Help Asterix find the hidden magic potion to save his friend Getafix who has been hit by an enchanted stone.
1. WHEN OBELIX MAKES AN IRREPARABLE MISTAKE
Obelix, who was aiming at the Romans, has struck a Liberal to Genetix's head. The poor Druid is no longer in his right mind; he calls Astérix <Siir>, finds Obelix a real screensaver and loves the music Cacophonix plays. He has gone nuts, no doubt.
Genetix is the only one who can make the beverage to cure him, but he can't even remember his own name. Worse than that he no longer knows how to make THE POTION, the magic one that gives superhuman strength to the indefatigable Gauls. Without it, they would eventually be defeated by the Romans who are a hundred times as many and much better armed.

2. WHEN A DISHONEST SOOTHSAYER MAKES HIS ENTRANCE
By a stormy night, Prolix, a crafty soothsayer, makes his entrance in the gaullish village. The Gauls, who already fear that the sky might fall on their heads, are easily impressed by his <surprising> predictions. Prolix, who sees a means of being fed for free, settles down in a nearby clearing, waiting for the credulous villagers, who are fond of his predictions to bring him some food to <nibbles>. He works up a big job kidnapped by the Romans who regard him as a means of convincing the Gauls to leave the village....

3. WHEN ASTÉRIX GOES LOOKING FOR WILD STRAWBERRIES AND OIL
Astérix, who is the only clear-headed person left to face the soothsayer, is looking for the ingredients which will help him to recover. That's why he has to pick up what he thinks he needs, here and there, in the woods and even in the Roman camp.

2. DIFFERENT TYPES OF ACTION
To collect all the ingredients which will save Getafix from madness, Astérix the part you are playing has different means of action. He can move without difficulty, and can:

1. BUY
Some items can be bought in the gaullish village. They all cost a certain amount of sentences.

2. SELECT THE INGREDIENTS
Preparations are done on the screen which is left of the village. A cooking pot cursor automatically appears. It allows you to click on one of the ingredients you wish to buy or collect. You can only use three doses of each. Once the mixture is done, you can test it: either it cures or is a Romani mixture. You do so by clicking the right part of the screen with the <cure cursor> or with the <Romani mixture> cursor. The right part of the screen with the <cure cursor> or with the <Romani mixture> cursor.

3. PLAY DICE
You can play dice versus the soothsayer, or versus the Romans in the camp. You can try to neutralise them to score some points: stand back from their way, immediately get an amount of sentences, knowing that the rule is to score more points than your opponent.

4. GO WILD-BOAR HUNTING
In some parts of the forest you can meet wild boars. Avoid being in their way, or it will cost you some life points. On the contrary, try to neutralise them to score some points: stand out of their way, face the screen and strike.

5. FIGHT THE ROMANS
In some parts of the forest you can meet a lonely Roman. There is only one alternative left, escape or fight. On the other hand, if you happen to meet a patrol, they will run away without asking questions. If you get to the entrance of the Roman camp don't force your way in. Remember you have only magic potion, you may easily be exhausted. You'd better try to distract the guard's attention.

ACTION

KEYBOARD

to bend or pick up
space key
near the shop assistant:
ENTER key

to knock down a wild boar:
come close and press ENTER key

to play dice:
come close and press ENTER key

to come into the chief's house:
big enter key

JOYSTICK

to fight against the Romans:
F1 key
towards pressing <fire> button

Asterix points:
F1 key
towards pressing <fire> button

Asterix gives somebody a slap in the face:
F2 key
towards pressing <fire> button

Asterix knocks from bottom to top:
F3 key
downwards by pressing <fire> button

Asterix kicks from top to bottom:
F4 key
upwards by pressing <fire> button

4. METERS

1. THERE PLACE
This is a strip at the bottom of the screen which includes sections on two lines:

1st line: from left to right: 9 spaces containing boar legs symbolise life points, followed by 6 spaces meant to contain sentences and 3 spaces in which the items bought by the player appear.

2nd line: the first space contains either Getafix's state of health, or character's head whose words appear in the following text. The comes a space intended for 6 ingredients.

2. THEIR ROLE
Your entry is represented by wild boars legs that you will have hunted or eaten in the chief's house. You can collect some if you are knocked down by fish, or if you fight Romans or wild boar.

Astonishment won't be won by playing dice, or used for the purchase of several items in the Gaulish village. The box is called "a joke", because that your energy depletes more slowly.

Another important matter: the Druid's condition: if you make him drink too much mixes his condition will get worse. You'd better change a Roman to use a gunpowder.

You have failed once your energy is spent or when the Druid is hit. You have won once you have succeeded in burning the only mixture which can cure the Druid, amongst the twenty or so possible combinations, and once he has said something like it.

TO START THE PROGRAMME

ATAR1 ST and AMIGA: insert the disc (if the programme includes several discs, insert disc 1 or the LOADER disc) and switch on the computer. The programme will load automatically.

AMSTRAD CPC: on AERTOS keyboard, type "CPM", then validate by pressing ENTER or RETURN key.

DIAGRAM: on OWERTY, type CPM, then be able by pressing simultaneously SHIFT and D then validate. Then, type LOAD and validate with ENTER or RETURN key.

COMPATIBLE PC: switch on the computer, insert your disc (if the programme includes several discs, insert disc 1 or the LOADER disc) type LOAD then validate by pressing ENTER or RETURN key.

A menu showing different graphic cards will appear. Make your choice. Then, depending on which programme you have, you are given a choice of two menus:

- one concerning type of music
- another concerning the sound: be careful, the choice <sound with MOD Intensaud> is only possible if you have this interface.

REMARK: for those who use MDO Intensaud with VGA graphic card, you have an AT extended memory. In case of a problem, contact your after sales service.

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