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New
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Software



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ARCANA

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64

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ARCANA

Arcana is a delightful arcade adventure with finely detailed 3D graphics and smooth horizontal scrolling, featuring 30 special locations.

You are Baludar, specially selected for this task by the people of Estarion, Land of the Bright Elves.

Arcana, the Castle of Mysteries, holds the most potent book of Black Magic ever written, The Dark Clavicle. An evil king, Valarequil, rules the North lands from Arcana.

Valarequil's ambition is great and his power terrible; he desires the secrets within The Dark Clavicle. The book is in a chamber within the castle with seven mighty demons guarding it. The clasp of The Dark Clavicle is sealed and the Book cannot be opened. Not, that is, until Shedding-Moon Eve, the autumn equinox. Only at this time is the opening incantation for this evil transcript revealed.

Your adventure in the labyrinthine passageways of Arcana will not be easy. You must explore the castle and protect yourself from the evil creatures that haunt the place with magic bolts of luminous energy that you have brought from Estarion. You must locate seven talismans to counter attack the terrific evil that guards the Book. You may also find things to help you in your fight. Finally you must locate The Dark Clavicle and destroy it before it can be used to perpetrate any evil.

In the Great Hall of Arcana Valarequil and his minions gather to celebrate the arrival of the moment when the Book's secrets can be known. Only two and a half hours of twilight remain...

Arcana — Instructions

To load, hold down SHIFT and press RUN/STOP.

Joystick Port 2

Press space bar to start.

F3 to begin a new game.

F7 to pause.

Use the joystick to go in all four directions.

Press FIRE to emit a magic bolt in the direction which you are facing.

The panel at the bottom of the screen shows;

STATUS — space bar to change

TWILIGHT LEFT — counts down from 2 hours 30 minutes

LIFE FORCE — counts down from 100% when you are harmed

TALISMANS — number discovered so far

You may change STATUS with the space bar.

You may use the Ring when you find it!

You must set out to explore the 30 special locations throughout the 4 levels of Arcana.

Avoid or fire at any strange creatures that attack you or that you discover. All the inhabitants of Arcana are evil and will harm you.

You may move and FIRE in all directions; this is useful for disposing of enemies that come at you in all directions. When you come to a division in the corridor, push in the direction you wish to follow and you will see yourself at a new angle, having turned a corner. Arcana is

maze-like and you are advised to make a map.

Some doors will be open, others may require a key or some force. Some levels in the castle have stairways to other sub-levels. There is an ancient transport mechanism too, if you can work out how to use it.

There will be some horrible specimens in the rooms you visit — you must try to avoid them but some may be stunned by your magic bolts or defeated by a special object. Have a good look round the objects and ornaments in the room, you will have to experiment to discover the secrets of Arcana. Even if you cannot find anything interesting in a room first time round, go back later. Objects you have collected may now be of use.

Designed and programmed for **New Generation Software** by **Geoff Sumner**.

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