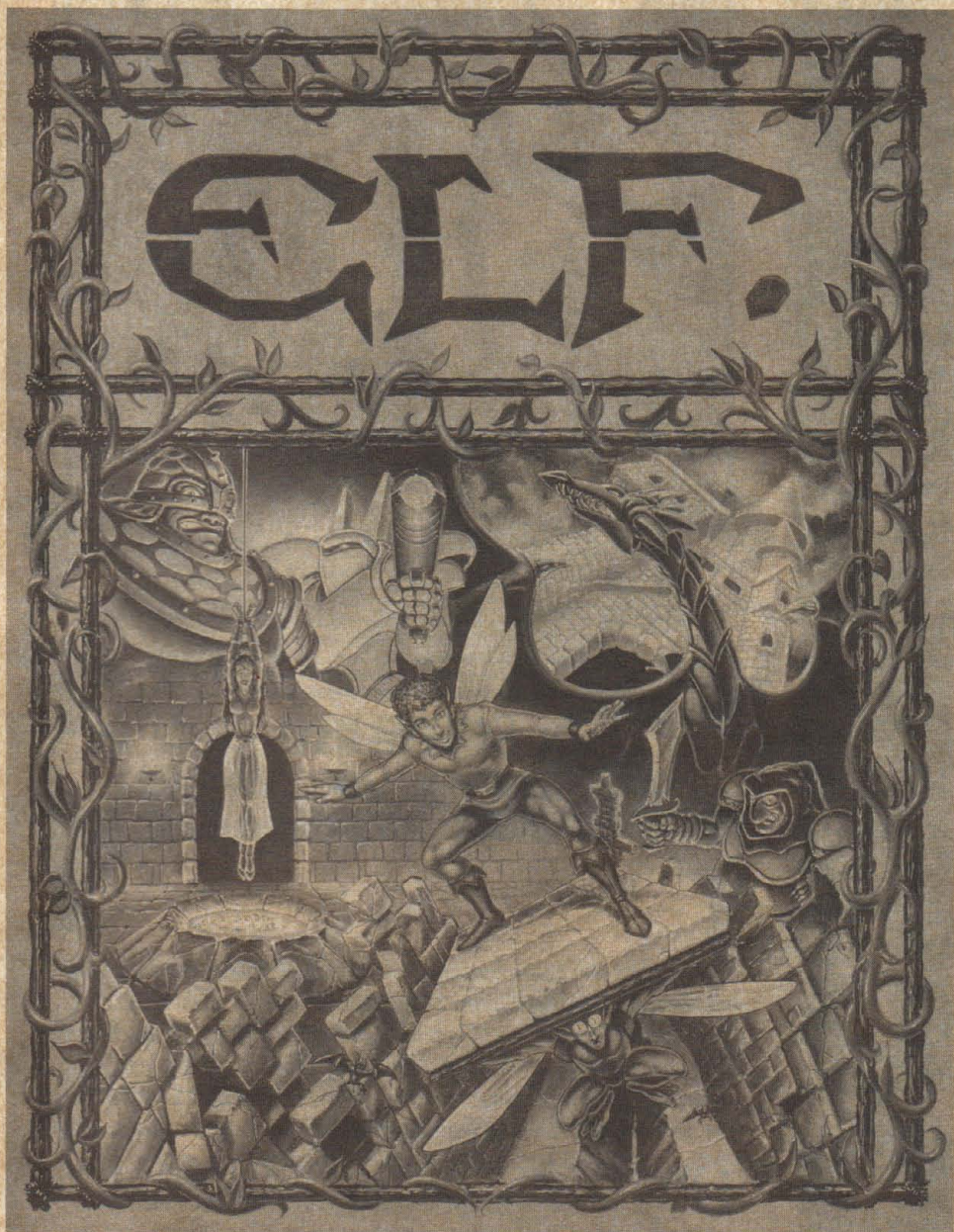


# Instruction Manual



**ocean®**



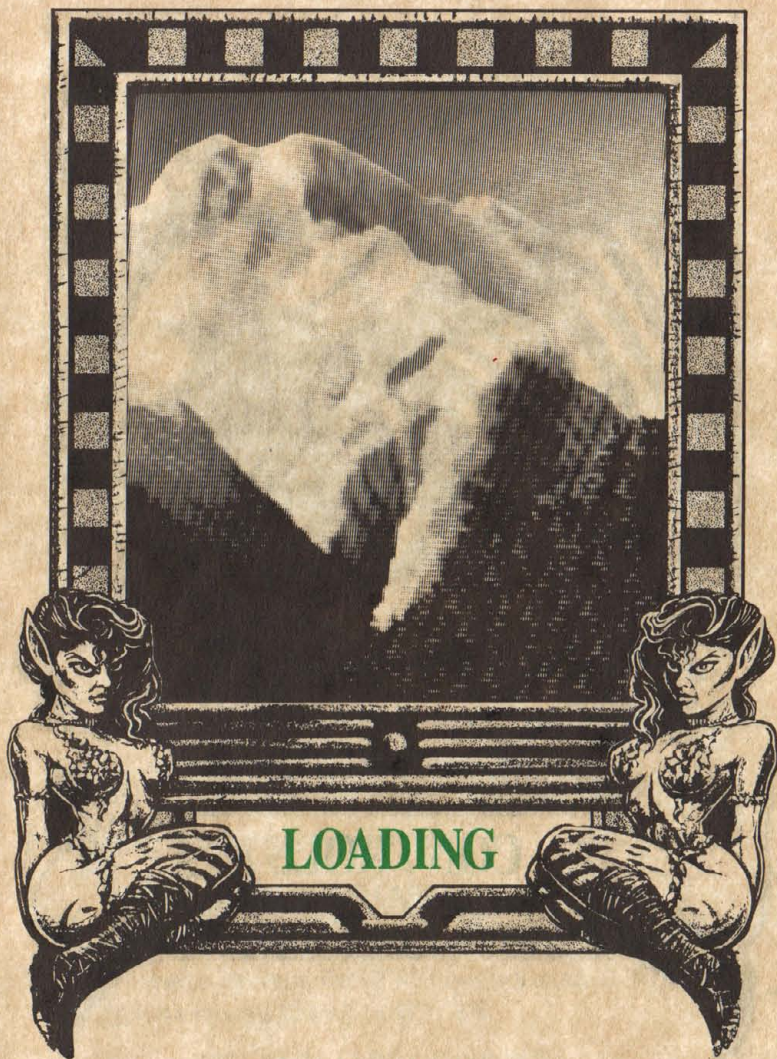


**Y**ou, the brave Cornelius, must rescue your girlfriend, Elisa, who has been abducted by Necrilous the Not Very Nice. To do this, you must travel through eight levels of Forest, Ruins, Lake, Swamp, Caves, Mountains and two halves of the Castle. You must finally locate and destroy the winching mechanisms that are lowering your loved one into a large bubbling vat, and then do battle with Necrilous himself.

**O**n your journey you will find many useful objects scattered about the landscape. Use these to the best of your abilities. Herbs and Pets, when collected, will allow you to purchase pieces of equipment from the numerous shops.

**S**laying an end of level guardian will give you a green crystal — use these to gain access to Necrilous's chamber. Good luck, Cornelius — you're gonna need it!





Insert the disk into the drive and turn on the computer. The program disk will then load automatically and run. If you have two disk drives, insert disk 2 into the second disk drive before selecting your language.

### **1 MEG RAM MACHINES**

On 1 Meg (or above) Ram machines, automatic data buffering is performed to save on time spent accessing from floppy disk.

Please make sure extra memory is enabled before loading "ELF."







This is a one-player game controlled by joystick only  
(Port 2).

### KEYS BEFORE PLAYING

FIRE BUTTON	— START GAME
F1-F7	— LOAD SAVED GAME FROM DISK 1
F9	— TOGGLE MUSIC/FX
F10	— DEATH SEQUENCE TOGGLE ON/OFF

### IN GAME

JOYSTICK UP	— JUMP
	— CLIMB LADDER
	— FLY UP



	— GRAB LADDER WHILE FALLING
	— ENTER SHOP WHEN 'IN' IS FLASHING
	— ENTER INTERACTION WHEN QUERY PROMPT IS FLASHING
JOYSTICK DOWN	— DUCK
	— DOWN LADDER
	— GRAB LADDER WHILE FALLING
JOYSTICK LEFT	— WALK LEFT
	— FLY LEFT
JOYSTICK RIGHT	— WALK RIGHT
	— FLY RIGHT
SPACE BAR	— ENTER INTERACTIVE PANEL (WHEN NO "QUERY" PROMPT IS FLASHING)
F	— FORCE FIELD ON/OFF
P	— PAUSE ON/OFF
ESCAPE	— EXIT GAME
F1-F7	— SAVE GAME POSITION ON DISK 1 WHEN LEVEL IS COMPLETED.

## SHOP CONTROLS

**W**hile in the shop, push the joystick in the appropriate direction to move around.

Press FIRE once to get information on selected item [see reference card for details].

Press FIRE again to purchase the item.

## INTERACTIVE PANEL CONTROLS

**P**ush joystick UP or DOWN to select an action. Push joystick LEFT or RIGHT to select an object. Press FIRE to perform an action. When talking, type in a keyword followed by RETURN.

## STATUS AND SCORING

**T**he status panel displays from left to right: Health, Pets, Lives and Score.

The collected Herb Count can be found in the Interaction Panel.

## HIGH SCORE TABLE

**T**he high score table displays your name, score and a cuteness rating based upon the percentage of cute characters shot. The high score table is automatically saved to Disk 1 if this disk is write enabled.

A bonus will be awarded at the end of each level calculated on the number of bonus objects collected. Bonus objects are small tokens dropped when monsters are shot. Handy health top-ups can also be left behind.

An extra life is awarded every 100,000 points.







### LEVEL 1

**B**attle your way through the enchanted forest and work out how to open the doors that let you into the next section. You must destroy the end-of-level baddie that lurks at the edge of the wood.

### LEVEL 2

**T**he men-at-arms are now trying to stop you in your quest. Can you avoid the various weapons or would a quick trip to the underground tunnels be of help? Watch out for the Mummies and deadly rats!



### LEVEL 3

A series of rickety walkways leads over a vast lake to a swamp jungle on the other side. Aquatic monsters of every description are out to get you. You will need to work out how to control the many flying platforms to continue.

### LEVEL 4

Jungle Indians threaten your progress. Slime and water monsters attack when least suspected. Find the lost statue to complete the puzzle.

### LEVEL 5

Dwarfs mining rare crystals attack at every opportunity. Ore carts laden with gems thunder past. You must solve the interaction puzzles to progress through this maze. Could this level be your opportunity to buy some chain mail?

### LEVEL 6

Snow capped peaks and rock outcrops decorate this level. Snow and ice monsters do not take kindly to your trespassing, but you must search everywhere to solve the puzzles. Your firing is a bit lack-luster. Perhaps a trip to the shop would be in order. Flying may also help you.

### LEVEL 7

You are now in the first part of the Castle. This dark edifice is home to countless demons and disturbed creatures. Solve the puzzles to progress to the second part of the Castle.

### LEVEL 8

At last you have found your love, but Elisa is in great danger. Destroy the winching equipment, and finally, battle Necrilous to win the game.

## HINTS AND TIPS

- HELP and WANT are a good place to start when you are talking to a character.
- Watch the sides of the screen for flying enemies.
- Don't waste herbs or pets on frivolous items.
- Make a map before you get lost.
- If you can buy the flying machine, do so!
- Don't drop litter in the countryside.







## CREDITS

Programming by Damian Slee

Main Graphics by Paul Oglesby

Additional Graphics: Simon Butler, Chris Warren & Jack Wikely

Music & FX by Matthew Cannon

Produced by D.C. Ward

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED  
AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS.  
PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

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