Asterix

Asterix and the Magic Cauldron

The year is 50 BC. Gaul is entirely occupied by the Romans. Well, not entirely . . . One small village of indomitable Gauls still holds out against the invaders. And life is not easy for the Roman legionaries who garrison the fortified camps of Totorum, Aquarium and Compendium . . .

Getafix, the venerable village druid, gathers mistletoe and brews magic potions. His specialty is the potion which gives the drinker superhuman strength. It is this potion which has enabled our Gaulish friends to resist the gathered might of Caesar's Roman Empire for so long.

Asterix is the hero – a shrewd, cunning little warrior; all perilous missions are immediately entrusted to him. Asterix gets his superhuman strength from the magic potion brewed by the druid Getafix.

Obelix is Asterix's inseparable friend. A menhir delivery-man by trade, he is addicted to wild boar. Obelix is always ready to drop everything and go off on a new adventure with Asterix – so long as there's wild boar to eat, and plenty of fighting.

Obelix fell into a vat of Magic Potion when he was a baby, and the effects on him were permanent. Ever since, Getafix has refused to give him any potion. As our adventure begins, Obelix is lining up with the rest of the villagers for their share of the Magic Potion.

"Now you know you fell into a vat of potion when you were a baby, Obelix, and that it had a permanent effect on you. I'm sorry but you should know by now I'm not giving you any, now move on!" Getafix explained for the second time. Realising that Getafix was true to his word, Obelix turned and swung a dejected kick at the cauldron.

As we all know, Obelix forgets just how strong he is at times, and this was one of them. Much to the entire village's horror, the cauldron shattered into eight pieces which all went flying every which way.

"Obelix, what have you done!!" roared **Vitalstatistix**, the chief of he tribe. Majestic, brave and hot-tempered, the old warrior is respected by his men and feared by his enemies. Vitalstatistix himself has only one fear: he is afraid the sky may fall on his head.

Gathering up the remaining shard of the cauldron, Getafix carefully poured the small amount of potion it held into a small gourd. *"Asterix, without my Magic Cauldron, I am unable to brew any of the potion. Without the potion, we won't be able to hold back the Romans anymore.*

*You and Obelix must find all of the pieces of the cauldron, and bring them back to the village, so that **Fullyautomatix** our blacksmith can re-forge my cauldron. Take this gourd of potion, but remember it is the last there is. We won't be able to last too long, so hurry! And remember, don't let the sky fall on your heads. May Toutatis go with you!!"*

So Asterix and Obelix begin their quest – Asterix and the Magic Cauldron – desperately in search of the remaining seven pieces of Getafix's Magic Cauldron.

Loading instructions for ASTERIX

AMSTRAD CPC

1. Place the cassette in the tape deck and ensure it is fully rewound.

2. Press the CTRL key and the small ENTER key simultaneously.

3. Press PLAY on the tape deck.

4. The game will now load and run automatically.

5. In the unlikely event of a loading error, please rewind the tape slightly and press play. If errors persist your tape deck may need realigning.

6. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest to you of the addresses shown. We will gladly replace it. Please do not return it to the place of purchase.

(This notice does not affect your statutory rights)

THE DISPLAY

The playing screen is divided into two main sections: the top of the screen holds information about the player, and is called the status line; the lower 80% of the screen area contains a picture of the player's current location.

The status line contains information about how the game is progressing (see figure 1). Basically, it consists of a number of **icons**

(small pictures), which indicate how many lives remain, how the food is going, if there is a key or potion, and what the current score is. Any of these icons will start flashing before they are about to reduce.

Figure 1

(a)   (b)   (c)   (d)   (e)   (f) 320

(g) PRISON

A. The Ham

This icon is at the top left of the screen, and is always present. The number beside this icon shows how many hams Asterix is carrying, which is a maximum of **5** (you try carrying 6 hams around!). The boars are used as a food source. If there is no food, Obelix will not follow Asterix. When Asterix or Obelix get hungry, the Ham icon will flash. Note that Asterix loses a life if he is hungry and there is no food. To obtain extra Hams, defeat a boar in a fight. The dead boar will turn into a Ham, which may then be collected.

B. The Cauldron

This icon is a picture of the intact cauldron. The number beside this icon indicates how many pieces of the cauldron have been found. Remember, there are **seven pieces** of Getafix's cauldron to find, and they must be returned to the village to complete the game. Pieces of the Magic Cauldron are easy to identify because they pulse with magic force.

C. The Gourd of Potion

This icon is **not** always present on the status line. It is a picture of the small gourd of potion given to Asterix by Getafix at the start of the mission. When Asterix drinks the potion (with the double press of the joystick button), the icon will flash until the effects of the potion wear off. The potion gives Asterix superhuman strength, but it only lasts for a limited time. The potion may only be used once during any game, so use it wisely! After it has been finished, the icon will disappear.

D. The Key
This icon is a picture of a key and is **not** always present. When Asterix has a key in his possession, this will be displayed. The key allows Asterix to go through locked doors into rooms which he would otherwise be unable to enter.

E. Asterix
This icon is a picture of Asterix's head, and is always present. The number beside it indicates how many lives the player has remaining. When this becomes zero, the game is over. The player commences the game with **5 lives**.

F. The Score
This indicates what the player's current score is. Various points are awarded to Asterix during the course of the game for various actions.

G. The Screen location
This title gives the player a general idea of where he is in the Roman Empire. It is useful to make maps of the countryside to help you remember routes from location to location. Also, at the end of the game, **GAME OVER** is displayed here.
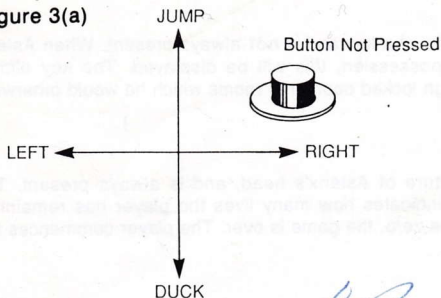
GAME CONTROLS
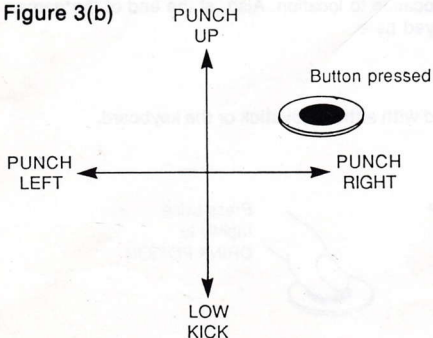The game may be played with either a joystick or the keyboard.

Figure 2

UP

LEFT

RIGHT

DOWN

Press twice rapidly to DRINK POTION

Figure 3(a)

JUMP

Button Not Pressed

LEFT ← → RIGHT

DUCK

Figure 3(b)

PUNCH
UP

Button pressed

PUNCH
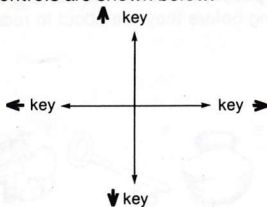LEFT ← → PUNCH
RIGHT

LOW
KICK
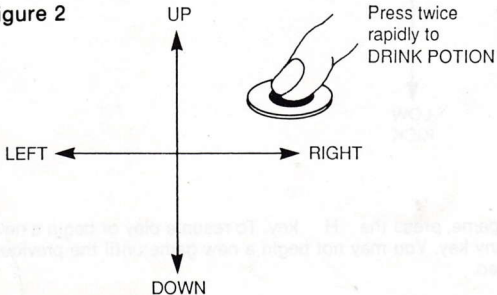
To pause the game, press the H key. To resume play or begin a new game, press any key. You may not begin a new game until the previous game is finished.

KEYBOARD CONTROL

The keyboard controls are shown below:

SPACE bar is fire key.

The keyboard controls behave in the same manner as the joystick, with the arrow keys substituted for the joystick directions as diagrammed above.

DURING THE GAME

There are two modes of control in the game. For the most part, the player controls Asterix as he searches the Roman countryside. The joystick controls for this mode are diagrammed in figure 2!. A rapid double-click of the **fire** button in this mode is used to drink the potion.

FIGHTING

During the fight, the controls behave in a different way. See figure 3. Note that pressing the **fire** button invokes a whole extra group of moves. It is **not** possible to drink potion while in the fight mode.

Asterix is in fight mode when he is displayed inside a large box, about a quarter screen in size with a white frame. This is the fight box, and it provides an easy to see and understand environment to combat in. Combatants are enlarged so they may be easily seen. The player appears on one side of the box, and the opponent on the other.

The stamina of both participants are displayed in the sides of the fight box. The stamina bar beside where each combatant appears indicates his stamina. For added clarity, the player's stamina is drawn in green and red. Stamina is influenced by blows received, food eaten and magic potion. When any creature's stamina is reduced to nil, that creature dies. Thus, to win a fight, bash your opponent until his stamina is nil.

The fight mode is invoked during a meeting between Asterix, and some other inhabitants of the game. The player must trade at least one

punch with his opponent during the fight.

The fight mode is also invoked when Asterix or Obelix approach objects such as keys, gold, food and pieces of cauldron. To gather these objects, when the fight box appears, move Asterix or Obelix on top of the object, and it will be gathered up automatically.