



TOP SHOTS



CBM 64 Screenshots

Four magic scrolls hold the secret of victory over the evil sorcerer COLO. The scrolls are hidden in a burrow, guarded by an army of henchmen as evil as their master. There are a variety of guards and they are vulnerable to your magic weapons but to which one? That is for you to find out. Careful choice of weapons, speed of action and the ability to grasp an advantage is the only way to come face to face with COLO and perhaps triumph!

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TOP SHOTS

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MAGIC MADNESS COMMODORE 64



TOP SHOTS

£2.99



MAGIC MADNESS

COMMODORE 64

MAGIC MADNESS

A long time ago, in a lovely country called Neverland, four magicians ruled and each one of them derived his knowledge from a magic scroll. One day, the bright sky clouded over and with a deafening roar. COLO the sorcerer appeared, Powerful and wicked, he stole the scrolls and killed the magicians. The nightmare began.

The people of Neverland remembered a good witch and asked her for help to destroy COLO. They presented her with four items: a CAPE, a CROSS, a WAND and a SAND GLASS.

She has to enter COLO'S burrow which is well guarded by his henchmen, recover the scrolls and then destroy COLO.

The burrow consists of four levels: DIVINE, FOREST, CAVERNS and ICE. One scroll is hidden at each level. You will have to search right through the cavern to find the guardian Ant Eater, who will hand over the scroll to you. You can jump or drop to different levels in the burrow. During your search, you will come across chests. The chests may contain bonus points or time or a balloon to help you climb a level or a magic weapon. Use the magic weapons to exterminate COLO'S henchmen. MARHKO - Armed with a solid cudgel, he kills on contact. Not affected by shooting or use of cutter. GOBLIN - Has a severe bite. Use any weapon to kill it.

MERRY GOBLIN - Happily runs towards you and sprinkles an icy fluid to freeze your magic weapon. Use the CROSS to fight him until the fluid evaporates.

SKELETON - Turns you into dust on touch. It can't be destroyed by shooting or FIRE.

LIFT GENIUS - Desperately tries to catch you and take you down two levels. It can't be shot.

SLUG - A flying killer waits to jump on you and dry you. It can't be shot.

NICHOLAS - He is very dangerous. You will get 5000 points when you kill it and release birds worth 1000 points.

COLO - You can only destroy him if you have all the four magic scrolls.

CONTROLS

K/B	J/S	
P	UP	Jump. The height depends on the duration of UP position.
	DOWN	Move down one floor if possible.
L	LEFT	Move Left.
	RIGHT	Move Right.
F	F.B.	The selected magic weapon activated.
	SPACE BAR	Selected the magic weapon shown on top left hand corner.

LOADING

CBM 64 Type LOAD and press the RETURN key.
CBM 128 Go to 64 MODE. Press the CAPS LOCK key.

Type LOAD and press the RETURN key.