

NOVANA

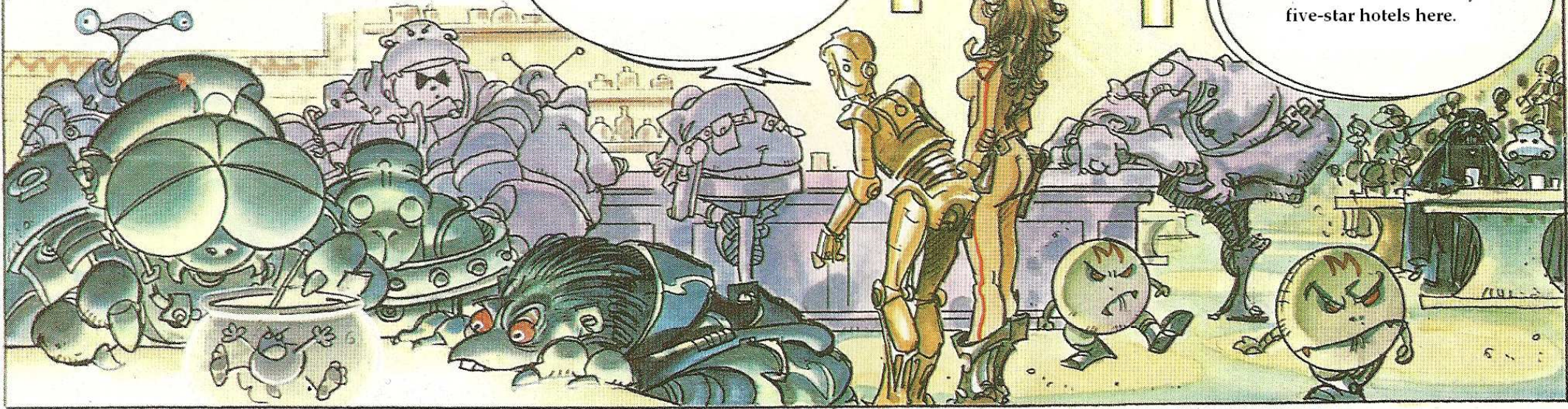


ATARI ST, AMIGA, PC

LORNA BY AZPIRI

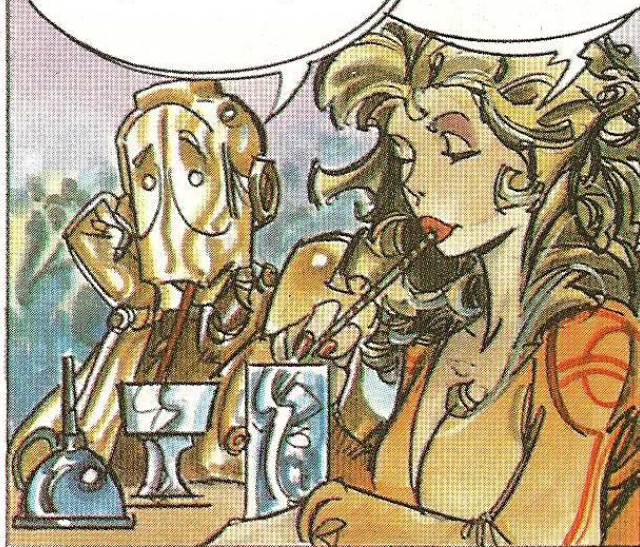
I don't know why we have to stop in the galaxy's most strange places.

It's a way to quench our thirst. There aren't any five-star hotels here.



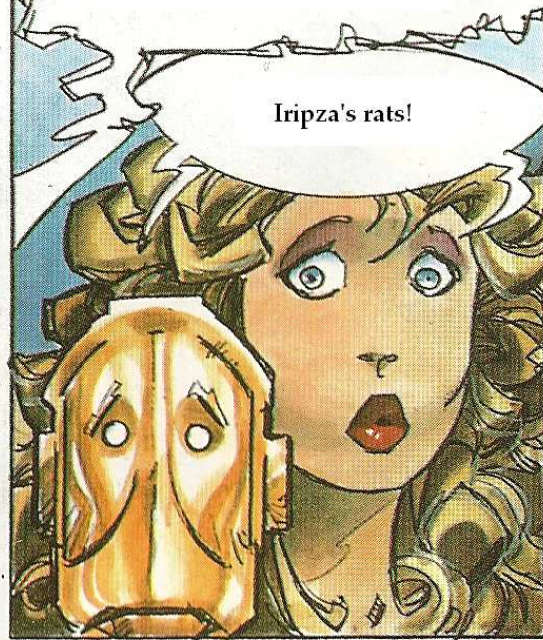
Honestly, a drink wouldn't hurt me. My cogs are creaking.

See, you're always whining.



URGA ON! OCANTO!

Iripza's rats!



Professor! Help...! Are you sure you don't want her? I believe it's a mistake.

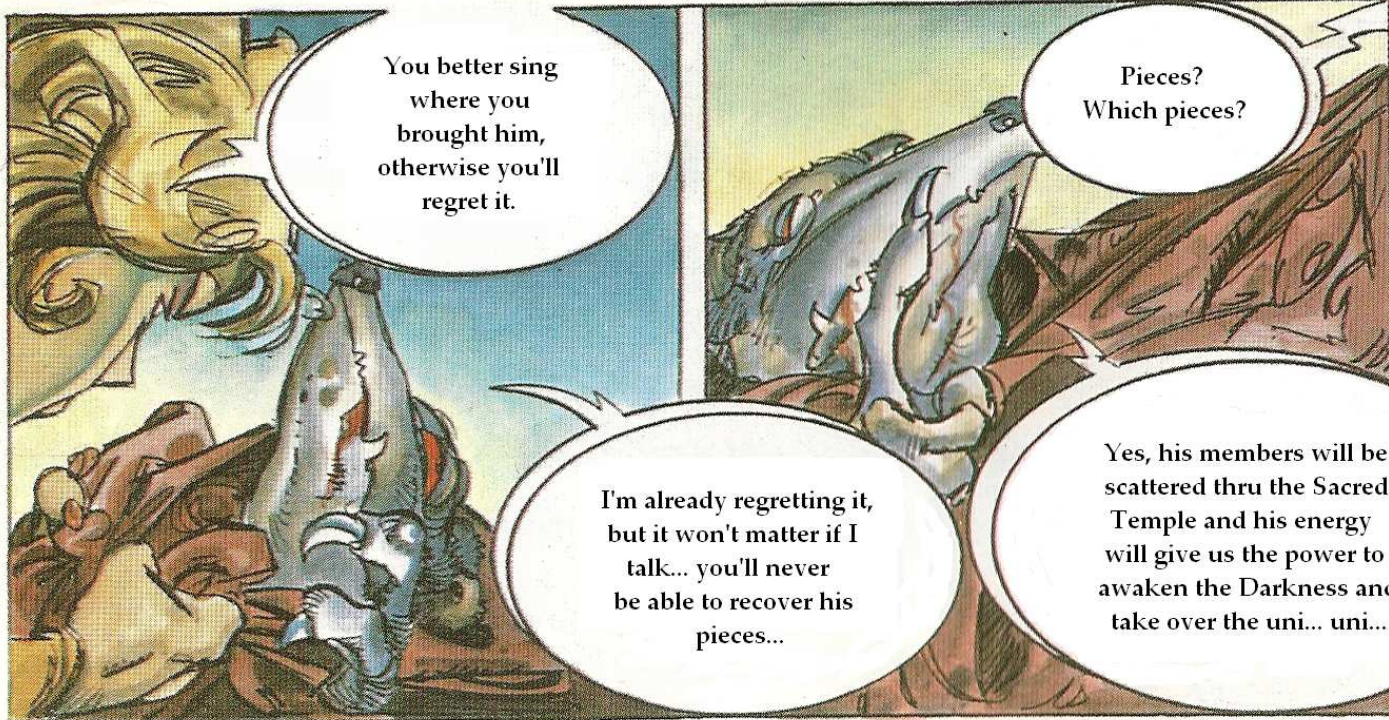
NO... YOU METAL ONE!





Cursed sewage dwellers, leave my robot alone!

I'm just a miserable rusty tin can (excuse me), It's better if you grab her instead... Help!



You better sing where you brought him, otherwise you'll regret it.

Pieces? Which pieces?

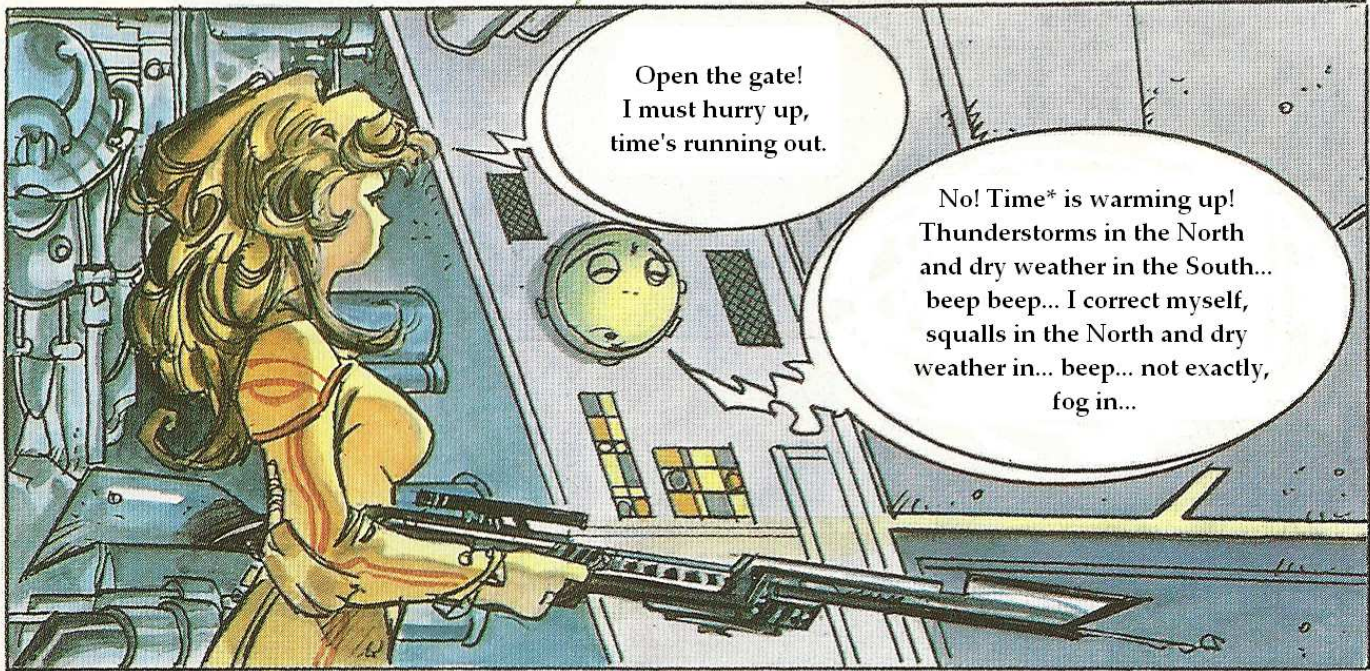
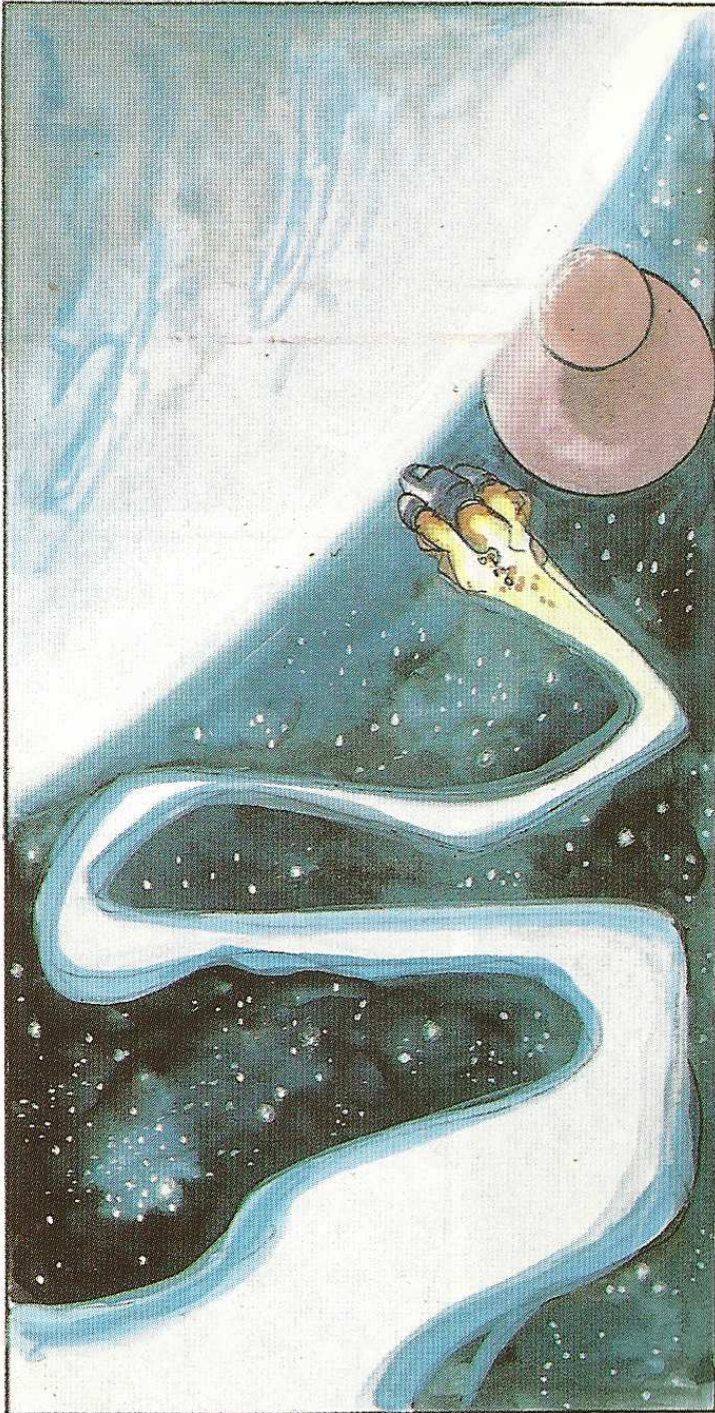
I'm already regretting it, but it won't matter if I talk... you'll never be able to recover his pieces...

Yes, his members will be scattered thru the Sacred Temple and his energy will give us the power to awaken the Darkness and take over the uni... uni...



Heavens! My robot, dismembered! I must prevent it!

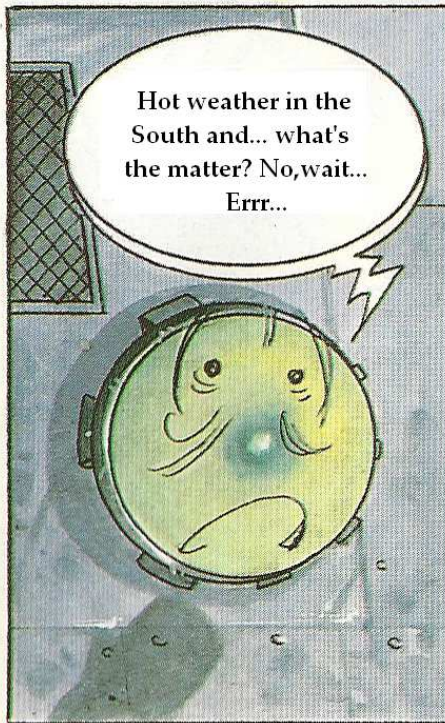
...verse.



Open the gate!
I must hurry up,
time's running out.

No! Time* is warming up!
Thunderstorms in the North
and dry weather in the South...
beep beep... I correct myself,
squalls in the North and dry
weather in... beep... not exactly,
fog in...

*Spanish pun: "tiempo" is both "time" and "weather".



Hot weather in the
South and... what's
the matter? No, wait...
Errr...



Pain in the butt!



That damned piece of junk left me on the opposite side of the planet. I'll have to steal the Temple wardens' motorbike.



Haw, haw, haw.
Lorna, I challenge you... You'll never rescue your robot or leave this planet alive.

FIRST LEVEL

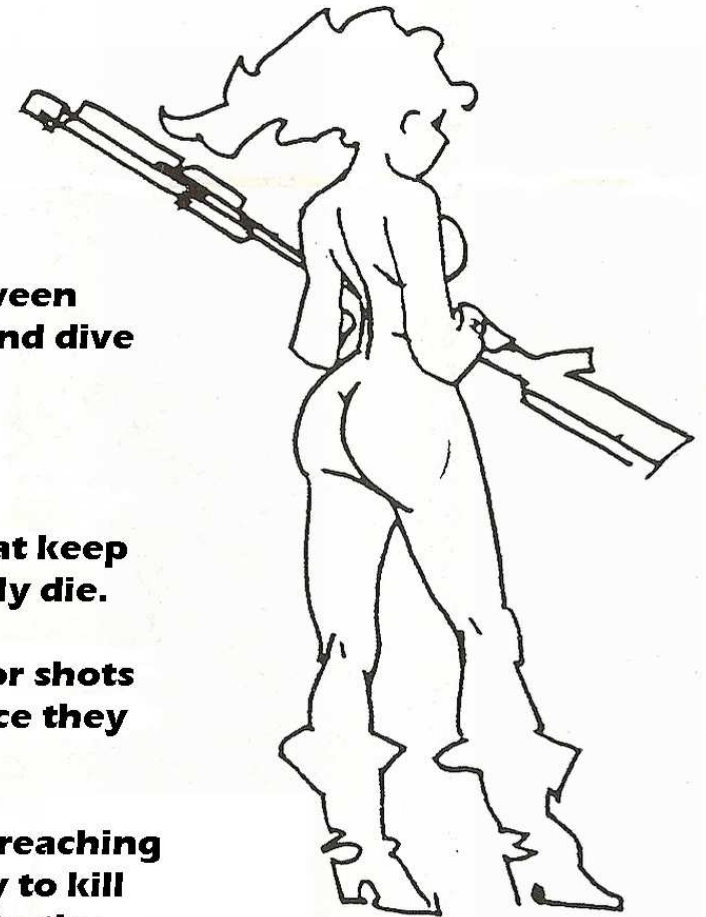
It is set on a planet inhabited by beings born of a strange mutation between amphibians and apes that have the ability to climb trees, walk on land and dive under water.

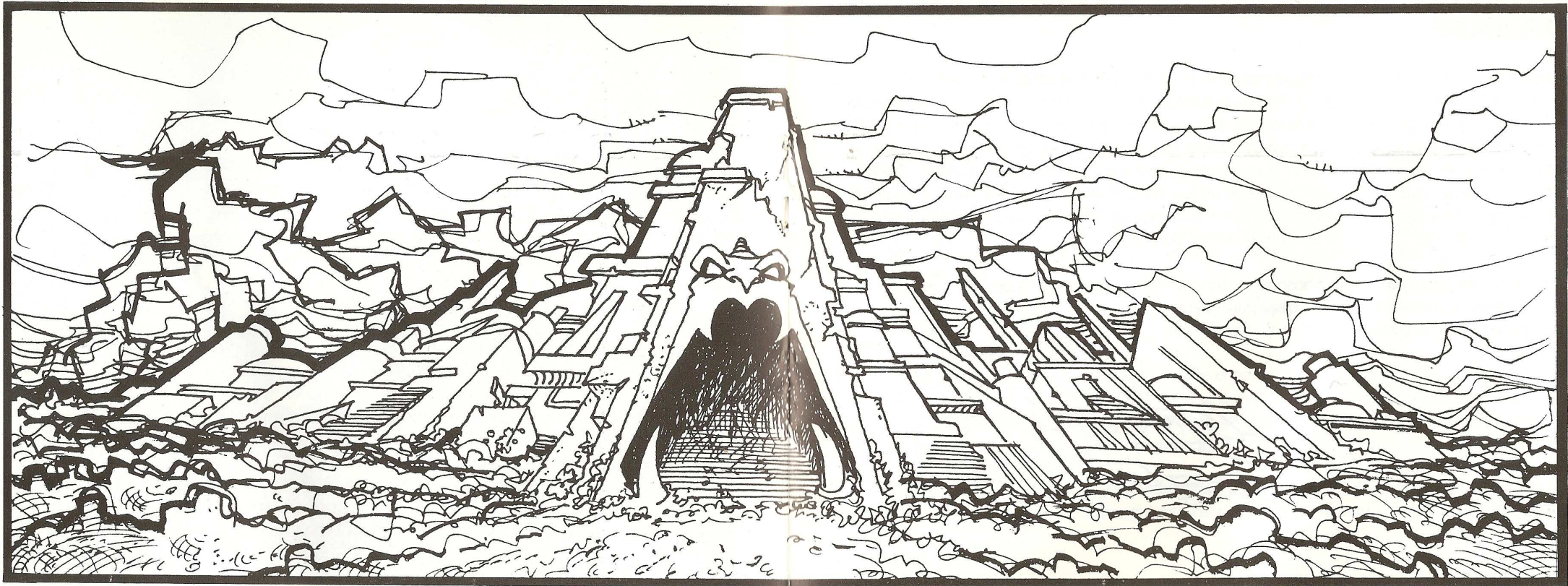
These strange beings attack and strike you, draining your energy.

The whole zone is watched over by patrol officers armed with pistols that keep everyone from approaching the Temple. If you're shot, you'll irremediably die.

You can eliminate any of these two types of enemies with either blows or shots (beware, you only have twelve bullets to finish the whole game, and once they run out there's no way to get them back!!)

In this stage your mission lies in walking through the swamp zone until reaching the lair where the patrol officers are. Once there, you must move quickly to kill one of them and steal his motorbike, and as soon as you do so you'll go to the next stage.





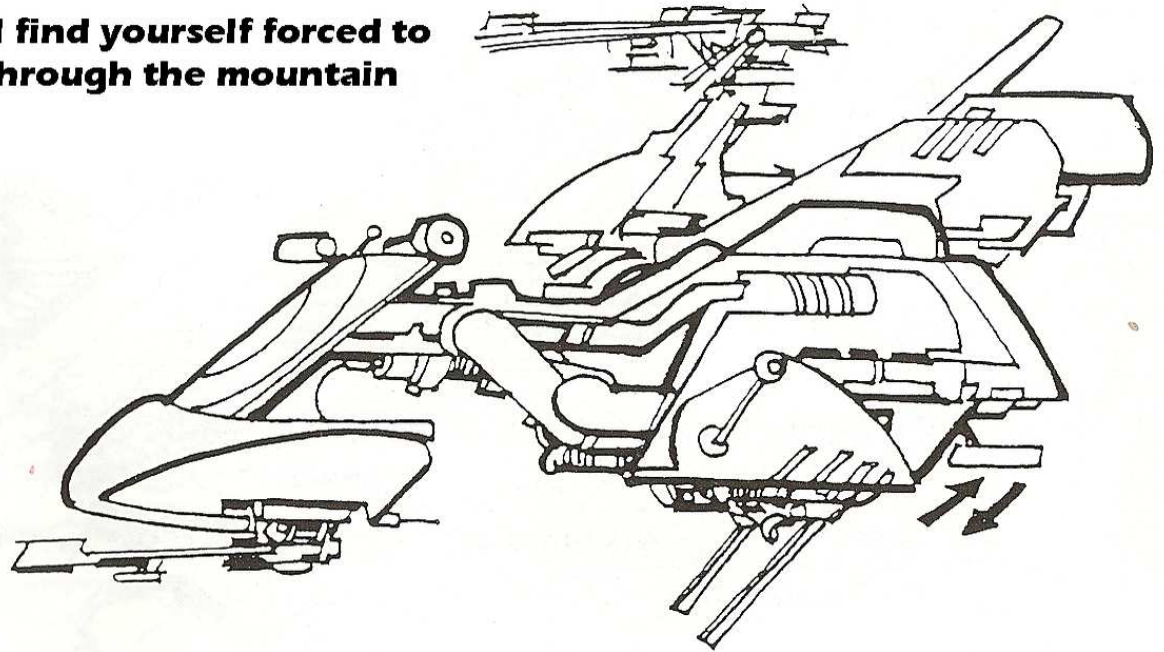
SECOND STAGE

Now your mission is to go through the forest riding the patrol motorbike you stole.

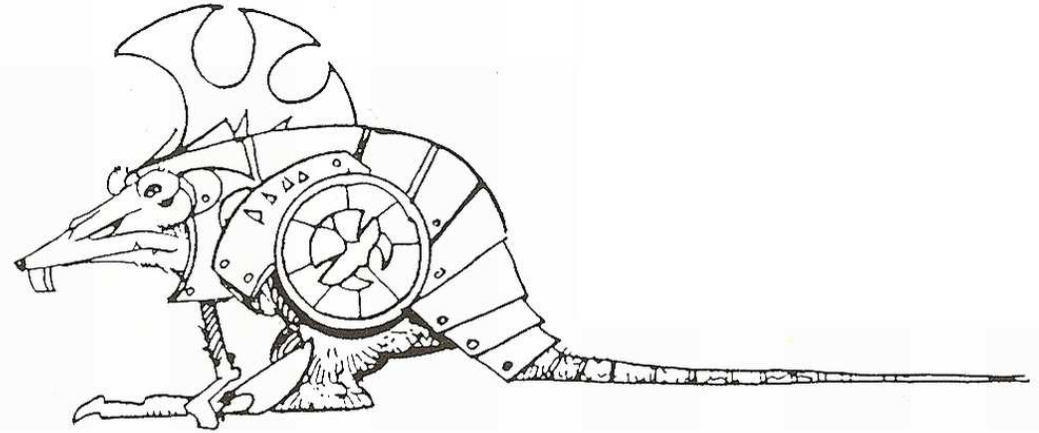
You'll have to rely on your agility and speed to cross the forest, because the bike flies very rapidly, so dodging the trees won't be easy at all, and just in case this weren't enough, you'll also find more motorized patrol officers that will chase you. One way to get rid of them is to dodge them in the precise moment to make them crash into the trees.

Your motorbike owns a "turbo" pedal that you can press to leave the patrols behind, but this supposes twice the risk, because the speed will double and consequently the chances of flying against the trees rise. To use the "turbo" you must keep the fire button pressed.

Once you've managed to cross the forest you'll find yourself forced to leave the motorbike and go into a cave to go through the mountain put up in front of you.



THIRD STAGE



This time you're in the insides of a cave that hosts a strange village that you'll must cross to reach the opposite side of the cave and return to the forest.

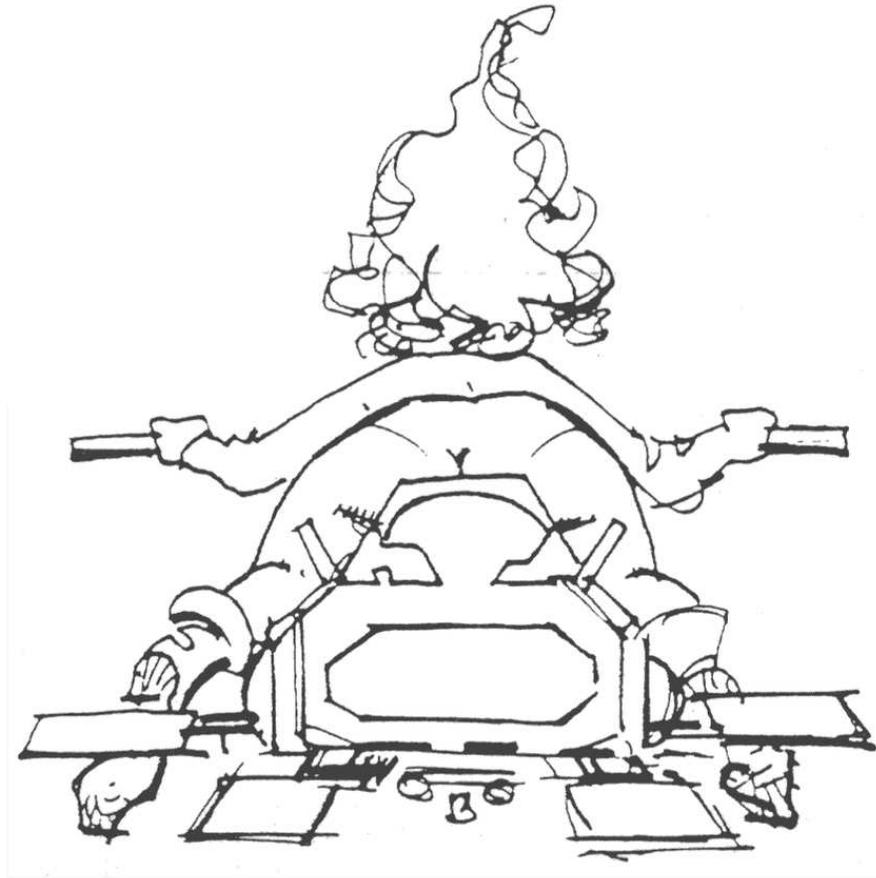
The inhabitants of this village are quite assorted, several of them that you'll meet there are:

HOODLUM: This beast runs towards you, jumps over your head and strikes you, draining your energy with every hit that connects. It won't leave you alone until you kill it.

JACOBEE: It runs towards you and hits you with its sword, making you lose energy on each blow.

LOVEFUL: It's a being who's madly in love with LORNA and his sole purpose is to stay next to her in every moment. It's an annoyance, because if he gets too close he'll grab you and won't let you attack, so you'll be temporarily defenseless, as he'll detach a little later and allow you to continue your way. The only way to keep him from sticking to you is to hit him when he's nearby, this will scare him away.

BI-TOAD: It attacks with a big sword that will make you lose much energy. This beast appears at the end of the stage, you won't be able to go to the next one until you kill it; to do so you'll have to strike it several times.



FOURTH STAGE

Once you've succeeded to cross the mountain you'll find yourself again in the forest, so you'll have to steal another bike to get through it.

In the same fashion from stage 2, you must fly through the forest being careful not to crash into the trees or to lose track of the patrols that chase you and are now more dangerous and abundant. Your strategy will be the same, dodge them all the time and try to get them to fly into the trees. You also have a "turbo" to increase your speed.

FIFTH STAGE

This is your mission's final stage. You're in the undergrounds of the Temple, where your robot lies in scattered pieces. Logically your mission is to go across the uncharted corridors of the Temple in search of these pieces (six in total) to finally bring them to a booth where you'll be able to rebuild it. (this is the only place where you can rebuild your robot and only when you get the six pieces)

To move through the undergrounds you have a series of teleporting booths that are interconnected in pairs. To ride them you must stand below them and hit fire; you'll be sent to another corridor.

The innards of the undergrounds are populated with enemies that will change upon corridors. Some of them are:

RATS: They're trapped in galleries that aren't visible at first sight; however, you'll know when they're going to get out because they remove the portcullis in front of their gallery.

DRAGONS: They fly over the galleries while shooting fire balls. You'll lose energy if these balls hit you, so you'll have to stay attentive to dodge them. A way to avoid unnecessary risks is to eliminate these dragons.

MONKS: Like the previous enemies, they fly and shoot fireballs, but with a difference: the fireballs cast by these monks spawn skeletons armed with swords and shields. You can't fight the monks. you can only attack

INFORMATION PANELS / CONTROLS

You'll see a series of indicators in the lower half of the screen with the following purposes:

- **Energy:** it's a red gauge that shows your current amount of energy.
- **Lives:** a number shows the remaining number of lives.
- **Shots:** you get three magazines of four bullets to finish the game.
- **Robot:** it shows during the whole game but it won't be enabled until the final stage. It will display the fragments of your robot as you collect them.

CONTROLS

Joystick

UP OR DIAGONAL UP: Jump.

LEFT OR RIGHT: Walk.

DOWN + FIRE: Shoot the gun.

FIRE: Short-range high attack with the weapon.

LEFT OR RIGHT + FIRE: Mid-range mid-height attack.

UP + FIRE: Kick.

P: Pause.

F10: toggle the game mode in stages 2 and 4.

F9: in the Atari version, toggle the screen frequency (50/60 Hz). In the Amiga version, change the sound volume. In the PC CGA version, switch the palette.

Keyboard

H: Pause.

Q: Jump.

A: Duck.

O: Left.

P: Right.

SPACE + A: Shoot gun.

SPACE: Short-range high attack with weapon.

SPACE + O or P: Mid-range mid-height attack.

SPACE + Q: Kick.

DEVELOPMENT TEAM

ORIGINAL IDEA: Alfonso and Jorge Azpiri.

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GRAPHICS: Alfonso Azpiri.

PROGRAMMING SUPPORT: Antonio Moya.

COVER: Alfonso Azpiri.

MUSIC: T.P.M.

DISTRIBUTOR: Erbe Software.

PRODUCTION SECRETARY: María Dolores Navarro.

PRODUCTION: Javier Nieto.

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