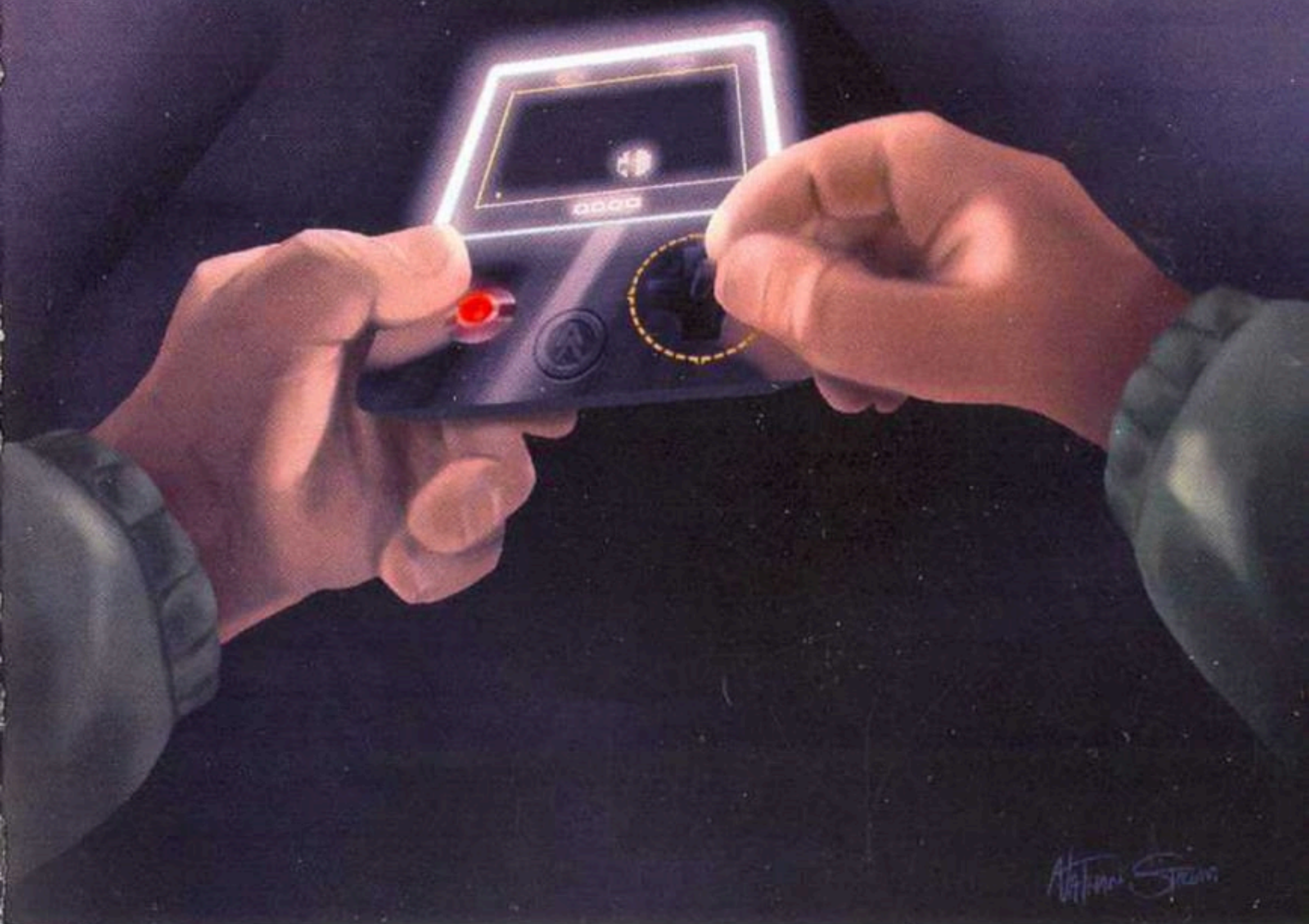


# ENCANED

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Matthew Stewart

## Story

Darkness. Your head aches. Where are you? What happened to you? Then you recognize the steady beep of some sort of technical device. You start groping for the source of the sound and find a PDA laying near your legs. You grab it and its display lights up.

You stare at the screen and can't tell what the numbers stand for. You stand up, stumbling a step to your right, and realize that the small dot on the screen represents your position. You continue walking, but a wall abruptly stops your movement. You are in a giant maze and the PDA screen must contain a map of these enormous, dark surroundings!

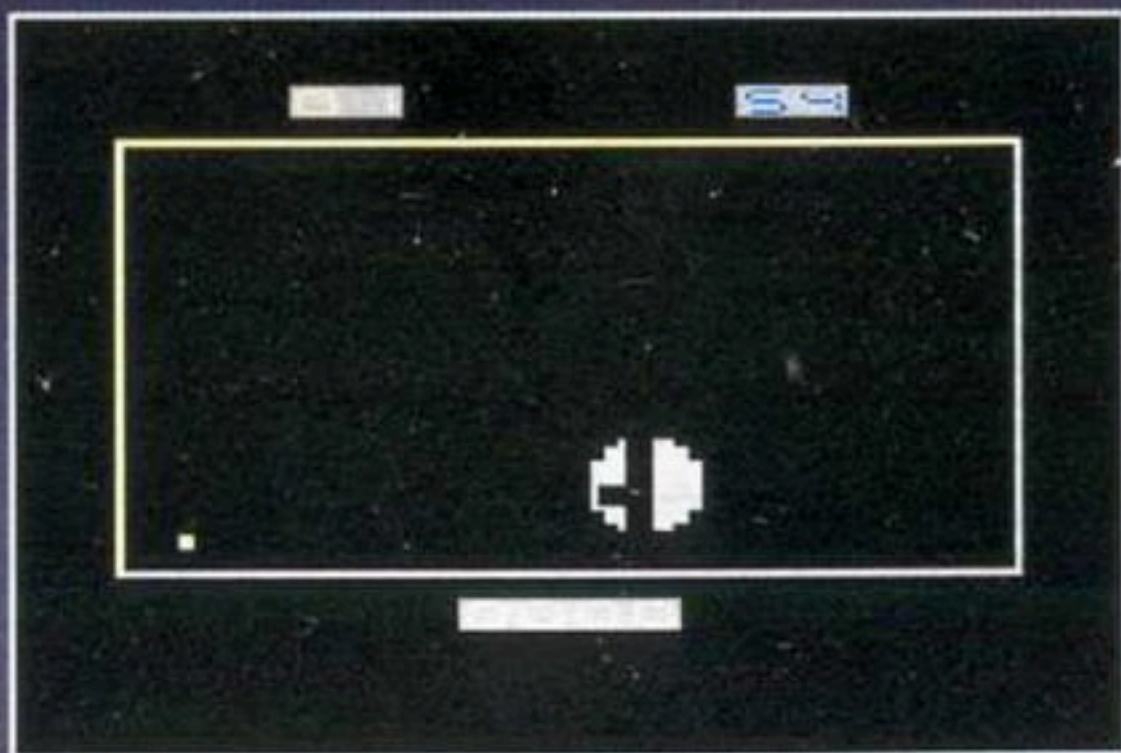
While examining the PDA, you discover a button and a small stick. Your curiosity and rising panic result in you pushing the button without hesitation. You are still standing in complete darkness, but now the screen shows something like a spotlight, seemingly produced by a radar spot scanning these caves. Moving the small stick while the button is pressed moves the spotlight around the maze on screen. You spot passageways and walls on screen and decide to follow the lanes and hope to find an exit somewhere... just then, you come to the realization that the numbers in the top right corner of the screen are counting down, and you just know that it can't be any good if they reach zero.

You are stuck in your very own personal videogame, but the consequences are dire if this one ends badly...

## Object of the game

The game starts with the screen showing a totally black maze within border lines. Your position is represented by the small cursor in the lower left corner. The number in the upper left corner shows the current maze, and the number in the upper right corner is the countdown timer. The player's score is shown below the maze.

You move through the mazes and search for the exits which are located somewhere along the outer walls of each maze.



## General controls

Set up the system as described in your game system's instruction manual. The game is controlled by a joystick in the left controller port.



Press the fire button during the title screen to start the game.

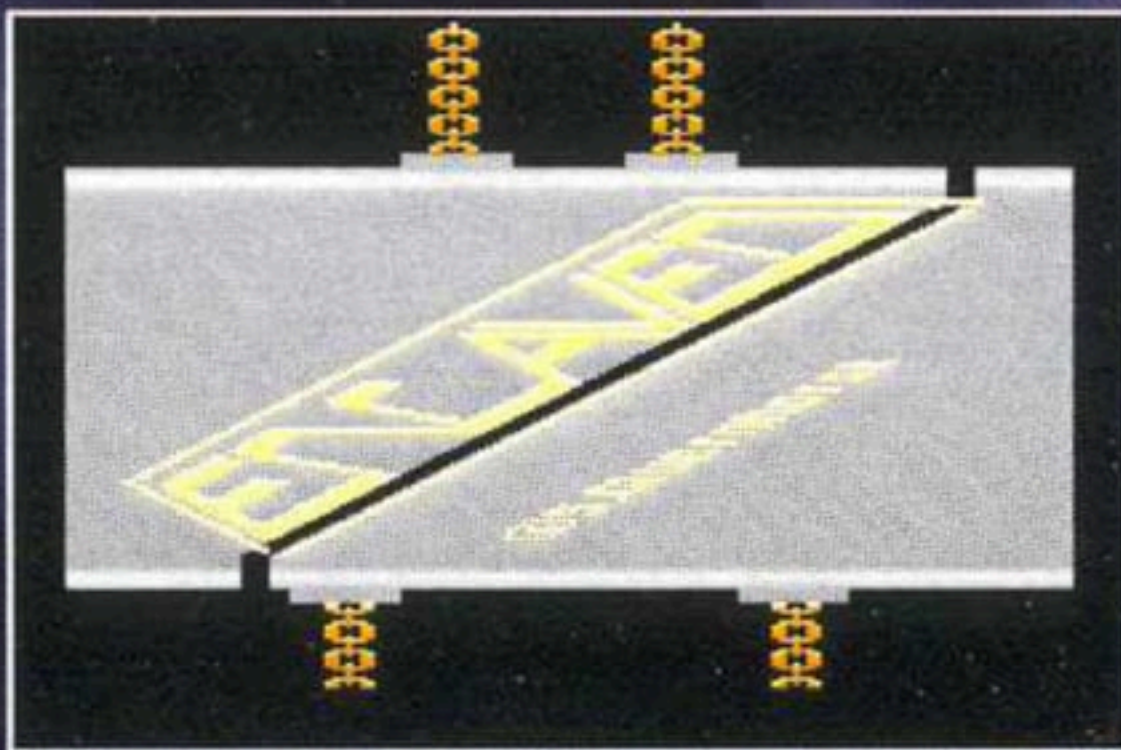
Moving the joystick starts the countdown timer. Move the joystick in the direction you want your player to move through the maze. If you run into a wall, you'll come to a stop.

Pressing the fire button illuminates the spotlight on your screen. You can move the spotlight around with your joystick while the fire button is pressed.

Press the "Reset" switch to abort the current game and return to the title screen.

## Bonus time

A box is hidden somewhere in each maze. Locate it with your spotlight and collect it with your player to gain more time.



## Scoring points

You score points based on the remaining time when you reach the exit of a maze. If you already know a maze very well and manage to navigate through it without switching the spotlight on, you will score double points.

After having escaped a maze the door closes behind you and you'll find the next maze is already awaiting your exploration...

## End of game

The game ends when the countdown timer reaches 00.

## Playing tips

- Explore the mazes and try to remember the way out.
- The game consists of 23 mazes.
- Try locating the exit first with the spotlight, and then move your player towards it.
- You can press the "Select" switch to jump to the next maze. Use this option for training of higher levels. You will not score any more points after you have used the "Select" switch once.
- The final level 23 cannot be reached with "Select" - you have to reach it through playing.

## Credits

Simon Quernhorst - Game program and graphics

Nathan Strum - Label and manual design

AtariAge.com - Manufacturer

<http://www.quernhorst.de/atari/>

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