

# WINA WORLD



Blue Byte

UBI SOFT

Entertainment Software







# THE CREATION OF TWINWORLD

The **TWINWORLD** team was formed halfway through January 1989. Our goal was to create an extraordinary arcade game. That's why we didn't bother with childish technical showing off, preferring to maximize the game's playability.

There are loads of programs that are nothing more than glorified "graphics demonstrations". So we should therefore explain the philosophy behind our game.

A game should not consist uniquely of animations, graphics and music. It should form a whole. To ensure this, we worked on **TWINWORLD** for a long time and frequently changed various elements of the program. **TWINWORLD** is now well and truly finished, and we'd like to say thank you to everyone who participated in the creation of this game.

From your **BLUE BYTE** team.

## CONTRIBUTORS :

On Commodore Amiga

Programming: Thomas Häuger

Graphics: Thorsten Knop

Level design: Sven Jensen and Heiko Ruttman

Music and sound effects: Heiko Ruttman

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## 1°) THE LEGEND OF THE SACRED AMULET

The Gaspards, a peaceful race of people, lived for centuries under the wise rule of an old family endowed with magic powers : the Cariken.

This family possessed a secular symbol of power, forged way back in ancient times by the Gods of Enlightenment. Its power was such that peace and prosperity reigned for many centuries. However, the Cariken's vigilance gradually slackened and because of this, the use of the magical amulet sunk into decline.

And thus Maldur, a wicked druid, succeeded in conquering Gasparry, aided by horrific monsters he had created. His warriors massacred the Cariken mercilessly and no one managed to escape or use the amulet. It therefore fell into Maldur's hands, who rapidly realized what hidden powers it contained. Nevertheless legend had it that if a single member of the Cariken survived the massacre and got hold of the amulet, he could then rid the land of terrible Maldur.

In order to avoid all this, the druid tried to destroy the amulet. He therefore concentrated all his magical powers, causing an enormous explosion, and under the pressure the amulet shattered into 23 pieces spread across the country. Maldur survived the explosion because of his supernatural powers. Nevertheless, he was seriously injured, and sent his monsters to recover the



fragments, before they fell into someone else's hands.

What Maldur didn't know was that there was indeed a survivor, none other than the son of the last ruling king. When he was two years old, he had been rescued by Thorax, one of his father's faithful servants, and raised far away from Maldur's spies. On his deathbed, his father made a last wish : when Ulopa reached the age of sixteen, he should be told about the mission that would subsequently become his unique duty...

On Ulopa's birthday, Thorax told him the story of his ancestors and explained to him how his true father had died. In order to vanquish the king's assassins and put an end to the rule of the masters of darkness, there was only one solution : Ulopa the last of the Cariken, must set off to find the 23 pieces of the amulet, in order to get rid of the druid Maldur for good.

Thorax could only tell him one magic trick of the Cariken : magical control of energy bubbles. Only the consumption of a potion can maintain this magical power.

Thus Thorax gave some of the potion to Ulopa to provide for his long dangerous journey that would lead him to Maldur's kingdom. The creatures that existed when Ulopa's father was alive had meanwhile been almost completely supplanted by Maldur's terrifying monsters.





## 2°) OBJECT OF THE GAME

The player must defeat Maldur, the evil druid. Along the route leading to Maldur's temple, he has to find fragments of the magical amulet on each level. The levels are separated into a lower and higher world. The player can move from one world to another. A level is completed once the player has gathered together all the fragments of the amulet and reached the exit door. The exit door of each level is identifiable by a symbol of life.

After having completed four levels in one type of setting, Ulopa arrives in a bonus area where he will be rewarded with several extra points.

Once he has crossed this area, he will arrive in a new area in the heart of the land. Here, he will face completely new conditions. Back time the player completes a level, he sees the state of the amulet, and once this is completely pieced together again he can then confront Maldur. At this point of time, the player must have gained a maximum of weapons, energy and bonuses, as the evil magician has quite a few tracks up his sleeve.

If Ulopa manages to destroy Maldur, he thus frees Gaspar from the Reign of Evil for once and for all, and may rule the kingdom with all the wisdom and justice that his ancestors possessed.





### **3°) MEETING OTHER CHARACTERS**

#### **A) THE MERCHANT**

The player can call a merchant to buy items which he needs urgently. In order to do this, he must possess a flute. Each flute can make the merchant appear twice. Afterwards, he must find another flute. Thus you should not waste the resources of a flute unnecessarily, Especially as the prices increase each time. As money of exchange, you dispose of the points that you have gained. You must therefore gain as many points as possible during the game.

The merchant proposes only items that the player has already found. For example, you can't buy an extra life unless you have obtained one already.

Therefore it could be that your desired symbol will not appear in the merchant's list.

#### **B) ENEMIES**

Along the road leading to Maldur's temple, Ulopa will frequently meet Maldur's monsters. He can either avoid them by adroit movements or destroy them with his weapons.

If an enemy is killed, objects that Ulopa can take will appear. These bonuses disappear fairly quickly, so the player must hurry and take them.

Consult the paragraph "BONUSES" to get more information.

#### **THE GOULOU :**



The Goulou loathes humans and therefore prefers to live in the desert. It also hates contact with water. Since intelligence is not one of the dominant characteristics of this race, the goulou depends mainly on force.

The leaders of these creatures are sometimes



capable of launching bubbles of spittle. Most of the time, they overcome their victim by surprise.

### **THE GREEN GOULOU :**



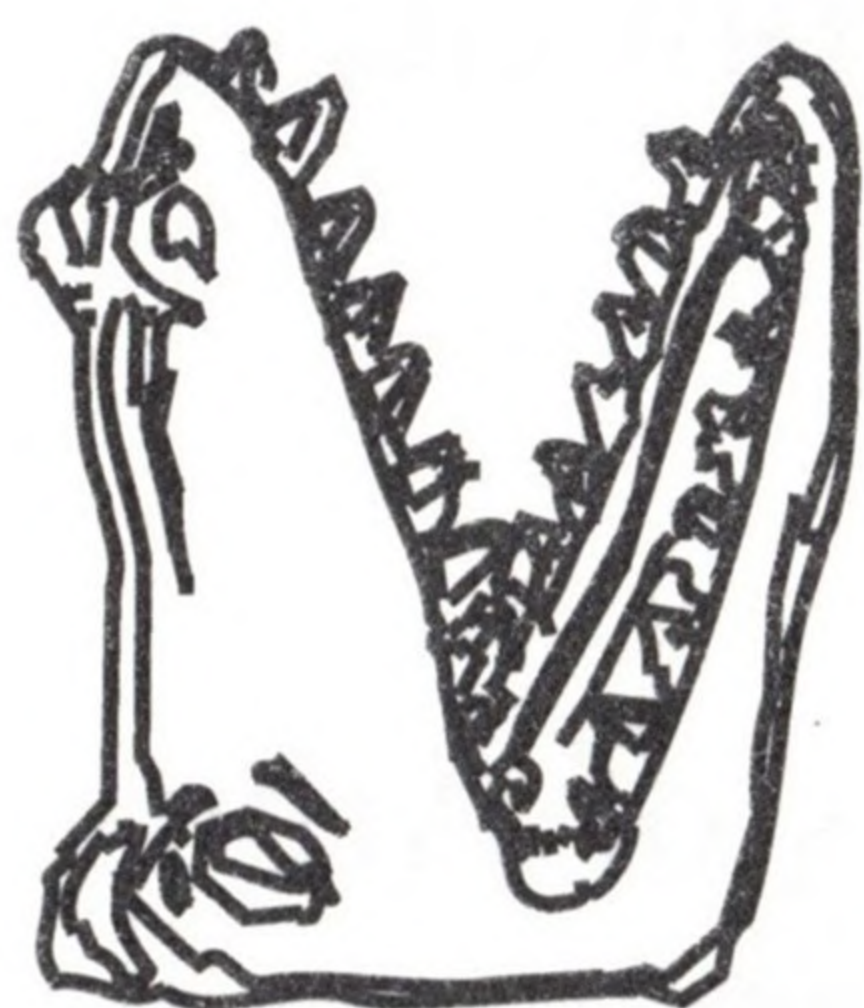
It is smaller than ordinary Goulou, but a lot more cunning. You'll find Green Goulous all over the country, and thanks to their wings, they can fly for short distances. Consequently they are much more dangerous than the other Goulous.

### **THE ARGOUS :**



It's a creature resembling a bird that you'll find everywhere. Its acuteness of sight is excellent, thus it was predestined to become a spy. Often trained to this end, many of them only have passive reactions. But there are also fighting Argous, renowned for their persistence. Nobody knows much about them, since one seldom meets them. According to rumours, there may also be a large number of skilled shooting Argous but nothing more is known about them.

### **THE GOBE-MOUCHES :**



This creature lies hidden away in a hole in the ground. It captures its victims by suddenly emerging from its den. Little is known about them, since they are hardly ever spotted. However, since Maldur has come to power they have apparently multiplied in number.



## THE OTHOUS :

Strictly speaking, the Othous is not evil. But since it is covered with spikes, it presents a danger to those unwary travellers who touch it.

## THE BOTHRIA :



The Bothria is a creature similar to a dragon. It guards the ancient parts of the temple, vestiges of ancestral times... It is the most dangerous creature of all Gaspary. It's best not to attract its attention. If you disturb the Bothria while it's sleeping, it will divide up into several sections and attack the troublemaker. A part of the Bothria leaves the player behind and awaits him later for a merciless combat. Be careful, in spite of its nonchalant air, it is a fearsome opponent.

## THE HIBOUSSA



This predator lives uniquely in the forests of Arbous and frequently attacks travellers by surprise. It leaves the treetops to attack its pray. Once it has launched itself, it is impossible to avoid combat.

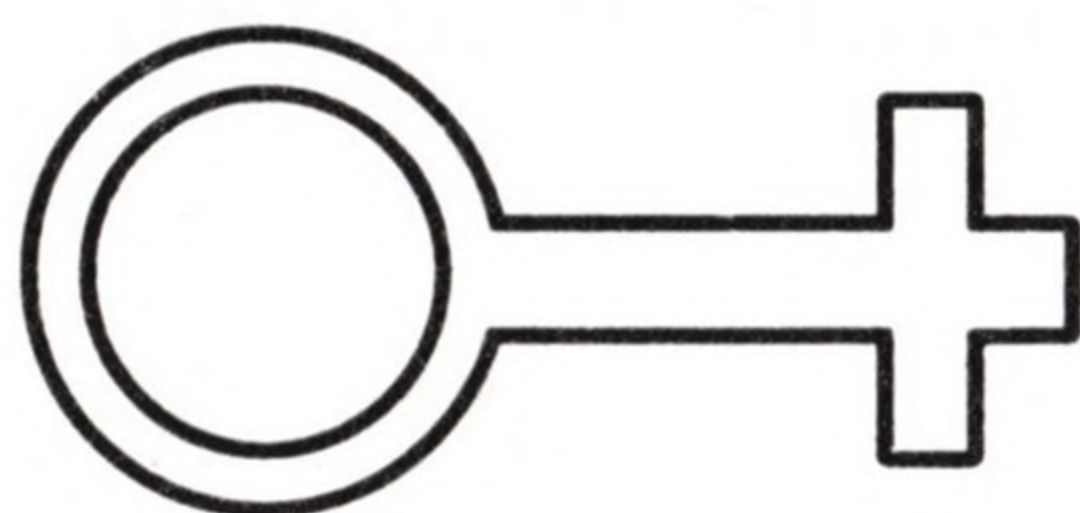
## THE BOA :

This is a gigantic serpent which only lives in the forests of Arbus. It is not a boa constrictor, but the bites it inflicts pitilessly on its victims are fatal since its fangs are poisonous.

There could well be other creatures in the area around Maldur's temple. But we can't tell you anything else as all this surpasses our experience and we have no recent report on this subject.



## C) BONUSES



**STARS** : They increase your score (pick them up to get as much money as possible for the merchant).

**SPRINGS** : They enable Ulopa to jump higher.

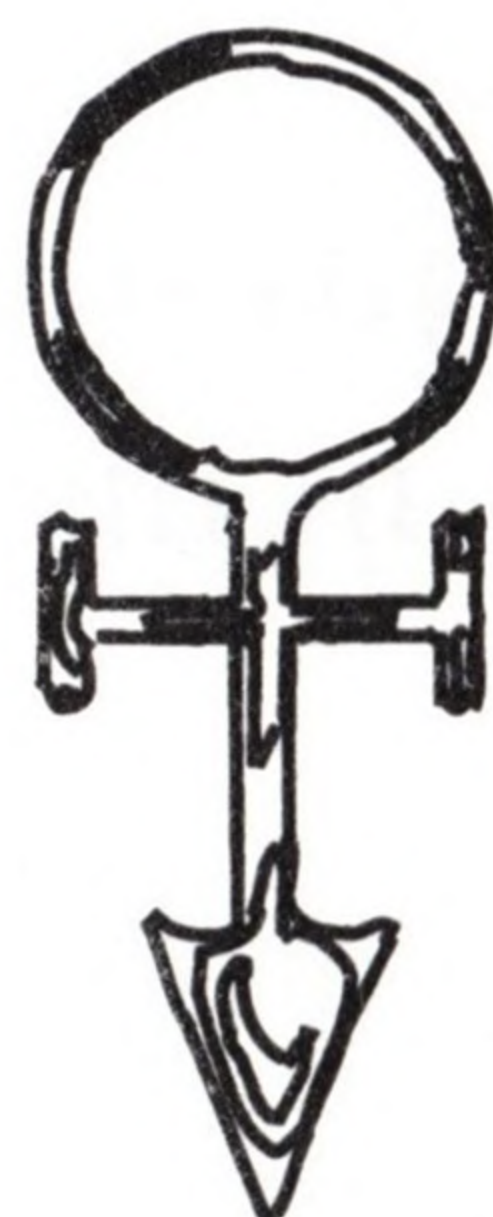
**EXTRA LIFE** : Gain an extra life.

**DEATH'S-HEAD** : Ulopa loses a life if he touches it.

**TIME BONUS** : Your time is extended.

**FLUTE** : This flute is essential for calling the magician.

There are even more kinds of bonuses. We'll leave you the pleasure of discovering them.



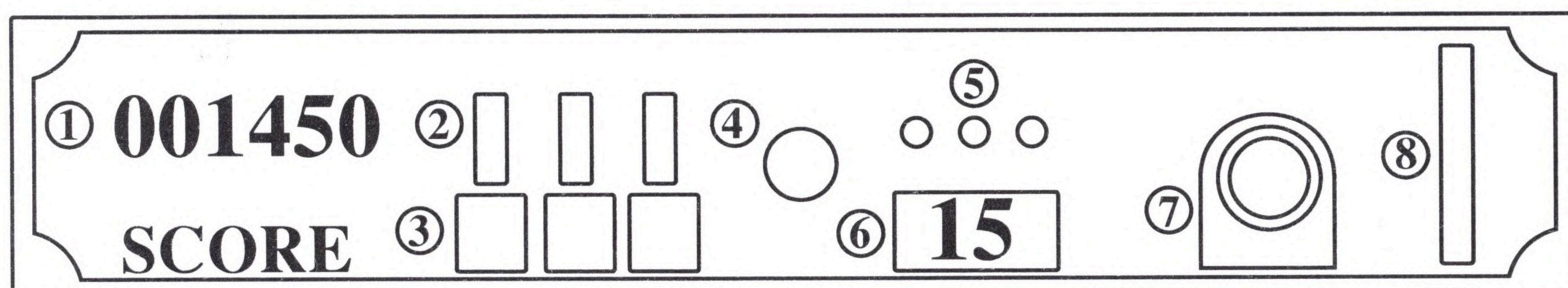


## 4°) PLAYING TWINWORLD

### A) THE DESK-TOP

The desk-top contains useful information about Ulopa's situation.

Presentation of the desk-top :



### B) THE MENU

To select one of this menu's options, move your joystick upwards or downwards to position the cursor opposite the chosen option. Press the firing button on your joystick to confirm your choice.

**PLAY** : This option enables you to begin the game at the first level and begin upon your mission.

**HI SCORE** : This option informs you about your performance up to now (your number of points and level reached).

**PREFERENCES** : This option enables you to choose a game for one or two players. Moreover, you can determine the musical volume and sound effects.

In a two-player mode, one player controls the character from the higher world with a joystick connected to Port 2, and the other controls the character in the lower world with a joystick connected to Port 1.



## **C) CONTROL**

### **THE JOYSTICK**

Use a joystick to control Ulopa. Connect it to Port 2 of your computer and begin playing...

- To move Ulopa to the right, shift the joystick to the right.
- If you shift the joystick to the left, Ulopa will move to the left.
- To make Ulopa jump around, simply move the joystick upwards.
- If you move the joystick downwards, Ulopa will crouch down.
- When you press the firing button of your joystick, Ulopa will throw a bubble.
- You can destroy some floors, by moving your joystick very briefly downwards.
- Watch out! To cross doorways, simply position yourself opposite the doorway and move the joystick very quickly downwards.

### **HOW TO DIRECT ULOPA'S FIRING**

Ulopa has three types of bubbles, whose range and force vary (the two right-hand bubbles rebound against the walls). In addition, there are several bonuses which influence the firing. To restock in bubbles, Ulopa must take the magical potions to be found on every level. Depending on the particular potion consumed, one of the three bubble reserves will be restocked. If it is extremely urgent, he will also be able to call the merchant, but this will be expensive. If he restocks from the merchant, all the reserves of different bubbles will be restocked, depending on the force of the bubbles, with either 15, 5 or 3 new bubbles.

The bubbles always move in the direction of Ulopa's gaze. The bubbles' trajectory depends on his movements. In other words, the



bubbles will fly in a different manner if Ulopa is immobile, if he is running, jumping or crouching.

If Ulopa is crouching, the bubbles will fly close to ground level and their trajectory will be straight.

If Ulopa is standing up, the trajectory is higher and it will thus be more difficult for him to reach his nearest enemies.

If Ulopa jumps, the trajectory will depend on the height of the leap. The nearer he is to the summit, the more abrupt the trajectory will be. To shoot downwards, you must jump and wait till Ulopa descends before firing.

## **THE KEYBOARD**

**< SPACE >** : You have three types of bubbles at your disposal. To select the one you want to fire, press the space bar.

**< P >** : This key enables you pause during a game. By pressing this key again you will continue with the game.

**< DEL >** : Enables you to leave a game : return to the menu.

**< ESC >** : Ulopa may be imprisoned, in which case the only way to continue the game is to press the key "ESC" (Ulopa will lose one life and you will continue the game in another area).

**< H >** : This key enables you to call the merchant. (Consult the paragraph "THE MERCHANT" to obtain additional information about this option).







