TAITO™

RASTAN™

GAME PLAY
INSTRUCTIONS

RASTAN

Venture to the ancient land of Lograth, where creatures of formidable power prey on mortals and the Earth consumes the weak of heart. Rastan, the young warrior lord, embarks on a quest to save the land from this deadly reign of darkness and defeat the foul dragon and his minions. Take heed! The path is hard and fraught with peril. Prepare to overcome the dragon's evil rule and restore peace once more.

DISK LOADING INSTRUCTIONS

BOOTING DIRECTLY FROM THE RASTAN FLOPPY:
(1) Insert **DISK A** into any drive with the label facing upwards.
(2) Turn on the computer.
(3) When prompted, eject **DISK A** and insert **DISK B**. Press any key.

LOADING FROM THE FINDER:
(1) Boot into the finder.
(2) Insert **DISK A** into any drive with the label facing upwards.
(3) Click the mouse pointer twice on the **RASTAN** icon when it appears.
(4) When prompted, eject **DISK A** and insert **DISK B**. Press any key.

MEMORY
At least one megabyte of memory is required to run **RASTAN**: 1.25 megabytes are required for complete sound effects.

GAME CONTROLS

Rastan can be played with either a Joystick or the Keyboard.

JOYSTICK PLAY
After the game has loaded, press either joystick button to display the player option screen.
Press the **"J"** key to select joystick play.
Press either **"1"** or **"2"** to start a one- or two-player game.
Move Rastan left/right with the joystick.
Move the joystick down to make Rastan crouch.
Press joystick button **1** to swing Rastan's weapon.
Press joystick button **2** to make Rastan jump.

Note: You can control the direction of Rastan's attacks and jumps by moving the joystick and pressing the appropriate button at the same time.

KEYBOARD PLAY
After the game has loaded, press a key to display the player option screen.
Press the **"K"** key to select keyboard play.
Press either **"1"** or **"2"** to start a one- or two-player game.

Use the keypad to move Rastan:
1 - Rastan will crouch and face left.
2 - Rastan will crouch.
3 - Rastan will crouch and face right.
4 - Rastan will start walking left.
5 - Rastan will stop walking and stand up.
6 - Rastan will start walking right.
7 - Rastan will start walking left. If the jump key is pressed, Rastan will do a high jump.
8 - Rastan will stop walking. If the attack key is pressed, Rastan will attack up. If the jump key is pressed, Rastan will do a high jump.
9 - Rastan will start walking right. If the jump key is pressed, Rastan will do a high jump.
OPEN-APPLE - Rastan will swing his weapon.
Option   - Rastan will jump.

KEYBOARD OPTIONS

While playing **Rastan** with either joystick or keyboard, the following keys may be pressed:

Ctrl-R - Restart the game.
Ctrl-S - Toggle sound effects on/off.
Ctrl-M - Toggle music on/off.
Ctrl-C - Toggle stereo card on/off.
Ctrl-J - Select Joystick as input device.
Ctrl-K - Select Keyboard as input device.
ESC - Pause game. Pressing any button or key resumes game play.
Open Apple-Ctrl-ESC - Enter the Rastan control panel.

CONTROL PANEL

Pressing the **Open Apple-Control-Escape** keys will activate the Rastan control panel. The following functions are available from within the control panel:

Arrows - Increase/decrease volume of the internal speaker.
S - Toggle sound effects on/off.
M - Toggle music on/off.
C - Toggle stereo card on/off.
J - Select Joystick as input device.
K - Select Keyboard as input device.
ESC - Return to the game.

JOYSTICK CALIBRATION

At the lower right corner of the control-panel screen you will see a box with a blue diamond in the middle of it: this is the joystick calibration box. If you have the joystick as the currently selected input device, there will also be an orange diamond in the box. To calibrate your joystick, adjust the joysticks trim pots until the orange diamond sits on top of the blue diamond. If your joystick is way out of alignment, calibration directions will be shown to the left of the calibration box.

HOW TO PLAY

Defeat the wicked foe to collect these useful items:

Armor	-	Reduces enemy attack & touch damage by 50 percent.
Jewels	-	Bonus points.
Mantle	-	Reduces enemy touch damage by 50 percent.
Medicine	-	Partially restores Rastan's strength.
Necklace	-	Doubles all points.
Poison	-	Partially reduces Rastan's strength.
Ram's Head	-	Completely restores Rastan's strength.
Ring	-	Rastan attacks twice as fast.
Rod	-	Mystery?
Shield	-	Reduces enemy attack damage by 50 percent.

Please Note: Magic items in this game have temporary powers. Rastan can only carry a ring, rod, necklace, and one piece of armor at a time.
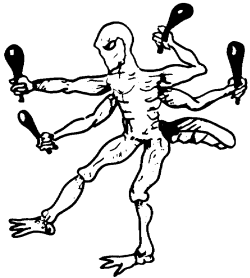
Each of the four levels has a powerful adversary Rastan must defeat before reaching the next level. Many rounds contain powerful weapons to aid Rastan in his quest.
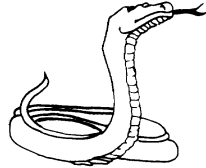
STATUS AND SCORING

Rastan's strength, item inventory, current level, and number of lives are displayed at the bottom of the screen. High score and player scores are displayed at the top of the screen.

Extra lives are awarded every 75,000 points.

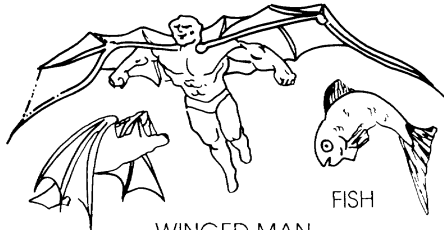## Gain Points by Conquering these Enemies:

MANY ARMED BUG

SNAKE

GIGAS

CHIMERA

BAT

WINGED MAN

FISH

WIZARD

SKELETON

SERPENT LADY

CONTINUE OPTION

A player always starts the game with three (3) lives. The continue option appears when the player loses his last life. Press either fire button to continue the current game.

A player can continue six (6) times.

HIGH SCORE SCREEN

Enter your name in the **RASTAN** Hall of Fame by using the keyboard to enter your initials. Press RETURN to return to the title screen.

STEREO CARDS

This game supports several stereo cards, such as the SUPERSONIC™ from MDIdeas. When this type of card is installed, **RASTAN** provides rich stereo sound for your listening enjoyment.

HINTS AND TIPS

- You must hit weapons to use them.
- Practice timing on the swinging ropes.
- Stand close to the edge of fire pits and rivers before jumping.
- Pause the game to study tricky situations.
- Look out for bats, wasps, and killer fish.
- Pressing UP while jumping causes Rastan to jump higher.
- Pressing DOWN and attacking while falling causes Rastan to attack down.
- If Rastan runs through a piece of armor without picking it up, it is because he is already wearing superior armor.

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