

Pentacorn Quest

Idea y código:
Nightwolf

Gráficos:
Jarlaxe

Música:
McKlain

All the worlds were created for certain things to be desired by everybody and yet only a few graced can make it. For example, soda chickpea in dehydrated and dusty world of Sek-Anoh, or in the Earth itself, Johansson's breasts.

Here, everything revolves around some Acorns. I know, in your world you feed them to the pigs, but in mine, they are the source of great power, made of pure gold and awfully special. Moreover, they were the reason why, a long time and a half ago, a war was declared between two opposing forces: Light and Darkness. At the end the thing was not very clear. But, while they attacked each other, the amusing Golden Acorns disappeared.



In the mess, all they blamed each other; some of them were accused of making a broth with them, others suggested sending them to hell, and the majority, decided to enroll in a course Paint and Sheet Iron. But with the passage of time, an ominous rumor, originated in the whispers of the most sordid piers, began to gain strength: Some ventured to say the Acorns had been deposited on The Crack. A winding wound that fractured the great gulf fixed in the world, full of nasty critters. One crappy and perfect place to keep a treasure. No mother would have hidden it better!

Why were there the Golden Acorns, not matter much. People would shrug: "Why not?". Get them would provide incredible riches, power, and who know what else. However, the greatest adventurers who have tried to achieve them, have failed: All returned with a terrible smell of feet.



Now it's your turn. Are you going to end up like everyone else? Or will you might reach the glory?

As you might guess, the game consists of getting 5 Golden Acorns, which will be automatically collected and delivered in the magical sanctuary. (Here everything is magical, cool ah?) Once you have all five, you'll go through the ancestral door (everything here is ancestral also) to... well, actually, whatever is across, it remains unknown. You'll have to find out!

To do so you must use a few objects scattered around, which used in the right places will help you to achieve your goal. Some of them will be fairly obvious, but perhaps others as Dynamite Water-Proof are more obtuse... and some objects might have more than one function. If so, they will not be discarded in the inventory after using them.





But do not think that this will be an enjoyable and happy walk. Well, we hope so, but there are enemies. Many. And as a loving grandmother, they will hug you as soon as they can. Beware of anything that moves. They are not magic, but hostile. Do not touch them because they are very protective of their personal space and you have no way to finish them. Besides, killing someone is very rude and they were here before you...

Gorciégalo



the Bat

Ramón



the bully Goblin

Pishabrava



the Lava-Man

Hugo



the Fish-Man

Zombie



figurant on
"Thriller" video

The Dancing Crab



will eat
your nuts

Nicanora



the Biting/Explorer
plant

Cyclops-Spider



Poisonous
as a hell

Action

Keyboard

Joystick

Left

O



Right

P



Jump

Space



Select

Q



Use

A



Abort

Y



You can move left and right (or not), and jump (You decide how much, by pressing the jump button). Be ready to do it a lot and collect various objects that may assist you in your adventure. To get them, press the "Use" button and it will go to the active space in your inventory if empty (Always backpack). By pressing "Select" you can explore this inventory.

When you want to use a selected object in the inventory, simply press "Use" when you think it is necessary (or, for example, by testing how it works).

It could also invoke a magic box to help you if the site requires, to talk to someone, or to press tiles.



Good luck adventurer!

Remember, the Golden Acorns are automatically collected, for the rest of the objects you will need to select a free slot in the inventory and then press "Use" to get them.



You will get all your energy back when you pick up a Golden Acorn.

There are several pressure platforms, some are activated by just stepping on them, on others you need to press the "A" key. You will hear a sound and something will happen...



Game Design: **José Ignacio Rodríguez (Nightwolf)**

Graphics: **Jarlaxe**

Music, FX and game manual design: **McKlain** (www.mcklain.com)

Implementation of Arkos Player: **SyX**

Betatesters: **Metr, gg**

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And finally **Syx**... for everything.

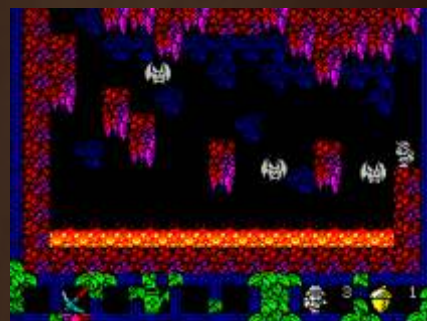
... And to all of the forum members of **Mojonia Plus!**





1. Rewind the tape to the beginning.
2. Type LOAD""
3. Press the PLAY button on the cassette.
4. The program will load automatically.

Remember that the game only works on **128K** Spectrum machines!



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