

# Pentacorn Quest

Idea & code:  
Nightwolf

Graphics:  
Jarlaxe

Music:  
McKlain

# Pentacorn Quest

All the worlds were created for certain things to be desired by everybody and yet only a few graced can make it. For example, soda chickpea in dehydrated and dusty world of Sek-Anoh, or in the Earth itself, Johansson's breasts.

Here, everything revolves around some Acorns. I know, in your world you feed them the pigs, but in mine, they are the source of great power, made of pure gold and awfully special. Moreover, they were the reason why, a long time and a half ago, a war was declared between two opposing forces: Light and Darkness. At the end the thing was not very clear. But, while they attacked each other, the amusing Golden Acorns disappeared.



In the mess, all they blamed each other; some of them were accused of making a broth with them, others suggested sending them to hell, and the majority, decided to enroll in a course Paint and Sheet Iron. But with the passage of time, an ominous rumor, originated in the whispers of the most sordid piers, began to gain strength: Some ventured to say the Acorns had been deposited on The Crack. A winding wound that fractured the great gulf fixed in the world, full of nasty critters. One crappy and perfect place to keep a treasure. No mother would have hidden it better!



Why were there the Golden Acorns, not matter much. People would shrug: “Why not?”. Get them would provide incredible riches, power, and who know what else. However, the greatest adventurers who have tried to achieve them, have failed: All returned with a terrible smell of feet.

Now it's your turn. Are you going to end up like everyone else? Or will you might reach the glory?

# GOALS

The game consists, as you might guess, by getting 5 Golden Acorns, which will be automatically collected and delivered in the magical sanctuary. (Here everything is magical, cool isn't?) Once you have all five, you'll go through the ancestral door (everything here is ancestral also) to... well, actually, whatever is across, it remains unknown. You'll have to find out!

To do so you must use few objects scattered around, which used in the right places will help you to achieve your goal. Some of them will be fairly obvious, but perhaps others as Dynamite Water-Proof are more obtuse... and some objects might have more than one function. If so, it will not be discarded in the inventory.



# ENEMIES

But do not think this will be an enjoyable, happy walk. Well, we hope so, but there are enemies. Many. And as a loving grandmother, they will hug you as soon as they can. Beware of anything that moves. They are not magic, but hostile. Do not touch them because they are very protective of their personal space and you have no way to finish them. Besides, killing someone is very rude and they were here before you...

## **Gorciegalo**



The happy bat

## **Ramone**



The bully goblin

## **Dancing Crab**



Will eat your nuts

## **Hugo**



The Fish-Man

## **Zombie**



Figurant on  
'Thriller' video

## **Pishabrava**



The Lava-Man

## **Nicanora**



Bitting explorer  
plant

## **Cyclops-Spider**



Posionous as hell



# CONTROLS

Action	Keyboard (*)	Joystick (**)
Left	O	←
Right	P	→
Jump	SPACE	⬤
Select	Q	↑
Use	A	↓
Abort	Y	Y

(\*) You can redefine keys at the intro menu.  
(\*\*) Sinclair or Kempston joystick.

You can move left and right (or not), and jump (You decide how much, by pressing the jump button). Be ready to do it a lot and collect various objects that may assist you in your adventure. To get them, press the "Use" button and it will go to the active space in your inventory if empty (Always backpack). By pressing "Select" you can explore this inventory.

When you want to use a selected object in the inventory, simply press "Use" when you think it is necessary (or, for example, by testing how it works). It could also invoke a magic box to help you if the site requires, to talk to someone, or to press tiles.



**Good luck adventurer!**

# TIPS & TRICKS

Remember the Golden Acorns are automatically collected, but for other objects to be pressed "Use" to get them, previously by marking a free slot in the inventory. You'll get all your energy back when you pick a Golden Acorn.

There are several pressure platforms, with some of them you will simply step on, with others you have to press the "A" key. You will hear a sound and something will have happened.

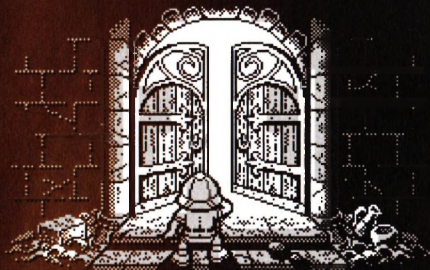




# THANKS TO

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  - **na\_th\_an** for his immense support and patience.
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  - **Hark0** for testing in a real-Spectrum (and finding the first bug!)
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- And finally **Syx**... for everything.

... and to all of the forum members of **Mojonia Plus!**



# STAFF

**Game Desing:** José Ignacio Rodríguez (Nightwolf)

**Graphics:** Jarlaxe

**Music and FX:** McKlain ([www.mcklain.com](http://www.mcklain.com))

**Implementation  
of Arkos Player:** SyX

**Betatesters:** Metr, gg

**Retail edition:** S★T★A★R

**2015 / 2018 – NIGHTWOLF GAMES**

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# LOADING INSTRUCTIONS

POWERED BY THE ADVENTURES OF THE SPECTRUM 128K. +



## **SPECTRUM 128K. +**

1. Connect the output EAR of the SPECTRUM with the output EAR of the cassette
2. Rewind the tape to the beginning of the side
3. Adjust the volume to 3/4 of the maximum
4. Move cursor to select TAPE LOADER and press ENTER
5. Press PLAY on the cassette
6. The program will load automatically
7. If not, repeat the operation with different volume

## **SPECTRUM +2**

1. Select with the cursor TAPE LOADER option and then press ENTER
2. The program will load automatically (Note that in the +2 is already adjusted the volume)

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