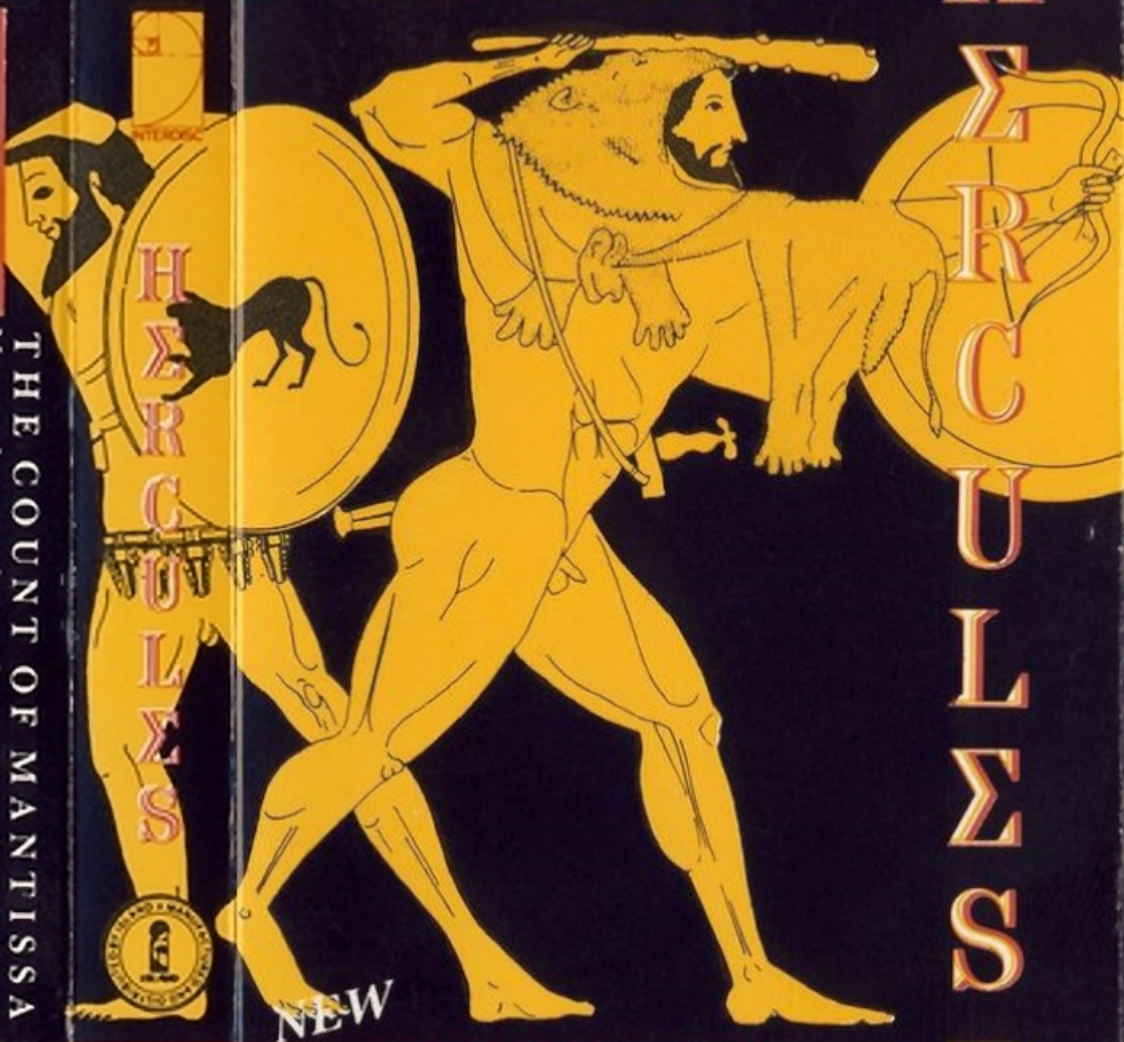




THE COUNT OF MANTISSA

No one knows the real age of the Count, nor where he was born. All that is known is that his present incarnation is not his first, and that during the heyday of Athens he was one of Socrates' closest friends.

Above is the only photo of the Count known to exist. We apologise for its poor quality.



RUN 100

RANDOM ACCESS

TO FRAMES

HERCULES



HERCULES BY THE COUNT OF MANTISSA

HERCULES is a game based on the Greek legend of the "Twelve Labours of Hercules".

Hercules was the son of Zeus (also known as Jupiter) and of a mortal woman, Alcmene of Thebes. One day, in a fit of madness, he killed his wife and their young children.

Overcome by grief and remorse Hercules consulted the Oracle at Delphi asking how he might be purged of his crime.

He was ordered to go to the nearby city of Mycenae to serve the King Eurystheus for twelve years, performing all the feats commanded of him by the King. If he survived he would become immortal, taking his place with the other gods on Mount Olympus.

For twelve long years Hercules was King Eurystheus' faithful servant. In that time, using all his strength, courage and cunning, he performed the feats which have since become known as 'THE TWELVE LABOURS OF HERCULES' and so Hercules became immortal.

INSTRUCTIONS

TO LOAD: Press shift and tap RUN/STOP. The RESTORE key will abort a hopeless game. An end to the boredom of going back to Frame 1 every time you lose your lives! 'HERCULES' features fifty frames and is the first game in the world to feature the Random Access Principle (R.A.P.).

As you know, Hercules had to perform twelve labours: the fifty frames are divided (but not evenly) amongst the twelve labours. Access to the first eleven labours is controlled by R.A.P.; if you manage to complete the first frame of a labour successfully, you then go on to the second frame of that labour, and so on. If you complete a whole labour successfully, control is returned to the R.A.P. which will select another labour at random for you to complete. When, and only when, you have completed all the frames of the first eleven labours are you able to face the twelfth labour.

But beware! 'Hercules' is no ordinary game: If you stay too long in any one place, you may be engulfed by flames: All is not what it seems! Some platforms and ropes will disappear when you least expect it.

Others appear without warning if you make the right move.

PLAY "HERCULES" WITH ALL
YOUR COURAGE, SPEED AND
STRENGTH. BECOME IMMORTAL!

© 1984 Interdisc Joystick Only Port One

COMPETITION

The first twenty people (if any) who successfully complete "Hercules" will win a copy of Interdisc's next game. Just cut off the competition coupon and send it, together with a photo of the last frame of the 12th labour and your name and address, to Interdisc, 249-251 Kensal Road, London, W10 5DB.

DO YOU SINCERELY WANT TO BE RICH?

If you have written any games and you would like to earn a mint, why not send them in to us at Interdisc, 249-251 Kensal Road, London, W10 5DB or phone 01-969 9414 for details.



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