

FIONA

Scenes from the game



Ghostly Graveyard



Creepy Crypt

DAREDEVIL DENNIS

Arcade Game
Joystick only.

COMMODORE 64

TWO FOR ONE
Daredevil Dennis
cut reverse
side



Arcade Game
Joystick only.

COMMODORE 64

C64

VPC-02

FIONA rides out

Fiona Features

100% machine Code. Life reprieve scene.
Original game concept. Smooth scrolling and animation.
Original music. High score.
Totally joystick controlled. Pause facility.
12 different levels. Full colour. High res. graphics.

Game Instructions

Fiona is the foulest witch ever to darken the skies and is so evil, the other witches have taken her tools of the trade away from her. Fiona wants them back. To get them back she needs to build up her spell power to a high enough level, thus enabling her to fly the night skies again. The more of her tools she has, the further she can fly before the combined power of the other witches brings her to the ground and imprisons her again.

To build up her power, Fiona must shoot down the ingredients for her spells, pick them up, and drop them into her cauldron until one of her tools appears above the cauldron. She is then free to fly the night skies but she must avoid contact with any spell ingredients before they have been shot, otherwise she will lose spell power. She cannot increase her spell power whilst flying; at any time Fiona's energy goes down to zero she is sent to Hell. Whilst in Hell, she must not touch the burning rocks or demons as this will cause instant final death. If Fiona dies in Hell, she may re-incarnate her body in the living world again, but only five times.

Once Fiona gets her spell book back, she is invincible, until the next time?

Spell power needed to escape

Screen	2	: Ghostly Graveyard	4000
	4	: Witch Kitchen	6000
	6	: Spell Cell	8000
	8	: Creepy Crypt	10000
	10	: Bats' Bellry	12000
	12	: Broom Room	14000

Loading Instructions

Hold down SHIFT and press RUN/STOP.

Control

The game requires a JOYSTICK in Port 2. Press fire button to shoot a spell. Press any key to pause, any key to restart. Press 'RESTORE' to abort game, and return to the title page.

Gameplay Hints

1. Don't fire if carrying energy to the cauldron – it will be lost.
2. If hit by a hostile creature inside the castle, be sure to drop its energy in the cauldron. More may be gained than lost.
3. In the castle, Fiona is lifted by spell power shimmering around her feet – but pulled down by gravity. Allow for this.
4. Some objects cannot be shot, but only destroyed by collision if spell energy is high enough.
5. Be careful when shooting ingredients – the result is sometimes unpredictable.

FIONA RIDES OUT was written by Ian Gray

Game Instructions

Denis, now fast becoming a star of stage and screen, has one last movie stunt to do. As he walks to the set in the morning he attempts to stop the red balloons that float on by (are there really 999?) and using his incredible prowess as an athlete leaps into the air to capture the lost balloons but beware – he has to avoid treading on the flowers in the film lot as the boss of the studio is a flower nut and awards bonuses for anyone who leaves the flowers alone. Still, this

short interlude over, Denis tackles the worst motorcycle stunt of his life to date, the hazards being too numerous to mention (well 70 actually). Further instructions given at the start of the program.

Loading Instructions

Hold down the shift key and press the "RUN/STOP" key. When the computer responds with "FOUND DENNIS II", press the commodore key.

Game Controls

Attach joystick to port #2.

FIRE	– to jump
RIGHT	– forward
LEFT	– backwards
PULL BACK	– force shield

DAREDEVIL DENNIS was written by Simon Pick

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