

COMMODORE 64

DEMONS OF TOPAZ



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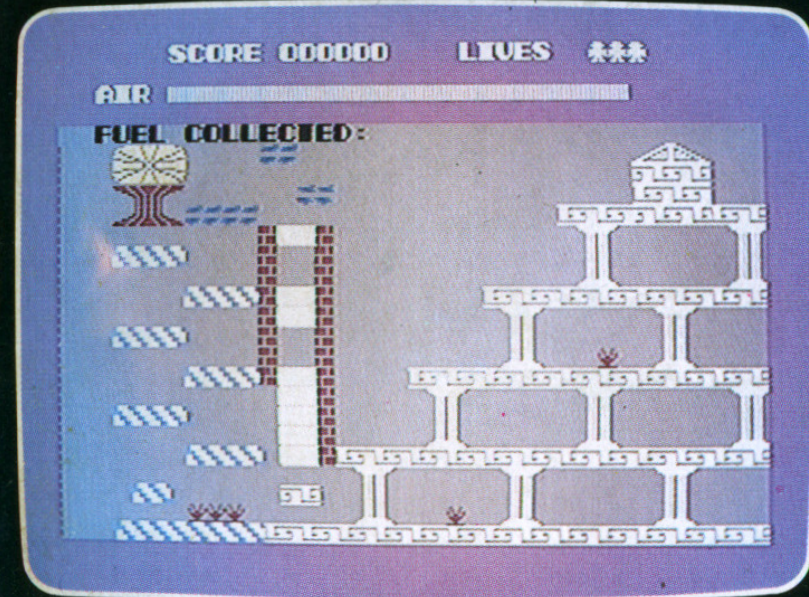
DEMONS OF TOPAZ



Ozzy, lone and intrepid space traveller and keen exponent of the deadly Sonic Triang, explores the seemingly endless depths of the dreaded asteroid, Topaz, searching for the seven jewels he needs to re-energise his ageing spacecraft.

But can he survive a confrontation with the Demon Guardians – who slowly awaken to avenge the desecration of the Sacred Crystals!

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DEMONS OF TOPAZ

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OZZY VERSUS THE UNIVERSE PART ONE

YEAR 2134 A.D.

Life in what was left of the Australian outback was hard but enjoyable for young Ozzy. Although constantly dreaming of adventure beyond the stars, he had been happy just to hunt, fish and climb while earning a modest living tracking Robo-Kangas and selling their much sought after hides.

One day while tinkering with a 20th century micro rescued from the attic, Ozzy saw the means of turning his dreams into reality. An antique floppy disc – preserved in an old billycan – had survived with its data intact. Entitled 'Everymans Guide to the Universe', it included a foundation course in Applied Micro-technology and 'From Cobber to Space Pilot in 10 easy lessons.' After weeks of intensive study, Ozzy produced his first Sonic Trirang – based on the boomerang but superior in power and accuracy – and used it to quadruple his income from Robo-Kanga hides. Waving a sad farewell to the stately old sheep station, a long gruelling trek at last brought our hero to the Adelaide Spaceport cash 'n' carry and the purchase of his first spaceship – a battered, ageing Pursuit Vessel Mark II – plus 10 years' full supplies.

In the Bazza Bar an old space trader called Bruce offered Ozzy a cold lager, a map and information about the hidden treasures of the legendary asteroid, Topaz. 'Yeah sport', he said, pocketing the last of Ozzy's hard-earned credits, 'there's enough power in the Topaz Crystals to warp your old banger from one side of the Universe to the other. But beware', he added with a callous laugh on his way out the door, 'of the Demon Guardians!'

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in the tape recorder and rewind to the beginning.
3. Press SHIFT and RUN STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.
5. 'Demons of Topaz' will fast load at 3.5 to 5 times normal speed; a title page is displayed during loading.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

THE GAME

While the Demon Guardians are asleep, Ozzy is free to explore the asteroid and locate the legendary Sacred Crystals – almost unhindered. To take a crystal he must walk into its centre – the Demon Guardians will then start to wake up and Ozzy must defend himself with his Sonic Trirang. There are seven crystals to collect and each must be returned to the ship before searching for the next one.

Ozzy can walk in front of any platform but cannot pass through brickwork. Water sprays from the pipes, and the prolific killer plants, are fatal and must be avoided at all costs. Water can be turned off by finding the taps – located in separate sections of pipe.

Moving into a HIT sign will clear Ozzy's way by removing a small section of brickwork (identified by a different brick pattern). While underground, Ozzy doesn't wear his spacesuit but has limited air supply. To replenish air, move back to the asteroid's surface.

The asteroid extends to eight levels in depth.

PLAYING THE GAME

When the programme has loaded, a short title sequence will appear followed by the high score display. Select the preferred skill level by using LEFT and RIGHT controls (see below) – higher scores can be achieved at higher skill levels.

Press FIRE to start (the game can be restarted at any time during play by pressing RESTORE).

You can control Ozzy either by a Joystick (connected to Port 2 of your Commodore 64) or the following keys:

UP=alternate keys Q row
DOWN=alternate keys A row
LEFT/RIGHT=alternate keys Z row
FIRE=SPACE
PAUSE/RESTART=RUN STOP
START NEW GAME=RESTORE
JUMP=RIGHT or LEFT and UP.

To enter your name in the high score, move the cursor along the row of letters displayed (to DELETE cover the symbol), then move the cursor far right and press FIRE. When the title page is displayed you may use UP to return to the high score table, or FIRE to start a new game.



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