

**CBM
64**

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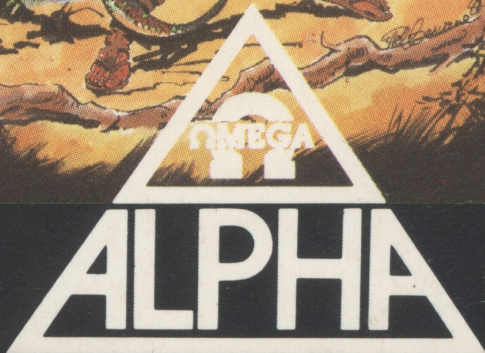
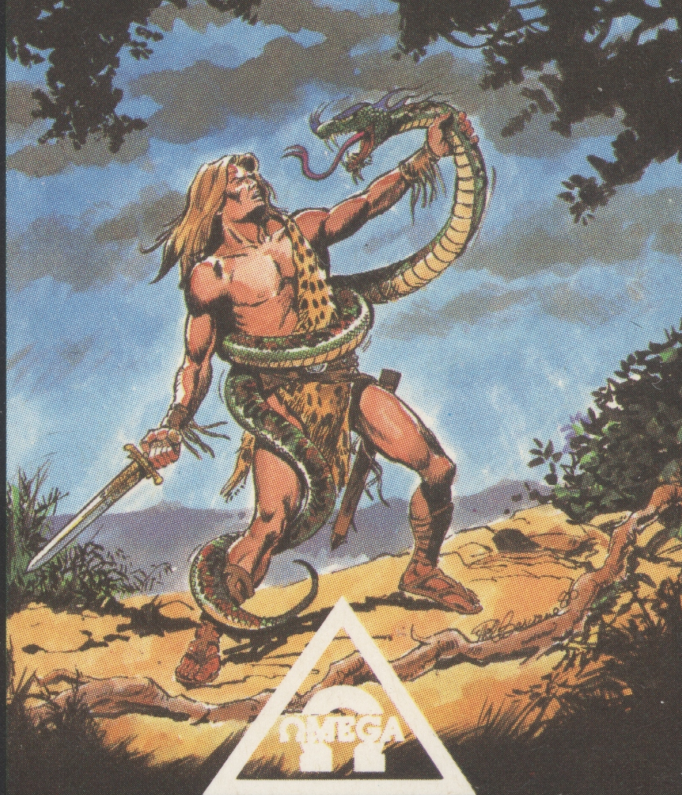
HERCULES

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HERCULES



The first and last word in software

HERCULES

Hercules features fifty frames and is the first game in the world to bring you the Random Access Principle (R.A.P.).

As you may or may not know, **Hercules** had to perform twelve mighty Labours: the fifty frames are divided amongst those twelve Labours. Access to the first eleven is controlled by R.A.P., - if you manage to complete the first frame successfully, you then go on to the second frame of that Labour and so forth. If you manage to complete a whole Labour - and it isn't easy - control is returned to the R.A.P. which will select another at random for you to tackle. When, and only when, you have completed all the frames of the first eleven Labours are you able to face the final challenge . . .

Beware! **Hercules** is no ordinary game; if you stay too long in one place, you may be engulfed by flames.

ALL IS NOT WHAT IT SEEMS!

Some platforms and ropes may disappear when you least expect it. Others will appear without warning if you can make the right move.

The restore key will abort a hopeless game.

INSTRUCTIONS

JOYSTICK ONLY (in port one).

Joystick to select number of players (1 or 2).

LOADING

Press SHIFT & RUN/STOP. Then press PLAY on tape recorder.