

COMMODORE 64/128



**RICOCHET**

# RICOCHET



## SHADOWY VAPOURS

At last my journey's end draws near, as the Isle of Dragonskulle looms closer on the horizon. My search for the evil Skull of Souls had been successful. As I approached the Isle, I felt aware of an evil so powerful that my soul seemed in peril. The Skull had become aware of my presence. Almost at once, shadowy vapours began to envelop my craft and breathe images of death into my face. The terrified screams rang through my head of those who in distant times had challenged the Skull. Their souls torn from their bodies and consumed by its fiery breath. I began to wonder what terrible creatures had been summoned by the Skull to do its bidding and protect it from the magic empowered within me.

## THE WARNING

The vapours surrounding my craft, twisted and grew and out of them flew spirits of the undead, messengers from the Skull sent as a warning to those who would dare to challenge it. "Thy soul shall be taken", they said in hideous whispers which seemed to echo around in my head. I watched in horror, as they leaped and danced around me as though in jest at my plan to destroy the Skull and his evil minions. Then as quickly as they had appeared, the spirits drifted away and back into the waters from whence they came. The vapours slowly cleared and there before me lay Dragonskulle, its twisted rocks and cliffs deformed throughout an age that was older than time itself. A gigantic Skull carved from a mountain face leered threateningly down at me as I approached the Island's shores.

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Distributed by Mastertronic 8-10 Paul Street, London EC2A 4JH

# RICOCHET

The title 'RICOCHET' is written in a large, bold, stylized font. A sword is positioned horizontally across the letters 'I' and 'C'. To the right of the title is a circular shield with a crosshair pattern.

I knew that with all the terrible power the Skull possessed, this would be my greatest challenge. My destiny now lies close at hand, as the ULTIMATE forces of darkness and chaos gather in strength and prepare to meet their final adversary.

## LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP.

## JOYSTICK CONTROLS

Sir Arthur Pendragon can be fully controlled using your joystick plugged into Port 2. Pressing the joystick button will cause the action indicated by the hand at the top of the screen to be initiated as follows:

**SHOVEL** Once found, this allows Sir Arthur to attempt to dig a hole at his current position.

**MAGICAL ENERGY CLOAK** Once found, this allows Sir Arthur to become invulnerable to most hazards encountered in the game, but for a limited period only. Once used it will need energy replenishment before it can be used again.

**PAUSE** This allows the game to be paused at any time. Press the joystick button again to restart.

**MAGICAL ORB** This will cause Sir Arthur to throw a Magical Orb in the direction he is facing. However, you cannot throw an Orb when your energy cloak is turned on.

**JUMP** This will cause Sir Arthur to jump straight into the air or in the direction of the Joystick.


## KEYBOARD CONTROLS

**RESTART** The game may be restarted by pressing the F1 key.

**CHANGE ACTION** You can change the action indicated by the hand at the top of the screen by pressing any other key.



CBM 64/128



Guide Sir Arthur Fearragon past warrior ants and lava flows to a final encounter with the fearsome Dragonskulle. Use all your resources, both magical and mundane, to survive the terrible tests and destroy the evil.

An icon driven arcade action game for the 64

Features:

Superb Animation · Incredible Sound Effects

Fire Breathing Dragons

**DRAGONSKULLE**



**ROCKET**

IN THE U.K.

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RC 007