



GAME PLAY INSTRUCTIONS

Disk Loading Instructions

Turn on the disk drive. Insert the diskette into the drive with the label facing up.

For Commodore 64 type **Load "!",8,1** (return)

For Commodore 128 press **RESET**.

Leave disk in drive at all times.

Controls

The game is controlled by the Joystick in Port 2.

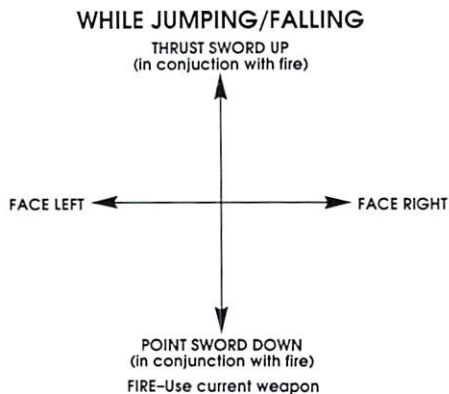
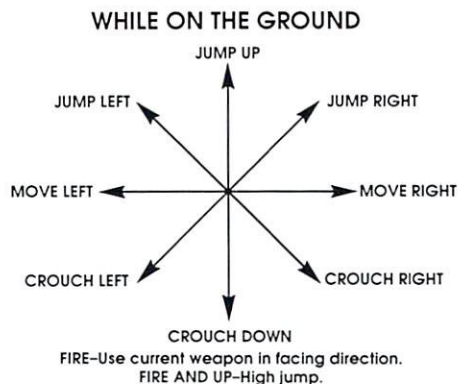
Select music or sound effects by pressing the spacebar when the high-score screen appears.

At any time during game play, press the spacebar to pause the game.

Press the spacebar again to resume play.

Joystick Controls

The joystick controls cause the following effects:



Game Play

Along the way collect powerful weapons. Some of your enemies may carry the following useful or dangerous items:

Shield	Reduces damage
Mantle	Reduces damage by half
Armour	Stops all damage for a limited time
Medicine	Replenishes energy
Poison	Depletes energy

Ram's Head	Totally replenishes energy
Jewels	Bonus points
Ring	Weapon speed up
Necklace	Doubles points
Rod	?? Mystery ??

Each of the six levels has a powerful adversary to be defeated at the end before you can progress to the next level. Rastan can increase the power of his weapons and use mysterious powers which help him to survive and complete his heroic quest.

Continue Play Option

If you lose all 4 lives, you will be offered the option of starting again from that level. This option is only offered 3 times; after that you must restart the game.

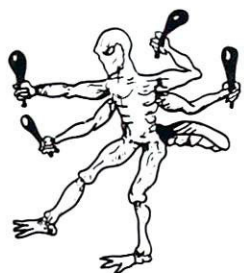
Status and Scoring

The game screen display shows current score, high score and remaining lives. There is a yellow gauge showing how much energy you have (located next to the beating heart). The less energy you have, the faster your heart beats.

Enter your name into the "Hall of Fame" by moving the joystick left or right to the appropriate letter. Press the fire button to select the letter.

Bonuses are awarded at 30,000 points and every 70,000 points thereafter.

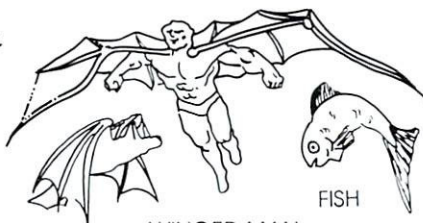
Points are gained by conquering the following enemies:



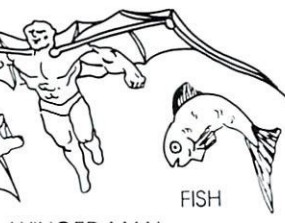
MANY ARMED BUG



SNAKE



BAT



WINGED MAN



FISH



CHIMERA



GIGAS



SERPENT LADY



WIZARD



SKELETON

Hints and Tips

- Collect the most powerful weapons.
- Learn which enemies yield useful or dangerous items.
- Practice timing on the swinging ropes.
- Always try to stand as close to the edge of the ground when jumping over water and lava.
- Avoid all contact with LAVA and WATER as this is deadly.

! May the blessing of the Mystic Powers protect You !

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