

TROLL™

HUMGRUFFIN, a large and amiable Troll, has accidentally stumbled into the netherworld of Narc, an eldritch land of crystal caverns populated by a race of manically malevolent Goblins. Knowing his only chance of escape is to reverse the spell that put him in such a predicament, he realises that this can be done by taking the key crystal from each chamber and placing each one in its amulet.

Being a resourceful soul, he always has holes in his pockets. These are generated by the spinning Wheel of Fortune with its magnified centre section.

When our hero feels too threatened by the marauding Goblins he can throw one of his holes onto the floor and escape through it to a new cave, or with a carefully timed throw into a Goblin's path he can make it disappear – for he knows only too well that being touched by a Goblin will turn him to stone.

HINTS



An agile somersault from floor to ceiling and back is easy using the Flip Pyramids – Humgruffin knows he'll need to search both floors and ceilings of the chambers for the key crystals.



Young Gruff must beware of being trapped by the Tile Walls being relentlessly built by the ghastly Goblins.



Watch out for the perilous Death Holes which spell doom for any careless Troll or Goblin alike.



By frantically jumping up and down on the Toadstools that occasionally sprout out of the tiled floors, Gruff can summon Fjalar the Dwarf who will spin the Great Wheel to allow access, by means of a hole, to a new chamber.



Trolls are well known for their appreciation of Fruit, which is their main form of sustenance – Humgruffin is no exception.



Select the dice to throw a Random Hole.

LOADING INSTRUCTIONS

AMSTRAD

Press **CTRL** and Small **ENTER** keys together.

Press **PLAY** on your cassette recorder.

JOYSTICK CONTROL

Joystick left / right / up / down –
Humgruffin runs

Joystick left / right / up / down & **FIRE** –
Humgruffin jumps

Joystick centre & **FIRE** – Humgruffin
throws a hole

Joystick centre & **FIRE** – when standing on a Toadstool Humgruffin bounces up and down nudging the Wheel of Fortune a random number of times.

KEYBOARD CONTROL

Top Row	FIRE
2nd Row	UP
3rd Row	DOWN
Bottom Row	ALTERNATE LEFT & RIGHT
Space Bar	FIRE
BREAK	PAUSE
M	MUSIC/SOUND EFFECTS

BREAK / ENTER START NEW GAME

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SIDE ARMS

With well detailed graphics and good animation, this horizontally scrolling game from Capcom blasts its way to the top of the shoot 'em up tree!

AUF WIEDERSEHEN MONTY

If you want a hugely challenging, addictive and entertaining platform game, then this is the one for you!