

500/500+ Memory 512k min.

Atari ST

VGA,CGA,EGA
HERCULES



EDOS

T
O
M

AHAWK



LEGEND OF DJEL

Amiga/Atari ST
PC

Insert disk and RESET
A-type DJEL and then Enter

DJEL IN HIS DEN DJEL's home, which is from now on yours, holds many powers. All you have to do is choose one of the countries, it offers you in order to arrive there without difficulty. But beware! If through lack of attention you are bewitched in one of these countries, a spell will change your form! If you are the same colour as your opponent, note that with each hit of a fire ball the supply of life points for both of you will be recharged. Finally, take note that each injury makes your or your opponent lose one life point! Your total life points at the beginning of the game is equal to the number of your Power.

To transform yourself (the best strategy is to choose a colour which will be to your advantage) you must click over the "crystals".

The red triangle will turn you to FIRE,

the green diamond will turn you to EARTH

the blue square will turn you to WATER

But each crystal you use will become inert; plan ahead! Inert crystals will recharge themselves thanks to the balls of energy. These are magnetized at each rebound and, in the end, can recharge a crystal again! However, you will be able to de-charge your opponent's balls of energy, but hitting it with lightning in order to stop him from reconstituting his crystals.

If, however, you only remaining crystal does not correspond to a form you wish to adopt, note that you can change it by firing at it several times!

But beware! Their duration is limited.

- your wealth: in gold coins as well as the number of bars and lead crystal in your possession. Your opponents have each left you a STATUETTE. So you can go into their kingdom at any time. But don't lose these statuettes: you can give them back again, but only at great expense. Fresh air relaxes even the busiest minds, so go and admire the landscape laid out before your WINDOW when a silhouette is cut out of it. You will get plenty of surprises, maybe good, maybe bad.

- your candles: there is one on your table and you can acquire up to two. But beware! Their duration is limited.

- your wealth:

in gold coins

as well as

the number

of bars

and lead

crystal

= 10 gold coins)

the magic will work.

HAGGLING

If some miser offers you a bargain, you had better have some gold ready (tho' that your magic powers you will have produced some) and haggle firmly, 3 lots of coins are available to you, one pile of 10, and one of a single coin. Make your offer by clicking over one or more piles then confirm by clicking on the money bag (the right hand dial shows what you are offering, the left hand one shows how much money you have left.) Beware! You only have three trials!

You may refuse to haggle by clicking at the right of the screen with the 'no symbol' (thumb downwards) or, on the other hand, accept by clicking at the left of the screen with the 'yes' symbol (thumbs upwards).

ADVICE:

You must succeed

through

cleverness,

wisdom and skill

in resolving the three problems which present themselves in the KINGDOM OF THE ASHES:

1. To find AZEULISSE's daughter

- Make the potion THEROS is seeking

- But all this will not be without hiccups as your powers and clicks are limited.

Get to know your den: do not hesitate to look well around it. You have nothing to lose! Beware! As soon as you go out of your den, the number of clicks is limited. This limit depends on the number of candies you have. The associated sound becomes lower, until it stops completely. Don't click just anywhere!

- If, by chance, the intensive reflection action on your neurons throughout the game demand a period of rest, click the right mouse button (or the keyboard: press the ESCAPE key). This will freeze the game.

With the "mouse"

Click on the right mouse button to fire (within limit of powers and supplies). Click on the right mouse button of the mouse to give it.

On the keyboard

Use the left/right directional arrows to move. Press the ENTER key to shoot (within limit of your powers and supplies). Press the ESC key to give up.

DJEL IN ACTION

Desperate fights against monsters and dragons will be imposed upon you and your success will depend on your courage.

At the moment of confrontation you will be projected into the combats will be before you in the places of research, by chance, leads you to, but to win them you must understand this.

CONFRONTATION BY FORCE

The jousting zone is thus composed:

Your opponent is at the right of the screen, separated from you by an invisible, impenetrable wall, you yourself will take the form of a monster with fantastic powers. You will be able to turn yourself into a dragon of Fire, Water or Earth... but your opponent has the same power, so be careful!

the fire (red dragon, fire symbol at the bottom of the screen) is stronger than earth (green dragon, spherical symbol, water symbol) but that earth soaks up water (blue dragon, water...) whereas water puts out fire. So, fire is superior to earth which is superior to water which is superior to fire! You must eliminate the enemy by spitting balls of fire (in 8 positions) and wounding him while you are still in his power (in 8 positions). But if you are in an inferior position you will still not do him by striking him several times to change form? If you are the same colour as your opponent, note that with each hit of a fire ball the supply of life points for both of you will be recharged. Finally, take note that each injury makes your or your opponent lose one life point! Your total life points at the beginning of the game is equal to the number of your Power. To transform yourself (the best strategy is to choose a colour which will be to your advantage) you must click over the "crystals".

The red triangle will turn you to FIRE,

the green diamond will turn you to EARTH

the blue square will turn you to WATER

But each crystal you use will become inert; plan ahead! Inert crystals will recharge themselves thanks to the balls of energy. These are magnetized at each rebound and, in the end, can recharge a crystal again! However, you will be able to de-charge your opponent's balls of energy, but hitting it with lightning in order to stop him from reconstituting his crystals.

If, however, you only remaining crystal does not correspond to a form you wish to adopt, note that you can change it by firing at it several times!

But beware! Their duration is limited.

- your wealth:

in gold coins

as well as

the number

of bars

and lead

crystal

= 10 gold coins)

the magic will work.

CONFRONTATION PAR L'ESPRIT

The zone of combat est composée d'une grille sur laquelle votre adversaire est

représenté par un crâne et vous-même par une tête d'aigle.

Vous deverez essayer

d'éloigner

votre

adversaire

en

évitant

les obstacles

et en

utilisant

les

crystals

et

les

éclairs

et

les

éclairs

Vos adversaires ont chacun laissé une STATUETTE. Ainsi, pour pouvoir

vous rendre dans leur royaume à l'importe quel instant. Mais, ne perdez pas de temps:

vous

pouvez

les récupérer,

mais cela vous coûtera très cher. Un peu d'un feu rafraîchit les esprits les plus occupés, alors allez admirer le paysage qui s'étend derrière votre FENÊTRE quand une silhouette s'y déplace. vous aurez beaucoup de surprises, des bonnes comme des mauvaises.

Si vous

exigez

de votre

adversaire

que

vous

possédez

une

statuette

et

que

vous

possédez

une

statuette

et

que

vous

possédez

une autre statuette

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et

que

vous

avez

gagné

ou

perdu

une

statuette

et



Screen Shots:
Atari ST.



SPECIAL REQUIREMENTS:

COMPATIBLE WITH
PC: VGA, EGA, CGA,
HERCULES
VIDEO CARDS ONLY.



A fantastic quest in a strange and mysterious world, with mind-blowing graphics and numerous scenarios wickedly animated. The special effects are out of this world, and the energy ball battles worthy of the greatest wizards. You Djel, magician of the sky, must fight against three terrible sorcerers to save your kingdom from the worst possible disasters.

Une quête fantastique dans un monde étrange et mystérieux. Avec: des graphismes à couper le souffle, de nombreux tableaux, tous diaboliquement animés, des effets spéciaux aux limites du réel, des batailles à coup de sphères d'énergie dignes des plus grands magiciens, Toi, Djel sorcier de l'air, dois combattre trois terribles envouteurs pour sauver ton royaume des pires calamités.

Una búsqueda fantástica en un mundo extraño y misterioso. Con: gráficos que te quitan el aliento, numerosas escenas, todas diabólicamente animadas. Efectos especiales al límite de lo real. Batallas con bolas de energía dignas de los más grandes magos. Tú, Djel, brujo del aire, debes combatir contra tres hechizos estremecedores para salvar tu reino de las peores calamidades.

Eine fantastische Reise in eine mysteriöse Welt; mit umwerfender Grafik und zahlreichen tückisch animierten Szenarien. Die Spezialeffekte sind unglaublich, die Energieball-Kämpfe der größten Magier würdig. Du, Djel, Magier des Himmels, mußt gegen die drei fürchterlichen Zauberer kämpfen, um dein Königreich vor den schlimmsten Katastrophen zu retten.

Una ricerca fantastica in un mondo strano e misterioso. Con delle grafiche mozza-fato, molti schermi, tutti diabolicamente animati, effetti speciali al limite del reale, battaglie a colpi di sfere d' energia degne dei più grandi maghi. Tu, DJEL , mago dell' aria, devi combattere tre terribili nemici per salvare il tuo regno da calamità peggiori.

Een fantastische speurtocht in een vreemde, geheimzinnige wereld. Met ademenemende videobeelden, allerlei duivelse animaties, speciale effecten die nagenoeg echt zijn, gevechten met energie-ringen die doen denken aan de oertoveraars; en jij, Djel, de Tovenaar van de Lucht, moet drie vreeswekkende vijanden het hoofd bieden om je rijk te vrijwaren tegen verschrikkelijke rampen.

Amiga
Atari
PC 3.5"
PC 5.25"

of Djel
LEGEND

Title Code
ENGLISH
802

Title Code
FRENCH
479

