

Zorro®

INSTRUCTIONS
FOR
AMSTRAD & SPECTRUM



Datasoft

REQUIREMENTS

AMSTRAD 464, 664

AND 6128

- Amstrad computer
- Joystick (optional)

GETTING STARTED

Cassette:

1. Connect a joystick to the computer.
2. Turn the computer on and insert the Zorro cassette.
3. When **READY** appears on the screen. Press **CNTL** and small **ENTER** keys. Press **PLAY** on the cassette and press **ENTER**.

Disk:

1. Type **RUN"ZORRO** and press **ENTER**.
START the game by pressing any key or the joystick button.
EXIT the game and return to title page by pressing **ESCAPE**.

REQUIREMENTS SPECTRUM

- Spectrum 48k or Spectrum plus.
- Compatible cassette recorder.
- TV or video monitor.
- Joystick (optional).

GETTING STARTED

Cassette:

1. Connect a joystick if required.
2. Turn on power to the computer and TV. Insert Zorro cassette.
3. Type LOAD"" followed by ENTER then press PLAY on the cassette recorder.
4. A Joystick Menu will appear. Choose the appropriate control for your machine.
START game by pressing ENTER or the joystick button.
EXIT game and return to title page by pressing SYMBOL SHIFT and ENTER.

STRATEGY

Evil Sergeant Garcia has kidnapped a beautiful señorita and imprisoned her in his Fort. As the masked crusader, Zorro, your mission is to find the girl and rescue her from his clutches. Garcia's guards will do everything they can to slow you down. Be prepared to do battle! You'll climb ladders, explore dark passages, leap from rooftop to rooftop, bounce on improbable trampolines.

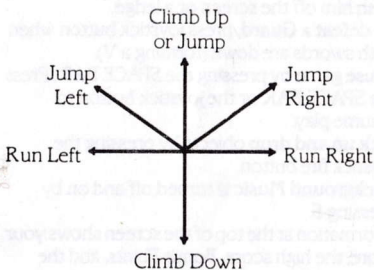
In every screen are puzzles and perils. Mapping is advisable, since you travel through many screens more than once. Work back and forth, from screen to screen, finding crucial objects and clues. And don't be surprised if some objects you find seem to have magical properties!

This game is a tricky combination of action and adventure. You'll have to put on your thinking cap to get Zorro through to his lady-love!

GAME CONTROLS AND INDICATORS

Joystick Control

Move the joystick in the directions below to control Zorro.



Keyboard Control (Amstrad)

Use the cursor keys to control Zorro.

Use the COPY key as a joystick button.

Keyboard Control (Spectrum)

The following keys are equivalent to joystick movements:-

2 - Joystick UP

W - Joystick DOWN

O - Joystick LEFT

P - Joystick RIGHT

Z - Joystick BUTTON

In a swordfight, push joystick toward Guard to push him off the screen or a ledge.

To defeat a Guard, press joystick button when both swords are down (forming a V).

Pause game by pressing the SPACE BAR. Press the SPACE BAR or the joystick button to resume play.

Pick up and drop objects by pressing the joystick fire button.

Background Music is turned off and on by pressing S.

Information at the top of the screen shows your score, the high score, Bonus Points, and the number of Zorros in reserve (you start the game with 4).

SCORING

Kill Guard	5
Get Object from Hotel Storage Room	200
Take Money Bag, various other things	Current Bonus

Bonus Points The game begins with 2,200 Bonus Points. The longer Zorro takes to complete a task, the lower the Bonus counter goes (it never goes below 1,000). After the first task, the Bonus counter resets to 9,900 for each remaining task.

HINTS

- Zorro can only carry one object at a time (except the hanky, which goes into a pocket).
- When Zorro picks something up, his sword is put away; he doesn't drop it.
- Check the Hotel from time to time for new objects.
- There can be as many as six different ways to leave a screen.

- It's a good idea to make a map to help keep track of Zorro's progress. Indicate on the map objects he's found and where he found them.

CREDITS

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Computer Graphics by Kelly Day
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