

# Sir Ababot



**INSTRUCTIONS**

# **SIR ABABOL**

**GAME: THE MOJON TWINS**

**CONCEPT AND STORY: ANJUEL,  
MARIBIP, AND ZEMMAN**

**GRAPHICS: ANJUEL AND KENDROOK**

**CODE: NA\_TH\_LAN**

**MUSIC: ANJUEL**

**SCREENS: KENDROOK**

**PUBLISHED BY MONUMENT MICROGAMES.**

**LOADING YOUR CASSETTE. (SIRABABOL LOADS IN APPROXIMATELY 4 MINUTES)**

**48K ZX SPECTRUM**

**TYPE LOAD™ PRESS ENTER AND START THE TAPE.**

**NOTE: LOAD IS OBTAINED BY PRESSING THE J KEY AFTER TURNING ON YOUR COMPUTER, OR WHILE THE K CURSOR IS FLASHING.**

**THE™ ARE OBTAINED BY HOLDING SYMBOL SHIFT AND PRESSING THE P KEY TWICE. THERE IS NO SPACE BETWEEN THE™ MARKS.**

**128K ZX SPECTRUM**

**PLEASE SELECT 48K MODE AND FOLLOW ABOVE PROCEDURE. THERE ARE NO ADDITIONAL ELEMENTS FOR 128K USERS.**

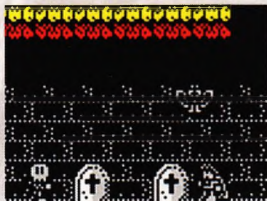
**LOADING SHOULD BE PRACTICALLY ERROR FREE ON UPPER-MIDDLE VOLUMES, THOUGH IF THE TAPE FAILS AT ANY TIME DURING THE LOADING PROCESS, THEN PLEASE REWIND THE TAPE, ADJUST THE VOLUME CONTROL AND TRY AGAIN. IF FAILURE PERSISTS THEN PLEASE TRY THE OTHER SIDE OF THE TAPE.**

**ALL MONUMENT CASSETTES ARE TESTED BEFORE SHIPPING, BUT IF FOR ANY REASON THE GAME FAILS TO LOAD AFTER ALL EFFORTS, THEN PLEASE CONTACT MONUMENT MICROGAMES AT: MICROGAMES2000@YAHOO.CO.UK**

**PLEASE USE THE SUBJECT HEADER: 'TAPE CLINIC'**

## THE STORY

**TOWARDS THE END OF THE 11TH CENTURY, A HOLY CRUSADER NAMED SIR ABABOL, BEGAN HIS PILGRIMAGE THROUGH MANCHESTER CITY, THEN TRAVERSED THE GREEN FIELDS OF BRITTANY AND CLIMBED THE ENDURING PEAKS OF THE PYRENEES, TO DISMOUNT ON THE BANKS OF THE RIVER ALCORAZ. THERE HE WITNESSED HOW ST. GEORGE OF CAPPADOCIA, ALSO KNOWN AS, "THE DRAGON," GAVE HELP TO THOSE DEVOTED TO GOD, DRIVING INFIDELS FROM THE LAND TO DEVELOP THE IBERIAN KINGDOMS AND SPREAD THE HOLY WORD.**



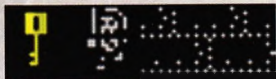
**SIR ABABOL WAS OVERCOME BY THIS GREAT WORK IN GOD'S NAME, BECAME GIDDY AND DISORIENTATED, SO DRAINED BY HIS JOURNEY, AND FELL HEAD-FIRST INTO THE RIVER, WHICH CARRIED HIM TO THE MONEGROS DESERT.**

**THERE HE AWOKE TO SHEEP LICKING AT HIS FACE, AND REALISED THAT GOD WAS TESTING HIM HAVING TAKEN HIS SWORD, WITHOUT WHICH HE COULD NOT CONTINUE HIS JOURNEY ACROSS THE WORLD.**



**HOPE CAME FROM A NEARBY FARMER, WHO, WHEN QUESTIONED ABOUT THE SWORD, POINTED TO A FIELD OF WILD POPPIES. ABABOLS.**

**THE FARMER SMILED. "IT IS NO COINCIDENCE THAT THESE FLOWERS SHARE YOUR NAME, NOR IS IT CHANCE THAT THE ALCORAZ RIVER SOMEHOW FLOWS INTO THE DESERT. THIS IS GOD'S WAY OF SETTING YOU ON YOUR PATH. JERUSALEM IS AHEAD OF YOU, AS IS YOUR SWORD. YOUR PILGRIMAGE BEGINS HERE."**



## **THE GAME**

**HELP SIR ABABOL ON HIS PILGRIMAGE ACROSS THE MONEGRIAN FIELDS, COLLECTING THE STRANGE ABABOL FLOWERS NEEDED TO REGAIN THE SWORD AND JOURNEY TO JERUSALEM.**

**TO MAKE PROGRESS YOU WILL NEED TO GAIN ACCESS TO MANY DIFFERENT AREAS. THESE REQUIRE KEYS. ALSO, THE BEASTS OF THE INFIDELS ARE ABROAD, AND THEIR TOUCH IS DEADLY. YOU CAN REGAIN SOME LOST HEALTH BY EATING CHICKEN LEGS, WHICH MAY BE FOUND SCATTERED ABOUT.**

**WHEN 25 FLOWERS HAVE BEEN COLLECTED, THEN THE GAME WILL END.**

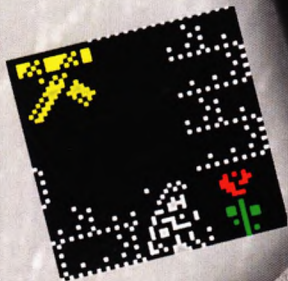
**BLESSED BE, THE NAME OF THE LORD.**

## THE CONTROLS

**O: LEFT**

**P: RIGHT**

**Q: JUMP.**





**POWERED BY THE CHURROS BY THE  
MOJON TWINS AND SPLIB2 BY ALVIN  
ALBRECHT.**

**USES APPACK DECOMPRESSOR BY  
DWEDIT, ADAPTED BY UTOPIAN &  
OPTIMIZED BY METALBRAIN  
DEDICATED TO EIGHTBITER SMITH JR.  
AND JONATHAN "JOFFA" SMITH.**

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