

FLIMBO'S QUEST

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IMPORTANT: DO NOT INSERT OR REMOVE A CARTRIDGE WHEN GAMES SYSTEM IS SWITCHED ON.

STARTING THE GAME

- 1) Make sure your C64 Games System is switched off.
- 2) Plug your cartridge in the port on the top of the Games System with the label facing you (as viewed from the front of the Games System).
- 3) Turn your C64 Games System on. The opening title page will appear on your television.
- 4) Using the games controller, highlight the name Flimbo's Quest. Press the fire button to begin playing the game.

DAZZ BAZIAN'S SHOP

In Dazz Bazian's shop you can exchange money for the different items he has on display, these are shown as icons at both sides of the screen. As you enter the shop any hearts and scrolls you are carrying will automatically be taken from you and displayed on the screen. In the case of items like invulnerability potions, if you already have one of these then the appropriate icon on the screen will appear with a cross over it. If you try to buy something you have, then Dazz will tell you that you have it already.

For the C64 Games System, the order of the icons are:

SUPER SCROLL, EXIT SHOP, SUPER WEAPON, SCROLL, EXTRA TIME, INVUNERABILITY.

By moving the joystick, each icon can be highlighted in turn and pressing the fire button will select that item. If it has a value the cost will be deducted from Flimbo's purse - if you do not have sufficient money then Dazz will have something to say.

The costs of the different items are:

Super Weapon 350

Extra Time 300

Invulnerability 250

Scroll 400

Super Scroll 2500

THE GOODIES...

Super Weapon - gives you greater range and power of the weapon you already have for example, a mutant that requires two or three shots normally can be destroyed with one shot from the super weapon.

EXTRA TIME - slows down the recharge time of Fransz Dandruff's machine therefore giving you extra time to rescue Pearly.

INVUNERABILITY - having this will protect you from attack by mutants, but only for a short period of time. When you have invulnerability Flimbo's face turns green and while in this condition you can destroy mutants just by colliding into them. To warn you when the effect is about to wear off, Flimbo's face will begin to flash.

SCROLL - Buying one or more scrolls to complete the magic word is useful if time is running short - remember, it's much cheaper if you can find, and kill, the creatures that carry scrolls.

SUPER SCROLL - like the ordinary scroll, it turns into magic letters when given to Dazz, except this is a complete word thereby allowing you to move onto the next world as soon as you have it (very useful when time is running short - but very expensive), can also be collected from a mutant, but they are quite rare to see.

On display behind the counter in the shop are two vital pieces of information. First, the magic letters you have already collected so you know how many more you need to get into the next world. Second, the number and colour of hearts you have collected - this helps you work out what other colours you need in order to get an extra life.

You must remember that some creatures that you kill will occasionally turn into the above items, so saving you a lot of money.

Hint: although the Super Weapon is usually at the top of everyone's shopping list, you should also seriously think about how much time you have left to rescue Pearly.

DOORWAYS

There are lots of doorways, caves and other types of entrances dotted around the landscape of Dandruff's estate. It is worth trying them all by standing in front of them and pushing up on your joystick. At some entrances etc. nothing at all will happen, others may lead into one of Dazz Bazian's shops (these are worth making a note of as there is only one per world). The best of all are the ones leading to secret rooms.

Hint: it pays to try and find out which entrance is to Dazz's shop as quickly as possible.

SECRET ROOMS

In secret treasure rooms you will have the chance to accumulate a lot of money. Placed on shelves around the room there are either coins or money bags. Normally these are only a low value of money, but if you watch carefully then you will see that randomly the value of one object changes.

To collect the money in the room all you have to do is touch the money with any part of Flimbo. In order to get the most money possible do not just run around the room collecting everything - look around the room for the object that has changed to a higher value, indicated on the C64 Games System, by a different coloured coin.

To get the high value objects, carefully jump over the others until you reach the one you want. When an object changes to a higher value it stays that way till you have collected it. Remember, more money - more purchases from Dazz Bazian.

Hint: do not spend too much time in the secret rooms - time can be more precious than money!

SCROLLS

Look out for mutants carrying scrolls. You have to collect the scrolls and take them to Dazz Bazian's shop. Once there, the scrolls turn into letters which will spell a magic word. When the word is complete you can move on to the next world by finding an exit doorway. The first world's word is only three letters long, as you travel through other worlds the magic words become longer.

To identify which creatures are carrying scrolls, a mug shot of the species is displayed in the status area and in Dazz Bazian's shop. Also, the individual creature who has a scroll flashes on the C64 Games System.

JOYSTICK CONTROLS

Left and right - Moves Flimbo to the left or the right.

Up - Makes Flimbo jump up.

Down - Flimbo comes down from a platform.

Fire Button - Fires Flimbo's weapon.

Fire Button and Down - Flimbo ducks down.

Hint: there are some scrolls hidden around Dandruff's estate, its always worth ducking down to see what you may find!