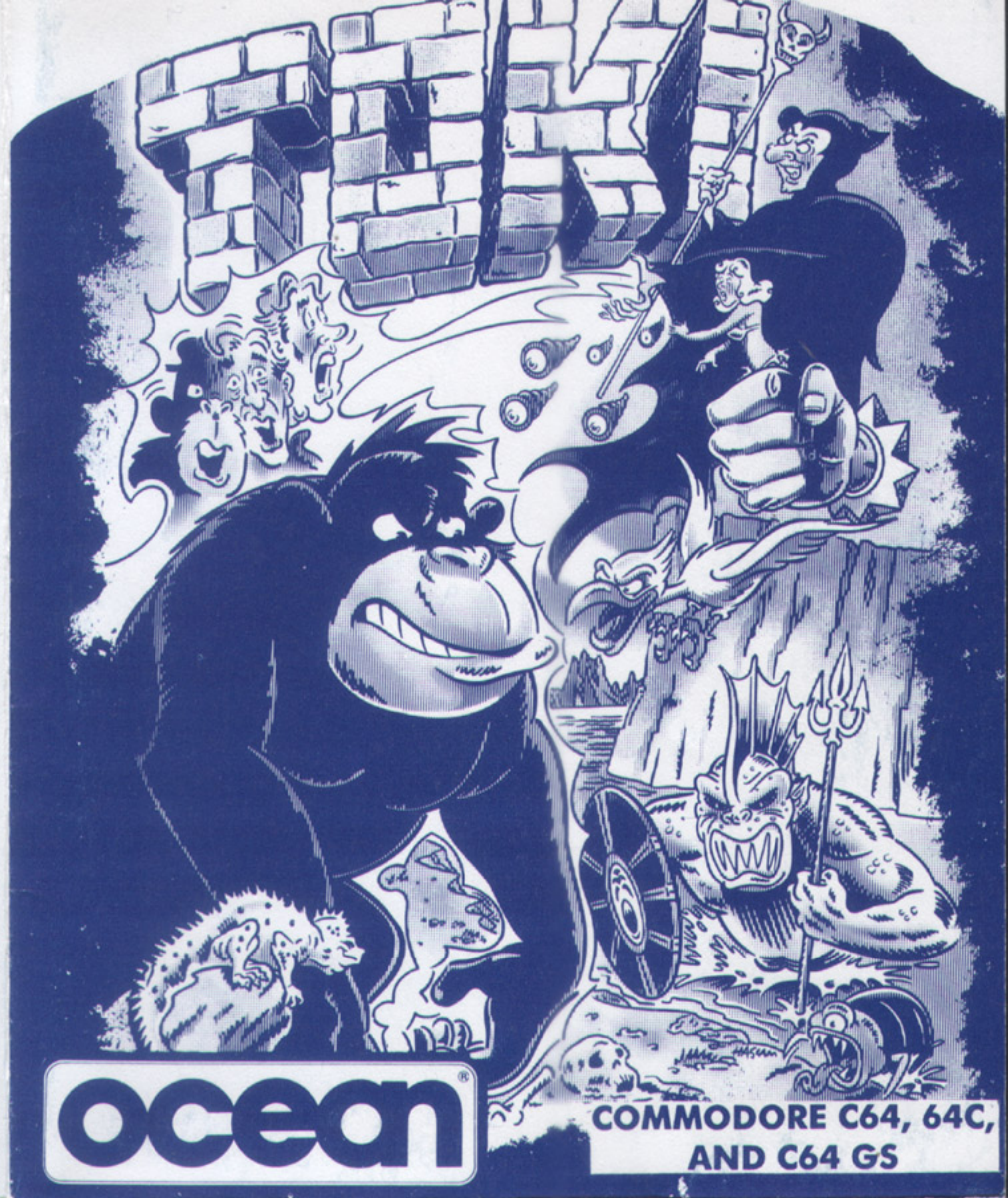


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## **TOKI SCENARIO**

Toki - a proud and mighty warrior. His adventures revered in song as Toki's fair maiden, Miho, is for her beauty. Yet now, Toki lies, ashamed - angry. Bashtar, it was, who unleashed his powerful sorcery upon the brave Toki. Bashtar, with his spell-casting hands aflame with evil, blue, electric power transformed Toki into a lowly Neanderthal ape. Only then could the evil wizard kidnap Miho. Yet Toki, a warrior in an ape's body, will not relent. He must pursue Bashtar, conquering all manner of demonic challenges before rescuing his love, Miho, and regaining his manhood.

## **LOADING**

**IMPORTANT: ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.**

Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine.

Switch the power on - the game will load automatically.

## **CONTROLS**

This is a one-player game controlled by joystick only in port 2. Press FIRE during the title sequence to start the game. At the beginning of each level press FIRE to start level.

RUN/STOP will pause the game. Press again to restart.

SPACE BAR will toggle between music and sound FX.

Press fire and move the joystick to allow Toki to shoot in the appropriate direction.

## **WALKING**

JOYSTICK UP - JUMP  
JOYSTICK DOWN - CROUCH  
JOYSTICK LEFT - WALK LEFT  
JOYSTICK RIGHT - WALK RIGHT

## **SWIMMING**

JOYSTICK UP - SWIM UP  
JOYSTICK DOWN - SWIM DOWN  
JOYSTICK LEFT - SWIM LEFT  
JOYSTICK RIGHT - SWIM RIGHT

## **ON VERTICAL VINE**

JOYSTICK UP - CLIMB UP VINE  
JOYSTICK DOWN - CLIMB DOWN VINE  
JOYSTICK LEFT - JUMP LEFT OFF VINE  
JOYSTICK RIGHT - JUMP RIGHT OFF VINE

## **ON HORIZONTAL VINE**

JOYSTICK LEFT - MOVE LEFT  
JOYSTICK RIGHT - MOVE RIGHT

## **GAMEPLAY**

Move Toki through five levels of high-powered action. Levels include: mountains; water; fire; ice, and finally, a forest. He must defeat over 30 evil aberrations and the guardian monsters of each location.

There are five different icons that can be collected to assist Toki: -

Four weapons for different types of shot

A helmet to protect Toki's head

A baby Toki for an extra life

Coins - collect 20 of these for an extra life

## **STATUS AND SCORING**

The status panel at the bottom of the screen displays: -

Lives remaining, number of coins, stage number, time remaining, score, high score and an energy bar which shows the health of the end of level guardian.

50 points are awarded for each hit on a baddie.

## **HINTS AND TIPS**

Some enemies can also be defeated by jumping on them.

When you have the helmet you have some protection against your enemies.

Find and learn the best position to attack each end-of-level guardian.

It is always easier to kill the end-of-level guardian with a special weapon.

## **TOKI**

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## **CREDITS**

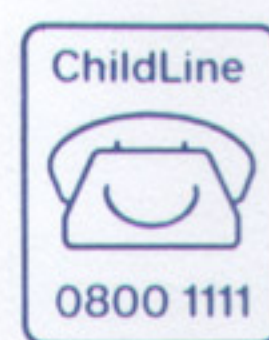
© 1989 Tad Corporation

Programming by Al Dukes

Graphics by Mike Clayton, Joff Scarcliffe, William Harbison

Music/FX by Keith Tinman

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