





~ LOADING

C64 CARTRIDGE:

Power OFF your C64 system. Insert the cartridge.
Power ON your C64 system. The game will now
load and run automatically.

C64 TAPE:

Insert tape. Hold down SHIFT and press RUN STOP.

Press PLAY on tape. The game will now load and run automatically.

C64 DISK:

Insert disk (label side up). Type LOAD "*",8,1 (RETURN).
Once loaded type RUN (return).



~ STORY ~

Nixy is a glade sprite charged with looking after the Gaia stone. The Gaia stone is the heart of the Glade and gives life to the plants and flowers.

But something is wrong with the stone, it has been corrupted and now once beautiful flowers are turning dangerous and the once friendly Mushroom people are attacking!

The Old Ones talk of a pool of water which in ages past cleansed the stone. Maybe that might work again?

Travel through the forest avoiding deadly plants and creatures to find the sacred pool and cleanse the stone, then return it to the Guardian Tree in the Glade.

~ OPTIONS SCREEN ~

Use a joystick in port 2 to select options:-

Music - Toggle in-game music on/off.

Play - Start game.

Credits - View game credits.

~ CONTROLS ~

Use a joystick in port 2.

Left - Move left

Right - Move right

Up-Climb up

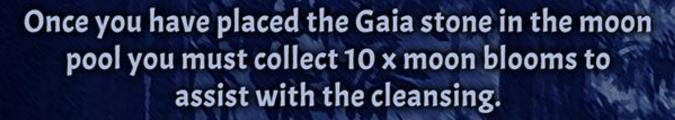
Down - Climb down

Fire - Jump

(Tip: You can control Nixy while she is in the air by moving left & right).



~ PLAYING TIPS ~



Do not fall into water - Nixy can't swim!

Be wary of spiked traps in the ground and grabbing vines, they can be difficult to spot until they move.

You can walk over the snapping plants when they are closed - but be quick! Some like to grow in places where Nixy can climb.

If you collect a heart-shaped flower it will act as a restart point if you die. The flower will turn white once collected to indicate it is now a restart point.

The other heart-shaped plants will give you an extra life if collected.

Avoid the deadly drips!

Nixy can fall from high places without harm.

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~ CREDITS ~

Programming by Anthony Savva

Art and concept by Andy Johns

Music and SFX by Kamil Wolnikowski

Loading screen by John Blythe

Tape master by Richard Bayliss & Martin Piper

Tape loading tune by Richard Bayliss

Cartridges produced by James Monkman / RGCD

Inlay art by Trevor Storey

Additional packaging design by Kenz

Distribution logistics by Siobhan Nolan



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