
CONAN

FAMOUS FACES™

As the heroic mighty Conan your goal is to find and destroy the villainous Volta. Your journey takes you deep within an ancient castle inhabited by frightful creatures and filled with deadly traps.

While searching for Volta, you battle your way through seven levels: each level introduces you to different foes and different dangers. You will encounter fierce dragons, glowing flame monsters, giant floating eyeballs, electric spark creatures and lethal leapers.

The primary objective in each level is to obtain gems, place them in gem holders, and find the key to unlock the door to the next level. The exit from each level is indicated by a flashing arrow. You must determine the safest, quickest way to exit.

You can walk, run, jump, and fall from any height without harm, but you must avoid falling into pools of water, lava pits, fire pits, or the snake pit. You can also climb ladders, and by hurling your power sword, demolish your enemies. If a sword reappears once it has been thrown, you can capture it and add it to your reserve.

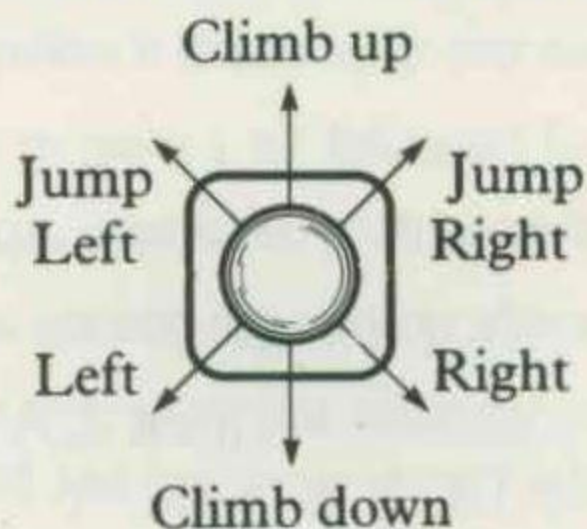
Some foes will not be destroyed when struck by your sword.

You have one friend, a large bird, who keeps watch over you throughout your quest. He appears in some levels to aid you (touch him and receive an extra life), and eventually helps you to destroy the evil Volta.

Game Controls and Indicators

Start Game by pressing [START/F7] or the joystick button.

Joystick Control Move the joystick in the directions below to control Conan.



Throw Sword by pressing the joystick button.

Pause a game by pressing the [SPACE BAR]. Resume play by pressing the [SPACE BAR] or joystick button.

Background Music can be turned off and on again by pressing the [S] key.

Exit a game and return to the title page by pressing [SYSTEM RESET/F1].

Restart game to level 1 by pressing [START/F7].

Number of Swords You begin a game with ten swords in your possession.

Number of Men in Reserve You begin a game with two men in reserve.

Item Box The box displays your score, number of men in reserve, level number, and number of swords and type of objects Conan has in his possession at the moment. He can possess gems and keys, and only one each at any one time. To pick up these items, Conan simply makes contact with them. They are removed from the screen and placed in the Item Box. To use the items, Conan must touch a gem holder (a gem is placed in the holder), or touch a locked door (the door will open).

Gems can be carried from level to level.

Scoring

Destroy bat **750 points**; Destroy leaper **1,000 points**; Destroy dragon **2,500 points**; Destroy eyeball **2,500 points**; Destroy dragonfly **750 points**; Get key **1,000 points**; Get gem **5,000 points**; Place gem **2,000 points**; Unlock door **2,500 points**; Get sword **500 points**; Time spent in bubble **10 points** for each second.

Bonus: An extra Conan is awarded for touching the bird (in one level). 1,000 x in reserve is awarded when the game is won.

Hints

In some levels you will not be able to make it across certain gaps by jumping only. You may need to run.

Some levels contain teleporters that you must use to get to upper or lower ledges.

One level contains a giant bubble you will need to jump into and ride to continue your journey.

Sometimes you can carry a gem with you from one level to another.

In level 6 you will need to destroy the Van de Graaff machine with the giant chandelier. Also, there is a set of moving plates which, when aligned, will release a violent electrical charge. The lower plate is deadly to the spark creatures, but not deadly to you. You can ride the lower plate and be protected from the spark creatures.

In level 7 some stars, when struck by your sword, will turn into gems. You will need extra swords, you can get them in level 6. The arrow on the vertical shaft along the right side of the screen can be activated to catapult you back to the ledge above. You will need to stand on a particular part of the ledge to complete this action.