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The swing the tall man took was so fierce and the blow which fell so deadly that Axehead's neck may well have been broken had not he heard the tall man approaching. Quick reflexes, honed to a fine edge by three months at the northern front had Axehead duckling away from the stool and standing to give the tall man an ear ringing, backhanded punch, all in one motion. The tall man, his mouth now running red, staggered and fell to the floor.

By the unwritten rules of barroom fighting, Axehead had bested his man fairly and the action was now over. He returned to his seat and his mug of ale. A shriek from one of the serving maids caused him to turn in time to see the tall man rising from the floor and lunge forward with a wicked looking dagger in his hand.

Byron Axehead, more out of habit than necessity, always wore a shirt of light mail under his street clothes, and always kept is sword at hand. The dagger snapped a link at Acehead's shoulder as the tall man thrust past, but did no damage to Axehead. Both men crashed into the table.

Standing first, Axehead drew his sword. When the tall man lunged again Axehead riposted with a yard of steel through the tall man's belly.

At the sight of a real casualty, the tavern quickly emptied, leaving Axehead with a dripping sword over a rapidly cooling corpse.

Suddenly a pain in his head followed by a flash of light caused Axehead to crumble to the floor. He had fallen victim to a well aimed pot thrown by the tavern owner.

Axehead awakened abruptly to find himself being dragged through the halls of the royal palace to stand in judgement before the king. The man Axehead has slain had been a kinsman of the king. Although the king had no great love for the man, indeed he had found him to be a bother, Axehead had to be punished. Death by beheading, of course.

A few whispered words from one of the (3s advisors prevented Axehead's immediate demise. Since he had been a loyal captain in the king's Border Legion and by all accounts had been attacked, Axehead should have a chance to redeem himself.

It seems that somewhere close by there existed three forests which could only be reached through magical means. These forests, seperated from each other by magical doors, were populated by foul monsters, such as Zombies and Lyx, all under the command of a loathsome dragon known as the Naugus. Many centuries before, the Naugus had come out of the forests and had stolen a magic scepter from one of the king's forefathers. If the scepter were returned, the king would be given great power, enough to vanquish all of the kingdom's enemies and expand its borders greatly.

If Axehead were to retrieve this scepter, all would be forgiven. If not, well, at least he had died as a soldier.

Axehead had heard tales of zombies, lyx, and dragons all of his life and believed them naught. He had been all over the country and had seen quite a few things, but he had never seen anything that wouldn't bleed when stuck by good steel.

Axehead accepted the mission thinking he could ride to the northern hills, stay there awhile, then ride back and report that his task was a failure.

One of the king's servants came forward and handed Axehead a small amulet which the king described as a seeker talisman to lead him to magic keys.

A sudden flash of light blinded Axehead and he felt himself spinning and falling a long distance.

He landed on his back, unhurt. Twisting quickly to a sitting position, he blinked and surveyed his surroundings. Somehow Axehead had been transported out of the royal palace and into a forest of some sort. The trees were unlike any he had seen before, twisted and bent, with oddly shaped fruit hanging from the limbs. Even the ground seemed to be the wrong color and lifeless.

Checking his person, Axehead found that he had no weapons to speak of and his mail shirt was gone.

'Can it be that the magic forest really exists?' Axehead thought to himself.

HOW TO PLAY

As if to answer, a growl caused Axehead to stand and turn. Several horrible looking creatures were coming toward him. From the stories he had heard, he knew these things must be zombies, but the descriptions had not done them justice. Mere words could not possibly convey just how ghastly to look at these zombies really were.

Alone and unarmed, outnumbered by an unknown enemy, and fighting in the enemy's territory, Axehead did what any good soldier would do; he turned and ran screaming for the trees!

All movement of your character is controlled by the right joystick. You use the joystick to maneuver the man around obstacles toward useful articles. These articles can be picked up by pressing the right action button and moving your man over them.

Use the Rope to climb trees and hide from persuing monsters. Use the Boat to enter water areas and search for the Scepter.

Magic Doors are entered by first having the Magic Key then pressing the RIGHT action button and moving the man over the Door.

LOADING INSTRUCTIONS

The Naugus is a machine language program written for the Radio Shack Color Computer with 16K RAM and Extended Color Basic.

Place the tape in the recorder and push PLAY, type "CLOADM" and (ENTER), once the program is loaded type "EXEC (ENTER).

To load Naugus from a Disk, type LOADM"DNAUGUS" (enter), You MUST wait at least 5 seconds before, typing EXEC (enter).

THE QUEST

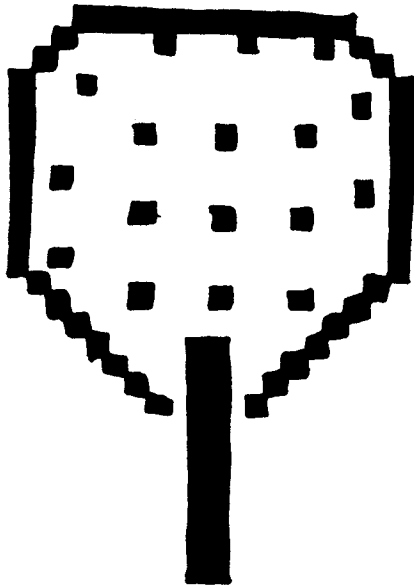


In the arcade adventure The Naugus, you play the role of Byron Axehead, former captain of the king's Border Legion. It is up to you to fight Zombies, Lyx, and the Naugus to secure the magic scepter and escape from the forest, thereby winning a pardon from the king.

You will enter the forest unarmed, but you will be able to do battle by using the magic weapons you will find there. The longbow and the sword are the only way to fight the monsters.

In addition to the sword and bow there are other useful items to be found in the forest. There are quivers of arrows without which the longbow is useless. Each quiver holds five arrows.

There are also a boat, a rope, vials of healing potions, magic spell stones and magic keys, all of which are explained later in this booklet.



USEFUL ARTICLES

MAGIC



Magic is an inexact science at best and can be hazardous to the user. The Adventurer can find Magic Spells as he roams the forest but he doesn't have time to learn how to use them properly. When he does use the spells, the adventurer is usually too excited to say the incantation spells without slurring the words. Therefore, no one is ever sure of what is going to happen. Sometimes the adventurer will be transported to another part of the forest and perhaps into more danger. Sometimes all pursuing monsters will be frozen allowing the adventurer to slay them all or escape.

To use magic, press the #4 key.

HEALING



Scattered throughout the forest are vials of healing potion, no doubt left there by someone with a warped sense of humor who wanted to prolong the adventurer's agony.

These Healing potions will give you strength when you are weakened from loss of blood. Judicious use of these potions is necessary to win the game.

To use a healing potion, press the H key.

ROPE



The tree tops are good places to hide from pursuing monsters and plan your next move. However, you cannot climb a tree without the aid of the magic rope. Once you have the rope you need not worry about it. You will climb trees automatically.

BOAT



Occasionally something you need may be found in the water area. The only way to enter a water area is via the boat. The boat will remain with you once you have picked it up.

KEY



The Magic Keys are the only way to go from forest to forest via the door. Each forest has its own key. Once a key is used it will disappear until the next game.

DOOR



Next to the Scepter and the keys, you will spend most of your time searching for the doors. To use the doors you must have the keys.

TALISMAN

You will never see the Talisman. You have it at the beginning of the game and will never lose it. To use the Talisman you must be in the forest area with a Magic Door. The Talisman will then tell you the location of the Magic Key, if the Key is not in your possession.

Press the "BREAK" key to use the Talisman.

QUIVER



The Longbow is quite useless without the arrows. Each Quiver contains five (5) arrows. Gather as many of these as you can.

SCEPTER



This is the reason you came on your adventure. You will see the Scepter only in forest three. Once you have it in your possession, head for the door, if the Naugus allows it.

THE MONSTERS



Forest One is inhabited by the Zombies. These disgusting creatures are not very fast and not too terribly bright, but they will pursue you relentlessly. Zombies kill by biting large chunks out of their victims and lapping up the blood. The only redeeming social value of

Zombies is that they never leave any messy bones laying around the forest.



The guardians of Forest Two are the Lyx. Reptilian in origin, Lyx are lightly armored and will throw balls of energy at any adventurer unlucky enough to come within their sights. Lyx have very large, heavily fanged jaws with which they attack if they can get close enough

to an adventurer.

Lyx spend most of their time in mortal combat with their own kind. However, they will set aside their disputes long enough to band together and destroy anyone foolish enough to enter their forest. Lyx have no redeeming social qualities.



Once you have passed through the magic door to Forest Three (if you have lived that long) you are in the realm of the Naugus. The Naugus, like all dragons, is mean, vicious, deadly, and very jealous of its privacy. It knows the moment you have entered its forest and will not rest

until it has destroyed you or chased you out. The Naugus is very fast and spits fireballs. It is a formidable opponent indeed!

WEAPONS USE SQUARE

WEAPONS

You have two weapons with which to battle the Naugus and his foul minions: a sword and a longbow. You have neither of these weapons when the game begins. They are hidden somewhere in the forest, waiting for you to find them.

To use the sword or the longbow, you must have them in your possession. (Without them you will not last long if you meet the Naugus.)



The Sword is a short distance weapon, useful only when the Naugus or his friends are well within biting range.

Pushing the #1 key will unscabbard the sword and make it ready for use.

To swing the sword, press any of the keys in the weapons use square. The sword will swing out in the direction you choose and hit any monster within range.

The sword will remain ready until you make ready the longbow.



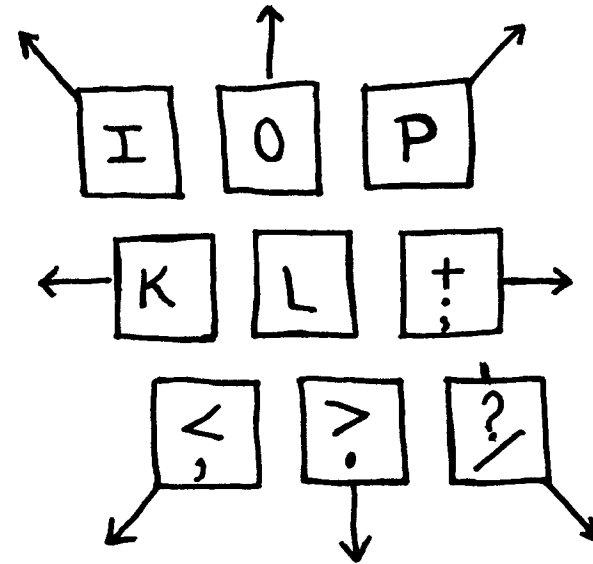
The Longbow is a long distance weapon, capable of sending arrows across the entire distance of the screen.

Pressing the #2 key will unsling the longbow and make it ready for use. The longbow will remain ready until you draw the sword.

You aim and fire the longbow by using the directional keys in the weapons use square.

The longbow will fire as long as you have arrows. With no arrows, keeping the bow ready is a hazard. No matter, once you run out of arrows, you probably won't live very long.

The sword and the longbow are controlled through the weapons use square. If the bow is ready, an arrow will fire in the direction you choose. If the sword is ready, the blade will lash out in the desired direction.



STATUS REPORT

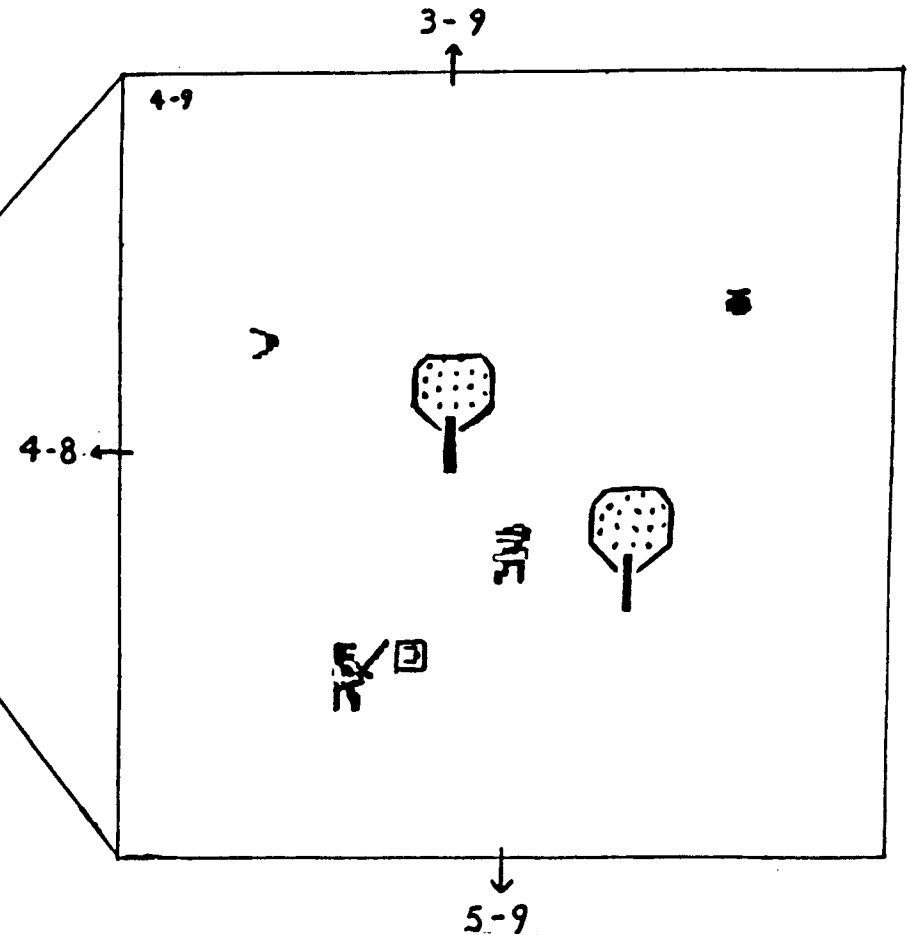
By pressing #3 on your keyboard, you can obtain a map of the forest you are currently in. The map flashes at your present area and shows where you have been and where you have not been.

THE FOREST

Each Forest consists of 100 screens or forest areas numbered from 00 to 99. For your convenience a status report containing information about your strength, location and what articles you have or do not have is constantly displayed at the top of the screen.

You must be aware that it is not possible to walk past the edge of the forest. In our example, area 4-9 is on the rightmost edge of the forest. A magic barrier prevents any egress from the forest except via the magic doors.

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99



To change areas simply send the man off screen and the area will be replaced by the next in sequence. For example, if you are in area 4-9 and walk off at the top of the screen, area 4-9 will be replaced by area 3-9 and the man will be at the bottom of the screen. If you walk off to the left you will be in area 4-8. Moving off to the bottom will place you in area 5-9.

In any area beginning with 0 you cannot exit via the top of the screen. Likewise in areas beginning with 9, you cannot leave by the bottom. Those areas ending with 0 will not allow you to go off the left and those ending with 9 will not allow you to go off the right.

THE COMMANDS

WHAT YOU ENTER

MEANING

#1	Unscabbard and prepare to use the sword, if in your possession. (see WEAPONS)
#2	Unslung and make ready longbow, if in your possession. (see WEAPONS)
#3	CALL MAP Map indicating where you are and where you have been.
#4	Use Magic Spell (see MAGIC)
H	Use Healing Potion (see HEALING)
BREAK	Use Key-seeking talisman. (see TALISMAN)

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