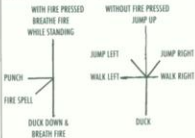


## CONTROLS

### JOYSTICK ONLY Frognum



#### Draconewt

8 direction movement + FIRE to breath water jet

To PAUSE the game press SELECT.

To Un-pause the game press START.

To Quit press OPTION while in PAUSE mode.

## ATARI LOADING INSTRUCTIONS

### OPTION and switch on computer.

Draconus is set on an alien planet ruled by the Tyrant Beast who must be obliterated in the final scene of the game. To get to that stage the mysteries and magical forces which unfold before you must be understood and harnessed to progress through this multi-screen epic. On your journey through the labyrinthine complex you'll meet various nasties such as Giant Rats, Bats and Sea Serpents, together with a sprinkling of Terrortoads and ferocious Caterpeloise. Harder to describe are the Bounce Blobs, balls of gooey matter which drip from the cave ceilings only to bounce around in mid air causing you even more problems. To help you on your way are many artefacts like the Demon Shield, Necromancer's Staff, Dragon's Eye, and Morph Helix. Flasks of Flame Fluid, Energy Crystals and many Spells help your character on its way.

### FLASK OF FLAME FLUID



### SPELL



### EXTRA ENERGY



There are two main characters between which you can switch during the game, namely the tall Frognum, and the aquatic Draconewt. Frognum can walk, jump, punch, duck and breath fire. Draconewt can blow water jets but can never leave the water.

When on Morph Slab pulling down will transform you into Draconewt if you have the Morph Helix. Pushing up when underneath a Morph Slab will turn you back into Frognum.

On loosing one of your 3 lives the game takes you back to the last Record Slab on which Frognum has stood.

The screen shows the magical items ranged along the bottom with the energy scrolls for Frognum on the left and Draconewt on the right. During play you can pick up Flasks of Flame Fluid, with each flask holding enough for 10 good blasts, and Energy Packets, which will put your energy right back up depending upon whether you are Frognum or Draconewt.

If Frognum falls far he will lose energy and may be killed.

The program code, graphics, music and artwork of this game are the copyright of Cognito, and may not be reproduced, stored or hired without the written permission of Cognito.

© 1988 Cognito

28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ  
ENGLAND

**RECORD  
SLAB**



**MORPH  
SLAB**



**SPIKES**

