

Drol

Commodore 64 Instructions



Beware:

A witch doctor's curse is about to envelop you and your Commodore computer, wreaking havoc on ordinary reality, digital circuitry and network TV reception. Be careful!

Getting started:

Turn on your disk drive and then your computer. When the red disk drive light goes off, insert your Drol disk and close the drive door. Type **LOAD "DROL", 8** and then press RETURN. When your computer responds READY, type **RUN** and press RETURN. The program will continue to load.

In the final stages of loading, your disk drive will make mechanical sounds to let you know that the game is about to begin. This is normal.

To start play, press your joystick button (in control port #1) after the title page appears.

Your mission:

Others have been lured to this dream world before you—a little girl, a boy, their pet lizard, their pet crocodile and their mother.

Your task is to find them and bring them back to waking reality—safe and happily reunited.

MISSION 1 . . . Rescue the little girl and her pet lizard (with rocket pack). Watch out for scorpions, flying turkeys, and (on higher levels) deadly vacuum cleaners!



MISSION 2 . . . Rescue the little boy and his pet crocodile. Watch out for monsters, magnets, and the witch doctor!



MISSION 3 . . . Rescue the mother. Watch out for serpents and flying weapons of all kinds!



Luckily, you're wearing your trance-resistant, anti-gravity rescue suit. You're also well-armed with an unlimited supply of luminous reality

Over

pellets, which you can shoot to disintegrate monsters and other enemy phantoms that the witch doctor has cleverly conjured to thwart you.

You start with five lives. For each round of three missions completed successfully, you earn one extra life.

Each time you complete a mission, the program will load the next level from disk, transporting you to your next mission. (This takes about thirty seconds due to the large amount of graphics data required).

Your wide-screen radar-scope at the top of the screen will prove indispensable in your quest.

Controls:

Use joystick to move up/down/left/right.

Press button to fire.

Scoring:

35 points . . . Scorpions, Monsters, Snakes
100 points . . . Daggers, swords, arrows, balloon, helicopter,
witch doctor
300 points . . . Rescue girl/rescue boy/lizard/crocodile
500 points . . . Rescue mother
500 points . . . Roast turkey

NOTE: When entering names or initials on the high score screen, use the **DEL** (Delete) key to backspace.

Survival tips:

Flying turkeys must be shot at repeatedly. Honking vacuum cleaners are indestructible. At advanced levels additional perils will appear!

Special keys:

RUN/STOP	Pause (press again to resume)
H	View high scores
RESTORE	Restart game
DEL	Backspace on high score screen



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