The MYSTERY

Genre: Arcade, Adventure

Intro

Story:

Big fiery object flew at about 7 A.M. over the Enisey River from the south-est to the north-west.

The flight was finished by explosion on the height about 7-10 km before falling down in the wild Tayga.

Observatories of all over the world (even on the West) noticed the blast.

During several days the sky and clouds from Atlantic to Central Syberia were shined.

Actually, three days before this event (since 27th of June 1908) strange atmospheric phenomenons, like silver clouds, bright twilights and even Halo, were noticed in Europe, European part of Russia and in the West Siberia

The British scientist William Denning wrote that he couldn't see stars on the sky at the night 30 of June because it was so bright. North part of the sky was red and the East one – green.

In the 30th of June 1908 morning a lot of small villages in the central part of Siberia saw the flight of fiery object and heard the thunder

Witnesses were different opinion about the color and form of this object. It was either a circle, sphere or cylinder. The color in their opinion changed from red to white. Someone saw rainbow stripes...

Since 1937 several scientific expeditions were sent to the crash place. And they came back without results. Only many years later, the last one Oxford expedition found the strange Thing.

The research results were amazing! It was absolutely new kind of material. And scientists were sure – it was not from the Earth...

This is why, Oxford decided to send to the Taiga the best young expert to research the place in more detail

What you have to do in the game:

You'll have the most mysterious mission – solving the Tunguska secret. Only your brain, caution, patience and endurance can help you!

Control keys:

| Keyboard | |
|-------------------|---|
| Left0 | |
| RightP | |
| UpQ | |
| Down | |
| JumpSP | |
| Take/UseE | |
| PauseT | I |
| | |
| Joystcik Kempston | |
| Joysteik Sinclair | |

Nuances

The game consists of several levels. You have 5 lives for each new level. Also, you have a medicine chest that add you energy automatically

After loading you can activate immortal mode. For it after loading you have to press button "C" while music is playing. The border will twinkle once by red color.

To skip beginning dialog - press spacebar key for a while

(128 Kb version)

The control choosing only once at the beginning . If you died the next game would start from current level

(48 Kb version)

After finishing of the level you'll got a code(parol) for the next level. You have to enter this code once.

If you died, the game would start from the level menu where you can change the control.

Advices:

Try to check every piece of the scene

Try not to contact with local fauna, but you have to know, that not everything can make you harm

Several things you can take just touching them

In special moments you can use a thing without pressing the button "E"

Use things you found only in situations you need them.

Do not worry after you meeting an enemy

Try to find safe places more often. Use them for restoring energy

Thanks:

Thanks everyone who helped me to create this game

Maksim Nikitin aka WBR^NOT-Soft – information support, conversation redactions, useful advices

Konstantin Nikitin - translation

Eugeny Kolesnikow aka Buddy^ERA Creative Group - screen saver for a game

George Terentiev aka George - AY Music

X-Man - AY Music

Sergey Sirotenko aka Blade - assembling, cheat, AY Music

P.S. Beer for everyone, guys!

Best wishes to every spectrum user! play games for fun!

SPECTRUM FOREVER!

Kashkarov Alex(kas29)