

Turbo

520ST[™]

ATARI

**HYPERPAINT 2
MUSIC MAKER 2
FirST BASIC
AND GAMES INSTRUCTIONS**



BY HI-SOFT AND ATARI

HYPERPAINT MANUAL BY ANDRE WILLEY

1

Stranger's Breath

The left page of the book contains a musical score for the game 'Stranger's Breath'. The score is written on five staves. The first staff is the title. The subsequent staves contain musical notation, including notes, rests, and bar lines. The notation is somewhat faint but clearly legible. The score appears to be for a single melodic line.

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Dragon's Breath

A Fantasy Strategy Game -

Original version by Andrew Bailey

Soundtrack by David Hanlon

Graphics by Simon Hunter

*Atari ST programming
by Dave Chapman*

*Special thanks to
Gary Thomson, Paul Saunders, Tony Burt*

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Dragon's Breath

LOADING THE GAME

You may use either a mouse, or a joystick or both, but a joystick is necessary for the optional arcade section.

Insert the disk into Drive A and switch your Atari on. Press the left mouse button, or joystick fire, when you wish to exit from the title page music and credits. Then follow the on-screen prompts. If you don't start the game it will eventually go into demo mode from the title sequence.

F1 - toggles sound on/off

F9 - toggles picture fade between normal and fast

GAME SAVES

Game saves should be made onto a blank, formatted disk, refer to your computer's user manual. To resume a previously saved game you should click on the disk icon on the Player Choice screen. Follow the on-screen prompts.

THE STORY

Far, far away lies the land of Anrea, a place governed by the Great Lords. Within the land of Anrea stands Dwarf Mountain and since the beginning of time the mountain has been the source of evil forces. While the more distant parts of Anrea have developed and prospered, the countryside surrounding the mountain has always been beset by war and famine.

Legend has it that in the Throne Room of the Great Castle at the top of Dwarf Mountain lies the secret of immortality. Three people crave this secret and the Great Lords permit them to fight to win entry to the Great castle.

THE OBJECT OF THE GAME

The object of Dragons Breath is for a player to find (and keep) the three parts of the talisman that allows entry to the Throne Room.

These are scattered throughout the land surrounding the mountain and may only be found by dragons. The parts cannot be moved until all three are guarded by one player's dragons, all at the same time. Therefore a player must have at least three dragons to win. The main objectives of the game are; to breed dragons and to create an income to do this, to send dragons to conquer villages and towns and search for the talisman pieces, and also to use magic to achieve your aims.

PLAYERS

There are three characters in Dragons Breath, each of which can be played by either a human player or by the computer. Each player has a colour, this is used to indicate ownership of villages and dragons. They are Bachim the Alchemist – blue, Ouered the She-vampire – green and Ametrin the Green Beast – red.

THE PLAYER CHOICE SCREEN

Icons represent the three Dragonmasters, showing their name and colour. Each has a small human-figure icon; if you click on this you can toggle between the human and computer symbols. If less than three human players are participating the remaining characters should be set to computer control. You won't see computer players actions, but these are reported at the end of every game year. If the game goes into demo mode (because you haven't progressed), press ESC and the demo will abort at the end of the next month.

THE MAIN GAME SCREEN

Nine months make an Ora (or game year). During each month the three characters must take a turn (which will happen automatically for any computer-controlled characters). Once each player has taken a turn the computer will make all the necessary calculations and proceed to the next month.

If more than one human player participates you may wish to agree before starting not to look at the screen while certain strategic decisions such as setting up dragon missions or casting spells are being made by opponents.

You see a general map of Anrea surrounding Dwarf Mountain, the current month and Ora and six icons.



The three character icons with only human players selectable. Clicking on your character begins your turn. All human players must take a turn before the year can be ended.



Select this once all human players have taken a turn. The game turn ends and the computer calculates and prints up the results. If you have sent your dragon on a "Training mission" you will need to take joystick control at this point. You may also be offered a reward, if so, click on it to accept it.

The disk icon allows you to save or restore a game, and it will flash to remind you to save every few turns. The skull icon allows you to quit. You can proceed with the arrow or cancel with the cross.

THE CASTLE SCREENS

To begin your turn, click on your character's icon. This shows your castle and a row of icons.



This icon lets you enter your laboratory and cast spells. There is a full explanation of Dragon's Breath magic in a separate section which you must read before you can be a successful magician. The icon on this screen directs spells at yourself (for increasing money and eggs). There are other crystal ball icons within other sections of the game so you may direct your spells at specific subjects, dragons, eggs, villages etc.



The three ledgers in your library contain information updated every month.

Accounts: you must spend wisely to keep your eggs hatching, to support your dragons and to buy magic ingredients. News of pieces of talisman in your possession and visiting traders is reported here. You are taxed at 2 gelds per month and 1 geld for every dragon and village you own.

Current affairs: News of ever-waging wars is posted here, and the whereabouts of barbarians and hostages in need of rescue. Different races fight battles and may offer rewards. A successful capture of another town or city by one you own will make the captured territory yours also (same for computer players). Similarly villages grow naturally and new towns appear, sharing the characteristics of the race.

Magic stock: The amounts of your magic ingredients are recorded here.



You will begin with a supply of 20 eggs. Selecting egg incubation shows four egg icons (maximum allowed at any one time). Click on an egg icon, then click on the centre of the screen. Adjust the heat (eggs will be ruined if you do not turn on heat) by clicking on the small wheel to the right, holding down the button and moving up and down to select intensity. Maximum heat will result in fast dragon hatching, however, slowly hatched dragons will be stronger. The hourglass shows in successive turns how far from hatching your egg is. You may place up to four eggs, if you can afford it.

The crystal ball icon allows you to specifically direct your spells at eggs. The cross icon allows you to exit.

When your egg hatches you will be informed after you have ended the turn and be allowed to name your dragon. You will see other dragons hatching and be told if any eggs fail.



Eventually the lairs will fill up with your dragons, but your first dragon is in the top left hand lair. Clicking on this will allow you to examine him closely. Move your pointer over his body to see the status of his wisdom, eyesight, health, strength, age, disease and speed. The crystal ball allows you to cast spells at him.



You are able to incubate up to four eggs at any one time. To do this click on one of the egg icons at the bottom of the screen. Move your pointer to the centre of the screen and click again so that the egg is placed in the incubator.



Traders will often visit your castle and sell you further stocks of ingredients for spells. If a trader is outside, the door icon on your Castle Screen will be lit up. There are arrows beside each ingredient so you may pick up and leave down as many as you like. You may only buy what you can afford, and your remaining money is shown on the screen. Once you have set your transaction click on the arrow to confirm your purchase, after which you will return to the Castle Screen.

MAPS AND DRAGON ASSIGNMENTS



In this section of the game you are able to gain a view of the area of Anrea around the mountain and see where towns and villages are located; to know which of the three characters owns these settlements; and to search the land and gain control of parts of it.

Clicking on the scroll icon presents you with a perspective view of Anrea. In the centre stands your ultimate goal, Dwarf Mountain, and to the west, north-east and south the three castles of Bachim, Ouerod and Ametrim. Click on the magnifying glass icon and the glass map will show, in miniature, the settlements of the country. Each castle flies the combatant's flag – red, green or blue – and, as each character gains control of the villages, each will also show the relevant flag. Select a section of map and click, this shows the Detail Map of Anrea. By clicking on the four points of the compass you can make the map scroll.

Hut symbols which each represent towns and villages with colours representing the race of the inhabitants. A box in the character's colour appears around a village when it has been captured.

As you move your pointer over the map, the panel on the right of the screen will show the type of land and the distance from your castle. When you move the pointer on to a hut symbol the panel will also show the name of the settlement, its race, population, and a grading of industry or yeomanry.

Clicking on the village symbol will show a close-up of the village.

The crystal ball icon allows you to direct a spell specifically at this village.

If you own the village, two horizontal bars are shown above the village. The first is the tax rate which you set by clicking on the bar. The lower bar shows the resistance of the people which will grow in proportion to the rate of tax. When this gets too high they will revolt. They can not revolt, however, if a dragon is guarding the village.



Returning to the Detail Map, at the bottom of the eyescreen are three icons. Choose the scroll when you want to return to the previous perspective view of Anrea and the cross icon when you wish to return to the Castle Screen. Now click on the dragon eye to go raiding with a dragon.



Once you have clicked on the dragon eye you will be presented with a new icon that you click on to choose which of your dragons you wish to use. Click on the left or right lairs and you will cycle through your current dragons, details of which are shown in the top right panel. When you have a number of dragons you will be able to set each one of them different tasks each month.



Now, if you wish to raid a town or village click on your target on the map. Two icons will appear beside the map. The top icon, the door, allows you to go back one step if you change your mind. The lower icon, the flag, allows you to select either "Attack [village] Conquer and Keep" if you wish to own the settlement or "Attack [village] Return after Task" if you only want to raid it.

It is possible for you to send your dragon to a location guarded or under attack by another character's dragon (but not one of your own). When this happens there will be a fight between the two which the stronger will win.

Once you have given the orders either let the computer control the fight automatically, or, if you prefer a spot of joystick action, you can control the dragon yourself by clicking on the "Training" box. (Read about Training missions later in this section).

If you decide to let the computer simulate the action you must first choose the amount of "Zeal" – that is the amount of energy your dragon will expend – by clicking on one of the three boxes. Greater zeal means more chance of success but costs a lot of dragon health, thus exhausting, or possibly killing it.

You must kill a certain percentage of the population to succeed. Your dragon's attributes and the ability of the inhabitants of your target will influence the outcome. Whether you guide your dragon on a Training mission or choose a computer simulation, there is no guarantee of success, which is dependent on many factors. During a mission your dragon may die, or if merely unsuccessful in capturing the target, will return to its lair to sleep.

The mission itself will not actually take place until you return to the Main Game Screen, click on the hour glass icon and move the game on a month.

Once you have returned to the Castle Screen, and carried out other tasks that you may wish to do, return to the Main Game Screen. Once each of the human players has taken their turn you can click on the hour glass icon and, as the computer moves the game on a month, the action you have set up will take place. You will see each of the three character's dragons fly out from the castles to carry out their missions.

If your dragon was successful in conquering a village it will stay there until recalled in a subsequent month. (Read about recalling dragons later in this section).

TRAINING MISSIONS

The Training Mission will take place after you have clicked on the hour glass icon on the Main Game Screen and ended the turn.

Have your joystick ready for some arcade-style action. You will control your dragon flying over the countryside, fighting the defenders and destroying enough of their settlement in order to capture it. As you destroy buildings the population of the village will decrease. Notice how different types of settlements defend themselves in varying ways depending on their level of technology.

Note that, although you view your dragon from above, it is actually breathing its fire diagonally down. Therefore, if you aim to destroy something on the ground it must be some distance in front of you for the fire to be effective, whereas something that is in the air must be close to your dragon to be destroyed.

The four abacus bars on the right of the screen show (from top to bottom) dragon health, breath power, village population, and

advancement level of the village. Your playing ability will affect the wisdom of the dragon.

The mission will automatically end when either you are successful in carrying out your task or your dragon is killed. You can abort the mission by pressing either the space bar or left mouse button. Any other key will pause the action.

REWARDS AND HOSTAGE MISSIONS

You will see by looking in the Current Affairs book that throughout the game the settlements of Anrea are continually fighting each other.

As there are continuous battles in Anrea, if you successfully send a dragon to raid a village that is fighting another, the second village will offer you a reward. You will receive the reward at the end of the month. (See the hour glass icon section of the Main Game screen for further details). Similarly, villages may be holding a hostage and you may attempt a rescue mission by clicking on the settlement.

SEARCHING THE COUNTRYSIDE

Talisman parts can be found in towns, or in the countryside, you have the option to send your dragons to search the countryside. Choose your dragon and the area of countryside and you will see alternative orders "Search Return After Task" and "Search Conquer and Keep". In search missions there are no adversaries and therefore it is not relevant to set the level of Zeal, nor is it possible to carry this out as a training mission.

Normally it will be necessary for your dragon to land (in other words, conquer the piece of countryside) to find the Talisman. However, if you have a dragon with good eyesight it may be able to find it without landing.

RECALLING DRAGONS

If your dragon has been on a Conquer and Keep mission you may wish it to return to its lair. From the Detail Map screen click on the dragon eye icon. If you have more than one dragon you will have to choose which to return by using the Lair icons. The map location will be shown (note that the surrounding countryside is blanked out), clicking on the door or flag icons allows you to toggle between "Stay On Guard" and "Return To Lair". The return flight takes a game month.

FINDING PARTS OF THE TALISMAN

It is possible that part of the Talisman may be in a village that you are attacking but unless your dragon has particularly good eyesight it will only see it if it actually conquers and lands there. The only way to know that you have found it is by referring to the Accounts Book in your library. You are not informed if another player finds it. In further dragon battles, ownership of the talisman (and town) reverts to the owner of the winning dragon. Use a dragon to guard the talisman pieces, but don't forget to tend guarding dragons.

Once you have completed all the tasks you wish to undertake in a particular month click on the cross to take you from your Castle Screen back to the Main Game Screen. If there are other human players they can take their turns and when each has had a turn the game can move on a month. This process continues until, eventually, either one player wins or each of the players has lost all their money and dragons.

The cross icon allows you to exit to the Main Game Screen. All human players take a turn and the turn ends when the egg timer icon is selected.

The game will finish when either:

1. A character wins by having three dragons each guarding a part of the Talisman. When this occurs the player's character will be automatically taken to the Throne Room of the Great Castle at the top of Dwarf Mountain to learn the ultimate secret of immortality.

or

2. If a game is being played with human players, each human will lose when they no longer have money nor dragons. In this case the game will end when the last human has finished their play. (In the case of a game with no human players the game will continue until either a character wins or all three have lost).

☆ ☆ ☆
Spell Book
☆

INTRODUCTION

Throughout Dragons Breath you are able to cast spells to improve your game. You can, for instance cast spells to improve your financial position and egg supplies, to improve the performance of your dragons, to increase the population of villages under your control or to decrease the population of villages under the control of others.

It is not absolutely necessary to cast spells but remember, even if you don't the other players (especially computer-controlled characters) probably will and thus have an advantage. However, we suggest that you master the basic game before attempting spells.

Spells are cast by mixing together ingredients in your Spell Room from your magic stock. Each ingredient has a certain effect. There are also a number of methods of adding an individual ingredient, each method having its own effect. Thus, the combination of ingredients and methods gives an almost endless variation of effects.

As you gradually become familiar with casting spells and see the effects they have you can build up your own 'recipe book' of spells.

YOUR MAGIC STOCK

You will begin the game with a magic stock made from a variety of plants, minerals, and liquids native to the land of Anrea.

Sometimes during the game, you will be visited by a trader offering a selection of items. Some items are rarer than others

so you may have to experiment to find substitutes. However, the new player will need to quickly learn to prepare standard spells for population growth or curing disease, examples of which are listed later.

Your spells will only be as good as your ingredients. You won't have been playing the game very long before you realise the importance of raising cash to buy as many elements as you can. Initially you have a good stock of items to experiment with, but a few months on, you may find yourself having to find substitutes.

CHOOSING YOUR TARGET

You choose the target your spell is aimed at before you enter the Spell Room. At the bottom of the screen where you view your individual dragons is a crystal ball icon allowing you to cast spells on that dragon. Similarly, the crystal ball at the bottom of an egg incubation screen allows you to cast spells on that egg. To cast a spell on a village click on your target on the Detail Map then, once on the village screen, click on the crystal ball. In order to cast spells on your character to increase your money and egg supplies click on the crystal ball on the Castle Screen.

Once you have chosen the particular target and clicked on the crystal ball icon you will enter the Spell Room.

THE SPELL ROOM

In the Spell Room the shelves are lined with magic stock. Move your pointer over a bottle on the shelves at the top and you will be shown the name and quantity of the contents.

The various apparatus of the alchemy set are, from left to right, for **cutting**, **grinding**, **mixing**, and for adding as **normal**. At the bottom is a bunsen burner. To turn this on click on the ring

just above the base and increase the flame by moving your pointer upwards. To adjust the condenser click on the spherical bowl and move your pointer up to increase and down to decrease; notice the change in the horizontal pipe.

Having set the bunsen burner and condenser at the required levels, click on the bottle or jar you wish to select and you can move it around the screen. Place it above one of the apparatus and click again to insert a measure. Click anywhere on the shelves to return the bottle.

You will need to reconsider your use of the bunsen burner and condenser for every ingredient. Don't forget to reset as necessary.

Be careful when mixing spells. If your mixture is too potent it will explode. In this case you will have lost those ingredients used and will not be able to mix another spell until the following month while your equipment is being repaired.

Use the arrow icon to proceed and cast the spell, or the cross to quit. Quitting will lose any used ingredients.

SOME BASIC SPELL THEORY

All ingredients are divided into one of two categories – Directors or Affectors – and you must have both for a spell to work.

1) Directors. These are ingredients that "direct" power at your target, either a human (usually your character), egg, dragon or a village.

2) Affectors. These are ingredients that "affect" an attribute of a human, egg, dragon or a village. This could be disease, wisdom, combat ability, growth (either physical as in the case of dragons, or population in the case of villages), senses, or speed. Each element has often more than one effect depending on the method of preparation.

You may add in to your spell any number of ingredients in any quantities, although if the spell becomes too potent it will explode. However, every ingredient is going to have an effect, and probably side-effects, so try not to make a spell too complex when you are learning.

Many ingredients have more than one effect. One may have a very strong effect but may also have other lesser effects. Thus, using the strong effect for a particular purpose may give you additional side-effects which may or may not be beneficial. It may in turn be possible to counter-act or increase these side-effects by the addition of yet another ingredient or method of inclusion.

You may wish to use certain ingredients specifically to increase or decrease the power of your spell. As an example, you may have mixed a Director and an Affector together aimed at increasing the population of a village. By adding a third ingredient with a strong positive power you can increase the population by a much larger amount and thus have a more effective spell.

Sometimes you may use several ingredients that, together, are too potent. You can therefore use a further ingredient with a strong negative power to decrease the effect of the spell.

THE SPELL EFFECT SUMMARY SHEET

The Summary Sheet is intended as a quick and simple guide to familiarise you with the magic properties of all the elements. However, this does not tell the full story and the precise effect of mixing different ingredients by different methods is detailed in the following Spell Effect Tables.

The left hand side of the Summary Sheet refers to the elements one by one and, at the top, the effects of each. The effects are sub-divided into Directors and Affectors.

In the body of the Summary Sheet arrows indicate a plus or minus effect (both have their uses), depending on your preparation method. This indicates the strongest effects the ingredient is known to have, but does not show the relative power of each item, how to use it, or indicate any subtle side effects, details of which are in the Spell Effect Tables. You will be surprised at the power and versatility of the spells once you understand the Spell Effect Tables.

The Key to Spell Effect Tables – is a template and every circle represents an ingredient. The other sheets are comprised of four Director sheets and seven Affector sheets. Use the template to find the corresponding circle on the sheet that you wish to study. If a circle is blank on the Director and Affector tables there is no known effect.

Having chosen your desired effect you should seek the best Director, then Affector, from your stock of ingredients. The circle will instruct you on the most powerful method of preparation and you must then check the ingredient on all the other tables to spot any side effects.

Fig. 1

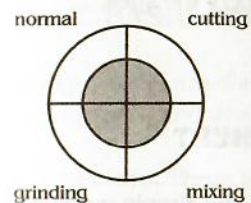


Fig 1: The circle is divided into four quadrants:

Top left shows the effects of adding your ingredient as normal

Bottom left shows the effect of grinding your ingredient

Top right shows the effect of cutting
Bottom right shows the effect of mixing

The area inside the inner circle (shaded in this figure) is the negative area. The area between the inner circle and the circumference is the positive area.

Fig. 2



Fig 2: A square in a quadrant shows the degree of effect that will be achieved by that method of preparation. If no square is shown then there would be no effect.

The closer a square is to the centre of the circle the more negative the effect, the closer to the circumference the more positive the effect.

In this example, adding this ingredient as normal would achieve a positive effect. Grinding the ingredient would give a slightly negative effect. Cutting gives a slightly positive effect. Mixing gives a very negative effect.

Fig. 3

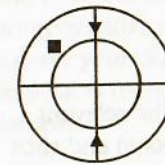


Fig 3: Triangles on the vertical axis show the degree of effect using the bunsen burner to heat your ingredient. The closer the triangles to the circumference the more positive the effect.

In this example, adding the ingredient to the spell as normal will give a positive effect. Additionally, using the bunsen burner will increase the positive effect.

Fig. 4



Fig 4: Small circles on the horizontal axis show the degree of effect using the condenser to cool the ingredient. The closer the circles to the circumference the more positive the effect.

In this example, mixing the ingredient into the spell will give a negative effect. Additionally, using the condenser will make the effect even more negative.

It is possible to use both the bunsen burner and condenser at the same time. One may have a greater effect than the other or, if both have equal strength they may neutralize the effect. However, their use may have side-effects.

To give an example of how you use negative and positive influences, you may wish to use a spell to increase the growth of the population on one of your villages. To do this you prepare an ingredient as recommended in the quadrant where the square symbol is nearest the circumference (positive effect). If, on the other hand, you want to reduce the population of a town owned by an enemy, you would prepare a 'growth' ingredient in the way suggested that illustrates the square nearest the centre of the circle (negative effect).

AN EXAMPLE SPELL

Here is a step-by-step example of mixing a spell, in this case for curing your dragon of disease.

Step 1

To cast a spell on one of your dragons, choose the relevant dragon (see the Dragons section of the instructions) and click on the crystal ball icon. On the shelves at the top are your current stock of ingredients from which you may mix your spell.

Step 2

Choose your Director first. Examine the Dragon Director Effect Table for the most effective ingredient you have in stock. Rasgon is the ingredient with a square nearest the circumference and therefore the most powerful positive effect. (If you do not have this in stock, alternatives would be Tius, Sals, Magian, Jaluem, Ayhe or Yasin, all of which contain squares nearer the centre – yet still within the positive boundary – but are therefore weaker than Rasgon so you will have to use more, and they may have unwanted side-effects).

In the case of Rasgon, the square nearest the circumference (giving the most positive effect) is in the grinding quadrant. The triangle in the positive area shows that heating should further maximise the effect.

Check the grinding quadrant of the Rasgon circles in all the tables and note any side effects. For example, on the Disease Affector table you will see that Rasgon has an effect (the square is in the positive section). This disease side effect will be minimised by heating (shown by the triangle being just within the negative area). No other effects of significance are indicated on any of the other tables.

Now check in the grinding quadrant of the Power Affector Effect Table and you will see that the spell will be increased by using the bunsen burner (indicated by the triangles on the vertical axis being in the positive sector of the circle).

Step 3

Next, from the Disease Effect Table, find an ingredient with a strong negative effect. (Choosing a positive effect would increase your dragon's disease!). Fanveer would be best but Mionacal is more readily available, so we will use this for our example.

The most effective quadrant for Mionacal is normal – where the square is closest to the centre and thus most negative – although grinding is a possibility. We can also see that there are a pair of small circles on the horizontal axis in the negative sector indicating that turning on the condenser makes the effect even more negative, which is desirable in this case.

By looking at the Mionacal circles in the other Effect tables we find that there are no major side-effects but useful gains in growth and combat can be made if, instead of adding Mionacal to our spell as normal, as we had previously decided, we grind and condense.

Having decided to grind and condense, check the Power

Affector table to see what the power effect will be. The square shows slightly positive and condensing shows slightly negative, so overall the power effect will be virtually neutral.

Step 4

We can boost the spell further by mixing in Acrus and heating to give a positive power effect – the square in the mixing quadrant is nearest the circumference and therefore more positive. You can see by checking through all the Effect Tables that this ingredient is one of the few that has no use other than having a power effect and thus has no side effects when used for this purpose.

Step 5

Now go ahead and carry out what we have decided. After some experimentation you will find that it is best to use a differing amount of each ingredient to get the best effects from your spells. Don't forget to reset the bunsen burner and condenser between ingredients as necessary.

Here is a summary and suggested quantities:

- 2 x RASGON** grind & heat
- 3 x MIONACAL** grind & condenser
- 1 x ACRUS** mix & heat

Here is a useful spell to increase the population of a village. Choose your village from the Map section of the game (see Maps and Dragon Assignments in the User Guide).

- 2 x TIUS** normal & temperate
(directs the spell at a village)
- 2 x CHURL** normal & heat
(affects population)
- 1 x ACRUS** mix & temperate
(makes the spell more effective)

(Note: the inclusion of Churl gives a side effect of a slight loss of combat skill.)

KEY TO SPELL EFFECT TABLES CLES DES TABLES DES EFFETS DES INGRÉDIENTS SCHLÜSSELTABELLE DER WIRKUNGEN

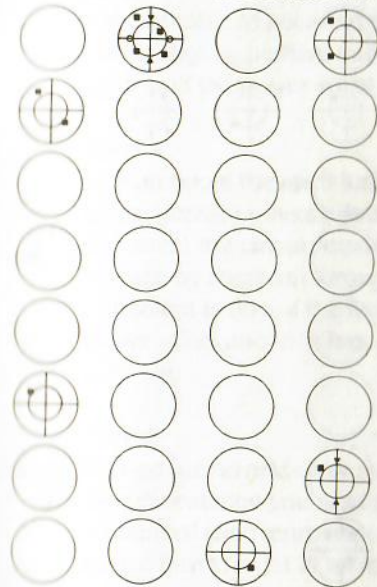
ACRUS	CALOTIS	CHURL	TIUS	Temperate Températive
SALS	MAGIAN	RASGON	CEROCOR	Bunsen Bunsenbrenner
DEGA	MAGOEM	KARMEDE	ICELE	Condenser Condensateur
ULIN	IRIN	PFOSS	JALDEM	Normal Normal
MALOBOS	MIONACAL	CEJTER	SNIR	Grinding Moudre Gemahlen
IGALL	FANVEER	MOLMAR	THOFT	Mixing Mélanger Gemischt
SADOAM	SMYTE	ABOLIC	YASIN	Cutting Couper Geschnitten
AYHE	CHIFE	OREGANE	SADIEL	

D1 DRAGON DIRECTOR EFFECT TABLE TABLE DES DIRIGEANTS POUR DRAGON TABELLE DER DRACHEN-DIREKTOREN

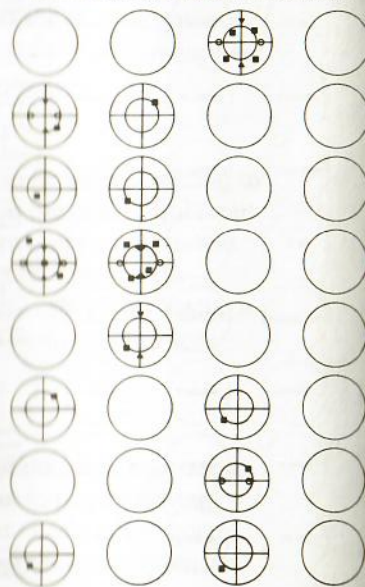
D2 EGG DIRECTOR EFFECT TABLE TABLE DES DIRIGEANTS POUR OEUF TABELLE DER EI-DIREKTOREN

D3 HUMAN DIRECTOR EFFECT TABLE TABLE DES DIRIGEANTS POUR HUMAIN TABELLE DER MENSCH-DIREKTOREN

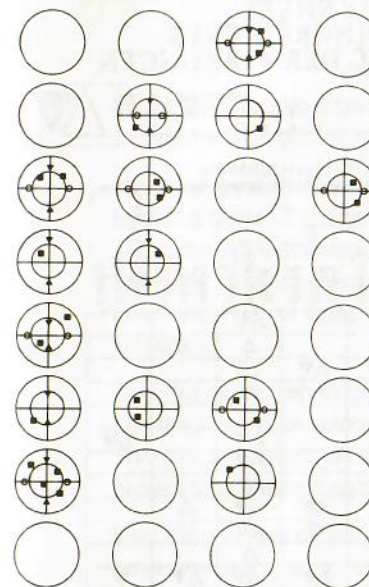
04 VILLAGE DIRECTOR EFFECT TABLE
TABLE DES DIRIGEANTS POUR VILLAGE
TABELLE DER ORTSCHAFTS-DIREKTOREN



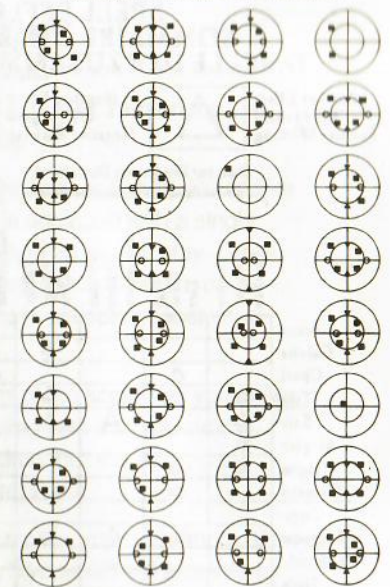
A1 COMBAT AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR CAPACITÉ AU COMBAT
TABELL DER KAMPFKRAFT-AFFEKTOREN



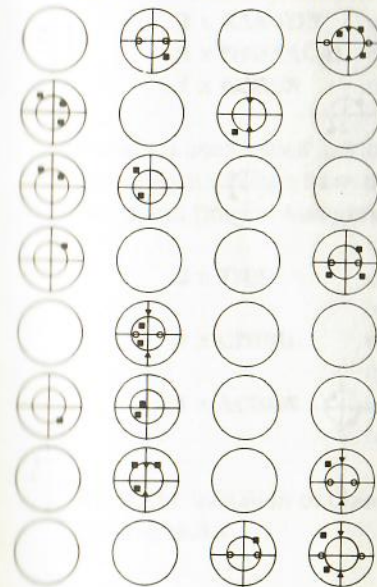
A4 MIND AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR INTELLIGENCE
TABELLE DER GEIST-AFFEKTOREN



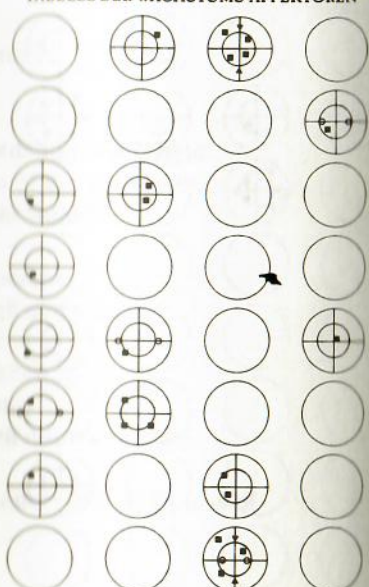
A5 POWER AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR PUISSANCE
TABELLE DER KRAFT-AFFEKTOREN



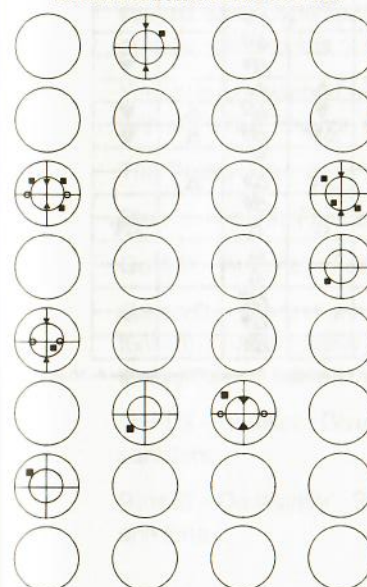
A6 DISEASE AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR MALADIE
TABELLE DER KRANKHEITS-AFFEKTOREN



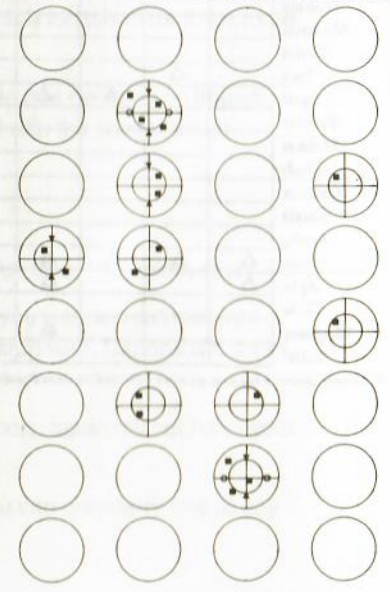
A3 GROWTH AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR CROISSANCE
TABELLE DER WACHSTUMS-AFFEKTOREN



A6 SENSE AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR SENS
TABELLE DER SINNES-AFFEKTOREN



A7 SPEED AFFECTOR EFFECT TABLE
TABLE DES MODIFIANTS POUR VITESSE
TABELLE DER GESCHWINDIGKEITS-AFFEKTOREN



**SPELL EFFECT SUMMARY SHEET
SOMMAIRE DES EFFETS DES INGRÉDIENTS
TABELLE DER ZUSAMMENFASSUNG DER WIRKUNGEN**



	Director / Dirigeants / Direktoren				Affector / Modifiants / Affektoren										
	Dragon Dredgen	Egg Ezer	Human Huanan	Village Ore	Kampfer	Cerber	Medic	Power	Intelligence	Power	Sense	Sense	Speed		
Accrus															
Calotis				△		△		△							
Churl		△			△	△		△							
Tius	△	△	△	△		△									
Sals	△		△	△	△	△									
Magian	△												△		
Rasgon	△	△													
Ceococor		△													
Dlega															
Magoem		△	△		△	△		△							
Kairmende															
Igele									△	△	△	△			
Ulin					△	△							△		
Irin					△	△							△		
Pfoss															
Jsluem	△														
Haloros															
Mionacal					△										
Ceiter															
Snir		△											△		
Sgael			△	△	△	△		△							
Fanveer															
Molmar															
Thoft															
Cadoam															
Smyte															
Arolig					△								△		
Yasin	△	△	△	△		△									
Ayhe	△			△											
Chife															
Oreganse				△											
Sadiel						△		△							

Best results depend on how items are mixed • Les résultats exacts dépendent de la façon dont les ingrédients sont mélangés • Die genaue Wirkung hängt von der Mischung ab.

Anarchy

Insert The disk into drive A and Joystick in port 2. Turn on the Computer, Anarchy will load automatically.

Move the joystick left or right to choose Normal or Expert. Press Fire to start a game. To begin with your ship is equipped with a single shot laser but extra weaponry can be picked up as you play. There are many different types of alien to destroy, some of which, once destroyed release weapon tokens for you to collect to boost your firepower.

Be extra careful when firing at the bottom of the screen as your laser can destroy the canisters you are protecting with a single shot. There is a forcefield which some aliens drop, but this does not protect the canisters against your own firepower.

If an alien makes off with one of your canisters, you must shoot him before he reaches the top of the screen. If you fail it will turn into a mutant. Catch the canister when dropped by a shot alien as it will explode on contact if dropped too far from the ground.

To start with you have 10 canisters to protect. If you lose them all you will enter Hyperspace, survival then is a longshot! (or to be more precise, lots and lots of short shots).

Your ship is equipped with an energy field that depletes on impact with any alien. You can top up the shield with the correct token.

The Tokens are :

Blue L – Double Fire Laser

Gold B – Automatic Fire power on all weapons. 100 points each.

Green C – The first one collected gives you a canon outrider (not fuelled). Further tokens give you canon firepower. Canons will shoot through aliens but not harm your canisters.

Gold S – Staeker : Gives you six side shots, again will not harm your canisters.

Blue D – Davastator : Smart Bombs! You can only carry one at any one time.

Gold T – Tops up your energy to full power.

Green F – Force-field which lasts about 15 seconds.

Blue N – Nackem Power : Will give you all weapons and 500 boost points. This is the big one, but be warned it will run out and you cannot collect any other tokens while you have it.

The blue and gold mini forcefields can be picked up by flying over them, then by flying over a canister you will automatically drop the field onto it. When you catch a falling canister just fly to the bottom of the screen to place it on the ground.

There are 14 different types of aliens with different actions.

Other game keys :

P = Pause

Fire & ESC = Abort

F8 = 50 Hz

F9 = 60 Hz

*Anarchy is published by Psygnosis Ltd.
Copyright © 1990 Psygnosis Ltd*

Super Cycle

You must complete each race course within the specified time. Push the joystick forward accelerates your bike, pulling back decelerates, left and right steers the bike.

Hitting the fire button when forward changes up a gear, when centred changes down.

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H.K.M.

JOYSTICK CONTROLS

Down – Crouch

Down/Right – Crouch & lean forward

Down/Left – Crouch & lean back

Right – Advance

Left – Withdraw

Up – Leap

Up/Left – Backward Somersault

Up/Right – Forward Somersault

WITH BUTTON PRESSED

Down/Right – Crouch & Kick

Down – Crouch & Punch

Down/Left – Spinning Crouch Kick

Right – Kick

Neutral – Punch

Left – Turn Kick

Up/Right – Flying Kick

Up – Flying Punch

Up/Left – Flying Spin Kick

Note : The shorter the time which the FIRE button is depressed, the harder the kick.

Impossible Mission II

You, as the agency's field agent must reach several objectives to prevent the world from being destroyed. Firstly you must assemble the three digit pass code for each tower while at the same time avoiding and fighting off Elvin's robots, using his own security system to help you. Then you must locate and open Elvin's safes and recover the musical sequences locked inside. You must then tie them together into a full melody that will open the express elevator doors to Elvin's central tower control room. Finally you have to find the correct computer terminal in the control room that will disarm the missile launch codes before they destroy everything.

Impossible Mission II is Joystick controlled, however movement can be obtained via the keyboard:

Cursor keys move your character's direction.
Space Bar = jump **F10** = restart
Esc = Pause **ALT Q** = Quit to desktop
Alternate S = save game **ALT F10** = commit suicide

STARTING PLAY

You will see the agent inside an elevator in a random tower of Elvin's stronghold. The display at the bottom of the screen is your personal computer.

IN THE ELEVATORS – Push up or down to move the elevator, left or right to enter corridor.

IN THE CORRIDOR – Left or right will make your man run into the next room.

IN THE ROOMS – Again left or right, however the fire button makes him leap, useful for leaping over robots. Pulling back on the stick will make him crouch - the required position for laying mines or bombs.

ON LIFTING AND SLIDING PLATFORMS – If you are standing on a striped lifting platform (you can see the vertical track in the wall) push joystick FORWARD or BACK to go up or down. If on a striped standing platform (horizontal track) push FORWARD or BACK followed by LEFT or RIGHT.

SEARCHING FOR CODES - Search as many objects in each room

as possible (stand directly in front and push FORWARD), you will be given one of four messages:

NOTHING - You've drawn a blank.
A PASSCODE NUMBER
A SECURITY TERMINAL COMMAND ICON
AN EXTENSION OF TIME

You can use the commands you have collected at any security terminal. These commands include.

Resetting of platforms.

Using electric plugs temporarily deactivates the robots.

Light Bulb turns on the lights in dark rooms

Time bomb arms the time bombs placed to blow a safe.

Mines can be laid anywhere, but once laid remember where they are, as you are not immune to them!

Your pocket computer helps you crack the codes and put together the musical sequences, to do these you must stand in a corridor. Press Fire. You will see a hand. Move the hand on top of a button and press fire. When you select the number button the tower complex map disappears and three windows appear. This is where the three digit passcode is assembled. When all three numbers of the passcodes are found The "Complete" indicator will light up and you can move through the security access door.

For the musical sequences, choose the cassette button. Use the cassette to assemble the sequences - listen carefully for duplicates - When you collect and play six non-duplicate sequences you may enter the express elevator to Elvin's control room. You must record a musical sequence before you leave a tower, or you will not be able to return.

You will find Elvin's express elevator behind the inter tower security doors in either the underground passageways or the aerial hallways.

In Elvin's control room there are three terminals in the centre. One of these will deactivate the missiles and allow you to confront Elvin himself.

IMPOSSIBLE MISSION II is copyright © 1988 Epyx INC.

Outrun

Outrun is the classic race against time, reach any of the five goal lines and become a winner. The screen will display your score, time, speed, time limit, course map and gears (HI/LO). Control is via the joystick or mouse (choose from the options menu).

*Outrun is copyright © SEGA 1986
and was published in the UK by U.S. Gold.*

Blood Money

Your craft is controlled by Joystick, inserted into Port 2. A two player version is also available.

Spacebar pauses the action, **fire** continues. Hitting **F3** brings you the rousing National Anthems of the Tone Terrorists of Delta 3, hitting it again brings you the games sound affects.

You may press the **ESC** key to abort the mission, but this is a cowardly act and should be avoided at all cost!

At your disposal you have a selection of firepower :

Support Missile, Skybound and **Support Missile, Earthbound** at \$100

At \$150 there are **4 Neutron bombs**, two for shortrange and two for longrange targets.

Also at \$150 you have a **support rear-fire missile** and at \$200 you can obtain **long range missile capacity**.

As special offers the "**Kleen Heels Supa-Drive**" combines maximum thrust with minimum cost.

The Norton Thunder-Thru at \$250 puts an extra Tiger in your tank, for those especially awkward moments.

The Dr. Martens Aero-Soul Mk VI provides clone duplication with no unfortunate side effects.

*Blood Money was written by David Jones and Published by
Psygnosis Software. Copyright © 1989 Psygnosis Ltd.*

Indiana Jones & The Last Crusade

Indiana Jones & The Last Crusade is a multi-level game in which you control Indy in his search for various artefacts. There is an important artefact on each level.

LEVEL 1

You need to collect the Cross of Coronado in the caves, you will need torches and weapons such as your trusty whip.

LEVEL 2

Takes you deep within the catacombs. You must find the correct arch, choose wrongly and you will wander in vain until you die. Check the grid directly after these instructions and enter through the arch that matches the code you find. Find the Crusaders shield and scale the wall to the next level.

LEVEL 3

Search the airship for the grail Diary that Doctor Jones senior has lost, be careful to pick up the passes as you move. The alarm will be raised if you do not have a pass.

LEVEL 4

Indy must get to the Holy Grail to save his father's life, move quickly but safely past the traps set by the Crusade Knights.

	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
1	Δ	Δ	Δ	Δ	Δ	Δ
2	Δ	Δ	Δ	Δ	Δ	Δ
3	Δ	Δ	Δ	Δ	Δ	Δ
4	Δ	Δ	Δ	Δ	Δ	Δ
5	Δ	Δ	Δ	Δ	Δ	Δ
6	Δ	Δ	Δ	Δ	Δ	Δ
7	Δ	Δ	Δ	Δ	Δ	Δ
8	Δ	Δ	Δ	Δ	Δ	Δ
9	Δ	Δ	Δ	Δ	Δ	Δ
10	Δ	Δ	Δ	Δ	Δ	Δ
11	Δ	Δ	Δ	Δ	Δ	Δ
12	Δ	Δ	Δ	Δ	Δ	Δ
13	Δ	Δ	Δ	Δ	Δ	Δ
14	Δ	Δ	Δ	Δ	Δ	Δ
15	Δ	Δ	Δ	Δ	Δ	Δ
16	Δ	Δ	Δ	Δ	Δ	Δ
17	Δ	Δ	Δ	Δ	Δ	Δ
18	Δ	Δ	Δ	Δ	Δ	Δ
19	Δ	Δ	Δ	Δ	Δ	Δ
20	Δ	Δ	Δ	Δ	Δ	Δ
21	Δ	Δ	Δ	Δ	Δ	Δ
22	Δ	Δ	Δ	Δ	Δ	Δ
23	Δ	Δ	Δ	Δ	Δ	Δ
24	Δ	Δ	Δ	Δ	Δ	Δ
25	Δ	Δ	Δ	Δ	Δ	Δ
26	Δ	Δ	Δ	Δ	Δ	Δ
27	Δ	Δ	Δ	Δ	Δ	Δ
28	Δ	Δ	Δ	Δ	Δ	Δ
29	Δ	Δ	Δ	Δ	Δ	Δ
30	Δ	Δ	Δ	Δ	Δ	Δ
31	Δ	Δ	Δ	Δ	Δ	Δ

	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1	Δ	Δ	Δ	Δ	Δ	Δ
2	Δ	Δ	Δ	Δ	Δ	Δ
3	Δ	Δ	Δ	Δ	Δ	Δ
4	Δ	Δ	Δ	Δ	Δ	Δ
5	Δ	Δ	Δ	Δ	Δ	Δ
6	Δ	Δ	Δ	Δ	Δ	Δ
7	Δ	Δ	Δ	Δ	Δ	Δ
8	Δ	Δ	Δ	Δ	Δ	Δ
9	Δ	Δ	Δ	Δ	Δ	Δ
10	Δ	Δ	Δ	Δ	Δ	Δ
11	Δ	Δ	Δ	Δ	Δ	Δ
12	Δ	Δ	Δ	Δ	Δ	Δ
13	Δ	Δ	Δ	Δ	Δ	Δ
14	Δ	Δ	Δ	Δ	Δ	Δ
15	Δ	Δ	Δ	Δ	Δ	Δ
16	Δ	Δ	Δ	Δ	Δ	Δ
17	Δ	Δ	Δ	Δ	Δ	Δ
18	Δ	Δ	Δ	Δ	Δ	Δ
19	Δ	Δ	Δ	Δ	Δ	Δ
20	Δ	Δ	Δ	Δ	Δ	Δ
21	Δ	Δ	Δ	Δ	Δ	Δ
22	Δ	Δ	Δ	Δ	Δ	Δ
23	Δ	Δ	Δ	Δ	Δ	Δ
24	Δ	Δ	Δ	Δ	Δ	Δ
25	Δ	Δ	Δ	Δ	Δ	Δ
26	Δ	Δ	Δ	Δ	Δ	Δ
27	Δ	Δ	Δ	Δ	Δ	Δ
28	Δ	Δ	Δ	Δ	Δ	Δ
29	Δ	Δ	Δ	Δ	Δ	Δ
30	Δ	Δ	Δ	Δ	Δ	Δ
31	Δ	Δ	Δ	Δ	Δ	Δ

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