ELIDON

The secret forest of Elidon has shrugged off the cold shroud of winter and the Faerie queen is once more the ruler of this magical place. Her faithful subjects flitter and dart through the woodland glades making preparations for the ball at dusk. A hush falls over the forest and in the distance the sound of a horn is heard, echoed by the trill of pan pipes from a nearby clearing.

For many years we have explored the leafy pathways together and you are the only mortal to have touched the hidden magic of this place. Now that the warmth of Spring is here, there is much work to be done.

Deep in the forest grow the seven flowers of Finvarra which are woven into a garland to grace the head of my queen. Seven potions are lost in her kingdom and these must be taken t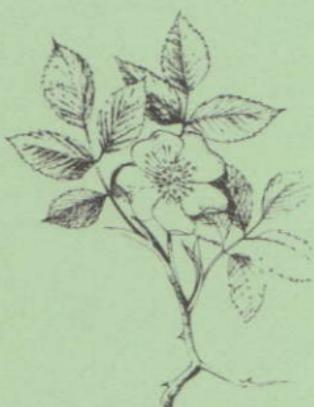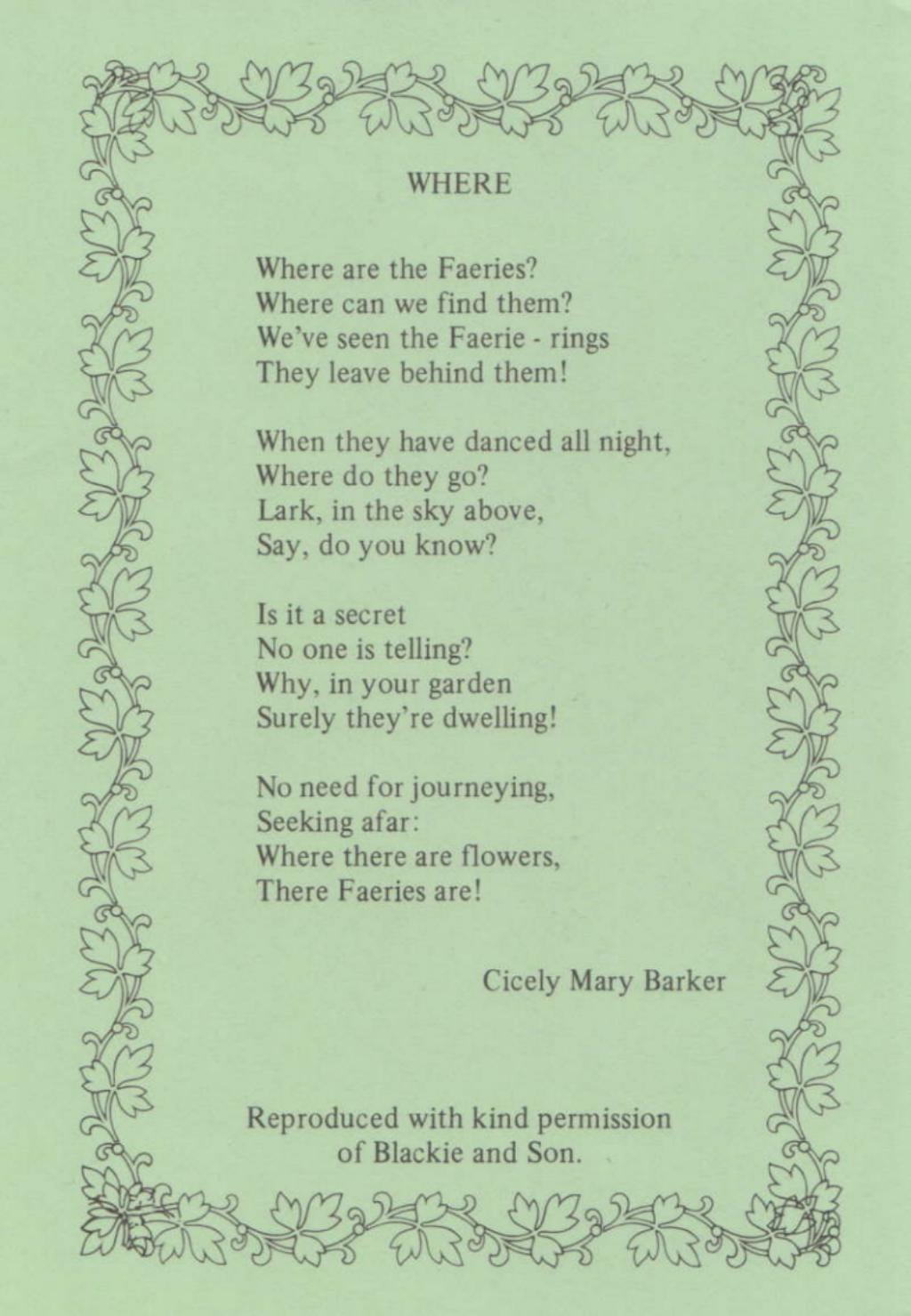o the flowers to make them bloom. Will you help me to complete this task so I may sit by her side? You will learn many things as we travel, for Elidon is not all it appears to be, it has dark places where jealous tree spirits whisper and hide, hungry for the dust that sustains me. It does not give up its secrets easily, barriers must be overcome with harmony and spirits dispersed with a magic touch. Together we can journey through Elidon and find the magic flowers needed to banish winters cold shadow.

WHERE

Where are the Faeries?
Where can we find them?
We've seen the Faerie - rings
They leave behind them!

When they have danced all night,
Where do they go?
Lark, in the sky above,
Say, do you know?

Is it a secret
No one is telling?
Why, in your garden
Surely they're dwelling!

No need for journeying,
Seeking afar:
Where there are flowers,
There Faeries are!

Cicely Mary Barker

LOADING ELIDON

Rewind the tape fully. Type Control-Enter.
Press PLAY on tape.
The game will run automatically, when it has loaded.

PLAYING ELIDON

KEYS:
Z = LEFT
X = RIGHT
O = UP
Ø = HOVER
SPACE = PICKUP/DROP

or use a joystick in port 2

P = PAUSE
A and L = Start new Game
Music ON = S
Music OFF = Q

The Faerie may fly or walk in any room and she can hover by pressing fire. She may pick up any useful items by walking over them and pressing down. She can only carry three of these, and if any more are collected she will drop earlier ones. Faerie dust and lucky charms are collected by touching them.

Original Concept by Paul B. Kaufman
Game Design and Graphics by John B. Marshall
Software Designed by Andrew Green.
Music Arrangement by Jon Maskill
Cover Artwork by Colin Marshall

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Pour charger ELIDON-

Rembobinez totalement la cassette. Tapez Control-Enter. Demarrez la lecture de la cassette. Le jue debutera automatiquement a fin du chargement.

Pur jouer:

Liste des commandes du jeu at touches itilisées

O = haut
Z = gauche   X = droite
O = immobiliser en vol   Ou bien utilisez un joystick connecté dans le PORT No. 2.

BARRE D'ESPACEMENT = Feu

P = Pause
A et L = démarrage d'une nouvelle partie
S = avec musique
Q = sans musique

La fée peut voler ou marcher dans toutes les salles et elle peut s.immobiliser en vol si vous appuyez sur la touch Elle peut ramasser tous les objets utiles. Elle doit pour cela paaser devant. Le ramassage's s'effectue en agissant sur la commande "bas". Elle ne peut en transporter que trois á la fois, et si d'autres objets sont rammassés, elle perda les précédents. La "poudre de fée" et les porte-bonheur sont ramassés par simple effleurment.

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Voulez au travers de la fôret d'ELIDON à la recherche des sept flacons nécessaires pour faire pousser les fleurs - magiques. Ramenez chaque fleur au départ pour terminer le jeu.

Wie "Elidon" geladen wird.

Die Kassette erst nach vorne spulen. Tippe Control-Enter und drucke PLAY. Das Spiel läuft automatisch sobald es geladen ist.

Wie "Elidon" gespielt wird.

Tasten:
$$\begin{aligned}
&Z = \text{links} \\
&X = \text{rechts} \\
&O = \text{oben} \\
&\emptyset = \text{schweben}
\end{aligned}$$
Space = fallen lassen/aufheben

Oder gebrauche einen Joystick in Port 2.

P = Pause
A + L = Beginn ein neues Spiel
S = Musik an
Q = Musik aus

Fliege durch den Wald Elidon um die sieben Flaschen zu suchen, die nötig sind, damit die Zauberblumen wachsen können. Jede Blume muss zurück zum an fang gebracht werden, um die Krone zu vervollständigen. Die Fee kann in jede Richtung fliegen oder gehen, oder wenn die "Space" — Taste gedrücht wird kann sie auch schweben. Sie kann jede gebrauchbaren Stücke aufsammeln indem sie hinübergeht wenn Down gedruckt wird. Feenstaub und Glücksbringer können durch anfassen gesammelt werden.