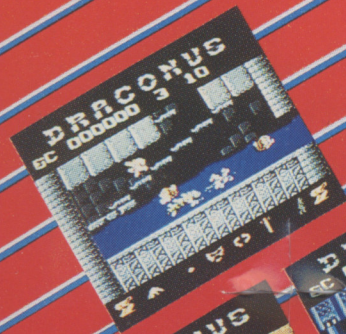
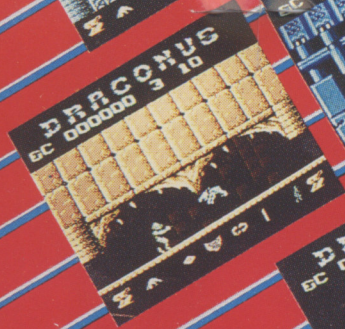
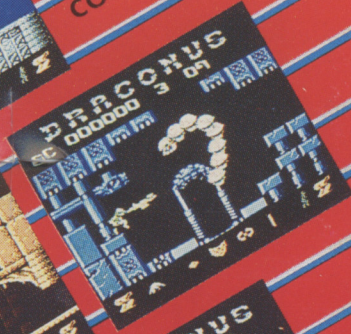




COMMODORE SCREEN SHOTS



Draconus is totally original micro entertainment and is the follow-up to the highly successful Zybex. Zybex won the ultimate accolade for a budget release, the Silver Medal Award from Zzap! 64 magazine.

Draconus, with its gothic scenery and gruesome monsters, and the two player-controlled characters of Frognum and Draconewt, is just as fascinating world just waiting to be explored.
Program - Kevin Franklin
Game Design - Michael Owens
Music - Adam Gilmore
Made in UK

COMMODORE 64/128

DRACONUS



C026

DRACONUS

COMMODORE 64/128



£2.99

COMMODORE LOADING INSTRUCTIONS

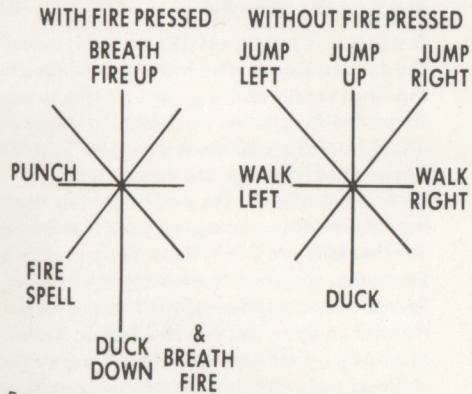
Press **SHIFT & RUN-STOP** together, then **PLAY** on the recorder.

Draconus is set on an alien planet ruled by the Tyrant Beast who must be obliterated in the final scene of the game. To get to that stage the mysteries and magical forces which unfold before you must be understood and harnessed to progress through this multi-screen epic. On your journey through the labyrinthine complex you'll meet various nasties such as Giant Rats, Bats and Sea Serpents, together with a sprinkling of Terrortoads and ferocious Catepelose. Harder to describe are the Bonce Blobs, balls of gooey matter which drip from the cave ceilings only to bounce around in mid air causing you even more problems. To help you on your way are many useful artefacts like the Demon Shield, Necromancer's Staff, Dragon's Eye, and Morph Helix. Flasks of Flame Fluid, Energy Crystals and many Spells help your character on its way.



CONTROLS

JOYSTICK Frognum



Draconewt
8 Direction Movement + FIRE to breath and water jet

KEYBOARD

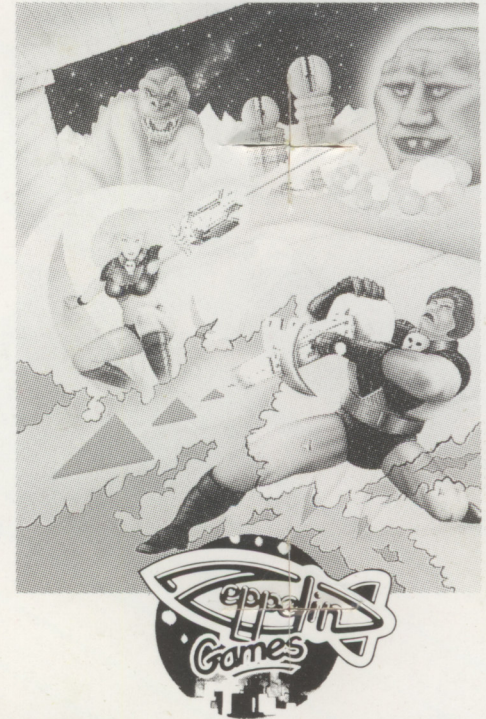
RUN-STOP. Pause/Unpause
FIRE Unpause also
Pressing Q when paused quits the game

There are two main characters between which you can switch during the game, namely the tall Frognum, and the aquatic Draconewt. Frognum can walk, jump, punch, duck, and breath fire. Draconewt can blow water jets but can never leave the water. When on Morph Slab pulling down will transform you into Draconewt if you have the Morph Helix. Pushing up when underneath a Morph Slab will turn you back into Frognum.

On loosing one of your 3 lives the game takes you back to the last Record Slab on which Frognum has stood.

The screen shows the magical items ranged along the bottom with the energy scrolls for Frognum on the left and Draconewt on the right. During play you can pick up Flasks of Flame Fluid, with each flask holding enough for 10 good blasts, and Energy Packets, which will put your energy right back up depending upon whether you are Frognum or Draconewt. If Frognum falls far he will lose energy and may be killed.

Have you tried ZYBEX,
Zeppelin's super shoot em up?



Have you written a game which comes up to Zeppelin's high standards?
If so, send off for immediate valuation to the address below.

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