

TWILIGHT WORLD

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COMPATIBLE WITH ATARI 800, XL and XE
COMPUTERS WITH AT LEAST 48K RAM.

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Enter the Twilight World. Equipped with the latest in Anti-gravity pods and Laser weaponry battle your way through each of the eleven dungeons defeating their fiendishly devious inhabitants along the way.

LOADING INSTRUCTIONS

Ensure that your computer, program recorder and television are correctly connected as described in the relevant Owner's Guides. Turn on the computer. Insert the program cassette into your Atari Program Recorder and rewind the tape fully. Turn off the computer, then turn the computer back on whilst holding down the *START* and *OPTION* buttons, the computer will BEEP. Press down the *PLAY* key on the program recorder and then hit the *RETURN* key on the computer keyboard, the program will start loading. Total loading time is 10'53''.

GAME INSTRUCTIONS

OBJECTIVE – Your aim is to escape from each of the eleven dungeons by reaching their exits (the first exit is directly to the right of your man). On your quest you will meet many different creatures, some of which are destructable by one or more hits with your weapon. Contact with creatures or fire decreases your vitality, shown as a bar at the top of the screen. When the bar expires you lose a life, but your vitality can be replenished by consuming the food dotted around the dungeons. You will be awarded an extra life every time you collect thirty gems, collect every gem in a dungeon or complete all of the dungeons.

TITLE SCREEN OPTIONS – Press *OPTION* to alter difficulty levels (on level 2, you have to collect all gems to leave a dungeon, on level one you don't).

Press *SELECT* to choose the starting dungeon (you can start from any dungeon up to the highest you've reached).

Press *START* or the Joystick trigger to commence play.

GAME CONTROLS – Your jump height is dependent on how long you keep the stick pushed up, limited only by the height of the ceiling. Whether jumping or falling you can still steer left or right. Pull the stick down to kneel. Press the joystick trigger to fire your weapon.

Press *SPACEBAR* or *START* to change to your alterego. Your alterego is invincible, can fly and is fatal to creatures on contact. This will last for approximately 10 seconds, and can be used once per man per dungeon (its available whenever your man is blue).

Your man is also invincible immediately after using your alterego or when you start a new life and he will shimmer to denote this.

Press *P* or *SELECT* to pause the game, press either a second time to carry on.

Press *ESC* or *OPTION* to terminate your current man and restart current dungeon (provided you have another life) if you get trapped.

LEVEL SUMMARY – Titles are intended to give clues to dungeons.

A. **New Beginning** – Introductory level. You can simply exit or go down to practice.

B. **Jagged Edge** – Grid of passageways introducing further creatures and features.

C. **Cat's Eyes** – Requires exploration to match doors with keys. Includes a secret room of food.

D. **False Exits** – 16 exits, but only one of them is real.

E. **Broken Lattice** – Lattice broken by walls, doors and cul-de-sacs.

F. **Trick or Trap** – Starts with a very tricky logic problem involving 28 doors, but only 14 keys. Deeper down there are some fiendishly tricky obstacles requiring intricate manoeuvres.

G. **Isles on Fire** – Difficult obstacle course of extremes. Look out for the dancing dragons and long disappearing bridges.

H. **Grid of Iron** – 16 doors and 16 keys set in a regular pattern, but can you find the exit when you don't know which way to go?

I. **The Mirage** – It looks like there is a short cut, but is it? How do you get the last gem? Look out for the freefall slalom section and room of food.

J. **Short Circuit** – 30 doors, 27 keys, 44 false exits Circuit goes one way.

K. **The Menagerie** – Every creature and most features in some very tricky combinations.