



Game Construction Kit™  
Version for Commodore 64/128

*Instructions  
for  
Sample Games*

**Library Disk - Side A**

**AGCK TUTORIAL GAME**

This is a simple variation on a classic arcade game theme. The TUTORIAL section of the manual provides complete instructions for this game. Because this is a relatively simple game, there's plenty of room for expansion on your part.

**KANGARANG** ..... *designed by Gregory Hammond*

You are a worried Kangaroo mother. The reason? Your little joey is constantly wandering off and being captured by the aborigines or the rubber monkeys! In each level of play, you'll have to figure out how to rescue your baby and return to safety. Once you've got your joey tucked safely inside your pouch, a magic opal will appear to take you to the next level.

Watch out for falling boulders and deadly jumping fish along the way. The aborigines will throw boomerangs at you. And remember, Kangaroos can't swim. No worries, mate!

DESIGNER'S NOTE: Level 5 of Kangarang is VERY challenging! If you can get through it successfully, you should consider yourself quite an adept game player!

**ISLE QUEST** ..... *designed by Greg Johnson and Paul Reiche III*

You are a brave explorer in search of new lands and all of the riches they offer. Along the way, you will have to deal with treacherous straits (lined with unfriendly cannons on either side), pirate ships, hostile natives, and eventually, the demon god himself.

When you get inside the demon god's temple, you must collect three purple orbs, the third of which will trigger a bottomless pit to open in the center of the temple. You must then lure the demon god into the pit. The game will end and you can start again at the beginning if you wish.

Along the way to the temple, you can collect white crosses which will award one extra life each. Collecting treasures will award you points. Also, shooting natives costs you 500 points, so it's better to run than fight!

## Library Disk - Side B

### MUSASHI ..... designed by Greg Johnson and Paul Reiche III

Musashi was an ancient Samurai Warrior. His era was a time of honor, great warriors, and VERY sharp swords.

In our game, the Evil Lord has kidnapped Musashi's Princess, holding her for ransom in his fortress. Musashi must rescue his love, fighting his way through the Evil Lord's hordes of hired swords.

In an effort to confuse you, the Evil Lord's magician has cast teleport spells on all of the doors in the fortress. You must turn his evil doing to your advantage, using the teleport magic to transport you from door to door. Only in this way can you complete each level!

As Musashi makes his way through the Evil Lord's fortress, there will be three kinds of objects available to him: gold, sushi, and the mighty Sword of the Samurai. When Musashi grabs the gold, points are awarded. When he eats sushi, Musashi will be given an extra life. And when Musashi takes the Sword, he will temporarily transform into the "Spirit Blade", an invincible whirlwind of slashing fury!

Beware of deadly blades in the ground, swords flying through the air, cauldrons of flame, and ninja warriors throwing weapons.

### GERG'S ADVENTURE ..... designed by Gregory Hammond

Gerg is a little character who seems to be a cross between a frog, a crab, and who-knows-what. All he wants to do is get back to his cozy home. Will Gerg make it? It's all up to you!

To complete each level, Gerg must pick up all of the Black Onyx Orbs that are lying around. In addition, Ruby Orbs give Gerg the ability to jump (instead of shoot) for a little while. Amethyst Orbs make Gerg invincible for a short period of time. And Emerald Orbs award Gerg with an additional life.

Watch out for slime dripping from the ceiling, as well as the assorted meanies you'll encounter in each level.

### SPACE WORRIES ..... designed by Paul Reiche III and Greg Johnson

A Big Really Awful Insane Nerd has taken control of the planet Niram, causing its rotation to slow down. This in turn causes longer working days for the inhabitants of Niram, surely one of the most cruel forms of oppression imaginable. The inhabitants are counting on you to save them.

As you search for the location of the B.R.A.I.N., you must pick up the mysterious metallic cylinders along the way. Once you have located the B.R.A.I.N., you must destroy it, thereby restoring peace to Niram.

Beware of sudden updrafts in certain areas! Also watch out for UFO's and Alien Breeder Machines. And rumor has it that a certain rare plant will increase your number of lives.