Zorro.

INSTRUCTIONS FOR AMSTRAD & SPECTRUM

U.S. GOLD
All American Software

Datasoft

REQUIREMENTS
AMSTRAD 464, 664
AND 6128

- Amstrad computer
- Joystick (optional)

GETTING STARTED

Cassette:
1. Connect a joystick to the computer.
2. Turn the computer on and insert the Zorro cassette.
3. When READY appears on the screen. Press CNTL and small ENTER keys. Press PLAY on the cassette and press ENTER.

Disk:
1. Type RUN"ZORRO and press ENTER.
START the game by pressing any key or the joystick button.
EXIT the game and return to title page by pressing ESCAPE.

REQUIREMENTS SPECTRUM

- Spectrum 48k or Spectrum plus.
- Compatible cassette recorder.
- TV or video monitor.
- Joystick (optional).

GETTING STARTED

Cassette:

1. Connect a joystick if required.
2. Turn on power to the computer and TV. Insert Zorro cassette.
3. Type LOAD"" followed by ENTER then press PLAY on the cassette recorder.
4. A Joystick Menu will appear. Choose the appropriate control for your machine.

START game by pressing ENTER or the joystick button.

EXIT game and return to title page by pressing SYMBOL SHIFT and ENTER.

STRATEGY

Evil Sergeant Garcia has kidnapped a beautiful señorita and imprisoned her in his Fort. As the masked crusader, Zorro, your mission is to find the girl and rescue her from his clutches. Garcia's guards will do everything they can to slow you down. Be prepared to do battle! You'll climb ladders, explore dark passages, leap from roof-top to rooftop, bounce on improbable trampolines.
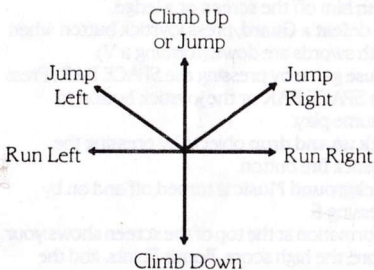
In every screen are puzzles and perils. Mapping is advisable, since you travel through many screens more than once. Work back and forth, from screen to screen, finding crucial objects and clues. And don't be surprised if some objects you find seem to have magical properties! This game is a tricky combination of action and adventure. You'll have to put on your thinking cap to get Zorro through to his lady-love!

GAME CONTROLS AND INDICATORS

Joystick Control

Move the joystick in the directions below to control Zorro.

```
        Climb Up
        or Jump
Jump              Jump
Left              Right

Run Left  ←    →  Run Right

       Climb Down
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Keyboard Control (Amstrad)

Use the cursor keys to control Zorro.
Use the COPY key as a joystick button.

Keyboard Control (Spectrum)
The following keys are equivalent to joystick
movements:-

> 2 -Joystick UP
>
> W -Joystick DOWN
>
> O -Joystick LEFT
>
> P -Joystick RIGHT
>
> Z -Joystick BUTTON

In a swordfight, push joystick toward Guard to
push him off the screen or a ledge.

To defeat a Guard, press joystick button when
both swords are down (forming a V).

Pause game by pressing the SPACE BAR. Press
the SPACE BAR or the joystick button to
resume play.

Pick up and drop objects by pressing the
joystick fire button.

Background Music is turned off and on by
pressing S.

Information at the top of the screen shows your
score, the high score, Bonus Points, and the
number of Zorros in reserve (you start the game
with 4).

SCORING

Kill Guard   5
Get Object from Hotel Storage Room   200
Take Money Bag
    various other things   Current Bonus
Bonus Points The game begins with 2,200
Bonus Points. The longer Zorro takes to
complete a task, the lower the Bonus counter
goes (it never goes below 1,000). After the first
task, the Bonus counter resets to 9,900 for each
remaining task.

HINTS

- Zorro can only carry one object at a time
  (except the hanky, which goes into a pocket).
- When Zorro picks something up, his sword is
  put away; he doesn't drop it.
- Check the Hotel from time to time for new
  objects.
- There can be as many as six different ways to
  leave a screen.

• It's a good idea to make a map to help keep track of Zorro's progress. Indicate on the map objects he's found and where he found them.

CREDITS

Game Programming by James Garon
Computer Graphics by Kelly Day
Game Design by James Garon, Kelly Day,
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Documentation by Kathi B. Tremblay