

**COLECO  
VISION™**

**GAME MANUAL**

*Flora*  
**and the ghost mirror**

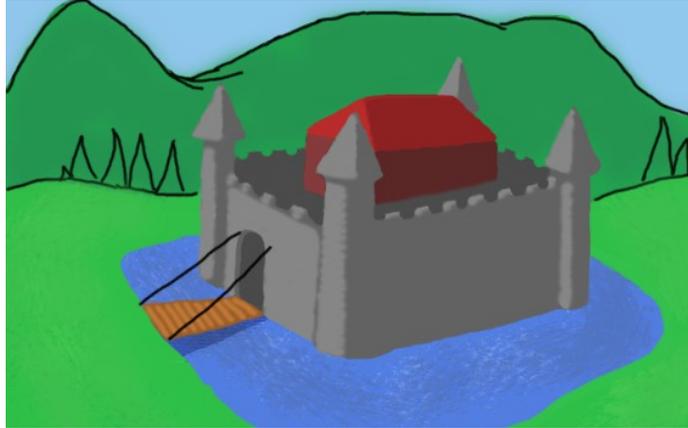


**COLECO**

## Background

Flora is a forest fairy and protector of nature. Flora must make the flowers bloom in spring, and protect her castle.

Suddenly evil ghosts are invading her kingdom, attacking the flowers.

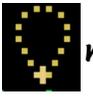


Flora must defeat them with her magic power and heal all the flowers with her magic power.

Progress through the levels as the ghosts get closer and closer to Flora's castle. Finally she must face the big green ghost. Flora must win the battle against the evil Big Head. Flora knows that after the hard fight the kingdom will finally restore peace, cleaning up Big Head's mess.

At the end, everyone dances with joy.

## How to play?

 <p><i>Flora</i></p>	<ul style="list-style-type: none"> <li>• Move Flora with the joystick in 8 directions.</li> </ul>
<ul style="list-style-type: none"> <li>• Press the side fire button do an action, such as casting, or picking up items.</li> </ul>	
 <p><i>sick flower</i></p>  <p><i>healthy flower</i></p>	<ul style="list-style-type: none"> <li>• Cast a healing spell to heal a sick flower. The speed that your MP refills is determined by the positive energy from the healthy flowers. Heal all of the flowers for maximum refill MP speed. If all flowers are healthy at the end of the level, earn a bonus life.</li> </ul>
 <p><i>the ghost</i></p>	<ul style="list-style-type: none"> <li>• Cast a drain spell to drain ghosts of energy, killing them.</li> </ul>
 <p><i>tornado</i></p>	<ul style="list-style-type: none"> <li>• Avoid the tornado, which drains your HP.</li> </ul>
 <p><i>mana (MP)</i></p>	<ul style="list-style-type: none"> <li>• Pick up mana to help fill your magic points (MP)</li> </ul>
 <p><i>fashion</i></p>  <p><i>necklace</i></p>	<ul style="list-style-type: none"> <li>• Pick up an item to get more health (HP) via a new dress with shoes or necklace</li> </ul>

 <p><i>piece of mirror</i></p>	<ul style="list-style-type: none"> <li>• Pick up the broken pieces of the mirror. With six pieces of mirror, you complete the level and advance to the next level. If all flowers are healthy then you get a bonus life.</li> </ul>
 <p><i>power orb</i></p>	<ul style="list-style-type: none"> <li>• Use the power orb to clear all enemies on screen.</li> </ul>
 <p><i>Big Head</i></p>  <p><i>body of boss</i></p>	<ul style="list-style-type: none"> <li>• Big Head is the boss who needs to be defeated on the final level.</li> <li>• Avoid his deadly body.</li> </ul>

## Getting Started

Before you start each game, you can select several options to set the game difficulty. Move Flora up and down to select the desired option. Then hit the side fire button to select the option. On the title screen for the

### Tornado Difficulty

Tornadoes drain health, and always move from one side to another. To avoid tornadoes, move up or down the screen actively. Choose easy to delay the tornadoes until the boss levels. Choose medium for normal frequency of tornadoes. Choose hard for the most challenging tornadoes.

### Owl Difficulty

Owls move from the bottom to the top, and always deposit a mana gift which you can collect. Watch for the owl, and grab the mana to power up your MP (magic points) so that you can freely cast spells. Choose easy for the most frequent owl visits. Choose medium for the normal number of owl visits. Choose hard for the least frequent help from the owls.

### Heads Up Display



Across the top is the MP (magic points), and pieces of mirror.

Across the bottom is the boss HP (boss level only), Flora's health points (HP) and number of lives.

## Early Levels



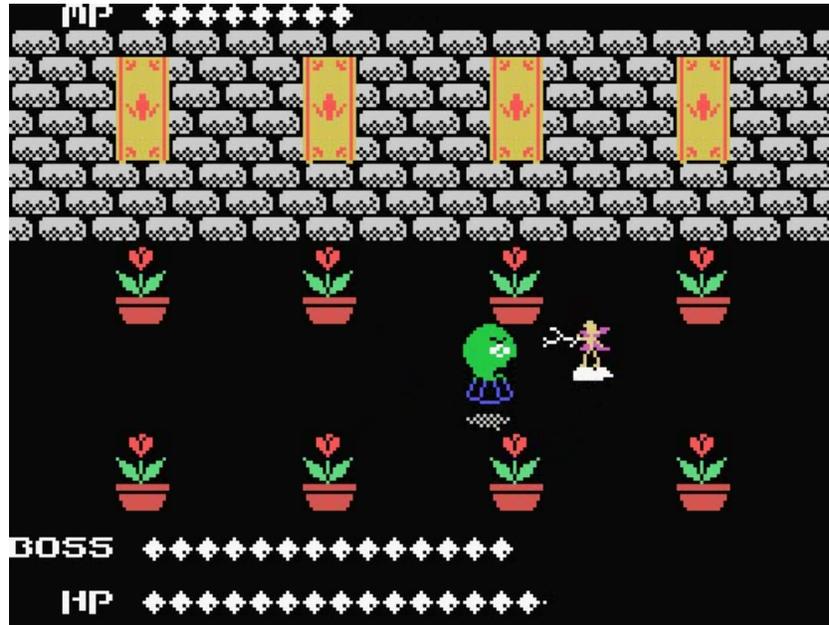
When you collect 6 broken pieces of mirror, you are able to go to next level.

You have to look out about the tornadoes which are taking your health.

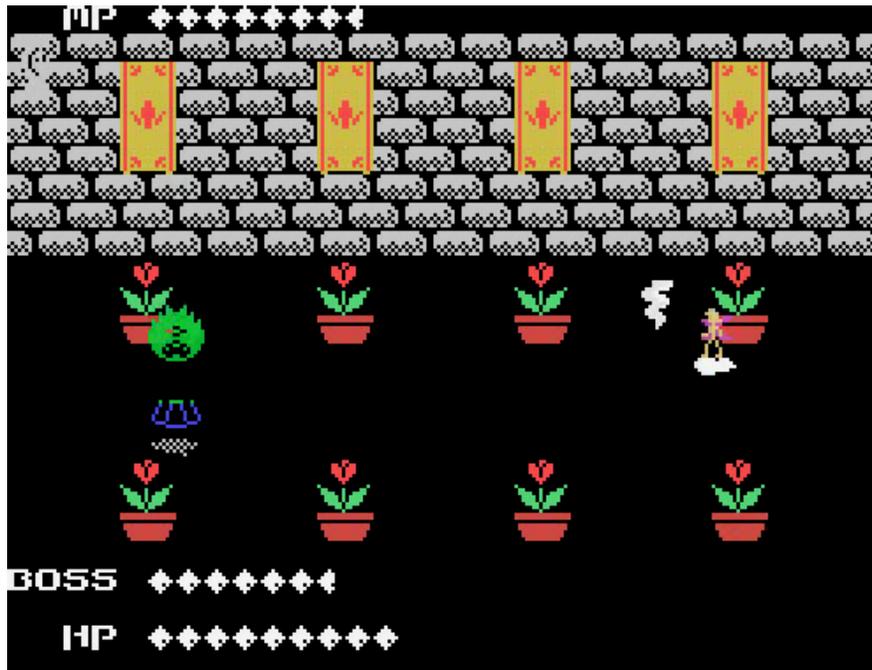


## At the Castle

In the last battle, the boss battle, you have to be careful because other tornadoes will appear from time to time.



When the head is separated from his body you can't hit the boss.



*HAVE FUN! AND THANK YOU FOR PLAYING.*

**Original Idea by Gabriela Brindusa and Daniel Bienvenu**

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