ASTERIX

THE STORY SO FAR

Obelix (the chubby one), has made a terrible mistake. He hurled a menhir at the Romans, but missed and instead hit Getafix, the old druid, square on the head. Getafix was knocked out cold and, when he regained consciousness, he had lost his memory.

There has been an even worse side effect however. The knock on the head means he no longer remembers how to make the Magic Potion. Without this, the Gauls will be defeated by the Romans.

There is a cure for Getafix's condition. Unfortunately, only he knew the correct ingredients required to produce it!

THE SOOTHSAYER

In the middle of this chaos there appeared in the village a mysterious soothsayer named Prolix. He is no more than a cheap conman though, and views the credulous villagers as his meal ticket to an easy life. Unfortunately, the Romans think differently. They kidnap him, intending to use his influence over the villagers to convince them to surrender. To their delight, they find him a willing accomplice.

STRAWBERRIES AND OIL

You must take the part of Asterix, the only clear headed person left in the village, and collect the ingredients needed to help Getafix recover. This hunt will take you around the village, through the woods, and even into the Roman camp itself!

LOADING

a) Set up your ATARI ST in the usual way. Refer to your Owner's Manual if required.

b) Switch on your monitor or TV, then your ST. Place the program disk in the drive. After a brief period the game will begin to load.

c) A prompt will appear. To continue a previously saved game enter 'Y', otherwise enter 'N'.

d) Press Esc to skip the introductory sequence.

e) Use the colour code card and your keypad to answer the loading sequence questions.

PROBLEMS

If you experience any problems with this software, please carry out the following procedures:

a) Make sure you are following the loading instructions correctly.

b) Please switch off your ST from the mains and disconnect any external drives or upgrades and try re-loading.

c) If problems persist, please try another piece of software that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer, stating the exact problem(s) encountered.

NOTE: We suggest that you ensure the disks are write protected. Refer to your Owner's Manual if required.

This product requires your computer to be connected to a television or colour monitor. It will not work on the Atari high resolution mono monitor.

JOYSTICK CONTROLS

WALK UP

WALK LEFT   WALK RIGHT

WALK DOWN

Without FIRE Button Depressed

FIRE = JUMP UP

JUMP LEFT   JUMP RIGHT

With FIRE Button Depressed

N.B. The 'Jump Up' control only works in the forest.

KEYBOARD CONTROLS

KEY	↑	↓	←	→	Enter
ACTION	Up	Down	Left	Right	Jump

BEND/PICK UP: press the Space key.

KNOCK DOWN A WILD BOAR: press Enter.

PLAY DICE: come close and press Enter key.

GO INTO THE CHIEFS HOUSE: go to the door and press Enter key.

BUY: when near the shop assistant press Enter.

TYPES OF ACTION

To get the ingredients needed to restore Getafix's memory, Asterix must perform a variety of tasks:

BUYING: Items may be purchased in the Gaulish village, but this costs a fair few sesterces. Asterix isn't averse to a little gambling to raise money.

PLAYING DICE: Asterix may play against the Soothsayer or the Romans in their camp. The opposition rolls first, Asterix follows. The principle is simple. To win, Asterix must score the most points. Bets are placed prior to each roll. To shake the dice before throwing simply shake the mouse, pressing the right mouse button when ready to throw, a double allows the contestant to throw again. If Asterix wins, he gets everything in the pot.

BOAR HUNTING: Boars roam in the forest. Stay out of their path, or Asterix will be hurt and lose valuable life points. These lumbering beasts can be neutralized and success earns Asterix quite a few points. To knock them down, he must stand set back from their path, facing the screen. Then, as they pass, he must strike them with all his might.

FIGHTING THE ROMANS: As he travels through the woods, Asterix may happen across a solitary Roman. On these occasions he has two options. He may flee, or alternatively he can fight using all his Gaulish strength and cunning. Remember, he has no magic potion, so he may well be exhausted. But distracting the guard's attention, before attacking and rendering him senseless with one of his daunting manouvres, is often a good idea.

Should he meet an entire patrol, there's no cause for alarm. The cowardly Romans run away at first sight of our hero.

CONTROLS FOR FIGHTING

ACTION	KEYBOARD	JOYSTICK
Asterix points	F1 key	Centre and press the FIRE button
Slap face	F2 key	Push shaft to the right and press the FIRE button
Punch from bottom to top	F3 key	Push shaft downwards and press the FIRE button
Punch from top to bottom	F4 key	Push shaft upwards and press the FIRE button

SELECTING THE INGREDIENTS: When Asterix has gathered sufficient ingredients, he may try to prepare the potion that will restore Getafix. He must travel to the far left of the village where Getafix and Obelix await him.

When he reaches the correct place, a cooking pot cursor appears, which allows him to click on the three ingredients he wishes to blend (ingredients can be put back down by clicking on them a second time). When it has been created, Asterix can choose to have the mixture tested on either Getafix, or a Roman (provided he has captured one). Take care with your experimentation though, as each mix provides only three doses.

When you are ready to leave the Mixing Screen, click the left mouse button or press the Esc key.

QUITTING AND SAVING

By pressing the Esc key you can skip the presentation page or quit the game. If you wish to quit and save, press the F10 key.

METERS

These are found on a strip along the bottom of the screen in the form of two icon lines:

LINE 1 (from left to right):
a) 9 spaces containing boar-legs which symbolise life points. You lose these when knocked down by fish, or when fighting boars and Romans.

b) 6 spaces meant to contain sesterces. These can be won by playing dice. They are used for purchasing various items in the Gaulish village, such as the Golden Billhook, which, used as a joker, slows down Asterix's loss of energy.

c) The remaining 3 spaces are for the items bought by the player.

LINE 2 (from left to right):
a) The first space contains either
   - Getafix's head showing his state of health.
   - the head of the character whose words currently appear in the text box alongside.

b) The remaining six spaces are intended for the ingredients.

TO WIN

You have won the game when you succeed in brewing the magic formula and had either Getafix or a Roman taste it. It will not be easy though, since there are over twenty combinations.

OR LOSE

If Asterix makes the old druid drink too many of his concoctions, his condition worsens and you will lose the game if he gets into a weak state. It's vital for Asterix to capture a Roman to experiment on.