

## **INSTRUCTIONS**

All the worlds were created for certain things to be desired by all and yet only a few graced the get go. For example, soda chickpea in dehydrated and dusty world of Sek-Anoh, or the Earth itself, Johansson's breasts..

Here, everything revolves around a Acorns. I know, in your world, you feed them the pigs, but in mine, are the source of great power, of pure gold and very special. Moreover, were the cause of that, many years ago, was declared a war between two opposing forces: Light and Darkness. At the end the thing was not very clear. But, while they attacked each other, the Golden Acorns, sympathetic them, disappeared.

In the mess, all they blamed; some were accused of making a broth with them, others suggested sending them to gargle, and more, decided to enroll in a course Paint and Sheet Iron. But with the passage of time, an ominous rumor, originated in the whispers of the most sordid piers, began to gain strength: Some ventured to say, the Acorns were deposited on The Crack. A winding wound that fractured the great gulf fixed in the world, full of nasty critters. One crappy and perfect place to keep a treasure. One mother had not hidden better! Why were there the Golden Acorns, not matter much. People would shrug: "Why not?". Get them would provide incredible riches, power, and go to know what else. However, the greatest adventurers who have tried to be done with them, have failed: All returned with a terrible smell of feet.

Now it's your turn. Are you going to end up like everyone else? Or maybe you reach the glory?

## **OBJECTIVE**

The game consists, as you could guess, getting 5 Golden Acorns. These will be automatically collected and delivered in the magical sanctuary. (Here everything is magical, cool ah?) Once you have all five, you'll go through the ancestral door (everything here is ancestral also) for ... in fact, nothing of what is known across. You'll have to find out! For this you must help to find a few objects scattered around, and that used in the right places will help you finish your goal. Some will be fairly obvious, but perhaps others like Dynamite Water-Proof are more obtuse... and maybe even an object has more than one use. If so, will not be discarded in inventory.

## ENEMIES

But do not think that this will be a joy and happy walk. Well, we hope so, but there are enemies. Many. And as the loving grandmother, they will embrace as they can. Beware of anything that moves. They will not be magic, but hostile. Do not touch them because they are very protective of their personal space and have no way to finish them. Additionally, killing is very ugly and they were here before you.

- **Gorciélago.**
- **Ramón**, the bully goblin.
- **Pishabrava**, the Lava-Man.
- **Hugo**, the Fish-Man.
- **Zombie** (Dancer of video clip of Michael Jackson "Thriller")
- **The Crab Dancer**, mondongo eater.
- **Nicanora**, The Biter Plant. And explorer also!
- **Spider-Cyclops**. Very poisonous. Do not touch!

## CONTROLS

ACTION	KEY	JOYSTICK
Left	O	←
Right	P	→
Jump	SPACE	FIRE
Select	Q	↑
Use	A	↓
Abort	Y	Y

You can move left and right (or not), and jump (You decide how, pressing the jump button). Be prepared to do a lot and collect various objects that may assist you in your adventure. To get them, press the "Use" button and it will go to the active space in your inventory if empty (Always backpack). Press "Select" you can explore this inventory.

When you want to use a selected object in the inventory, simply press "Use" at the time that you think is necessary (or for example, by testing what happens). It could also invoke a magic box to help you if the site requires, talk to someone, or to press tiles.

Good luck adventurer.

## TIPS AND SUGGESTIONS

Remember the Golden Acorns are automatically collected, but for other objects to be pressed "Use" to get them, previously marking a free slot in the inventory.

You'll get all your energy to get a Golden Acorn.

There are several pressure platforms, Some will simply step on, others have to press the "A" key. You will hear a sound and something will have happened.

## CREDITS

Game Desing: **José Ignacio Rodríguez (Nightwolf)**

Graphics: **Jarlaxe**

Music and Audio: **John McKlain**

Implementation of *Arkos Player*: **Syx**

Betatesters: **Metr, gg**

### Thanks to:

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And finally **Syx**... for everything.

... And all forum members of **Mojonia Plus!**

## LOADING INSTRUCTIONS

1. Rewind the tape to the beginning.
2. Type LOAD""
3. Press the PLAY button on the cassette.
4. The program will automatically load.

## TERMS OF USE

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