

TIME BANDIT

Time Bandit adds the elements of a text adventure to the environment of an arcade game, embracing two different playing systems that had remained separate in the past.

LOADING:

To load the game you must put the disk in your internal drive and the program will load automatically.

CONTROLS:

F1:= CHANGE CONTROLLER PLAYER 1

F2:= CHANGE CONTROLLER PLAYER 2

1 := 1 PLAYER GAME.

2 := 2 PLAYER GAME.

ANY OTHER KEY WILL TAKE YOU TO THE HIGH SCORE TABLE.

Q:= QUIT DEMO.

TRAVEL:

In the game you begin from the Time Gates, you must move the Bandit across the landscape, firing missiles. You move to a different location by walking into a time gate.

SPECIAL OBJECTS:

One way doors will only allow you to pass in a certain direction, they are shown as green arrows pointing in the way you can pass. Ladders and pits give you access to upper and lower areas. Red pulsing transporter disks are used to transport yourself to other sections of the land. You may well encounter certain other oddities as you travel through the lands, but we let those be a surprise.

OBJECTIVES:

Once you have entered a land you must, in order to escape, collect the keys to open the locks. When you pick up a key it will appear beneath your score, it will then open the first lock you touch.

You must collect the various treasures along your way to gain score. You have to shoot everything that moves, and defeat the 16th level of each land to complete the game.

IMPORTANT:

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