

SHACKLED

LOADING INSTRUCTIONS:

C64 CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously, Press **PLAY** on the cassette unit. The program will load and run automatically.

Your friends have been captured and chained up in cells. Your task, preferably with the help of the other player is to rescue and release them from certain death in the complex of the underground dungeons.

When you release a friend from a cell, you can make use of their special weapon to help in your task of releasing more of your shackled friends. Pick up keys to open the doors as shooting them has no effect. Search each floor for an exit to escape to other floors containing more of your friends still trapped deeper in the dungeons.

When your fighting power has run out, the game is over but this can be prolonged should you pick up various bonus items stategically placed around the dungeon floors. The evil guards can drop items when you destroy them, that may help you in your fight for survival.

Your quest will be long and treacherous as you battle your way through over one hundred levels of dungeons. Only the quickest and most agile will survive.

HINTS

If it moves shoot it and try not to stay and fight, just hit and run, because your enemies will drain vital energy when in contact. Collect all of the bonus items to gain extra points and prolong your fighting power.

Destroy giant enemies where possible for extra points and for the keys which they drop. Do not stay too long on one level as a blob will appear and drain your energy. Look closely for your friends trapped behind the doors and before you leave each level, select which powers you want to keep but be careful as you lose the rest. Try to avoid being surrounded in close combat as you will lose lots of energy. You collect more points for bonus doors so keep a look-out.

Upon freeing your friends, you will be awarded an additional weapon. These weapons will be shown as icons on the display panel. Additional features are shown as secondary icons which can be collected, which relate to the weapon that you hold. These icons are displayed under the weapon icon which includes "Speed Up", "Shot Speed", "Extra Defence" and "Extra Attack".

Upon freeing your friends, you will be awarded an additional weapon. These weapons will be shown as icons on the display panel. Additional features are shown as secondary icons which can be collected, which relate to the weapon that you hold. These icons are displayed under the weapon icon which includes "Speed Up", "Shot Speed", "Extra Defence" and "Extra Attack".

SHACKLED

Your friends are prisoners within the mysterious castle. Release the fetters that bind them to yourself, only then can you make your escape. Release as many as you can, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!!

