

Dogmole Tuppowski

The New Adventures (or almost...)



128k game : Jarlaxe
Original idea : na_th_an
Graphics : Jarlaxe
Music : David Sánchez aka Davidian

Powered by **PSG Player** by WYZ and **splib2** by Alvin Albrech.
Uses **aPPack decompressor** by dwedit, adapted by Utopian & optimized by Metalbrain

Powered by **La Churrera 3.99.3b** by **The Mojon Twins** and **splib2** by Alvin Albrecht.

Tested by : na_th_an, Davidian, Radastan, elborra, son_link, Anjuel



Story

That afternoon, Dogmole was specially boring. Had shined his skiff with Aladdin cotton, organized on the shelves alphabetically his collection of Spectrum games and counted for the third time the relics obtained in previous adventures.

- **How I miss a bit of action.** -, it was said Dogmole, since nothing was liked any more by our hero that to live dangerous raids, get in the way some rare and valuable object, and of course, then tell us in the tavern where he was the center of attention (and invited him to pennyroyal mint tea and pickled anchovies).

But he had already traveled half the world getting treasures in castles, catacombs and deep caves. What a challenge left for him to overcome?. thoughtful, he lay down in underpants on the sofa with the remote control of TV in one hand and a watermelon Tico Tico in the other. With vacant look began to zap on TV, until something caught his attention ...

- **We Interrupt the broadcast to offer a last-minute bulletin!** -

Dogmole opened one eye lazily...

- **We hear it in the deep jungle of "Hamto-mar porshako" (province of Badajoz) The witches of the orujo clan desecrated the ancient temple of the goddess Vah-ka, and they have stolen the idols of sacred altar!. Since then the area is being hit by seismic tremors and volcanic eruptions, as the goddess Vah-ka has been very angry and if the idols at the altar is not returned, will be the end of the world!** -

At this point Dogmole already had both eyes open and had almost eaten all Tico Tico.

- **Is possible do not get to see a new tomorrow dear viewers, and all for 15 miserable rarest legendary solid gold idols, big as Nivea balls.** -

Dogmole was very interested now!. Save the world from destruction, and once recovered all idols, change them for a reproductions made of corchopan and golden paint of chinese shop!.

(Yes, what happens?. The Tico Tico watermelon not give away ...)

Dogmole prepared his backpack to carry golden idols, he took his boots to jump higher, his adventurer hat plush and left home with firm steps to the workshop where he repaired his seaplane to fly to hidden jungles.

- **Finally an adventure worthy of me** -, said the old Dog with a lopsided grin.



The game

Helps Dogmole to get the 15 stolen idols, and return them to the altar to appease the wrath of Vah-ka. But be careful, it's not going to be easy!. The 20 witches with their arcane arts have obstructed access to the altar. To be able to access it, you must eliminate them all before. As if that were not enough, the idols were distributed throughout the area, and on top, have protected with their henchmen invoked from the underworld!. Minotaurs and living skeletons put things difficult for you to take away the precious idols. Note that to be so heavy, you can only carry one at a time to the altar. Finally some advice... not be hasty in your actions. It is essential to take it slow, study the movements of the enemy and act at the right time. Only then you will get the victory!.



Controls

You can use the **Sinclair Interface II** or **Kempston joysticks**, or the **keyboard**. The commands are as follows:

- O (Joystick left)** : move left
- P (Joystick right)** : move right
- A (Joystick down)** : read sings / leave idol on the altar
- Space (Joystick Button)** : jump
- H** : pause
- Y** : abort



Loading instructions

ZX Spectrum 128/+2/+2A/+2B/+3

1. *Select "Loader" in the start menu and press ENTER. Press PLAY on tape and the game will load automaticly*