



FARMING

SPRITS



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# SETUP

In order to play The Last Fungus, there are three ways available, in case you don't have the real Amstrad to play it.

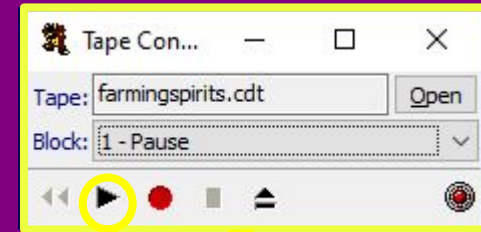
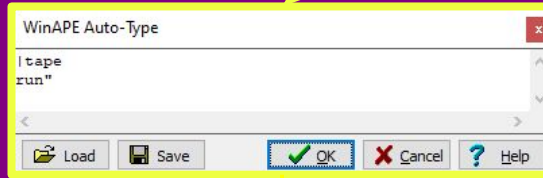
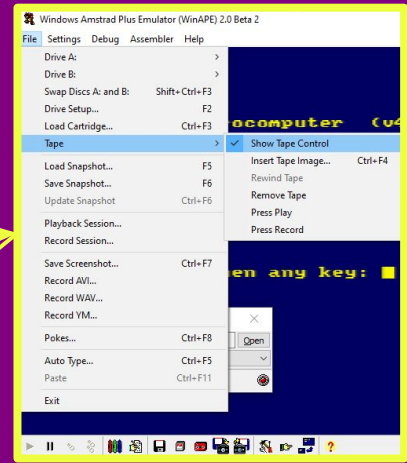
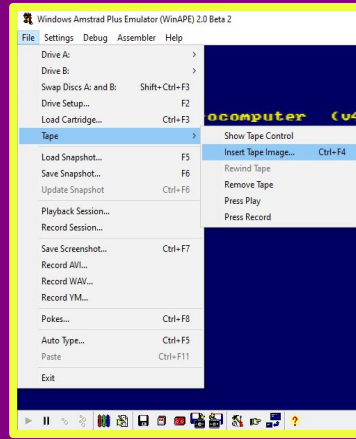
For all of these, you will need an emulator, RVM or WINAPE 2.0 BETA 2 are good options, it is up to you.

- Load the .cdt file (farmingspirits.cdt)
- Load the .dsk file (farmingspirits.dsk)
- Load the .sna file (farmingspirits.sna)

For all the setup examples we will use WINAPE.

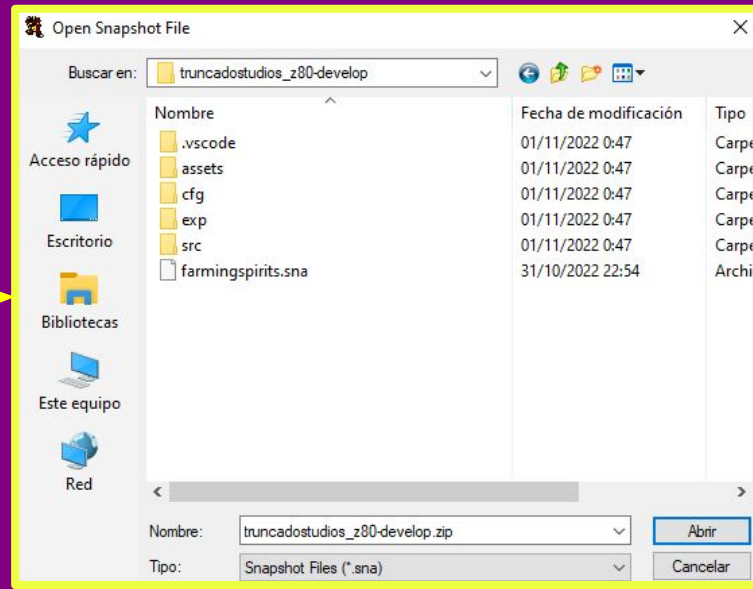
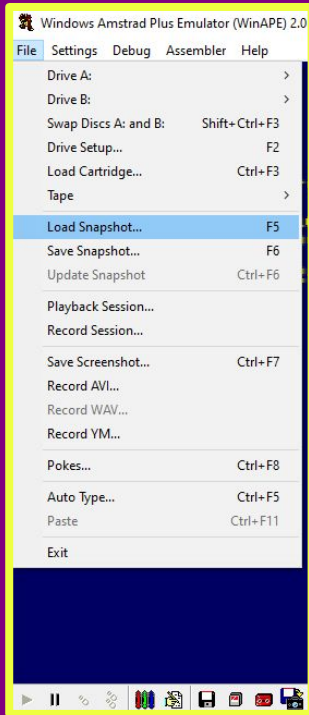
# SETUP (.cdt)

1. Open winape and select File > Tape > Insert Tape Image
2. Select the file farmingspirits.cdt
3. Select File > Tape > Show Tape Control
4. File > Auto Type
5. Type:  
|tape  
run"
6. Press "OK"
7. Press "Enter"
8. Press "Play" in the Tape Control and any key in Winape



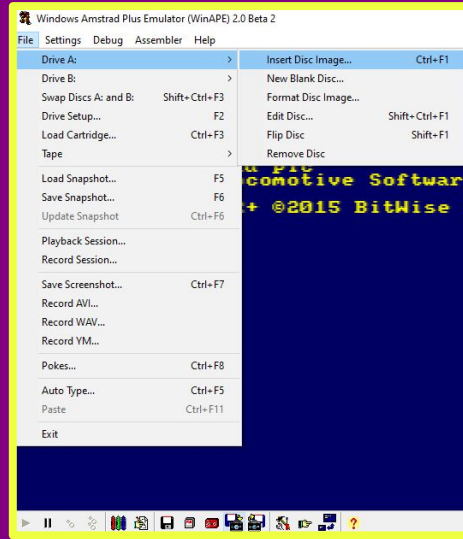
# SETUP (.sna)

1. Select File > Load Snapshot > select the file farmingspirits.sna



# SETUP (.dsk)

1. Select File > Drive A: > Insert Disc Image
2. Select farmingspirits.dsk
3. Type: run" farmings.bin
4. Press "Enter"



# OBJECTIVES

Your objective is to beat all the spirits to get more power. To reach this to get it you will have to cast the right spell on them. The life point on the right tells you which spell to cast. **DON'T LET THEM GET TO YOU!**



# GAME ELEMENTS

## Wizard

This is you. You can only move vertically and cast spells to avoid your death.



## Spirits

These are your enemies, they will advance relentlessly until they feed on your life. Some, like the letter, will shoot at you.



## Spells

You only have 3, one for each possible colour of life point against the spirits.



## Indicators

They are your life and the indicator that the spirits will advance. Keep an eye out for them.





# CONTROLS

## Keyboard:

- **O-P**: Change between spell.
- **Q**: Move the player up.
- **A**: Move the player down.
- **Spacebar**: cast the selected spell



## Joystick:

- **Up-Down**: Move the player up and down
- **Fire 1**: shoot the selected spell
- **Left-Right**: Change between spells.



# GESTURE

One of the enemies is the letter, referencing Larcena's Legacy letters for his builder friends. It will show up sometimes and will shoot at you.



# CREDITS

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