

TITAN BY TITUS

1- GETTING STARTED :

- On PC/XT/AT/PS, turn on your monitor, then your computer. Insert the MS/DOS disk into the internal drive of your computer, it will read the DOS, then it will display : A>

- Eject the MS/DOS disk and insert the TITAN disk into the same drive, then type : A:TITAN

- On AMIGA 1000 , turn on your monitor, then your computer. Insert the KICKSTART disk (no less than 1.2 version) into the internal drive. The AMIGA will read the system from this disk, then it will require the WORKBENCH disk. Now you are in the common sequence of all AMIGA models.

- On all AMIGA 500, 2000, models insert the TITAN disk into your disk drive (instead of WORKBENCH disk).

- On ATARI 520 ST, 1040 ST, MEGA ST2 and MEGA ST4 (with the ROM TOS and one or more 3.5 inch disk drives), verify that your computer is turned off, turn on your monitor, then your computer. Insert your TITAN disk into the disk drive.

CBM 64/128 Disk

- On Commodore 128, type : GO64, then : LOAD="*,8,1
- On Commodore 64 and SX64, turn on your floppy disk drive, then your monitor, verify that there's no cartridge plugged into your computer. Turn on your computer and insert the TITAN disk into your floppy disk drive and type: LOAD="*,8,1

ATTENTION :

You must never remove the TITAN disk from the drive while it is being used.

2- Controls :

- Commodore 64/128 :

F3 key switches the sound on/off

F7 key pauses the game

During the game, you are controlling your control unit with a joystick or one of following keys : A, Z, < and >

A...UP Up
Z...DOWN Down
<...LEFT Left
>...RIGHT Right
SPACE BAR Decreases the speed

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the cursor. You move the cursor with the arrow keys on the keyboard. Press the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the space bar again. Your new score is now stored on the disk.

- PC & Compatibles:

The F1 key changes the color (only if you have a color monitor and a CGA card).

The F2 key connects or disconnects the joystick.

The F3 key turns the sound on or off.

The F4 key switches between color and black & white mode (only CGA).

The F5 key allows you to stop the game if desired.

The F10 key stops or starts the game (pause).

The control unit is controlled either by the joystick or the arrow keys on the keyboard.

Commands will be interpreted as follows :

UP go up
DOWN go down
LEFT go left
RIGHT go right
SPACE BAR Decreases the speed

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the cursor. You move the cursor with the arrow keys on the keyboard. Press the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the space bar again. Your new score is now stored on the disk.

- AMIGA :

If you press simultaneously on the CTRL key and on the two AMIGA keys the AMIGA breaks the game and restores the system. The F2 key allows you to choose the control mode (joystick/mouse).

The F5 key allows you to stop the game if desired.
The F10 key stops or starts the game (pause).

The control unit is controlled by the joystick or the mouse.

Commands will be interpreted as follows :

UP go up
DOWN go down
LEFT go left
RIGHT go right
FIRE BUTTON Decreases the speed

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the joystick. You move the cursor with the joystick. Press the FIRE button to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the FIRE button again. Your new score is now stored on the disk.

- ATARI ST :

The F1 key changes the frequency of your screen (50 or 60 Hz).

The F5 key allows to stop the fight if desired.

The F10 key stops or starts the game (pause).

The control unit is controlled by the joystick, the keyboard.

Commands will be interpreted as follows :

UP Up
DOWN Down
LEFT Left
RIGHT Right
SPACE BAR Decreases the speed

At the end of the game, you can put your name beside your score.

Do this by choosing the letters of your name one by one positioning yourself with the arrow keys on the keyboard or the joystick and storing each letter with the space bar or the FIRE button on the joystick. When you have finished entering your name, move the cursor to the END display and press the space bar or the FIRE button again. Your new score is now stored on the disk.

3- THE STORY :

The year is 2114, the place: Vegapolis.

Mr Hibrys, a community senior executive, the star of all analytic conceptions, is the author of a brand new leisure axle wich has been driving crowds mad. The fabulous 1000 Kroners bonus to the winner of TITAN attracts the wildest adventurers.

But the game is deadly; all have died somewhere along the 80 levels. Your magnetic control unit, with its facets, must control the bounces of the power-sphere across immense synthetic worlds.

If you, or the sphere, were to hit a death icon, your life potential will be decreased drastically...

Before defying this evil universe, you must know that all those who have tested Mr Hibrys' game have perished...

The ultra-fast scrolling of this game, the graphics, the variety of levels, have already driven many people ill...

You have been warned !!

4- YOUR MISSION :

You must finish one by one 80 different stages either by eliminating all the obstacles on the screen or by hitting the EXIT element with the sphere.

In the beginning, you have to indicate your player number (between 0 and 9), and after that you can choose the level to begin with (between 1 and the last stage you haven't loose any racket).

You will lose a life if the control unit hits a white skull or if the power sphere hits either a white or green skull.

You must know that when the control unit hits quickly the power sphere it will then pass through and the power sphere will change its direction you can also catch the power sphere with the control unit and release it in the opposite direction of the next move of the control unit.

The power sphere can pass through red obstacles but not through green obstacles.

The control unit can pass through green obstacles but not through red obstacles.

One element has an extraordinary feature: The Energizer (marked with a shaded blue E), if it gets hit by the control unit, the positions of the power sphere and of the control unit are permuted instantly.

There are indestructible obstacles that can be moved with the control unit by pushing them one at a time. Well used, they will allow you to open or close certain ways on purpose.

The blue spots are oil spots which keep the control unit from changing direction until hitting a new obstacle. Some obstacles become solid after you've crossed over several times with the control unit.

Scores:

One destroyed obstacle gives you 100 points on the first level, 200 points on the second level, 8000 points on the 80th level.

A slowly disappearing obstacle gives you points only once disappeared, 100 points on the first level, 8000 points on the 80th level.

THANKS :

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