

DESOLATOR™

HALLS OF KAIROS

LOADING INSTRUCTIONS AND CONTROLS

Commodore 64/128 Cassette:

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Joystick port #1. Leave play key depressed, each level will load sequentially from the cassette. On completion of game, rewind cassette reload first level.

Commodore 64/128 Disk:

Type **LOAD****,8,1** and press **RETURN**. Game will load and run automatically. Joystick port #1.

Levels 1 and 2 on Side 1. Levels 3 and 4 on Side 2.

Spectrum 48/128K, +2:

Type **LOAD****** and press **ENTER**. Press **PLAY** on the cassette recorder.

When prompted to stop the tape on screen, stop the tape, wait until the music plays, press **ENTER**. The border will then go white. Then press **PLAY**.

Spectrum 48K:

Levels on side 2 are multi-load.

Spectrum 128K:

All levels load on side 2 as one load.

Spectrum +3 Disk:

Insert disk, turn on computer and press **ENTER**. Game will load and run automatically.

Amstrad CPC Cassette:

Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder. When counter on loading screen reaches zero follow one of the following options:

1. Zero tape counter on your cassette recorder. When your game ends, if you wish to replay, rewind the tape until counter reads zero.
2. Rewind side 2 and press **PLAY**.

In both cases leave play key depressed as each level will be loaded automatically.

Amstrad CPC Disk:

Type **RUN'DISK** and press **ENTER**. Game will load and run automatically.

Atari ST Disk:

Turn on computer, insert disk. Game will load and ran automatically.

CONTROLS

AMSTRAD

Joystick:

SPACE – Jump

FIRE – Punch

Keyboard:

M – Left

. – Right

Q – Up

A – Down

SPACE – Punch

ESC – Jump

SPECTRUM

Keyboard is user redefinable.

Default keys are:

A – Up

Z – Down

X – Left

C – Right

V – Punch

SPACE – Jump

P – Pause

ATARI ST

Joystick:

SPACE – Jump

FIRE – Punch

Keyboard:

Cursor Keys

ENTER – Punch

SPACE – Jump

F1 – Restart game

F2 – Pause

CBM 64/128

RUN/STOP – Pause

SPACE – Jump

FIRE – Punch (Joystick)

CHARACTERS

MAC, the hero (player)

(Atari ST only)

He enters the castle to save the PETERS and once the RED PETER is secured he gets a POWER UP which transforms him into the invincible MACHOMAN.

MAC, the hero (player)

(CBM 64/128, Amstrad, Spectrum versions)

He enters the castle to save the PETERS. Once he has collected the required number (9 – Amstrad, 6 – CBM 64/128, 6 – Spectrum) he gets a POWER UP which transforms him into the invincible MACHOMAN.

The following characters and features appear in the Atari ST version only, due to the memory restrictions of the other machines:

DOM, KAIROS's son

Rounding himself into a ball shape, he rolls toward MAC and rises up at a nearby position and tries to kick him.

HENCHMEN 2, Deburacho and Gaburacho Brothers.

They attempt to capture MAC and upon making contact with him, they start to apply a lying down hold. Shake them off by moving the lever sideways. Gaburacho wears blue pants and Deburacho, green ones. Gaburacho is the stronger of the two.

ZOMBIE

Appears alone and is manipulated by BAJO. ZOMBIES are the girls who were taken away by the KAIROS long ago and a number of them will try a lying down hold on MAC.

FEATURES

Telephone

Transforms all of the enemies of which one is a secret invincible character.

Gas Pipe

Your enemies disappear if you destroy the tip of the gas pipe.

Energy Bomb

Can destroy the enemies in a straight line.

PETERS

Red Peter gives you a POWER UP to transform you into the invincible MACHOMAN.

Blue Peter increases your speed. Capturing two of them in two steps results in attaining the maximum speed.

White Peter enables you to score points.

Green Peter gives you an additional life.

TIMEKEEPER CHARACTERS

Bat

When MAC stays in the same room for too long, it comes to attack him.

Bee

Just as in BAT when MAC is in the same room for an excessive period of time, this comes flying at him.

BONUS CHARACTERS

That were transformed when destroying the TELEPHONE ... capturing these items will score you points.

Angel

The Deburacho and Gaburacho Brothers transform into an ANGEL. By capturing it, you will become invincible.

Panda

Dom transforms into a PANDA.

Cat

PARJO and the ZOMBIES transform into a CAT.

Devil's Child

Capturing this will cause you to lose your earned POWER UP.

All characters and features that follow are available on all formats unless otherwise indicated:

KAIROS, the Great Satan

Only its head appears in STAGE 1 and a multiple KAIROS in STAGE 2 can attack you in various ways. You can easily destroy him by reading his movements in advance.

BAJO, KAIROS' mother (CBM 64/Atari ST only)

Manipulates ZOMBIES in STAGE 3 and PARJO in STAGE 4. She moves swiftly and fires flame shots from her cane. The only way to down her is to anticipate where she will move, wait in ambush and hit her when she least expects it.

HENCHMEN 1

A lower ranked henchman, who when making contact with MAC absorbs his energy. You can easily punch him. The one in the blue suit requires one punch and the other in the green suit requires two punches.

PARJO, KAIROS' daughter (CBM 64/Atari ST only)

She has a basketful of apples which she throws at MAC and goes away once pursued. If you corner her, punch once and she'll fly away screaming.

JIDAN, the castle's guardsman

Hiding himself in the straw and boxes, he attacks swiftly when MAC comes close to him.

FIREMAN

Suddenly appears or ambushes MAC on the bridge. He fires flame shots while obstructing MAC. He can be sent flying by a punch.

ARMOR

Attacks by throwing his sword.

FEATURES

Barrel

Rolls towards you, but by punching it, it can be turned into one of your weapons.

Jar

If skillfully handled can become one of your weapons. Under it you will find a [?] mark. Depending on your score when capturing the mark, the enemy may change.

Clock

Stops enemy movements momentarily.

Mine

Step on it and you will lose a life.

Doll

The on-screen enemies disappear when destroying the laser emitting DOLL's head.

Deer's Head

The on-screen enemies disappear when you destroy it by punching only whilst no flame is emitted.

Mask

Just as in the DOLL, DEER'S HEAD and GAS PIPE destroying this causes your on-screen enemies to disappear.(GAS PIPE Atari ST only)

Warp

Mounting this will instantaneously take you to a completely different place.

Energy

Increase your energy by capturing this.

Money Bag

Increase your score by capturing this.

Bomb

(Spectrum and Atari ST only)

By pushing the PUNCH button, fire the bombs from your finger tips at the enemies facing you.

Boomerang

(C64, Amstrad and Atari ST only)

Can destroy your enemies on the curves.

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DESOLATOR™

HALLS OF KAIROS

INSTRUCTIONS DE CHARGEMENT ET COMMANDES

Commodore 64/128 Cassette:

Appuyez sur les touches **SHIFT** et **RUN/STOP** en même temps. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Manche à balai sur entrée #1.

Laissez la touche **PLAY** pressée – chaque niveau se chargera l'un après l'autre de la cassette. Quand vous aurez terminé le jeu, réembobinez la cassette pour recharger le premier niveau.

Commodore 64/128 Disque:

Tapez **LOAD****,8,1** et appuyez sur **RETURN**. Le jeu se chargera et se déroulera automatiquement. Manche à balai sur entrée #1.

Niveau 1 et 2 sur la côté A.

Niveau 3 et 4 sur la côté B.

Spectrum 48/128K, +2:

Tapez **LOAD****** et appuyez sur **ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes.

Quand on vous demande d'arrêter la bande sur écran, arrêtez la bande, attendez jusqu'à ce que vous entendiez la musique et appuyez sur **ENTER**. Le bord deviendra alors blanc. Appuyez sur **PLAY**.

Spectrum 48K:

Les niveaux sur la face 2 sont à chargements multiples.

Spectrum 128K:

Tous les niveaux se chargent sur la face 2 comme un seul chargement.

Spectrum +3 Disque:

Introduisez le disque, allumez l'ordinateur et appuyez sur **ENTER**. Le jeu se chargera et se déroulera automatiquement.

Amstrad CPC Cassette:

Appuyez sur **CTRL** et la petite touche **ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Quand le compteur sur l'écran de chargement atteint zéro, suivez l'une des options suivantes:

1. Ramenez votre compteur de bande à zéro sur votre enregistreur à cassettes. Si vous voulez rejouer quand votre jeu se termine, réembobinez la bande jusqu'à ce que le compteur indique zéro.
2. Réembobinez la face 2 et appuyez sur **PLAY**.

Dans les deux cas, tenez la touche **PLAY** enfoncée car chaque niveau sera chargé automatiquement.

Amstrad CPC Disque:

Tapez **RUN'DISK** et appuyez sur **ENTER**. Le jeu se chargera et se déroulera automatiquement.

Atari ST Disque:

Allumez l'ordinateur, introduisez le disque. Le jeu se chargera et se déroulera automatiquement.

LES COMMANDES

AMSTRAD

Manche à balai;

BARRE

D'ESPACEMENT – Sautez

FEU – Coup de poing

M – Gauche

. – Droite

Q – Haut

A – Bas

BARRE – Coup de poing

D'ESPACEMENT

ESC – Sautez

ATARI ST

Manche à balai;

BARRE D'ESPACEMENT – Sautez

FEU – Donnez un coup de poing

Clavier:

Touches de Curseur

ENTER – Coup de poing

BARRE D'ESPACEMENT – Sautez

F1 – Recommencez le jeu

F2 – Pause

SPECTRUM

L'utilisateur peut redéfinir le clavier.

Les touches de défaut sont:

Z – Bas

X – Gauche

C – Droite

V – Coup de poing

BARRE

D'ESPACEMENT – Sautez

P – Pause

CBM 64/128

RUN/STOP – Pause

BARRE

D'ESPACEMENT – Sautez

FEU – Donnez coup de poing

(Manche à balai)

LES CARACTÈRES

MAC, le héros (joueur)

(Atari ST seulement)

Il entre dans le chateau pour sauver les PETERS et une fois le RED PETER (PETER ROUGE) récupéré, il obtient un POWER UP (FORCE) qui le transforme en MACHOMAN invincible.

MAC, le héros (joueur)

(Versions CBM 64/128, Amstrad, Spectrum)

Il entre dans le chateau pour sauver les PETERS. Une fois qu'il a ramassé le nombre requis (9 – Amstrad, 6 – CBM 64/128, 6 – Spectrum), il obtient un POWER UP (FORCE) qui le transforme en MACHOMAN invincible.

Les caractères et éléments suivants apparaissent dans la version Atari seulement à cause des restrictions de mémoire des autres machines:

DOM, le fils de KAIROS

Se met en forme de boule et roule en direction de MAC, se relève quand il arrive près de lui et essaie de lui donner un coup de pied.

LES 2 ACOLYTES, les frères Deburacho et Gaburacho

Essaient de capturer MAC. Quand ils font contact avec lui, ils commencent à appliquer une prise au sol. Essayez de vous débarrasser d'eux en bougeant le levier sur le côté. Gaburacho porte un slip bleu et Deburacho un slip vert. Gaburacho est le plus fort des deux.

ZOMBIE

Apparaît seule et est manipulée par BAJO. Les ZOMBIES sont les filles qui ont été enlevées il y a longtemps par KAIROS et quelques-une d'entre elles essaieront une prise au sol sur MAC.

LES ELEMENTS

Le Téléphone

Transforme tous les ennemis dont l'un d'entre eux est un caractère secret invisible.

La Conduite de Gaz

Vos ennemis disparaissent si vous détruisez le bout de la conduite de gaz.

La Bombe d'Énergie

Peut détruire les ennemis dans une ligne droite.

