

## ATHENA (Imagine)

Transported to a strange, forbidding land, Athena, a bold oriental princess, must battle for survival against the denizens of its various areas to reach the Dark Overlord who brought her to his realm as a pawn for his macabre games.

But the blood of a hundred Samurai runs through the veins of our heroine and she has vowed to wreak revenge on her hideous tormentor and his evil underlings. Steeling herself against the horrors to come she sets forth on her perilous quest.

### LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then loads as follows:  
Type LOAD "" (ENTER). (Note there is no space between the two quotes.) The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically.  
If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

### SPECTRUM 48K

The labelled side of the tape contains a 48K version. This game loads in a number of parts. Once the first part has loaded, stop/pause the tape player. When you have completed all of the levels in that particular load, a message will appear requesting you to start the tape again. When this part has loaded continue as above.

#### NOTE

Once you have loaded any level after the first load and subsequently lost all you lives / continue plays, to start again from the beginning, rewind the tape and begin as above.

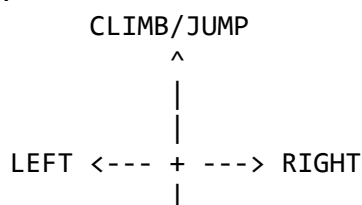
### SPECTRUM 128K

The unlabelled side of the tape contains a 128K version. The complete game will load as a single loader.

### CONTROLS

The game may be controlled by Joystick, or Keyboard which is fully redefinable.

#### JOYSTICK



|  
v  
DOWN  
FIRE - FIRE/HIT

[Default keyboard controls are not given in the instructions. JimG]

#### GAME PLAY

Proceed through each of the six worlds, cracking open bricks to discover hidden weapons, armour and dangers which may aid or hinder your adventures; the enemies you encounter may also carry useful items to help you progress!

Each level has two exits into the next world; both are guarded but one will have a powerful sentinel to overcome.

As Athena proceeds she can increase the strength of her armour (when obtained) and her weapons by the acquisition of the various hidden icons in the rocks. Discovery of the icon's powers is only part of Athena's quest though; survival is paramount.

#### CONTINUE PLAY OPTION

If you lose all lives you will be offered the option of starting again, from the point where you left off. This option is offered three times, after which you must restart the whole game.

NOTE - The option will not be available in the final world.

#### STATUS AND SCORING

On-screen display shows current score, hi-score and number of lives, together with the time remaining to complete the current level.

On the left of the screen is a gauge showing your life level and on the right another for strength (of weapons held) and HIT (the effectiveness of your armour).

Below this are the icons displaying the objects you have collected.

Points are gained by hitting the protagonists that you encounter; the larger they are the more points you score.

There are also special enemies that gain scoring of 10,000 to a 100,000 points, but these you must discover for yourself. Bonuses are achieved for completing a world or by eliminating the monster guarding the entrance to the next one. Extra lives are gained by collecting the treasure chests hidden behind some of the rocks.

#### HINTS AND TIPS

1. Collect all the hearts that appear from roses to increase your life level.
2. If this level is low towards the end of a particular world, try to find an alternative route, as battling the sentinel may not be the only way.
3. Learn which rocks hide useful objects so that you know the sections of rocks that are best to break through.
4. Look for objects that will allow you to move more easily through the worlds and learn which routes lead to the most powerful weapons.

#### CREDITS

Written by Andrew Deakin

Graphics by Ivan Horn

Music by Martin Galway

Produced by D.C. Ward

(c) 1987 Imagine Software

(c) 1985 SNK Electronics Corp.