

JINN GENIE

Arcade Action for the Commodore 64 by Hanan Samara

In the days of the mystical Arabia the Golden City has fallen under the power of the wicked Ifreet. His magical guardians protect the city approaches, defend the Palace courtyard and keep the passageways in darkness. The Ifreet himself inhabits the Inner Sanctum where he keeps the wise man behind bars and jealously patrols his domain.

You are the youthful hero who, armed only with a flying carpet and a little magic, has sworn to liberate the Golden City.

You must first battle the flying devils around the city with your Sphere of Oblivion to make it safe to land at the Palace. You must then scale the courtyard wall, trying the windows until one opens for you — the guardians patrol the walls too, and are not above removing rungs from the ladders to hinder you! The spells you throw are weaker now and can only freeze them for a short time. Into the passageways, and you must light all the torches (which the guardians may try to extinguish again) to find the Magic Jar — the only vessel capable of holding and banishing the Ifreet.

Finally to the Inner Sanctum, where you must get the key and liberate the Wise Man, get him to energise the Magic Jar, trap the Ifreet with the Jar and rush to put the stopper in before he breaks free!

Then it is off to another city, to do battle with an even more skilful Ifreet . . .

For the Commodore 64
by Hanan Samara

ARCADE
ACTION

CBM
64

A R A B - A M A N - A



JINN GENIE

QTC
801



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CONTROLS

X or **<**
C or **>**
P or **W**
L or **S**
SPACE

Left
Right
Up
Down
Cast spell/Move alternative character

A joystick can be used in Port 2 instead (Fire button equals SPACE)

F1 selects keyboard/joystick control. **F3** selects starting level (1 to 5). **F5** starts the game. **F7** pauses the game (**SPACE** or joystick movement restarts)

You start with 5 lives, and gain another for every 10,000 points.

At all stages of the game you control your own character unless you are pressing **SPACE**. In screen one this will move your Sphere of Oblivion. In screen two (the courtyard wall) this will throw a spell in the direction you are moving. The same applies in screen three (the passageways) except when you can see the Magic Jar, when continued pressure will move the Jar instead. To reach the Inner Sanctum you must move both the Jar and yourself to the hatch in the bottom level.

The Inner Sanctum requires a lot of planning, quick thinking and fast reactions. You must get to the gold key and then to the jailed Wise Man to free him. You must then get the Magic Jar and the Wise Man together for the Jar to be energised. Which of the Wise Man or Jar is moved by holding **SPACE** is determined by which of them you last touched with your character. You have no power to freeze the Ifreet, but the

Wise Man can be used to hold him still for a short time. The Ifreet can throw powerful spells, however, which will put the Wise Man back behind bars (you must get the key and free him again), deenergise the Magic Jar or cost you a life. You can avoid the spells yourself by quickly hiding in an alcove or standing on the stairs, but if the Ifreet passes by you that is no protection. If you get the energised Jar to the Ifreet he will be trapped by it, and you will have a short time to get there before he escapes again. If you get there on time the stopper is put in and you have succeeded. Then it is off to another city, where the guardians and the Ifreet are more skilful!

INNER SANCTUM TACTICS

The Ifreet can rematerialise on a different floor at any time. It is wise to position yourself and the energised Jar near to each other, with yourself half way up a stairway, and the Jar by a stairway on a floor the Ifreet is *not* on (or he may attack it). As the Ifreet passes the stairway you can get the Jar to him before he has time to throw a spell at it, then rush to put the stopper in. On later cities it becomes particularly useful to position the Wise Man in ambush as well in order to hold the Ifreet (who is by now very trigger-happy) while you get the Jar and then yourself to the scene. If it goes well you will have succeeded. If not, then all hell will break loose!

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