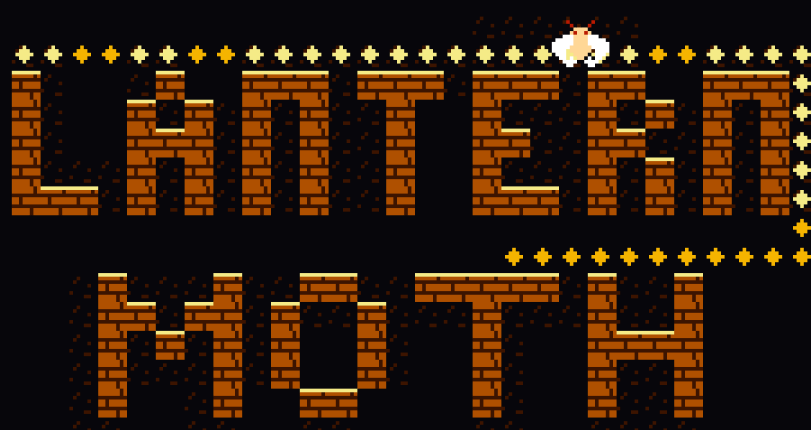




LANTERNA WORTH

INSTRUCTION BOOKLET



1-2 PLAYERS

NES-COMPATIBLE CARTRIDGE

THE STORY

Long ago the caves under Ember Hill were lit by fireflies. Then the Snuffer Queen climbed up from the deep, and her children ate the light.

The fireflies hid inside the creatures of the dark: in dust bunnies and bats, in wisps and spiders, even in the stones. One by one the caves went black, and the creatures grew to like it that way.

One moth still carries a light. Wherever it flies, a trail of glow follows behind. Draw that trail all the way around a creature and the light inside it stirs: the creature curls into a cocoon, and a firefly comes out.

Free the fireflies of fifteen caves. Wake the Great Owl, outlast the Cave Toad, and find the Queen who swallowed the light.



Free every firefly in a cave and it lights up from wall to wall.

GETTING STARTED

Insert the cartridge and switch the console on. On the title screen, choose **1 player** or **2 players** and press **START**. Player 2 uses the second controller.

CONTROLS

BUTTON	IN THE CAVE
LEFT RIGHT	Drift left and right
A or B	Flap upward. Hold it to keep flapping.
START	Pause and resume (either controller)

ON THE TITLE SCREEN

UP DOWN SELECT	Choose 1 or 2 players
START	Begin

THE SCREEN

The top line shows each player's score, lives (the heart) and the letters of any power-ups they hold. The clock in the middle counts down the seconds left in the cave. Under 10 seconds it ticks and blinks.

HOW TO PLAY

1 FLY. Your moth leaves a trail of glowing dots behind it. The trail fades after a few seconds, so keep moving.

2 LOOP. Bring your moth back across its own trail, all the way around a creature. Everything inside the loop turns into a cocoon. A loop around a ledge catches whatever walks on it.

3 COLLECT. Each cocoon hatches a firefly. Fly into it before it gets away: a firefly left alone for about 7 seconds wakes back up as the creature it came from.



A loop around a whole ledge catches the creature walking on it.

LIGHT, TIME AND LIVES

Touching a creature costs a life. You start with 3 and can hold up to 9. Each cave gives you 60 seconds. Time you don't use carries into the next cave, plus another 60 (up to 99). If the clock runs out, everyone still playing loses a life and the cave starts again.

THE CREATURES

Most creatures are deadly to touch, and each one pauses at some point. That pause is your moment to loop it.



DUST BUNNY

Walks its ledge. Loop the whole ledge.



SHADOW BAT

Flees your light at speed, then flies home to doze. Loop it while it sleeps, and don't fly closer than you need to.



SNUFFER BEETLE

Walks its ledge and eats your trail, breaking the loop. Go wide and be quick.



MIMIC STONE

Looks like rock until your light touches it, then chases along its ledge for 3 seconds. Loop it while it sleeps.



WISP

Flits from place to place and hovers. Harmless, but its touch steals your light for 4 seconds.



MOTH-EATER SPIDER

Drops on its thread, hangs, then climbs back. Its webs slow you down. Loop it at the bottom of its drop.

THE BOSSES

Every fifth cave is a boss. A boss can't be looped itself: loop the glowing thing it sends out. Each hit is 1000 points, and beating a boss gives 5000 to every player still in.



THE GREAT OWL

Cave 5, 4 hits. When it wakes, a moon orb drifts from its chest and hovers around the hall. Loop the orb while it hovers. Feathers fall while the owl is awake.



THE CAVE TOAD

Cave 10, 6 hits. Blows bubbles that rise and hover. Loop them, two at once for two hits. Never fly over its mouth: the tongue is fast.



THE SNUFFER QUEEN

Cave 15, 8 hits. Embers drift from the sacs on her shell. Loop them while her larvae, snuffer beetles that eat trails, hatch on the ledges. At half health she sends two embers at once.

TWO MOTHS

With two players, a moth that's caught becomes a pale spirit that drifts away from danger. The other moth touches it to bring it back, safe for 2 seconds. If no moth is left flying, the cave starts again. A loop made from **both** moths' trails counts: its fireflies are worth double, and it drops a team power-up in the middle.

POWER-UPS

A power-up appears about 12 seconds into each cave and stays for 10. It lasts until you lose a life.



Speed: a faster top speed



Control: sharper steering, finer hovering



Tail: a trail half as long again



Heart: one extra life

SCORING

FOR	POINTS
Fireflies from one loop: 1st, 2nd, 3rd, 4th	100, 200, 400, 800
Fireflies from a team loop	double
A power-up	500
Each second left when a cave is cleared	50
A boss hit / beating a boss	1000 / 5000

TIPS FROM THE DEEP

- One loop can catch several creatures. The 4th one in a loop is worth 800.
- Fireflies go to whoever touches them, so in co-op, agree who collects.
- Bats startle when you fly close. Loop wide around a dozing bat.
- Lure a mimic awake, let it settle, then loop its ledge.
- Fast clears bank time for the harder caves ahead.

CREDITS

Game by Tony Mamacos. Written in 6502 assembly with the cc65 tools for NROM-256 hardware: 32 KB of program, 8 KB of graphics, no extra chips.

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