

TALOS

OBJECT

The battle robot TALOS has been smashed into 7 pieces and scattered across the 200 screen countryside.

The player starts by controlling TALOS' hand, and his/her task is to completely reassemble TALOS and regain the Crown of Eternity.

First the player must locate TALOS' arm, and on touching it the two will join together.

Next the player must locate and join with TALOS' body. After the body is connected the player can then join with the head or any other limb.

After TALOS is fully assembled, he must locate and enter the vault and reclaim the Crown of Eternity.

The countryside is full of terrifying creatures - squirrels, snails grasshoppers etc.

TALOS must defend himself from their energy draining touch by firing force bolts at the creatures.

If TALOS lingers too long on a screen a bull will run on from the side, and he is immune to TALOS' weapon.

SCREEN LAYOUT

The players score and time are displayed at the top of the screen. On the right of the screen is a candle. As your energy runs out the candle burns down.

TALOS can make the candle grow by collecting objects - either, a piece of himself, a coin, an ice-bag or a candle section.

An extra life is rewarded if the candle can be made to grow back to its maximum height, (once per life).

The player starts with 3 lives, the number of lives also being displayed on the right of the screen.

Below the life indicator is a compass.

If the player finds an object which he/she considers may be of use later in the game, a magnet may be dropped. A needle will now appear on the compass face and if TALOS is moved off one side of the screen, the needle will point N.S.E. or W. towards the screen where the magnet lies.

The magnet may be dropped/picked up using the 'A' key.

PONDS

There are a number of ponds in the countryside TALOS inhabits, and occasionally a piece of TALOS will be located underwater.

TALOS cannot enter a pond where there are lily pads. He must find his way to the sides of the pond and jump in. There will be a splash, and TALOS will sink to the bottom of a pond screen - complete with fish and water weeds.

THE WHITE PEARL

In his quest around the countryside TALOS will discover a number of white gates. These bar TALOS from entering about 100 screens of the game. To pass these gates TALOS must find the White Pearl, after which these gates will disappear for the rest of the game.

LOADING INSTRUCTIONS

Type LOAD ""
or LOAD "TALOS"

CONTROLS

The Keyboard, Kempston Joystick, Sinclair Joystick, and Interface II are all options on the title page.

KEYBOARD CONTROLS

Z = Left
X = Right
K = Up
M = Down
P = Fire
A = Pick up/Drop
magnet
Space - Pause

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