

COMMODORE 64/128

CBM 64/128

# Saracens

During the Holy Crusades the brave and adventurous young soldiers of the Christian world travelled to the "Holy Land" to fight the infidel Saracens. Your goal as the Crusader, Ilan, is to seek out and destroy the evil Chief of Saracens in the many mind-boggling mazes of increasing complexity and difficulty.

A game of fast action and strategy designed to keep you riveted to your computer for hours on end.

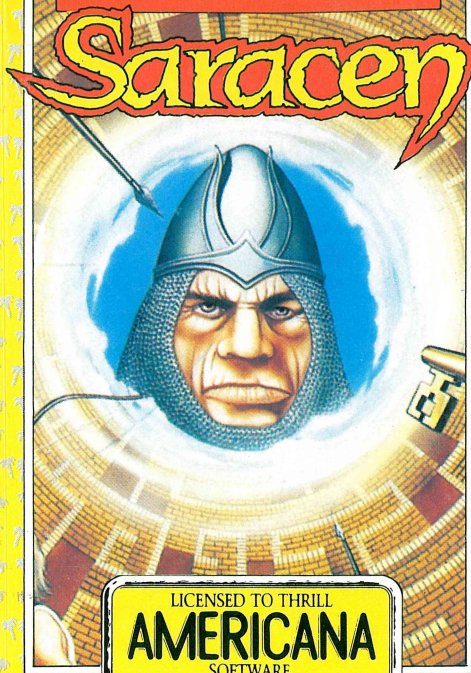
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AMERICANA  
SOFTWARE  
LICENSED TO THRILL

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## THE STORY

During the Holy Crusades, the brave adventurous young soldiers of the Christian world travelled to the "Holy Land" to fight the Medieval infidel Saracens. As Ilan the Crusader, you must make your way through mazes of stone walls that are patrolled by fanatical guards. Your goal: destroy the Chief of the Saracens. Your only weapon is a longbow; but when your arrows shoot straight and true, they have the power to crash through walls or start a chain of explosions.

Mazes are booby trapped with bombs; steel cannonballs thunder heavily after you; and locked and magical doors present a challenge to your wit and ingenuity.

## LOADING INSTRUCTIONS

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.

## GAME CONTROL INDICATORS

The selection screen gives you these options: J for JOYSTICK or K for KEYBOARD.

## LEVELS

To select the level at which you wish to play, type the level number. There are 100 levels comprising 2 separate loads of 50 numbered from 00-49.

Note for Commodore cassette users: Zeroise tape counter before commencing loading. Load the first 50 levels and the tape will stop automatically. Switch off the tape recorder and make a note of your tape counter setting. You can then play the first 50 levels. When you wish to play the second 50 levels, switch off the computer, do not rewind tape.

Switch on the computer in 64k mode, press SHIFT and RUN/STOP keys together and press PLAY on the cassette recorder, your second 50 levels will then proceed to load.

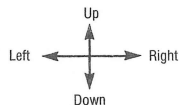
## STARTING LEVELS

Type J or K to take you directly into the game at level selected.

Start Game: Press Space Bar/Fire.

| KEYBOARD CONTROLS                             | COMMODORE                                |
|-----------------------------------------------|------------------------------------------|
| Left                                          | K                                        |
| Right                                         | L                                        |
| Up                                            | S                                        |
| Down                                          | X                                        |
| Fire: Pick up or drop objects or shoot arrows | Space Bar                                |
| Start level again                             | F1 – you lose one life                   |
| Terminate game                                | F3 – press any key for selection screen. |
| Pause/<br>Continue game                       | RUN/STOP<br>Press any key to resume      |

## JOYSTICK CONTROLS

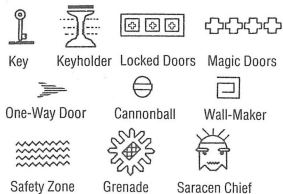


## OBJECTS

- You may only carry one object at a time.
- To pick up an object, stand directly on top of it and press the joystick fire button/Space Bar.
- To drop an object (or shoot an arrow) stand in an open area and press the joystick fire button (Space Bar). If you're standing on top of another object or an arrow, you can't drop or shoot.



Arrows    Arrow-Maker    Bomb    Soldiers



Arrows point in four directions: UP, DOWN, LEFT and RIGHT. Use an UP arrow to shoot UP, a DOWN arrow to shoot DOWN. To shoot LEFT or RIGHT, use a LEFT or RIGHT arrow.

Arrow Makers are reserve ammunition. Shoot them and they break into four usable arrows.

Bombs explode and kill you if you get too close. Use arrows to detonate bombs from a safe distance.

Soldiers look like colourful "Snowflakes", they move around the screen in patterns. Shoot them with your arrows; but don't get too close or they'll zap you.

Keys placed in Keyholders open Locked Doors.

Magic Doors disappear when you shoot the single white cross.

One-Way Doors look like arrows. You can only enter them from the notched side.

Cannonballs bounce up-and-down or sideways. Stay out of their paths!

Wall-Makers are square spirals that can be used to "wall in" Soldiers and block Cannonballs. Shoot at one and the explosion builds a red-brick wall.

Safety Zones are areas where you may travel without fear (Soldiers and Cannonballs can't enter). You can't shoot arrows or pick up or drop anything here.

Grenades are used to kill the Saracen Chief. Place a Grenade next to him and shoot it with an arrow.

The Saracen Chief is the object of your crusade. Find and destroy him!

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