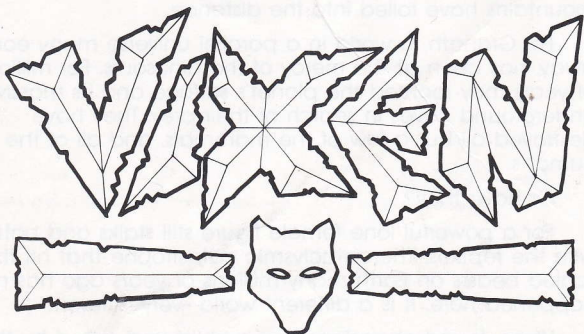




INTRODUCTION

The planet Granath has been under seige for as long as the sky has met with the horizon, and for as long as the mountains have rolled into the distance.

For Granath, a world in a parallel universe many eons away, has been at the mercy of the dinosaurs. For millions of years they roamed the planet's surface and its massive underground caves in search of their prey. They have destroyed all but a few of the mammals, and all of the humans.

Or have they?

For a powerful lone female figure still stalks and battles with the reptiles. The cataclysmic catastrophe that hit the scaled beasts on Earth many millions of years ago has not happened here. It is a different world—very different.

Vixen, found abandoned as a child and raised by the wily foxes, has magic powers bestowed on her by the Fox Sages. With her ability to metamorphosize into a fox and her Magic Whip in hand, she is fierce, brave and a match for any of her foes.

SCREEN DISPLAY

Top centre number of lives remaining

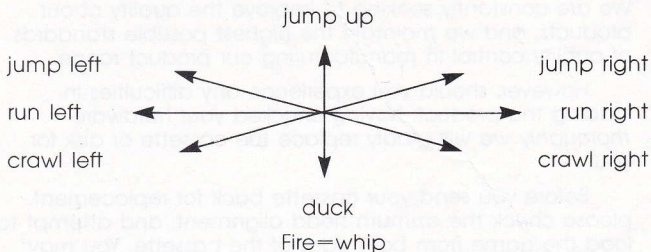
Bottom centre number of mega gems held

Left panel timer

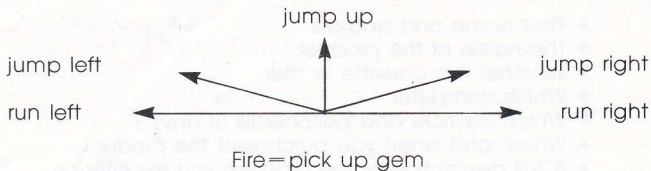
Right panel score

Centre bar Fox Time, which moves from left to right
Fox head as Fox Time is collected.

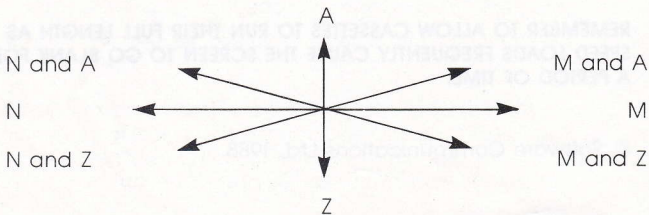
WOMAN CONTROLS



FOX CONTROLS



KEYBOARD OPTION (on some computers)



SUMMARY OF GAMEPLAY

The game is played over a series of levels. The main levels above the ground are played as a woman. If **Vixen** survives a level, **AND** accumulates enough Fox Time, she changes into a Fox and must try to complete a level underground.

COMPLETING LEVELS ABOVE GROUND

At the beginning of each level the timer panel will display the number of seconds you have to complete that level. Any time remaining at the end of a successful level will be converted into score.

Trying to prevent **Vixen** from completing each level are the evil mutant dinosaurs. Determined to destroy her, they will crawl, jump or fly at our fearless heroine. If they touch **Vixen** she loses one of her magic lives.

The mutant nasties may be avoided or killed by using the whip. Some require more than one hit to be killed, so be warned!

If **Vixen** falls into a hole, she loses one life.

If **Vixen** runs out of time, she loses one life and the timer is reset.

OBJECTS ABOVE GROUND

There are various useful objects disguised on each level. To reveal an object, whip its hiding place.

To collect a revealed object, simply move over it.

Gems—score extra points.

FOX TIME As you collect Fox Time the fox's head moves right on the display panel. If you move the head to its maximum setting and you manage to complete the level, **Vixen** will metamorphosize into a fox and enter an underground level.

Extra Lives—added to display.

Extra Time—more time to complete level added to display.

Mystery Objects—to be discovered.

COMPLETING FOX LEVELS

The fox level is a bonus collection level. There are no dinosaurs underground.

Once the level is started, the fox timer counts down. If it reaches zero before you complete a level you lose a life. Any fox time remaining at the end of a successful level is converted into score.

If the fox falls into a hole, you lose a life and that fox level is terminated.

OBJECTS BELOW GROUND

To collect an object move over it, then press fire.

Gems—score extra points.

Mega Whips—this whip will kill all nasties with one hit. If **Vixen** is carrying the Mega Whip it will be displayed on the top of the screen.

If you lose a life on any level you also lose the Mega Whip.

Mega Gems—These are only found underground. If you pick up a Mega Gem it will be displayed on the top panel.

Mega Gems increase your scoring potential on the surface levels.

If you lose a life on any level you also lose all your Mega Gems.

LOAD PROBLEMS

We are constantly seeking to improve the quality of our products, and we maintain the highest possible standards of quality control in manufacturing our product range.

However, should you experience any difficulties in loading this product, having checked your hardware *thoroughly* we will gladly replace the cassette or disk for you.

Before you send your cassette back for replacement, please check the azimuth head alignment, and attempt to load the game from both sides of the cassette. You may wish to consult your local software retailer.

If, after these checks have failed, you do write to us, you should state the following

- Your name and address
- The name of the product
- Whether it is cassette or disk
- Which computer
- Which joysticks and peripherals (if any)
- Where and when you purchased the product
- A full description of the problem you experience

You should not enclose the box and packaging with cassettes

REMEMBER TO ALLOW CASSETTES TO RUN THEIR FULL LENGTH AS SPEED LOADS FREQUENTLY CAUSE THE SCREEN TO GO BLANK FOR A PERIOD OF TIME.