



INTRODUCTION

In another world, in a time beyond the reaches of memory... the forces of evil have submitted the universe. The wizards that once ruled the world have fallen under the Satanic power.

Only a warrior can put an end to this nightmare, but first he must cross the frontiers of magic because the task of overthrowing the forces of evil is reserved to a wizard.

With magic on your side, set out to desecrate the walls of the Palace of the Clouds, the Satanic Seat where the Divinity has been imprisoned, and the scenario of the bloodiest battle ever to take place.

FX DOUBLE LOAD

SATAN consists of two totally independent loads. To play part two you must complete part one and gain an access code.

FIRST LOAD

You become a member of the Army of the Divinity. As a warrior with magic powers you shall become the only one capable of driving Satan back to the entrails of hell where he belongs.

Cross the unwonted Land of Lost Magic and during your journey gather three magical papyrus rolls custodied by the fearsome TAM LIN. This is the only way to become a magician.

ENEMIES

- **TROW**, the squirrel. He appears at any moment and is only dangerous by contact.
- **KELPIE**, the lumberjack. He carries an axe so it isn't safe to get near him.
- **NAIRB**, the gargoyle. She flies and breathes fire from her mouth.
- **GLAISTIG**, the dwarf. She can reproduce instantly. They won't disappear until you get rid of Mother Glaitig.
- **TAM LIN**, the beast that guards the papyrus rolls. The only way to destroy the "Great Guardian" as he is known is by shooting him in the heart, but first you have to destroy his numerous beads.
- Your last enemy will be time; don't waste it.

ASSISTANCE

- **COIN**, which increases your points.
- **GEM**, also increases your points but much more.
- **ELIXIR**, replenishes you with energy. When you run out you lose a life.
- **CLOCK**, sent to help you by Chronos, the god of time. Pick it up and it will increase the

LOADING INSTRUCTIONS

- ### SPECTRUM 48K +
1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
 2. Rewind the tape to the beginning.
 3. Adjust the volume to 3/4 of the maximum.
 4. Type LOAD and press ENTER.
 5. Press PLAY on the cassette.
 6. The program will load automatically.
 7. If it fails to do so, repeat the operation at a different volume.

- ### SPECTRUM +1, +2
1. Select option 48 BASIC with the cursor and press ENTER.
 2. Then follow the SPECTRUM 48K instructions (remember that the volume has already been adjusted in the +2).

- ### SPECTRUM DISK
1. Connect the SPECTRUM +2.
 2. Insert the disk.
 3. Select the loader option.
 4. Press ENTER.
 5. The program will load automatically.

- ### AMSTRAD CPC 464
1. Rewind the tape to the beginning.
 2. Press the CTRL and ENTER keys simultaneously and PLAY on the cassette.
 3. The program will load automatically.

- ### AMSTRAD CPC 664-6128
1. Type 1 STOP and press RETURN (the 1 is typed by pressing SHIFT and @ simultaneously).
 2. Then follow the CPC 464 instructions.

- ### AMSTRAD CPC DISK
1. Switch on the floppy drive.
 2. Switch on the Amstrad.
 3. Insert the floppy in the drive.
 4. Type 1 CPH and press RETURN (the 1 is typed by pressing SHIFT and @ simultaneously). The program will load automatically.

- ### COMMODORE 64
1. Make sure the cassette cable is connected to the COMMODORE.
 2. Rewind the tape to the beginning.
 3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
 4. The program will load automatically.

ANWEISUNGEN ZUM LADEN

- ### SPECTRUM 48K +
1. Schließen Sie EAR Out Buchse des SPECTRUM an die EAR Out-Buchse des Kassettenspeichers an.
 2. Spulen das Band bis zum Anfang zurück.
 3. Stelle die Lautstärke bis auf 3/4 der Höchststärke ein.
 4. Geben LOAD ein und drücken Sie Taste ENTER.
 5. Drücken Sie auf den Knopf PLAY.
 6. Das Programm wird automatisch geladen.
 7. Falls es nicht der Fall sein, die gleichen Schritte mit veränderter Lautstärke wiederholen.

- ### SPECTRUM +1, +2
1. Führen die Schreitmärkte auf Option 48 BASIC und drücken die Taste ENTER.
 2. Siehe anschließend die Anweisungen für den SPECTRUM 48K (wichtig: nicht, daß beim +2 die Lautstärke automatisch eingestellt wird).

- ### SPECTRUM DISK
1. Schließen Sie SPECTRUM +2 an.
 2. Legen Sie Diskette ein.
 3. Wählen Sie Option Lader.
 4. Drücken Sie ENTER Taste.
 5. Das Programm wird automatisch geladen.

- ### AMSTRAD CPC 464
1. Spulen das Band bis zum Anfang zurück.
 2. Drücken gleichzeitig die Taste CONTROL und ENTER auf dem Computer sowie die Taste PLAY auf dem Kassettenspeicher.
 3. Das Programm wird automatisch geladen.

- ### AMSTRAD CPC 664-6128
1. Geben 1 STOP ein und drücken die Taste RETURN (das Zeichen 1 erhält die, indem die gleichzeitig die Taste SHIFT und @ drücken).
 2. Siehe anschließend die Anweisungen für den CPC 464.

- ### AMSTRAD DISK
1. Überprüfen, ob der Korb des Kassettenspeichers an COMMODORE angeschlossen ist.
 2. Diskette einlegen.
 3. CPH eingeben und ENTER drücken.
 4. Das Programm wird automatisch geladen.

- ### COMMODORE 64
1. Überprüfen, ob der Korb des Kassettenspeichers an COMMODORE angeschlossen ist.
 2. Spulen das Band bis zum Anfang zurück.
 3. Drücken gleichzeitig die Taste SHIFT und RUN/STOP auf dem Computer sowie die Taste PLAY auf dem Kassettenspeicher.
 4. Das Programm wird automatisch geladen.

INSTRUCTIONS POUR LE CHARGEMENT

- ### SPECTRUM 48K +
1. Raccordez la sortie EAR du SPECTRUM avec la sortie EAR du cassette.
 2. Raboulez le bande jusqu' au début.
 3. Réglez le volume au 3/4 du maximum.
 4. Tapez LOAD et appuyez sur la touche ENTER.
 5. Poussez sur le bouton PLAY qui se trouve sur le cassette.
 6. Le programme se chargera automatiquement.
 7. En cas de non-fonctionnement, répétez l'opération en modifiant le volume.

- ### SPECTRUM +1, +2
1. Placez le curseur sur l'option 48 BASIC et appuyez sur la touche ENTER.
 2. Suivez ensuite les instructions pour le SPECTRUM 48K (en tenant compte du fait que pour le +2, le volume est déjà réglé).

- ### SPECTRUM DISQUETTE
1. Allez sur le SPECTRUM +2.
 2. Insérez la disquette.
 3. Sélectionnez l'option chargement.
 4. Appuyez sur ENTER.
 5. Le programme se chargera automatiquement.

- ### AMSTRAD CPC 464
1. Raboulez le bande jusqu' au début.
 2. Appuyez simultanément sur les touches CONTROL et ENTER sur un ordinateur le bouton PLAY du cassette.
 3. Le programme se chargera automatiquement.

- ### AMSTRAD CPC 664-6128
1. Tapez 1 STOP puis appuyez sur la touche RETURN (le caractère le signe 1 se appuient simultanément sur la touche SHIFT imprimable et sur @).
 2. Suivez ensuite les instructions pour le CPC 464.

- ### AMSTRAD DISQUETTE
1. Mettez AMSTRAD en marche.
 2. Insérez la disquette.
 3. Tapez CPH et appuyez sur ENTER.
 4. Le programme se chargera automatiquement.

- ### COMMODORE 64
1. Vérifiez que le câble de cassette est bien rattaché au COMMODORE.
 2. Raboulez le bande jusqu' au début.
 3. Appuyez simultanément sur les touches SHIFT et RUN/STOP ainsi que sur le bouton PLAY du cassette.
 4. Le programme se chargera automatiquement.

LOADING INSTRUCTIONS

- ### COMMODORE 128
1. Select MODE 64 typing GO 64 pressing RETURN.
 2. Then follow the COMMODORE 64 instructions.

- ### COMMODORE 64 DISK
1. Make sure the floppy drive is connected to the main.
 2. Insert the floppy in the drive.
 3. Type LOAD "" F, 1 and press RETURN.
 4. The program will load automatically.

- ### COMMODORE 128 DISK
1. Select MODE 64 by typing GO 64 and pressing RETURN.
 2. Then follow the COMMODORE 64 instructions.

- ### MSX - MSX 2
1. Connect the cassette cable as indicated in the manual.
 2. Rewind the tape to the beginning.
 3. Type LOAD "CAS", R and press ENTER.
 4. Press PLAY on the cassette.
 5. The program will load automatically.

- ### MSX DISK
1. Connect the MSX.
 2. Insert the disk.
 3. Press the RESET button.
 4. Keep the CTRL key pressed until the menu appears.
 5. The program will load automatically.

- ### PC
1. Insert the disk in and "A".
 2. Connect the computer.
 3. The program will load automatically.

- ### AMIGA 50
1. Connect the Amiga II.
 2. Insert the disk.
 3. Press the RESET button.
 4. The program will load automatically.

- ### AMIGA
1. Connect the Amiga.
 2. Insert the disk.
 3. The program will load automatically.

ANWEISUNGEN ZUM LADEN

- ### COMMODORE 128
1. Wählen die Modus 64, indem die GO 64 eingetippt und die RETURN Taste betätigt.
 2. Siehe anschließend die Anweisungen für den COMMODORE 64.

- ### COMMODORE 64 DISK
1. Schließen Sie Computer an.
 2. Überprüfen Sie, daß das Floppydrive angeschlossen ist.
 3. Geben LOAD "" F, 1 ein und drücken Sie Taste ENTER.
 4. Drücken Sie auf die Taste RETURN.
 5. Das Programm wird automatisch geladen.

- ### COMMODORE 128 DISK
1. Wählen die Modus 64, indem die GO 64 eingetippt und die RETURN Taste betätigt.
 2. Siehe anschließend die Anweisungen für den COMMODORE 64.

- ### MSX-MSX 2
1. Schließen Sie Korb des Kassettenspeichers laut Anweisungen des Herstellers an.
 2. Spulen das Band bis zum Anfang zurück.
 3. Geben LOAD "CAS", R ein und drücken die Taste RETURN.
 4. Drücken die Taste PLAY auf dem Kassettenspeicher.
 5. Das Programm wird automatisch geladen.

- ### MSX DISK
1. Den MSX anschließen.
 2. Die Diskette einlegen.
 3. Die RESET Taste drücken.
 4. Auf die Funktionstaste CTRL bis das Menü auftritt.
 5. Das Programm wird automatisch geladen.

- ### PC
1. Legen die Diskette ins Diskettecabinet A.
 2. Schließen den Computer an.
 3. Das Programm wird automatisch geladen.

- ### 50
1. Schließen den Computer an.
 2. Legen die Diskette ein.
 3. Betätigen die Taste RESET.
 4. Das Programm wird automatisch geladen.

- ### AMIGA
1. Schließen den Computer an.
 2. Legen die Diskette ein.
 3. Das Programm wird automatisch geladen.

INSTRUCTIONS POUR LE CHARGEMENT

- ### COMMODORE 128
1. Sélectionnez le mode 64 en tapant GO 64 et en appuyant sur RETURN.
 2. Suivez ensuite les instructions pour le COMMODORE 64.

- ### COMMODORE 64 DISQUE
1. Allérez l'ordinateur.
 2. Assurez vous que l'unité de disque est branchée.
 3. Introduisez le disque dans l'unité.
 4. Tapez LOAD "" F, 1 et appuyez sur RETURN.
 5. Le programme se chargera automatiquement.

- ### COMMODORE 128 DISQUE
1. Sélectionnez le mode 64 en tapant GO 64 en appuyant sur RETURN.
 2. Suivez ensuite les instructions pour le COMMODORE 64.

- ### MSX-MSX 2
1. Branchez le câble de cassette selon les indications de manuel.
 2. Raboulez le bande jusqu' au début.
 3. Tapez LOAD "CAS", R et appuyez sur la touche ENTER.
 4. Appuyez sur le bouton PLAY du cassette.
 5. Le programme se chargera automatiquement.

- ### MSX DISQUETTE
1. Mettez le MSX en marche.
 2. Insérez la disquette.
 3. Appuyez sur le bouton RESET.
 4. Continuez à appuyer sur la touche de contrôle jusqu'à ce que menu apparaisse.
 5. Le programme se chargera automatiquement.

- ### PC
1. Introduisez la disquette dans l'unité de disque A.
 2. Allérez l'ordinateur.
 3. Le programme se chargera automatiquement.

- ### 50
1. Allérez l'ordinateur.
 2. Introduisez la disquette.
 3. Appuyez sur le bouton RESET.
 4. Le programme se chargera automatiquement.

- ### AMIGA
1. Allérez l'ordinateur.
 2. Introduisez la disquette.
 3. Le programme se chargera automatiquement.

time you bear for your mission.
 - **POW UP**, which increases the power of your shooting. See for yourself how effective it is.
 - **EXTRA LIFE**.
 - **SPELLS**. Collect them after destroying the TAM LIN and you will become a wizard.
 - **LIGHTNING**. It destroys everything on screen when you pick it up.

SECOND LOAD

Free the wizards who are imprisoned in the surroundings of the Palace of the Clouds and forever destroy the forces of evil.

FEATURES OF THE BATTLE AND THE PLACE WHERE IT TAKES PLACE

Satan in his infinite evil will adopt different forms to stop his only threat: you.

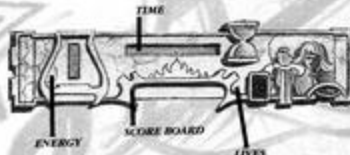
- **SATAN**, whose destructive force is brutal, although he can only move on solid ground. When you destroy him he turns into another two diabolical forms.
- **CYPHERS**, more dangerous yet because they can fly. Destroy them and prepare for the next stage as each of them transforms itself into another two wretched beings.
- **DAMIENS**, aggressive flying creatures that shoot at you over and over.

Each time you destroy one of these Satanic forms you will receive some coins which you can use to buy useful devices at the shop of the wizard BROWNE. You have to find this shop yourself. If you destroy a Satanic form carrying a wizard his execution the number of coins you receive will be much greater.

THE SHOP OF BROWNE THE WIZARD

Here you can buy any of these devices:

- **TELECARD**. Each one you buy will allow you to be teletransported one time.
- **SATAN SCANNER**. With this you can see the position of the Satanic form of your choice.
- **ADVANCED SATAN SCANNER**. This allows you to locate them much more precisely.
- **ENERGY RECHARGER**. Use it when you feel weak.
- **MAGIC AXE**. Your axe will become a weapon which you can throw as many times as you wish.
- **SHIELD OF FIRE**. It allows you to control the direction of your shooting and increases your destructive power.



- **SHIELD OF LIGHT**. Just like the Shield of Fire, it allows you to direct your shooting and gives it an incredible power.
 - To use any of these elements press PAUSE and you will see the scoreboard. Select the icon of the device you want to use and press FIRE.
 - When using the SCANNERS you must choose the Satanic form you want to locate. If it is carrying a wizard the screen will indicate so.

TELETRANSPORT

When you come to a place that you think is important leave your teletransport locator there by using the key that you have previously redefined for the purpose. Later, from any point of the game you can return there automatically by selecting the teletransport icon on the scoreboard.

OBJECTIVE

To complete the adventure you must destroy all the Satanic forms and save at least one wizard.

SATAN ON ST AND AMIGA

All the elements of the game (enemies, weapons, assistance, etc.) have been improved, fully taking advantage of the potential of these computers.

CONTROLS

Redefinable keys and joystick compatible.

DESIGN TEAM

Program on Spectrum, Amstrad, MSX & PC (CGA & EGA): Anjana Soft
 Program on ST & AMIGA: Marcos Jourdan
 Program on Commodore 64: Luis Mariano García
 Graphics: Snatcho
 Commodore 64 Graphics: Rubén Rubio
 Commodore 64 Music: Maniacs of Noise
 Cover Illustration: Luis Royo based on a sketch by Ricardo Machuca
 Loading Screen: Deborah and Rubén
 Produced by Snatcho
 We wish to thank Ricardo Machuca and Víctor Ruiz for their collaboration.

