

FULL INSTRUCTIONS MAY BE FOUND ON THE REVERSE SIDE OF THIS SHEET.



In this magical game you take control of a dragon, "Thanatos the destroyer", whose eternal destiny lies in conflict with the forces of the underworld. The dragon which is very large and superbly animated, flies, walks, swims, and burns its way through the landscape. It must collect a beautiful young enchantress, "Eros", who then rides on its neck and guides it through the castles, to collect the book of spells and find the magic cauldron. On their way they have to fight fierce knights armed with lances and foot-soldiers with long-bows, as well as a variety of wierd mythological creatures. The game features fantastic landscapes with a totally new panoramic scrolling action.

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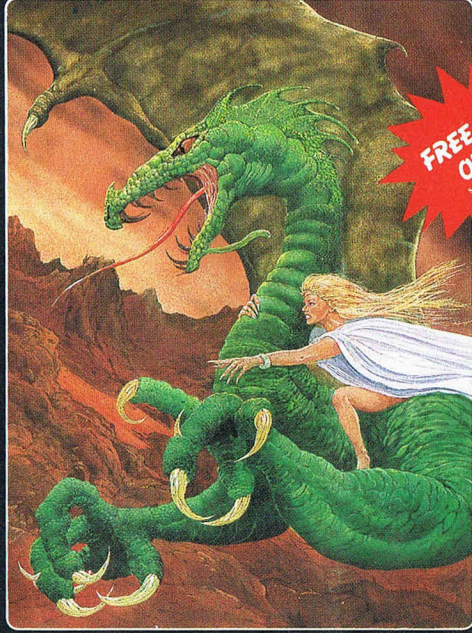
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Illustration & Design by Tim Hayward

COMMODORE 64

THANATOS

THANATOS



**FREE GAME
OFFER!!**
see back for details

COMMODORE 64
R.R.P.
£7.95

THANATOS by Rod Barrington

Use joystick or keys

LOADING

Place tape in recorder and rewind to start. While holding down the SHIFT key press the RUN/STOP key, then PLAY the tape.

STANDARD CONTROLS

A	Joystick UP	HIGHER (or aim up when breathing flame)
Z	Joystick DOWN	LOWER (or aim down when breathing flame)
M	Joystick RIGHT	FASTER going right (or slower going left)
N	Joystick LEFT	SLOWER going right (or faster going left)
SPACE	Joystick FIRE	FIRE flame (or DROP when carrying object)
<-		QUIT game

NB: SLOWER + SPACE turns dragon around

SKILL LEVEL 1 is easiest

Dragon must be moving before it can take-off

QUICK START INSTRUCTIONS

Fly to the right till you get to a castle, then land and walk up to castle gate. Use flame from close range to burn down gate. If you run out of flame go back and find a witch tied between two stakes and eat her. Watch out for the knight on horseback who will try to lance you unless you first knock him off his horse with your claws. Eating the witch will refill your energy shown by the glass (on the bottom right of the screen). In the first castle land near the girl (who will be coloured white and will be waving with both arms), and allow her to climb onto your neck (ie: just land nearby and wait). Fly onto the next castle. When you find the book of spells, land and let the girl collect them. Fly to the last castle where you will find the cauldron in which the girl can cast her spell. Land nearby.

GENERAL PLAYING TIPS

You can pick-up soldiers by flying over them and touching them with your open claw. You can then take them up high and drop them. You can also burn foreground objects with your breath. If you get attacked by the knights, dragons, rockfalls, etc, your heart (shown on the bottom left of the screen) will beat faster, eventually flickering blue just before you die. To slow down your heart-rate land and stand still (or walk slowly - especially when in the caves!) without being attacked. To win the game you must carry the girl all the way to the cauldron.

ALTER PLAYING KEYS & JOYSTICKS

Use the "Alter Playing Keys" option to select JOYSTICK, STANDARD KEYS, or your own set of control keys (just press the keys of your choice in response to the prompts). Use JOYSTICK PORT 2.

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