

AZTEC

— Adventures within the Forbidden Temple

Unearth the Golden Idol from a long-lost South American Aztec Temple. Macabre monsters and cunning traps await your explorer as he walks, crawls, jumps and fights his way through the brilliantly-animated action.

Hi-Res Animation * Realistic sounds * Eight levels of skill * The temple changes each time you play * Voted best US action game 1983.

Your Adventure begins here

For many days you have been struggling through the trackless green hell of the South American rain forest. Now at last you see, looming above you out of the jungle's gloom, your goal: the forbidden Aztec temple. Somewhere within the temple's forgotten corridors lies the golden idol — the last fabulous treasure of the Aztecs. Your mission is to locate the idol and carry it back to civilisation.

Fame and fortune await you, but first you must brave the perils of the temple. Over the years other bold explorers have sought the idol and all have perished. What fiendish traps await you? What jealous guardians lurk within? Dare you descend into the unknown ...

Loading Instructions (Cassette)

Press **SHIFT** and **RUN** and then **PLAY** on your cassette recorder. Then follow the screen instructions.

Loading Instructions (Diskette)

Type Load "*" , 8, 1. When Aztec appears on screen follow the instructions. Leave the game diskette in the discdrive. High scores are written to disc.

Objectives

You must locate the golden idol and escape from the temple alive!

Aztec Adventure

Levels of Play: There are eight levels of skill in Aztec, ranging from 1 (Beginners) to 8 (Expert). The number of traps and guardians increase in the higher levels.

Scoring: Your final score is based on your skill level and the time you spent locating the idol and escaping. No extra points are given for wanton destruction and killing.

Adventure Generation: With Aztec each game you play will be different. The game format comprises eight floors of eight rooms each generated at random from a library of thirty-two different floors.

Traps and Guardians: During your adventure you will encounter fiendish traps and gruesome guardians. To survive you will need to combine quick-thinking and manual dexterity.

Your Weapons: You begin your adventure with three sticks of dynamite. During your quest you may also discover a gun, bullets, a machete and more dynamite.

Your Strength: You have three units of strength. Certain guardians will rob you of strength. But don't despair! Somewhere within the temple lies an elixir with which you can rebuild lost strength.

Your Character: You can control your on-screen character using this inlay as a memory jogger. Alternatively, press the **F1** key at any time during play. This key will freeze the action (and the timer) and provide an on-screen menu. When your character dies press **SPACE BAR** to continue.

Controlling Your Character

Aztec provides you with the challenge of using your quick wits and manual skill to control your on-screen character's destiny. You have three character modes to consider: Movement, Exploration and Battle.

Movement

- S = Stop
- A = Turn Left
- D = Turn Right
- W = Walk
- R = Run
- J = Jump
- C = Climb
- G = Kneel (repeated presses = crawl)

Exploration

During your adventure you will stumble across abandoned artifacts and ancient debris. These objects can be explored using the following keys:

- O = Open box/Remove one layer of rubble
- L = Look inside box
- T = Take item
- Z = Equipment list (Inventory)

Attack

You begin your adventure with three sticks of dynamite. As you explore you may also discover a gun and a machete. Only then can you enter fight mode. Use the following keys to control these weapons:

- P = Place and light dynamite (you must be crawling arm extended)
- F = Enter fight mode
- S = Spin around
- A = Left 1 step
- D = Right 1 step
- G = Draw gun
- Space = Shoot gun
- L + = Lunge with machete
- M = Slash down with machete
- W, R or J = Exit fight mode

Hints & Tips on Play

1. The random temple generation feature can give rise to unexpected but humorous situations.
2. Begin with low level adventures to master your on-screen character control.
3. Dynamite is useful but deadly. Beware lest you destroy your escape route!

4. When you enter fight mode you will hear a beep if you have no weapons. If you have the gun it will be drawn but you won't be able to fire until you have found the bullets. If you have both the gun and the machete the machete will always be drawn first.

5. Sometimes the **OPEN** command may need extra help... experiment.

ANKH. MYCHESS II. Mr. ROBOT.

ALL the above games retail at **£8.95** on cassette and **£11.95** on disc for the Commodore 64. And all are available through our mail order operation at: Competition House, Farndon Road, Market Harborough, Leicester LE16 9NR. Or phone the Beyond Hotline 0858 34567 to order by Access or Visa card.

If you have any problems with loading this game, please return it to the above address.

For general enquiries or competition entries, write to: Beyond, Durrant House, Herbal Hill, London EC1R 5EJ.

EARTHLINGS!
Breathtaking
animation
and deadly action
can be yours.
Psytron 64 and
Psi Warrior are
coming - soon.



DATAMOST

Licensed in conjunction with "International Computer Group".

AZTEC



BEYOND

0012

All **Beyond** games are guaranteed to load first time.
Unauthorized copying, hiring, lending, publishing in printed
form or broadcasting of this cassette is prohibited.
© 1984 Datamost Inc. All rights reserved.