

CBM 64/128 Cassette

64/128

CBM 64/128 Cassette

MYTH

"To my mind this is a dream come true, with an atmosphere that goes through the roof - a brilliant game!" **ZZAP 94% (C64)**

Great on brawn, great on brain, great on graphics. A winner!" **CRASH 96% (Spectrum)**

"One of the best games to appear on the 64... amazing graphics, amazing sound, and fantastic gameplay make it a gameplayer's dream."

CU SCREENSTAR 92% (C64).

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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MYTH



MYTH
HISTORY IN THE MAKING



STUNT CAR RACER



3D POOL



CHAMPIONSHIP WRESTLING™



STRIDER™

OUT NOW
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD
CHAMPIONSHIP
WRESTLING™
AVAILABLE ON
CBM 64/128
CASSETTE ONLY



GHOULS 'N' GHOSTS™



TURBO OUT RUN™



X - OUT™



RICK DANGEROUS



ACTION FIGHTER™



HEROES OF THE LANCE



TURRICAN™



DRAGONS OF FLAME



MULTIMIXX 4



VENDETTA



GUNSHIP

COMING SOON:
AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD
PROJECT STEALTH
NOT AVAILABLE ON
AMSTRAD CPC
CASSETTE



AIRBORNE RANGER



TURRICAN™ II



PROJECT STEALTH



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH

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MYTH

LOADING INSTRUCTIONS

CBM 64/128 Cassette:

Connect your data cassette player and switch your computer and TV/monitor on. C128 owners should now select C64 mode by typing **GO64**, pressing **RETURN** then **V**, then **RETURN** again.

Insert cassette into the data cassette player, ensuring that it is fully rewound.

Hold down the **SHIFT** and **RUN/STOP** keys on the computer together. Then press the **PLAY** key on the data cassette player. The game should then load.

Amstrad CPC Cassette:

Switch your TV/monitor and computer ON.

Insert cassette into the tape player. Ensure that the cassette label marked side one is facing upwards and that the cassette is fully rewound.

Press the **CTRL** and small **ENTER** keys together, then press **PLAY** on your cassette player. The game should then load.

Spectrum 48/128K, +2 Cassette:

Connect your cassette player to your Spectrum as advised in the user manual.

If you are using a joystick then insert the necessary interfaces NOW.

Switch your TV/monitor, cassette player and computer ON. If your Spectrum now displays a menu screen you may select with 48K or 128K Basic.

Insert cassette into the cassette player, with the cassette label marked facing upwards. Ensure that the cassette is fully rewound.

Type **LOAD****** and then hit the **ENTER** key. Now press **PLAY** on your cassette player. The game should now load.

MULTI-LOAD INSTRUCTIONS

Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you **MUST** keep your cassette in your data cassette player, or your disk in your disk drive, at all times during a session with the game. On screen, prompts will appear when you complete a level, telling you what to do next.

KEYBOARD CONTROLS

For C64 owners

Greater than/less than - Cycle through icons in window.

SPACE BAR

- Select weapon to use from middle window.
- Press at beginning of each level to continue with weapon

P

The game can only be played on these formats with a joystick.

For Spectrum and Amstrad owners

SPACE BAR

- Cycle through and select icon in window.

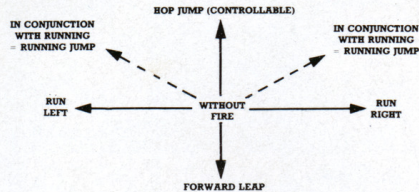
- Press again outwards to get back in the game.

- Left.
- Right.
- Up.
- Down/small jump.
- Fire.
- Pause game.

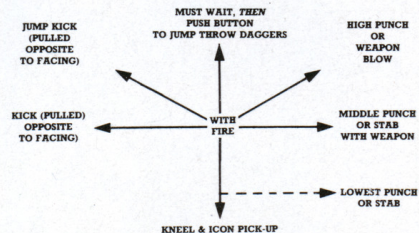
If these keys prove unsuitable to some games players, there is an option to define the keys at the beginning of the game.

BASIC MOVEMENT

For Commodore 64 owners



FIGHTING MOVEMENTS - For Commodore 64 owners

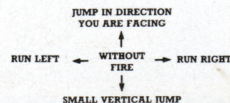


NOTE: Directions are for facing right. When facing left, reverse all directions.

NOTE: Some weapons have to be worked with fire button in conjunction with joystick movement.

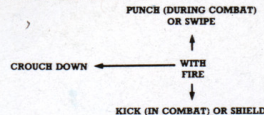
BASIC MOVEMENT

For Spectrum and Amstrad owners



FIGHTING MOVEMENTS

For Spectrum and Amstrad owners



NOTE: Collect icons by walking over them.

STATUS AREA DEFINITIONS

For Spectrum and Amstrad owners.

STATUS AREA		
SCORE	AMOUNT	ENERGY
LIVES	COLLECTED ITEMS	TELEPORT CONS

- LIVES - Amount of lives (up to six).
- SCORE - Current score.
- AMOUNT - Shows the number of times the currently selected item can be used.
- ITEMS - Shows what you are holding. Press **SPACE** to select them, and **LEFT** and **RIGHT** to move.
- ENERGY - Shows your energy. When energy is low the man will pulse colours. When energy reaches zero a life is lost and energy reset to maximum.
- TELEPORT ICONS - The amount of these you have collected so far. When all have been collected they will flash continuously to confirm that the master icon is on the map.

For Commodore 64 owners.

STATUS AREA			
SCORE	COLLECTED ITEMS	ENERGY	LIVES

- SCORE - Current score.
- ITEMS - Shows what have been collected, "greater than" and "less than" keys cycle through them. **SPACE BAR** selects item in middle window to use.
- ENERGY - Shows your energy as heads which change colour as it is drained. Resets to maximum once life is lost and game restarted.
- LIVES - Appear in number form (up to nine).

The following are clues to some of the objects and hazards you may come across in your travels, and are not necessarily the order in which you have to find them.

In the spirit of all good adventures... WE HAVE NOT TOLD YOU THE WHOLE STORY...

CLUES

For Spectrum and Amstrad owners

Collect all the "TELEPORT ICONS" to reveal a "MASTER ICON". This is then used on the "TELEPORT PAD" to get results.

CHEST

Treasure what you may find.

VASES

Take a welcome break and your quest could prove fruitful.

SKULLS

A burning desire brings out the devil in you.

MEDUSA

Head off in the right direction and open your eyes to all around you.

GEMS

Just what the doctor ordered.

HEART ITEM

Conserve your strength and realise your limitations.

DOVE

Be flighty and cause a major coo!

TRIDENT

Be a kill joy, two's company but three's a crowd.

SACK

As you journey onwards, remember you have certain statutory rights.

BOLTS

It all adds up to a lot, so save some for a rainy day.

CLUES

For Commodore 64 owners

SWORD

Don't make any bones about the job in hand.

FIRE BOLTS

No need to harp on about it, just make them green with envy.

TRIDENT

Bring out the demon by killing the skeleton and knocking his skull in the flames. Once out, kill the demon with collected firebolts, these are limited, so use them wisely. The trident can only be used once, so be sure!

NYMPH

If she beckons approach with caution, you should come out a stronger player than before.

SHIELD

Once you have brought the Greeks to heel, their idols are brought crashing down to earth.

CHIMERA

Be a kill joy, two's company but three's a crowd.

MEDUSA

Head off in the right direction and open your eyes to all around you.

FIREBRAND

Alter yourself accordingly and give it some stick.

HEADDRESS

Useful when mummy's around, but if you get it wrong, tut, tut, tut.

CANOPIC JARS

You must retain order if you are to continue.

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MYTH

ISTRUZIONI PER IL CARICAMENTO

CBM 64/128 Cassette:

Inserite il lettore di cassette ed accendete il computer ed il monitor/TV. Gli utenti del C128 devono ora selezionare la modalità C64 digitando **GO64**, premendo **RETURN**.

Inserite la cassetta nel lettore di cassette, assicurandovi che sia del tutto riavvolta.

Tenete premuti contemporaneamente i tasti **SHIFT + RUN/STOP** sul computer. Premete quindi il tasto **PLAY** sul lettore di cassette. Il gioco verrà caricato.