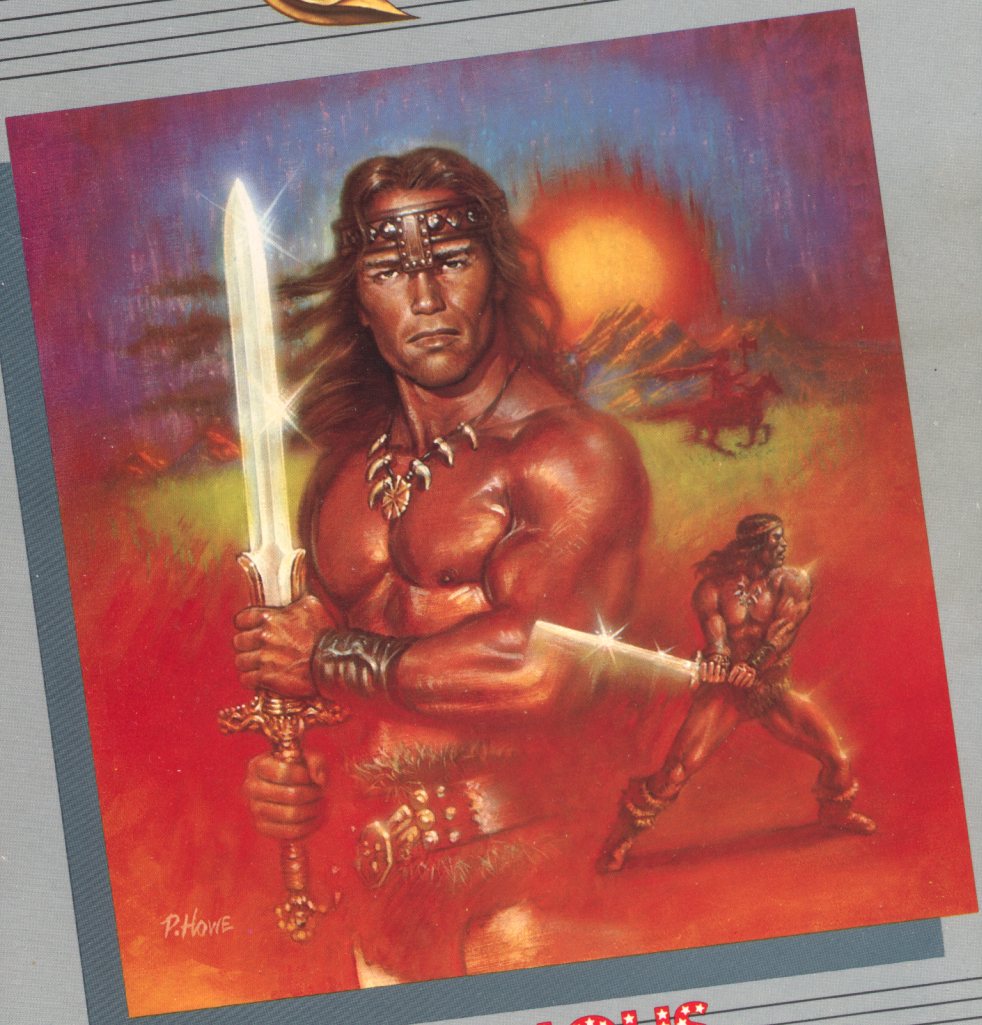
Datasoft®

presents

CONAN™



FAMOUS FACES™

REQUIREMENTS

- Atari Home Computer (48K)
- Compatible disk drive
- TV set or video monitor
- Joystick

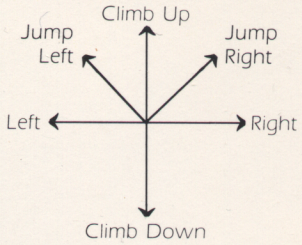
GETTING STARTED

1. Turn off your computer, remove all cartridges and connect a joystick to it.
2. Turn on the power to your TV or video monitor and disk drive #1.
3. Insert the Conan™ diskette into the drive and close the drive door.
4. Turn on the computer. The program will load and run automatically. Leave the disk in the drive during game play.

GAME CONTROLS AND INDICATORS

Start Game by pressing START or the joystick button.

Joystick Control Move the joystick in the directions below to control Conan.



Throw Sword by pressing the joystick button.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR or joystick button.

Background Music can be turned off and on again by pressing the S key.

Exit a game and return to the title page by pressing SYSTEM RESET.

Restart game to level 1 by pressing START.

Number Of Swords You begin a game with ten swords in your possession.

Number Of Men In Reserve You begin a game with two men in reserve.

Item Box This box displays your score, number of men in reserve, level number, and number of swords and type of objects Conan has in his possession at the moment. He can possess gems and keys, and only one each at any one time. To pick up these items, Conan simply makes contact with them. They are removed from the screen and placed in the Item Box. To use the items, Conan must touch a gem holder (a gem is placed in the holder), or touch a locked door (the door will open). Gems can be carried from level to level.

SCORING

Destroy bat	750
Destroy leaper	1,000
Destroy dragon	2,500
Destroy eyeball	2,500
Destroy dragonfly	750
Get key	1,000
Get gem	5,000
Place gem	2,000
Unlock door	2,500
Get sword	500
Time spent in bubble	10 for each second

Bonus: An extra Conan is awarded for touching the bird (in one level). 1,000 x level number is awarded upon completion of level, and 20,000 x number of men in reserve is awarded when game is won.

HINTS

In some levels you will not be able to make it across certain gaps by jumping only. You may need to run.

Some levels contain teleporters that you must use to get to upper or lower ledges.

One level contains a giant bubble you will need to jump into and ride to continue your journey.

Sometimes you can carry a gem with you from one level to another.

In level 6 you will need to destroy the Van de Graaff machine with the giant chandelier. Also, there is a set of moving plates which, when aligned, will release a violent electrical charge. The lower plate is deadly to the spark creatures, but not deadly to you. You can ride the lower plate and be protected from the spark creatures.

In level 7 some stars, when struck by your sword, will turn into gems. If you need extra swords, you can get them in level 6. The arrow on the vertical shaft along the right side of the screen can be activated to catapult you back up to the ledge above. You will need to stand on a particular part of the ledge to complete this action.

CREDITS

Game Concept by Eric Robinson and Eric Parker
Game Programming by Ron J. Fortier
Game Graphics by Eric Parker, Kelly Day and Russ Wolvek
Documentation by Jean Stedman

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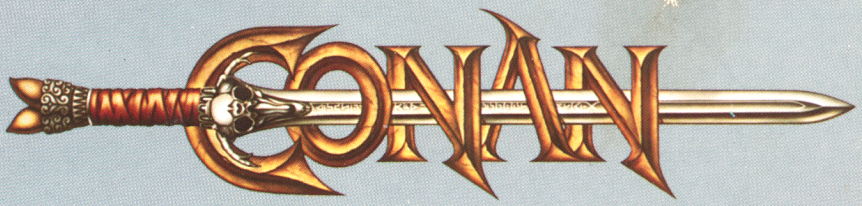

STRATEGY

As the heroic, mighty Conan your goal is to find and destroy the villainous Volta. Your journey takes you deep within an ancient castle inhabited by frightful creatures and filled with deadly traps.

While searching for Volta, you battle your way through seven levels; each level introduces you to different foes and different dangers. You will encounter fierce dragons, glowing flame monsters, giant floating eyeballs, electric spark creatures, and lethal leapers.

The primary objective in each level is to obtain gems, place them in gem holders, and find the key to unlock the door to the next level. The exit from each level is indicated by a flashing arrow. You must determine the safest, quickest way to the exit.

You can walk, run, jump, and fall from any height without harm, but must avoid falling into pools of water, lava pits, fire pits, or the spike pit. You can also climb ladders, and by hurling your power sword, demolish your enemies. If a sword reappears once it has been thrown, you can capture it and add it to your reserve. Some foes will not be destroyed when struck by your sword.

You have one friend, a large bird, who keeps watch over you throughout your quest. He appears in some levels to aid you (touch him and receive an extra life), and eventually helps you to destroy the evil Volta.

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