

# SURVIVOR

Deadstone Abbey is an isolated, and rambling manor house which has lain empty for decades. A king's ransom is scattered throughout its hundred rooms, but it has remained untouched because it is known that the manor is booby-trapped and to the very fabric permeated by evil forces.

Angus, desperate for money, is convinced that his instinct for survival will enable him to collect the fortune, armed only with his trusty gun and porcupine bombs, he undertakes the biggest challenge of his life.

Is Angus the SURVIVOR!

SURVIVOR is a fast moving game with smooth rolling graphics. The mansion has seven levels and 1008 different rooms to be explored in search of treasure. Each succeeding level presents new and more difficult challenge.

**CONTROLS:** JOYSTICK  /KEYBOARD

Program by: ADAM SHAFI

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**LOADING:**

**PRESS CONTROL AND SMALL ENTER KEY.**

**Instructions See Reverse**

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## INSTRUCTIONS

Angus starts with only forty bullets. Each room is haunted by various types of spirits. Some of them home towards him if they catch up with him, they explode draining him of energy. He can shoot at the spirits to frighten them away or he can use his porcupine bomb which will frighten all the ghouls that are in the near vicinity. Each time he uses the bomb, he loses strength. Fortunately for Angus, lying abandoned on the floors of some of the rooms are a few bottles of life giving elixir. Angus can regain strength by touching the bottles. Amount of strength gained depends on the amount of elixir left in the bottle.

Angus can also replenish his supply of bullets by raiding the arsenal depicted by the sign of a gun in the game. As he moves around the rooms he can collect coins and money bags with a £ sign.

There are seven levels in the mansion. Angus has to clear the bombs on each level before he can proceed to the next level. Some of the rooms have a signpost. If Angus touches the signpost, directions to the location of the nearest bomb will be flashed on the screen. When Angus has exploded the required number of bombs on a level, he can proceed to the next level. There are 2 bombs on level 0, 3 on level 1, 4 on level 2, etc. . Angus must collect all the bombs on each level before returning to the nearest signpost. Bumping into the post will enable him to leave that level.

The spirits get more difficult to avoid and frighten as he proceeds through the levels, the rewards are also bigger.

At the bottom of the screen there are two indicators. The red one shows the amount of bullets and the green indicator shows the energy level.

**Playing** Joystick button to fire the gun.  
Space bar to ignite porcupine bomb.

### Scoring

Diamond Rings	300 points
Coins	400 points
Notes	500 points
Magic Symbols	200 points

### SPIRITS

Ol' Random	400 points
Mean Wheeler	500 points
Mouth Monster	600 points
Glider Cyborg	700 points

There is a high score table. Use the keyboard to type your name.

Good Luck.

### KEYBOARD CONTROLS:

Z - Left	M - Down
X - Right	K - Up
L - Fires Gun	
Space Bar - Ignites Porcupine Bomb	