

ENGLISH INSTRUCTIONS

AMIGA



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IMPORTANT

1) No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of *Arabian Nights* becoming less viable. If you enjoy entertainment software of this quality, then please have a sense of responsibility.

*Any fool can copy software...
It takes a little more intelligence not to*



WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or hire or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to the Federation Against Software Theft, 0628-660377.

2) Virus

All *Arabian Nights* disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the *disk(s)* only to Krisalis Software Ltd. Krisalis always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the *disk(s)* only enclosing a SAE.



CREDITS

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LOADING THE GAME

Switch on your Amiga and insert the game disk. After a short while a loading screen will appear shortly followed by the main game screen.

INTRODUCTION

The sky was bright, the birds were chirping and the beautiful princess Leila was on the balcony. Not that you should be standing around all day, no, you have work to do and the job of Chief Gardener's Assistant Helper 2nd Class is a tough one.

Weeds to weed, plants to plant and bushes to erm, trim. But how can you work when princess Leila is high on the balcony, fending off a huge winged demon. Ah, how cute... wait a minute, a DEMON!?! Within seconds you are scaling the palace walls to rescue your love. Heights weren't always your best subject but you can worry about falling later. You have to rescue Leila.

You reach the top just as the Demon begins flight, carrying Leila. A valiant leap later and you're hanging by the demon's feet. It dives and screeches but you refuse to let go. Until the demon swipes it's other foot at you and you are thrown



groundwards. After a few minutes of blackness you hear the palace guard, something about it all being your fault and how a life sentence in the dungeon would sort you out...

INSTRUCTIONS

Your first problem is being locked up in the palace dungeons, but I'm sure that it won't take you long to figure out how to escape. Once that is sorted you've got to rescue the princess to prove your innocence. Now, even though I'm sure the evil Vizier is on the nice side of cunning, evil, cheating and nasty, I don't think he will take all this lying down, no, pitted against you are all his minions and four mean Djinnis. Good luck...

CONTROL

There are two options open to you on the Title Page. They are 'START' and 'OPTIONS'. The options screen allows you to alter the difficulty level at which the game will play. Also on the options screen is the Music Test and the Detail Level (For more information on this feature, read the section titled 'Expanded Hardware'). To begin the game, simply select 'START'. The game will proceed to load.

If you leave the Title Page for a while, the game will begin running a demo. When the game is loaded for the first time, the demo will simply be of the first level. Each game after that, the demo will show the player's exploits. Every mistake and slip up...

There are several different control methods for each of the separate game styles. All levels can be controlled by keys or joystick. Arabian Nights also allows for the use of two button joysticks such as a megadrive joy pad.

The different control methods are:-

'Select' button is either 2nd fire button or <SPACE>

'Action' button is either 1st fire button or <RETURN>

PLATFORM SECTIONS.

	Joystick	Keys
Run Left	Left	Z
Run Right	Right	X
Jump	Up	[
Duck	Down	;
Attack	Fire	'Action'
Enter/Drop through	Down & Fire	;& 'Action'



FLYING CARPET SECTION

	Joystick	Keys
Fly Left	Left	Z
Fly Right	Right	X
Fly Up	Up	[
Fly Down	Down	;
Shoot	Fire	'Action'

SWIMMING SECTION.

	Joystick	Keys
Swim Left	Left	Z
Swim Right	Right	X
Swim Up	Up	[
Swim Down	Down	;

MINE CART SECTION (IN MINE CART).

	Joystick	Keys
Move Left	Left	Z
Move Right	Right	X
Leave Mine cart	Up	[
Mine cart Hop	Fire	'Action'

There are some key controls available other to those listed above.

Idea	'Select' (when light bulb is flashing)
Inventory	'Select'
Pause	P
Lose Life	<ESC>
Quit	Q
Help	Toggle between solid/transparent text boxes.

It is necessary to combine moves to complete the game, such as attacking with your sword while jumping to attack in mid-air and running then ducking to slide under obstructions. Try them...

STATUS

While a lot of action will be going on in the centre of the screen, the side panel and top panel also contain useful information. The side panel is on the bottom left-hand side of the screen and shows your lives and energy. Energy is represented by full blue bars and lost energy is shown as empty grey bars. The number of bars shown is how much energy points you can have. It is possible to replenish energy with some energy



pots and you can also increase your total energy by collecting the magical amulets. Lives can be increased as well if you're lucky.

The top panel contains what you are holding and the score. Each of your hands are shown on the panel along with what you are holding. Usable items appear in your left hand while weapons in the right. These can be changed in your inventory.

There is a special case on the mine cart level where your hands are not shown and neither is your score. Instead you are given a little piece of text to tell you who is in front as well as a timer.



INVENTORY

While playing Arabian Nights, you will discover objects which may prove useful for puzzles later in the game. All of these items will be kept in your Inventory.

To bring up your inventory either tap the space bar or if you are using a two button joystick, press the second button. To exit the inventory tap the 'Select' button again.

The main area of the Inventory consists of the items you are carrying. A little picture of the item will be shown and can be selected by pressing the fire button. If you have more than one of any item, a number will be shown next to it.

On the right of this area is the health meter from the game screen. When you use energy pots, you will see the effect on this screen. Below this is what you are currently using. Next to this is the currency for this level and how much you have collected so far. The currency may be needed for certain puzzles in the game. The more you collect, the greater the bonus at the end of each level also.

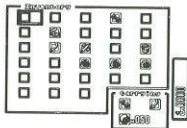
There are two ways of collecting items. You can either be given them by talking to the different characters in the game or find them in the treasure chests on each level.



Once you open a chest by touching it, it will open and a swirl ball of energy will come out. When you collect it you will be informed what you have found. Now, you can either use the item straight away by pressing the 'Action' button. Or you can store it in your inventory by tapping the 'Select' button. Some items are used straight away such as extra lives and power-ups.

When you enter the inventory, you will be controlling a small red box. Move this box to the item you wish to use and then press the 'Action' button. To exit the inventory, press the 'Select' button.

Here's a small selection of objects you will probably find during the game.



Very useful for potential escapees. The dungeon key!



An energy pot. This will give you back 1 energy bar.



Less common, this pot gives you 2 energy bars back.



Very rare. A full 3 energy bars can be gained with this.



Mystical amulets give you more potential energy bars.



Hack and slash away with your basic sword...



...but this one fires projectiles!



Search out these beauties, you'll need them!



CUSTOMS

Once a level has been completed, you will be taken to the Arabian customs offices. Collecting currency and items from each of the levels attracts the attention of the officials and they want to speak to you. Don't worry, they won't take anything off you that you will need and they are always fair. Bonus points are given for items they take.

This is where the bonus points are awarded for the mine cart level.

COMBAT

To rid the world of the evil crazed minions of the Vizier, you must master sword play. To attack, simply get as close as possible to your 'victim' and press the 'Action' button. If you timed it right, the enemy will lose an energy point and perhaps, their life!

Power-ups are also available. These enable you to fire projectiles from your sword making it easier to attack.

The enemy energy bars will appear above yours and the enemy will die once they are depleted. Although, if the enemy

hits you, or you land on a spike etc. you will lose an energy bar. If you only have one left, it will flash to make it easier to spot. Lose all your bars and you die. Remember to store those extra energy pots for later when you really need them.

ENEMIES

Not all the creatures who attack you can help themselves. Most are under the influence of the Vizier's evil spells. OK, a lot of them just don't like you but a few have resisted the spells and will try to help you. Don't expect help straight away though, some may require you to help them.

KEYS

Unless you have the build of a 20st wrestler, locked doors can cause problems. Luckily doors with locks must have keys so all you have to do is find them. Remember though, not all doors can be opened with the same key. Use keys in the same fashion as you would any object, select them from your inventory.

MONEY

In each of the levels you will find some form of currency. Though it is not always coins, the inhabitants will always be a



stop you from progressing. Your only chance is to defeat them in their lairs. Usually, you find each of the Djinnis at the end of certain levels. The levels mirror the Djinn in it, so be cautious when travelling through a level.

TELEPORTS

One method of travelling around without using any boot leather is to use the magical teleports. Step into one here and pop out somewhere else, as easy as that. Teleports are usually hidden inside things. On the first level these are the big painted pots. The rest of them, you will have to find yourself. Remember, not all the teleports are two-way so think carefully before stepping in.

SCORING

With so much to do in Arabian Nights, you can expect to attain a big score. You are awarded scores for all sorts of different things. Disposing of an enemy will give you points and so will collecting currency, completing tasks and finishing levels.

The mine cart level is a special case where you will be given points for finishing first, your time remaining and finishing inside your cart. There is also a special secret bonus but you will have to find that yourself!

LOSING A LIFE

Eventually, rabid bird attacks, spike wounds and acid baths may cause you to lose a life. When this happens your life counter will go down and you will begin the level again. But don't worry, you won't need to start the level from the start. You will be placed in a safe spot where you have already been. This may be a couple of screens away from where you died.

For a few seconds after starting on a new life you will be invulnerable to help you get away. This is shown by your hero flashing. When the flashing stops, you will be able to be hit again.

If you manage to lose all your lives the game will end and return to the title page. Don't worry, try again, I'm sure you'll do better next time.

EXPANDED HARDWARE.

If you are playing Arabian Nights on a machine with a faster processor or extra memory, you will benefit in the game. With a faster processor, you will be given more action on screen. More detail will be assigned to the levels. With more memory the game stores the levels. If memory allows, the whole game can be kept in memory cutting down on disk access. With a little extra memory some recently played sections will be stored.



NOTES

A



B



C



D



E



F



G



H



I



J



NOTES

A



B



C



D



E



F



G



H



I



J



NOTES





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