three options :

1-game	This permits you to begin the game.	
2-keyboard	This option allows you to play with the help of the keyboard.	
3-joystick	This option allows you to play with the help of the joystick.	

III. COMMANDS

KEYBOARD		JOYSTICK
MOVE RIGHT	X	TOWARD THE RIGHT
MOVE LEFT	Q	TOWARDS THE LEFT
JUMP UP	J	UP
FIRE	K	FIRE BUTTON
GO BACK, HIT GROUND	W	DOWN
PAUSE	P	P
CHANGE FIRE	SPACE BAR	SPACE BAR
CALL OF SHOPKEEPER	H	H

- Certain options were not implemented in the Amstrad version : high score, preferences (page 10 of manual), and the abandon option (key del).

A) THE MERCHANT

The player can call a merchant to buy items which he needs urgently. In order to do this, he must possess a flute. Each flute can make the merchant appear twice. Afterwards, he must find another flute. Thus

you should not waste the resources of a flute unnecessarily, Especially as the prices increase each time. As money of exchange, you dispose of the points that you have gained. You must therefore gain as many points as possible during the game.

The merchant proposes only items that the player has already found. For example, you can't buy an extra life unless you have obtained one already.

Therefore it could be that your desired symbol will not appear in the merchant's list.

B) ENEMIES

Along the road leading to Maldur's temple, Ulopa will frequently meet Maldur's monsters. He can either avoid them by adroit movements or destroy them with his weapons.

If an enemy is killed, objects that Ulopa can take will appear. These bonuses disappear fairly quickly, so the player must hurry and take them.

Consult the paragraph "BONUSES" to get more information.

THE GOULOU :

The Goulou loathes humans and therefore prefers to live in the desert. It also hates contact with water. Since intelligence is not one of the dominant characteristics of this race, the goulou depends mainly on force.

The leaders of these creatures are sometimes capable of launching bubbles of spittle. Most of the time, they overcome their victim by surprise.

THE GREEN GOULOU :

It is smaller than ordinary Goulou, but a lot more cunning. You'll find Green Goulous all over the country, and thanks to their wings, they can fly for short distances. Consequently they are much more dangerous than the other Goulous.

THE ARGOUS :

It's a creature resembling a bird that you'll find everywhere. Its acuteness of sight is excellent, thus it was predestined to become a spy. Often trained to this end, many of them only have passive reactions. But there are also fighting Argous, renowned for their persistence. Nobody knows much about them, since one seldom meets them. According to rumours, there may also be a large number of skilled shooting Argous but nothing more is known about them.

THE GOBE-MOUCHES :

This creature lies hidden away in a hole in the ground. It captures its victims by suddenly emerging from its den. Little is known about them, since they are hardly ever spotted. However, since Maldur has come to power they have apparently multiplied in number.

THE BOTHRIA :

The Bothria is a creature similar to a dragon. It guards the ancient parts of the temple, vestiges of ancestral times... It is the most dangerous creature of all Gaspary. It's best not to attract its attention. If you disturb the Bothria while it's sleeping, it will divide up into several sections and attack the troublemaker. A part of the Bothria leaves the player behind and awaits him later for a merciless combat. Be careful, in spite of its nonchalant air, it is a fearsome opponent.

THE HIBOUSSA

This predator lives uniquely in the forests of Arbous and frequently attacks travellers by surprise. It leaves the treetops to attack its pray. Once it has launched itself, it is impossible to avoid combat.

THE OTHOUS :

Strictly speaking, the Othous is not evil. But since it is covered with spikes, it presents a danger to those unwary travellers who touch it.

THE BOA :

This is a gigantic serpent which only lives in the forests of Arbus. It is not a boa constrictor, but the bites it inflicts pitilessly on its victims are fatal since its fangs are poisonous.

There could well be other creatures in the area around Maldur's temple. But we can't tell you anything else as all this surpasses our experience and we have no recent report on this subject.

C) BONUSES

STARS : They increase your score (pick them up to get as much money as possible for the merchant).

SPRINGS : They enable Ulopa to jump higher.

EXTRA LIFE : Gain an extra life.

DEATH'S-HEAD : Ulopa loses a life if he touches it.

TIME BONUS : Your time is extented.

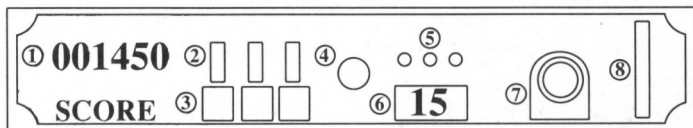**FLUTE :** This flute is essential for calling the magician.

There are even more kinds of bonuses. We'll leave you the pleasure of discovering them.

PLAYING

A) THE DESK-TOP
The desk-top contains useful information about Ulopa's situation.
Presentation of the desk-top :

B) THE MENU
To select one of this menu's options, move your joystick upwards
or downwards to position the cursor opposite the chosen option.
Press the firing button on your joystick to confirm your choice.

PLAY : This option enables you to begin the game at the first level
and begin upon your mission.

HI SCORE : This option informs you about your performance
uptil now (your number of points and level reached).

PREFERENCES : This option enables you to choose a game for
one or two players. Moreover, you can determine the musical
volume and sound effects.

In a two-player mode, one player controls the character from the
higher world with a joystick connected to Port 2, and the other
controls the character in the lower world with a joystick connected
to Port 1.

C) CONTROL

THE JOYSTICK
Use a joystick to control Ulopa. Connect it to Port 2 of your

computer and begin playing...
- To move Ulopa to the right, shift the joystick to the right.
- If you shift the joystick to the left, Ulopa will move to the left.
- To make Ulopa jump around, simply move the joystick upwards.
- If you move the joystick downwards, Ulopa will crouch down.
- When you press the firing button of your joystick, Ulopa will throw a bubble.
- You can destroy some floors, by moving your joystick very briefly downwards.
- Watch out! To cross doorways, simply position yourself opposite the doorway and move the joystick very quickly downwards.

HOW TO DIRECT ULOPA'S FIRING

Ulopa has three types of bubbles, whose range and force vary (the two right-hand bubbles rebound against the walls). In addition, there are several bonuses which influence the firing. To restock in bubbles, Ulopa must take the magical potions to be found on every level. Depending on the particular potion consumed, one of the three bubble reserves will be restocked. If it is extremely urgent, he will also be able to call the merchant, but this will be expensive. If he restocks from the merchant, all the reserves of different bubbles will be restocked, depending on the force of the bubbles, with eithes 15, 5 or 3 new bubbles.

The bubbles always move in the direction of Ulopa's gaze. The bubbles' trajectory depends on his movements. In other words, the bubbles will fly in a different manner if Ulopa is immobile, if he is running, jumping or crouching.

If Ulopa is crouching, the bubbles will fly close to ground level and their trajectory will be straight.

If Upola is standing up, the trajectory is higher and it will thus be more difficult for him to reach his nearest enemies.

If Ulopa jumps, the trajectory will depend on the height of the leap. The nearer he is to the summit, the more abrupt the trajectory will be. To shoot downwards, you must jump and wait till Ulopa descends before firing.

THE KEYBOARD

< SPACE > : You have three types of bubbles at your disposal. To select the one you want to fire, press the space bar.

< P > : This key enables you pause during a game. By pressing this key again you will continue with the game.

< DEL > : Enables you to leave a game : return to the menu.

< ESC > : Ulopa may be imprisoned, in which case the only way to continue the game is to press the key "ESC" (Ulopa will lose one life and you will continue the game in another area).

< H > : This key enables you to call the merchant. (Consult the paragraph "THE MERCHANT" to obtain additional information about this option).

PICK'N PILE

NOTE: AMSTRAD 464 and 6128, Commodore 64, SPECTRUM +2, +3, :

Use the joystick to move the objects. To exchange two objects, move the cursor onto the object that you wish to move, press the button 1 on your joystick (a rectangle around that object means that it has been chosen). Then move the cursor onto the second object and press the button 1 on your joystick again: the first will take the place of the second and vice-versa.

To make more objects appear, press the button 2 on your joystick.

AMSTRAD 464, 6128 REFERENCE CARD

I. LOADING INSTRUCTIONS:

Disk version:

- Turn off your computer.
- Insert the Pick'n Pile diskette into disk drive .
- Turn on your computer.
- Type RUN «DISC» THEN press RETURN. The game will load automatically.
- To go directly to the menu during the presentation page, press the button 1 on your joystick.

Tape version:

- Turn off your computer.
- Insert the Pick'n Pile tape into the tape drive.
- Turn on your computer.
- Type RUN «» then press RETURN. A message will ask you to press the key PLAY of your tape drive. The game will load automatically.
- To go directly to the menu during the presentation page, press the button 1 on your joystick.

II. MENU:

1 : 1 or 2 PLAYER(S)

Game for 1 or 2 players.
For two players, when one player finishes a screen or loses a life, the other player begins.

2 : Level EASY/HARD

This is the level of difficulty.
EASY begins at level 1.
HARD begins at level 50.

3 : JOYSTICK/KEYBOARD

Choice of control: Joystick or Keyboard.

The Keyboard commands (QWERTY):

UP:	"Q"
DOWN:	"A"
RIGHT:	"P"
LEFT:	"O"

Additional balls: SPACE bar
Validation: RETURN

4 : TICTAC ON/OFF

Sound of the clock on/off.

I. LOADING INSTRUCTIONS FOR C64-128:

Disk version:

- Turn off your computer.
- Insert the Pick'n Pile diskette into disk drive.
- Turn on your computer.
- Type LOAD «*»,8,1 then press RETURN. The game will load automatically.
- To go directlly to the menu during the presentation page, press the button 1 on your joystick.

Tape version:

- Turn off your computer.
- Insert the Pick'n Pile tape into the tape drive.
- Turn on your computer.
- Simultaneously press the keys RUN/STOP and SHIFT. A message will ask you to press the key PLAY of your tape drive. The game will load automatically.
- To go directly to the menu during the presentation page, press the button 1 on your joystick.

II. MENU:

1 : 1 or 2 PLAYER(S)

Game for 1 or 2 players.

For two players, when one player finishes a screen or loses a life, the other player begins.

2 : Level EASY/HARD

This is the level of difficulty.
EASY begins at level 1.
HARD begins at level 50.

3 : JOYSTICK/KEYBOARD

Choice of control: Joystick or Keyboard.
The Keyboard commands:

UP:	"A"
DOWN:	"Z"
RIGHT:	";"
LEFT:	":"
PAUSE:	"P"

Additional balls: SPACE bar
Validation: RETURN

4 : TICTAC ON/OFF

Sound of the clock on/off.

SPECTRUM +2, +3 REFERENCE CARD

I. LOADING INSTRUCTIONS :

Disk version:

- Turn off your computer.
- Insert the Pick'n Pile diskette into disk drive .
- Turn on your computer.
- Use the option LOADER in the menu to load the game. The game will load automatically.
- To go directly to the menu during the presentation page, press the button 1 on your joystick.

Tape version:

- Turn off your computer.
- Insert the Pick'n Pile tape into the tape drive.
- Turn on your computer.
- Use the option LOADER in the menu to load the game. The game will load automatically.
- To go directly to the menu during the presentation page, press the button 2 on the joystick.

II. MENU:

1 : 1 or 2 PLAYER(S)

Game for 1 or 2 players.

For two players, when one player finishes a screen or loses a life, the other player begins.

2 : Level EASY/HARD

This is the level of difficulty.

EASY begins at level 1.

HARD begins at level 50.

3 : JOYSTICK/KEYBOARD

Choice of control: Joystick or Keyboard.

The Keyboard commands (QWERTY):

UP:	"Q"
DOWN:	"A"
RIGHT:	"O"
LEFT:	"I"

Additional balls: SPACE bar

Validation: RETURN

The Joystick commands (AZERTY):

UP:	"A"
DOWN:	"Q"
RIGHT:	"O"
LEFT:	"I"

Additional balls: SPACE bar

Validation: RETURN

4 : TICTAC ON/OFF

Sound of the clock on/off.

PUFFYS SAGA

PUFFY'S SAGA works on the Amstrad CPC 464, 664, and 6128.

* Disk : Insert the disk in the disk drive. Switch on your computer. Type the following instructions : RUN "PUFFY" and validate. The game loads automatically.

* For the 64K versions (CPC 464 and 664), type RUN "PUFFY 64".

* Cassette: Insert the cassette in the cassette recorder. Switch on your computer. While pressing the "CTRL" key, press the "ENTER" key on the numerical keyboard. Press the "PLAY" key on the cassette recorder. Don't pay attention to the dialogues, press the fire button on the joystick so the game will go on loading. Puffy can be controlled through the joystick or the keyboard.

SPECTRUM

1) SPECTRUM + 2 or + 3
2) Color monitor
3) one joystick (optional)

A - Disk version :

1) Switch off your computer.
2) Insert the PUFFY'S SAGA disk into the disk drive.
3) Switch on your computer.
4) Validate the "LOADER" option while pressing the RETURN key.
The game will load automatically.

B - Cassette version :

1) Switch off your computer.
2) Insert the PUFFY'S SAGA cassette into the cassette player.
3) Switch on your computer.
4) Validate the "LOADER" option while pressing the RETURN key.
The game will load automatically.

TO PLAY PUFFY'S SAGA, YOU NEED :

1) COMMODORE 64 or COMMODORE 128 (mode C64)
2) 1 joystick connected to port 2

LOADING INSTRUCTIONS

A) DISK

1) SWITCH OFF YOUR COMPUTER.
2) Insert the disk into the disk drive.
3) Switch on your computer and disk drive.
4) When an image appears on the screen, make the command :
   LOAD "*", 8, 1 and then press RETURN. The game will load
   automatically.
5) You will then see a presentation page. To continue loading,
   press the fire button of the joystick.
6) The loading will continue until the selection page, where
   you choose between PUFFY and PUFFYN (you can also get
   information about the enemies and other objects). To choose
   PUFFY, press key < F1 >.

To choose PUFFYN, press the key < F3 >.

B) CASSETTE

1) SWITCH OFF YOUR COMPUTER.
2) Insert the cassette in the cassette player.
3) Switch on your computer.
4) When an image appears on the screen, simultaneously press
   SHIFT and RUN/STOP.
5) Press the play button of the cassette player.
6) The game will load automatically.

CONTROLS

Move the joystick in any direction and your character will move in that direction. To shoot, press the fire button of your joystick.

KEYBOARD CONTROLS

P : pause/restart.

M : reduces the speed of Puffy and the monsters.

F5 : map of the level (need magic gom).

F7 : load one part that has been saved (this can only be done during the presentation screen when you choose between Puffy and Puffyn).

F7 : press this key during the game to save one part.

Q : allows you to abandon the game — game over (PRESS PAUSE FIRST).

LOADING AND SAVING A GAME

Press F7 during the game to save one part. The save will be made on game disk Face 1 (make sure that the disk is not write protected).

During the presentation, when you must choose between Puffy and Puffyn, press F7 to access a part that has already been saved.

B - MENU

Press the key "1" to play with the keyboard.

"Z" to go left

"X" to go right

"J" to go up

"N" to go down

"K" to fire

Press the key "2" to play with a KEMPTON joystick.

Press the key "3" to play with a SINCLAIR joystick.

To play with PUFFY, press "4".

To play with PUFFYN, press "5".

To begin, press the SPACE BAR.

If you have two magic goms (dots larger than the others), press "M" and you will have a map of the level in progress.

If you have three magic goms, you can have extra fire power by pressing "F".

To pause the game, press "P".

Press "P" to resume the game.

You will be able to find different objects throughout the game, which will help you complete a level.

One of the presentation screens of the game shows these objects.

There are :

FLAMES which give the fire power option.

TRANSPORTABILITY which permits you to pass over walls.

SUPERSHOTS which increase the force of the shots.

INVISIBILITY which allows you to keep from losing energy when an enemy touches you.

Note: In the Spectrum version, the Grrs, Hurricanes, and flying Dragons are not represented in the game.

To finish a level, the player must collect all the "PAD GOMS" (pastilles) scattered around a level.

He must avoid various enemies along the way. To do this, he can use the objects spread around the levels.

Don't forget, **PUFFY'S SAGA** is a game in which you'll need to be not only skilful but also shrewd. In fact, certain enemies appearing unavoidable at first sight can be tricked : observe certain passageways carefully before entering them and don't let yourself be tempted by bait that's too enticing !!!

The characters' energy diminishes with time (also, of course, because of the enemies), so you should remember to feed your character. To do this, take the joints of lamb on the floor. You can also find these in certain chests.

You have the choice between two characters : PUFFY (the male) and PUFYN (the female).

II) THE ENEMIES

* THE GHOSTS

These are definitely the enemies that you'll meet most often.

Each time they touch you, these enemies take 5 energy points off you.

The most efficient weapon to destroy them is "FIRE". You can nevertheless kill them using a normal weapon (but you'll have to shoot several times). They are immobilized for about a second with the first shot, so you'll have the time to kill them by shooting again.
You can avoid them thanks to the following options : "REPELLENCY" and "IN-VISIBILITY".

* THE ACID PUDDLES

Almost as numerous as the ghosts, they are certainly as fearsome.
If these acid puddles touch you, they take 30 energy points off you.
They cannot be destroyed. The "FIRE"option immobilizes them for a few seconds. Normal firing won't affect them.
The puddles die after having touched your character.

You can avoid them thanks to the following options : "REPELLENCY" or "INVI-SIBILITY".

* THE DRAGONS

They always stay in the same place, so don't provoke them, simply seek another passageway.

Only the flames that they spit are dangerous. They'll take 50 life points off you if they touch you.
Their bodies are harmless. WATCH OUT for the flames, they can cross walls and touch you.

* THE SNAKES

You'll often meet them in groups. They move around either vertically or horizontally.
They take 10 energy points off you each time they touch you.
No weapon can harm them or even immobilize them.

* THE EYES

These enemies stick by your side : once an eye has spotted you, it won't leave you alone. You'll have to be patient to get rid of them.
They will also take 10 energy points off you each time that they touch you.

The eyes cannot be killed. The most you can do is to immobilize them for one or two seconds by shooting them.

III) BONUSES

* EXTRA SPEED

This option increases your speed when moving around. It lasts for a limited time only.

* FIRE POWER

This option enables you to exhale fire for a few seconds. It lasts only for a limited time.

* SUPER SHOTS

Each rod entitles you to extremely powerful shots. Its duration is also limited.

* REPELLENCY

This option enables you to frighten certain enemies.

* INVISIBILITY

This very useful option makes you invisible to almost all your enemies.
However, if an enemy touches you by accident, you'll lose as much energy as if you were visible.

* TRANSPORT

This is a very powerful option. In fact, it enables you to pass through certain walls.

* INSENSIBILITY

This option is definitely the most powerful in the game. In fact, it makes you insensible to all your enemies.

* MAGIC GOMS

These blue pastilles enable you to gain access to the map of a level if you press the "?" key. Two "MAGIC GOMS" will then be used up.

* THE PAD GOMS

These are the pastilles that you must collect in order to finish a level.
DON'T FORGET : Sometimes a "Pad gom" will appear under a chest or a destructible wall ; it is essential to take it in order to finish the level.

* THE KEYS

They enable you to open the doors and the chests.

* THE CHESTS

They can only be opened with the keys. Examples of what you might find inside these chests are : a roast lamb, a key, a pad gom, another chest, a magic gom or nothing at all.

* THE DOORS

They can only be opened with the keys. However, if you wait long enough, all the doors of a level will open up simultaneously (this could be rather dangerous, if the doors were imprisoning enemies).

* THE TRAP DOORS

They enable you to open certain doors, secret passageways or invisible walls.
Be very careful though, as you might free enemies by passing over a trick trap door.

* THE "STUNS" (SLOWING-DOWN TILES)

These slabs will immobilize you for a few seconds when you pass over them. They disappear after you've passed by.

Watch out, the ghosts are not hampered by these tiles.

IV) CONTROLS

Press the "F1" key to select Puffy and press "F2" to select Pufyn.

You can use a joystick to move your character around. Press the firing button to use the shots at your disposition.

Use the arrows on the keyboard to move Puffy and press the space bar to fire.

If you wish to abandon a game, press the "ESC" key.

Press the "F1" key to continue this game.

The "?" key enables you to see the map of a level (you need to have at least two "MAGIC GOMS" to do this).

CODES MASTERS:
P47: CPCC:63016 C64D:42010 C64C:43005 SPECC: 53002
PICK 'N PILE: CPCC:63002 C64D:42005 C64C:43003 SPECC:53001
PUFFY: CPCC:63014 C46D:42011 C64C:43006 SPECC:53003
RICK: CPCC:63012 C64D:42008 C64C:43007 SPECC:53004
SATAN: CPCC:63003 C64D:42003 C64C:43008 SPECC:53005
TWIN WORLD: CPCC:63018 C64D:42006 C64C:43004 SPECC:52012

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