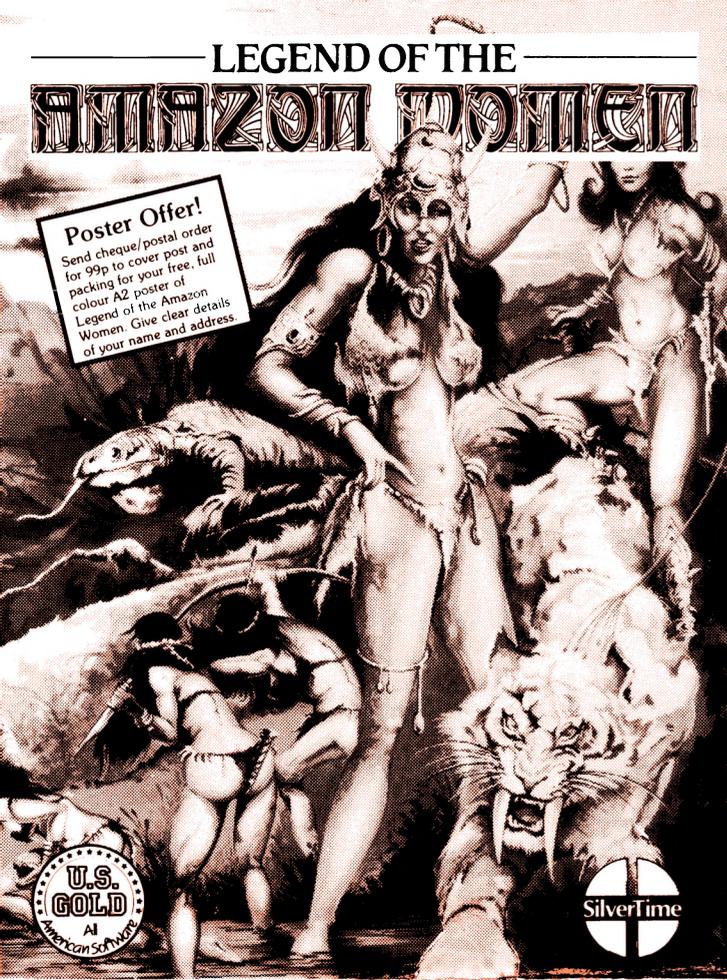# LEGEND OF THE AMAZON WOMEN

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U.S. GOLD
All American Software

SilverTime

LEGEND OF THE AMAZON WOMEN
by Simon F Finch

LOADING INSTRUCTIONS

Loading	Type **LOAD " " ENTER** The game will auto run when it has finished loading.
Starting	Once loaded, the programme will display the following, in the main playing area.

PRESS
1. KEYBOARD
2. KEMPSTON JOYSTICK
3. SINCLAIR JOYSTICK

After this has been made the first screen will scroll into view and the prompt "PRESS **S** TO START" will appear.

AMAZONS: Amazons are present in all zones. They have floating intelligence, within limits set by the current zone number.

There are three weapons, these being clubs, swords and axes. Swords will not appear until zone four and axes not until zone eight.

After an amazon has been killed, it is possible to take her weapon. This is done by bending down, using the duck key, so that your weapon is approximately over the amazon's, then while in this position press the step back key.

10 points are awarded for each hit on an amazon.

10 X the amazons intelligence for killing an amazon.

1

SPIKERS

Spikers appear in zone two and above, and can be avoided as follows.

The first spike will be thrown towards the player **LEFT**, as the plant comes fully into view on the main screen. The spike will be thrown either high or low, and the player should duck or jump respectively. The second spike will be thrown after the player **RIGHT**, as the spiker reaches the left hand edge of the play area. The player should keep walking, and just as the spike is about to hit do a jump forward. This works for high or low spikes, but takes some practice.

500 points are given for avoiding each spike

ARROWS

Arrows are in all zones. They appear between fights with amazons, but not if you are near a dragon or spikers. Arrows are fired from left or right and can be either high or low. A low arrow should be jumped and a high one ducked.

100 points for avoiding an arrow.
200 points if an arrow hits an amazon.

2

DRAGONS

Dragons are only present in zone seven and above. They burst up from a small mound as the player approaches. You should not try to walk past a dragon as full contact with its body means instant death. **EVEN IF THE DRAGON IS DYING** The player is safe when in the ducked position and can hit the dragon with a slice; care must be taken to time this properly, as getting caught in the dragons flame has a devastating affect on your strength. It is also possible to hit the dragon with a chop over the head. This does more damage but is also more dangerous. A thrust has no effect. When either the dragon or the player dies, the latter withdraws back into its hole. Only when this has happened is it safe to walk past. During a fight with a dragon the amazons strength meter displays the strength of the dragon.

1000 points for killing a dragon.

LIVES

The player starts the game with four lives, one on screen and three spare. Remaining lives are represented by a number in the up-arrow icon showing your position on the radar.

When a player loses his/her last life a GAME OVER message is displayed and the first screen is scrolled into view again, with the "PRESS **S** TO START" prompt.

ZONE TEN

Once the player passes the idol at the end of zone ten the program takes control. The lady walks towards the carrycot and bends down, a heart appears above them both and there is a short pause.

The program then jumps to the GAME OVER routine.

3

FINISHING

There are three ways to end the game.
1. Press **Q** to quit.
2. Losing all your lives.
3. Getting to the end of zone ten.

Pressing q simply restarts the game from the beginning, via the game over routine.

TIMER

The timer counts down from four minutes: if a new zone marker has not been passed before it gets to zero a life is lost. If however a player passes a zone marker, with time remaining, then this time is multiplied by ten and added to the score. The timer is reset to four minutes if it runs down to zero or a new zone is reached.

SUMMARY OF SCORES

	POINTS
Hitting an amazon	10
Killing an amazon	10xINTELLIGENCE
Avoiding an arrow	100
Arrow hitting an amazon	200
Avoiding a spike	500
Killing a dragon	1000
Completing a zone	10xTIME REMAINING (IN SECONDS)

US GOLD

4

KEYBOARD CONTROLS

KEY	JOYSTICK	EFFECT
Z	Left	*Step back.*
X	Right	*Step forward.*
M	Down	*Duck.*
K	Up	*Jump.*
X & L	Right and Fire	*Thrust.*
M & L	Down and Fire	*Slice.*
K & L	Up and Fire	*Chop.*
X & K	Right and Up	*Jump forward.*
M & Z	Down and Left	*Exchange weapons.*

OTHER KEYS

H	Hold game.
S	Start game. (also after hold)
Q	Quit game.

RADAR ICONS

Player	*Up-arrow with number of lives in it.*
Amazon	*Solid up-arrow.*
Spiker	*Spiky coconut.*
Arrow	*Arrow, showing height and direction.*

THE DRAGON DOES NOT SHOW UP ON THE RADAR

5