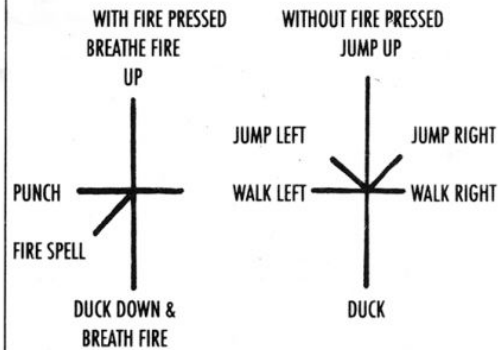


CONTROLS

JOYSTICK Frognum



DRACONEWT

8 Direction Movement + FIRE to breath water jet

KEYBOARD

On the title page ENTER toggles between Demo and Keyboard options

Press SPACE to play

SYMBOL SHIFT + Q to quit

The keys can be defined to suit or you can just use the default keys. THE DEFAULT KEYS ARE:

P Pause/Unpause	N Down
J Up	Z Left
K Fire	X Right

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 as Draconewt.

When on the 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.

Backgrounds, such as spikes, will kill you if touched. The screen shows the magical items ranged along the side with the energy scrolls for Frognum on the top and Draconewt on the bottom. 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 on whether you are Frognum or Draconewt. If Frognum falls too far he will loose energy and may be killed.

Have you tried **FRONTLINE**,
Zeppelin's super combat game
set at the front?



Have you written a game which comes up to Zeppelin's high standards?
If so, send off for immediate valuation to the address below.

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