



TM

Two Cool Dudes - One Hot Situation -
Eight Megalithic Adversaries It adds up
to a Whole Lotta Trouble.

"Across all formats Forgotten Worlds comes across as
an ace shoot-'em-up polished to sparkling perfection by its
superb graphics." TGM

"A fab space shoot-up graphically its super with lots going on
.... A Corker!" SINCLAIR USER

"One of the classiest conversions around one of the arcade
conversions of the year!" ZZAP 64

"Bursting with nasties all the great coin-op action" AMSTRAD
ACTION



Screenshots
from CBM
64/128
version.

Screenshots are only intended to be illustrative of the game play and not the
screen graphics which vary considerably between different formats in quality
and appearance and are subject to the computers specifications.

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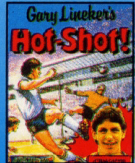
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FORGOTTEN WORLDS™

LOADING INSTRUCTIONS

CBM 64/128 Cassette

Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette recorder. Follow on screen prompts.

SCENARIO

Emperor Bios, the God of Destruction has begotten eight evil gods who were destroying all known civilisation.

Destroyed cities turned into Dust Ruins and became known as 'Forgotten Worlds'. But the spirit of peoples' angry minds created two super warriors to fight back against the evil demons and rescue the world back from Bios.

Their task is awesome for Emperor Bios is protected by three Demi-Gods including The Golden Dragon, The God of War and The Paramecium.

GAME PLAY

Level 1 - City-scape

Make your way to the entrance of the underground complex after battling through the bleak city-scape. Watch out for the spider like robot guards. Once inside, gas pipes hinder your way, rupture these and you'll burn to a crisp. Finally, the first of the Demi-Gods approaches using rubbish to guard it's fragile mouth which spurts out deadly mutations.

Level 2 - Dust World

Beneath the murky waters in the sunken world of the Dust Dragon lurk deadly snakes who wait until the last moment to grab you with their razor sharp teeth. Gun emplacements line the way to the Dust Dragon who can only be destroyed by attacking it's heart. Other parts of the body under attack only serves to provoke it's fighting fury.

Level 3 - Hi-tech

A heavily armoured fortress surrounded by gun emplacements to protect the shrine of the God of War. Multitudes of lizards have failed to prevent you getting this far, however, the God of War is ready to destroy you as he stands dwarfing the fortress. Only by destroying his shoulder is there any hope.

Level 4- Gods Domain

Above the clouds lies the kingdom of Bios. Sending forth monks of his highest order Bios hopes to deter you in your quest. Using evil creations such as snakes and maggots to distract you whilst the monks move in for the kill. Defeat the monks and travel to the other side of the forest where Bios awaits on his throne, ready to do battle.

As the game proceeds, extra weapons can be bought at shops midway through each level. The weapons include:

Homing Missiles



Laser



Napalm Bombs



Burner



V-Cannon



Armour (repels a number of shots)



Multi-Directional



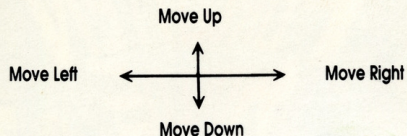
Booster (increases weapon power)



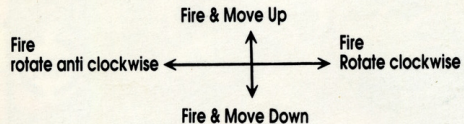
CONTROLS

Joystick

Without FIRE BUTTON depressed



With FIRE BUTTON depressed.



KEYBOARD

	CBM 64/128	Spec/Ams	Atari ST	Amiga
Up	-	Q	-	-
Down	-	A	-	-
Left	-	O	-	-
Right	-	P	-	-
Fire	Space	Space	-	-
Pause	RUN/STOP	-	F1-On F2-Off	P
Quit	-	-	-	Q
Joystick Only	✓	-	✓	✓
Smart Bomb	-	-	F1 Player 1 F2 Player 2	F1/F5 Player 1 F6/F10 Player 2

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FORGOTTEN WORLDS™

ISTRUZIONI DI CARICAMENTO

CBM 64/128 Cassette

Premere i tasti SHIFT e RUN/STOP simultaneamente. Premere PLAY sui registratore. Seguire i comandi sullo schermo.