

RASTAN

The top Taito coin-op is brought to life on your home micro. Thrill to the real arcade feel as you are plunged in the world of Maranna inhabited by a hardy race of barbarians. King of this race is Rastan, an adventurer, a warrior, a man pure of heart and rich in spirit.

The evil wizard, Karg, thwarted by Rastan in his attempts to overthrow the throne has opened the portals of hells and unleashed a variety of beasts and demons upon Maranna. Only one man has proved himself true enough to confront the hordes; the king himself - Rastan. His task . . . to fight his way through the countries of his continent, killing beasts and demons in order to reach the far-off land of the wizard and the final confrontation with Karg himself, in his deadliest guise, as the soul-sucking dragon.

Will he succeed? . . . its up to you.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

Rastan is a multi-load game so the play button should be left depressed after each section is successfully loaded.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*/.8.1.

(RETURN) the introductory screen will appear and the program will then load automatically.

Leave disk in drive at all times whilst playing Rastan.

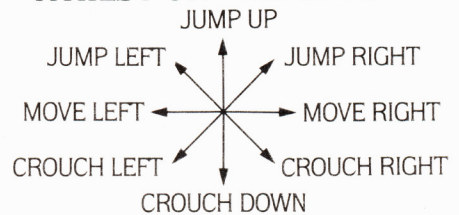
CONTROLS

The game is controlled by joystick in port 2.

Music or sound effects can be chosen on the title page by pressing the space bar.

The joystick controls cause the following effects in these circumstances.

WHILST ON THE GROUND



FIRE - Use current weapon in facing direction

FIRE AND UP - High jump

WHILST JUMPING/FALLING

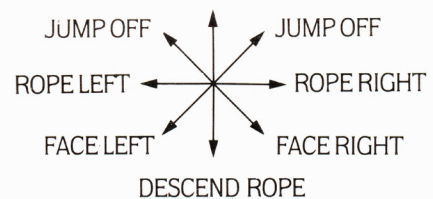
THRUST SWORD UP
(in conjunction with fire)



POINT SWORD DOWN
(in conjunction with fire)

FIRE - Use current weapon

WHILST CLIMBING A ROPE



FIRE - Use current weapon in facing direction

PLAYING

Proceed through all six levels reducing your enemies to sword fodder.

Along the way collecting more powerful weapons. Some of your enemies may carry the following useful or dangerous items.

- SHIELD - Reduces damage
- MANTLE - Reduces damage by half
- ARMOUR - Stops all damage for a limited time
- MEDICINE - Replenishes energy
- POISON - Depletes energy
- RAM'S HEAD - Totally replenishes energy
- JEWELS - Bonus points
- RING - Weapon speed up
- NECKLACE - Doubles points
- ROD - ??Mystery??

Each level has a powerful adversary to be defeated at the end before you can progress.

Rastan can increase the power of his weapons and utilise mysterious powers, the discovery of which will aid your survival and help you complete your heroic quest.

CONTINUE PLAY OPTION

If you lose all lives, you will be offered the option of starting again from that level. This option is offered 3 times after which you must restart the whole game.

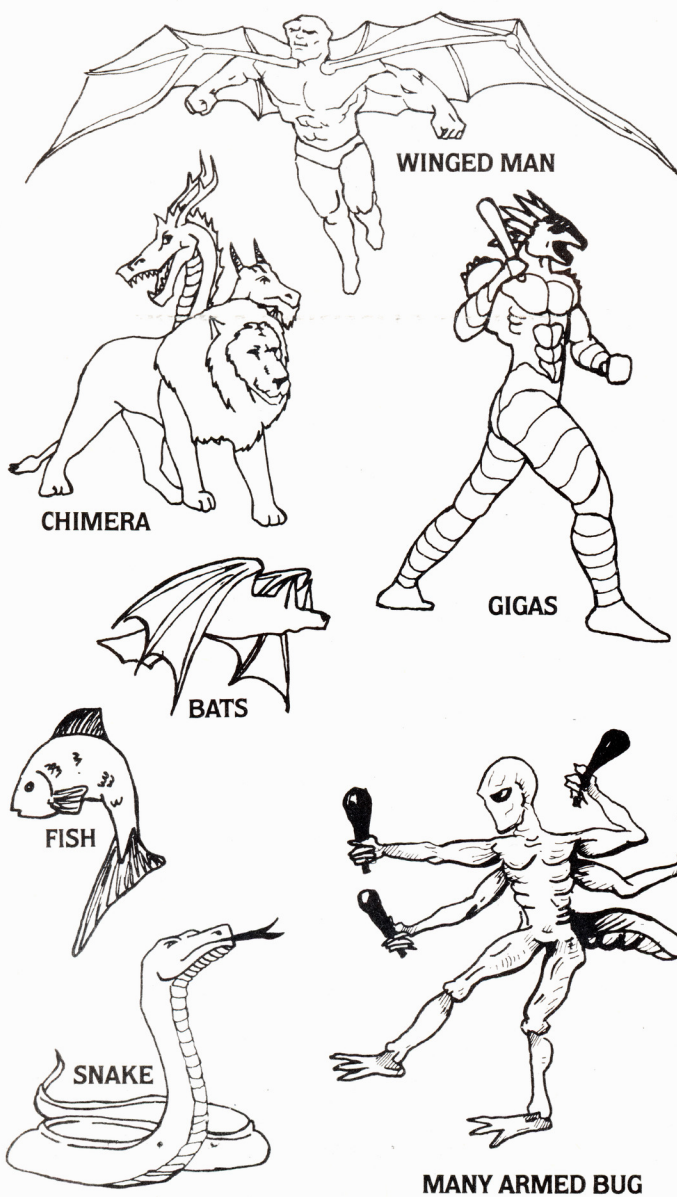
STATUS and SCORING

The on screen display shows current score, high score and lives remaining. There is a gauge showing how much energy you have attached to a beating heart. The less energy you have, the more your heart oscillates. There are also icons to symbolise extra abilities that you may have attained during the game.

- SHIELD - Reduces damage
- MANTLE - Reduces energy damage by half
- ARMOUR - Invulnerability for short time
- RING - Speeds weapon up
- NECKLACE - Double points for enemies slain
- ROD - ??Mystery??

Bonus lives are awarded at 30,000 points and every extra 70,000 points thereafter.

Points are gained by liquidating the following assailants.



SERPENT LADY

WIZARDS

SKELETON

There are also special enemies that gain points of 10,000 to 50,000 points and protagonist which gain mystery points.

HINTS AND TIPS

Collect the most powerful weapons.

Learn which protagonists yield useful and dangerous items.

Practice timing on the swinging ropes as this is essential to completion of the game.

Always try to stand as close to the edge of the ground when jumping over water and lava.

Avoid all contact with LAVA and WATER as this is totally deadly.

RASTAN

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This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, IMAGINE SOFTWARE, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

CREDITS

Written by John Meegan

Graphics by Jane Lowe, Martin McDonald and John Palmer

Music by Martin Galway

Produced by D.C. Ward

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