THE TWILIGHT ZONE

Players' Manual

The TWILIGHT ZONE™

The Crossroads of Imagination

PLAYER'S MANUAL

FIRST ROW T.M.
Software Publishing

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There is a seventh sense beyond that which is known to man. A sense that transcends all that can be held and understood. A sense that lies on the boundary between today and tomorrow. It is the sense of imagination, and it is the stuff that nightmares are made of...

in THE TWILIGHT ZONE

First Row invites you to step beyond that boundary of imagination and into that forbidden place that we call The Twilight Zone.

THE CROSSROADS OF IMAGINATION is the first in a series of games inspired by THE TWILIGHT ZONE from First Row Software Publishing.

We are positively thrilled to be able to let you bring the nightmare home!

The Signpost up Ahead...

"The Crossroads of Imagination" is a graphic adventure game evocative of the TWILIGHT ZONE. In order to maintain the suspense and mystery (and surprise!), we won't reveal any elements of the plot and story line. OK, we know it's a nasty thing to do, but what fun is there in watching a Zone episode already knowing the twist ending? We trust you'll be just as nasty and not give anything away to your friends (you hear *that*, critics?).

You unlock this door...

See the User's Reference Card for specifics on how to load the game on your computer, and for special features related to your machine.

If you are new to the adventure game experience, make sure you read "I'm New to the Adventure Game Experience."

A few moments after loading the program you'll see the opening titles and hear some familiar music.

When this ends, you might as well forget about familiarity!
...You're on your own!

SPECIAL COMMANDS

Another Dimension...

First Row and Covenant Technologies have created a rather sophisticated adventure game system for THE TWILIGHT ZONE. Not only will you find sparkling artwork by an accomplished comic book artist, an "intelligent" parser with built-in AI routines, but there are a few "extras" thrown in. *There are special commands made to make your visit into the sixth dimension as "pleasurable" as possible.*

UNDO: Typing this at any time "takes back" your last move.

OOPS: If you accidently misspell a word on your last turn (for instance, you typed "DRINK THE BLUE GLOX"), and the computer responds with something along the lines of "I don't know what 'GLOX' means", you may easily correct this situation by typing: "OOPS, GLOP" rather than retyping "DRINK THE BLUE GLOP."

GRAPHICS ON/GRAPHICS OFF: These two commands turn the artwork on and off respectively. THE TWILIGHT ZONE will run a bit faster without graphics, but the pictures are so good, you'll want to give up some speed for some atmosphere.

USING "IT": You may enter more than one command on a line as long as the commands are separated by a comma. Also, you may use the word "IT" instead of retyping the last used object. For example:
> GET THE NEWSPAPER, READ IT
could be used instead of
> GET THE NEWSPAPER
> READ THE NEWSPAPER

SAVE: By typing this command, your current position will be saved. Make sure you have a blank formatted disk handy. You may save up to five positions per disk.

LOAD: Reloads a saved game.

SCORE: Displays your current score (there are 200 points to be had).

BRIEF/NORMAL/VERBOSE: When you first enter an area, a complete description is displayed. If you return to that spot only a brief description is shown. Typing "NORMAL" will give you the complete description upon re-entering THAT AREA. "VERBOSE" will ensure complete descriptions at all times. "BRIEF" gives you *only* the shortened descriptions.

I'M NEW TO THE ADVENTURE GAME EXPERIENCE

Picture a novel, movie or story in which you are the main character, and the story progresses on decisions that you make, and you've pretty much summed-up a computer adventure game.

A picture will be seen on your screen and a detailed description of your current location printed underneath, Objects or characters at that location will be noted. You may GET any "gettable" object, and TALK to any character. After you GET an object you may want to EXAMINE or LOOK AT the object.

GO NORTH, GO SOUTH will move you in those directions (all eight directions, plus UP and DOWN are supported; or simply type NORTH, SOUTH, etc., or even N, S, W, SE, U, D, etc.

INVENTORY or I: will tell you what you are carrying at any given time.

Generally speaking, experienced adventure game players do three things that make their lives easier:

1.) READ EVERYTHING CAREFULLY. Lots of clues are hidden in the descriptions. Ancillary to that, examine the pictures carefully; and if there is anything to be taken–TAKE IT then EXAMINE IT.

2.) MAKE A MAP – Drawing a map as you go along will allow you to keep track of where you are and where you've been.

3.) SAVE YOUR GAME... A LOT! — Adventure games accur in dangerous places. If your're about to do something you think you'll regret, type SAVE, and save your position. SAVE also comes in handy when you want to do something mundane... like sleep!

SAMPLE TRANSCRIPT AND MAP

CHECK IT OUT! The following transcript and map are not from THE TWILIGHT ZONE but they give you a feeling of how to play a game. The sample commands and their solutions will give you an idea of how an adventure game works. The user's commands appear in **bold letters** after the prompt (>).

You are standing outside of the BIJOU, a classical old movie theater. "Treasure in Odd Places" is now playing.

> **GO NORTH**

You are at the gilded box office. A spool of tickets rests in front of a uniformed ticket booth attendant.
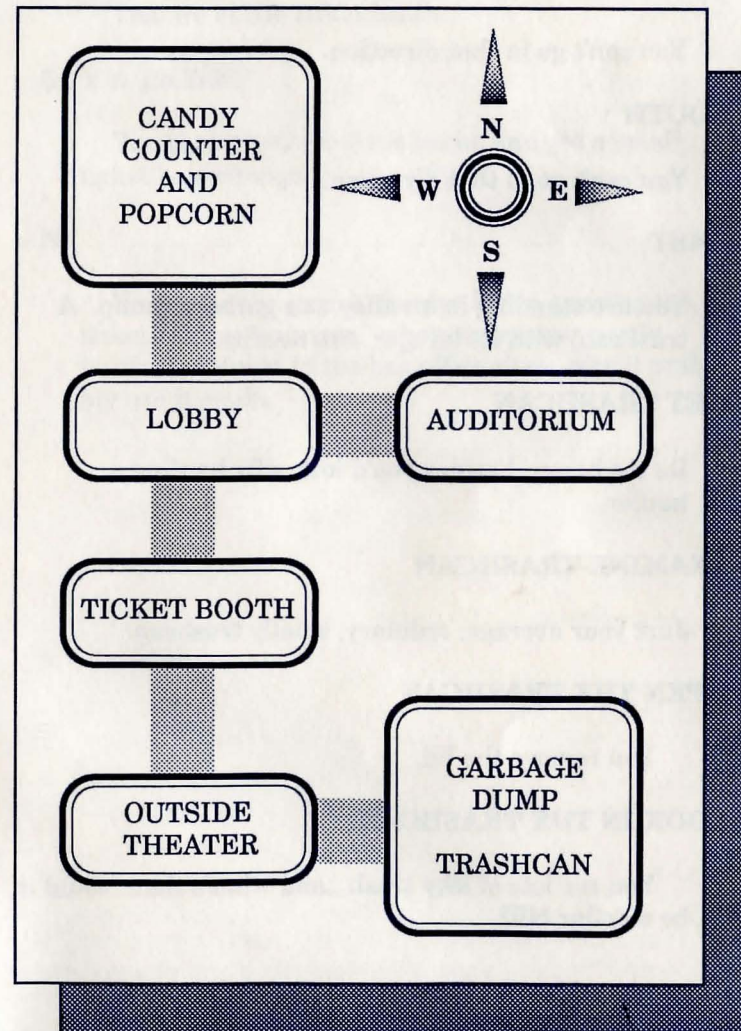
> **GO NORTH**

You are in the lobby. "Hey, Pal," says a gruff bouncer-type. "You can't enter da show, 'less you give me a ticket."

> **INVENTORY**

You are carrying: two dollars.

> **SOUTH**

You are back at the ticket booth.

CANDY COUNTER AND POPCORN		N
		W E
		S
LOBBY		AUDITORIUM
TICKET BOOTH		
OUTSIDE THEATER		GARBAGE DUMP TRASHCAN

> GET A TICKET

"You wanna ticket" says the clerk, "it'll cost you three dollars."

> SOUTH

You are outside of the BIJOU.

> WEST

You can't go in that direction.

> SOUTH

You can't go in that direction.

> EAST

You are standing in an alley at a garbage dump. A trashcan, with its lid ajar, sits nearby.

> GET TRASHCAN

Its too heavy, besides you'd look silly hauling a hauler.

> EXAMINE TRASHCAN

Just your average, ordinary, smelly trashcan.

> OPEN THE TRASHCAN

You remove the lid.

> LOOK IN THE TRASHCAN

You see lots of icky trash...and what's that...could it be a dollar bill?

> GET DOLLAR

You're a dollar richer.

> W

You are outside the BIJOU.

>N

You are at the ticket booth.

> BUY A TICKET

You give the clerk three bucks and get a small ticket in exchange.

> N

You enter the garish theater lobby, passing the ticket-taking "bouncer," who passes your newly purchased ducat to the box office clerk, who'll probably use it again.

FINAL NOTE

HEY...WHERE IS EVERYBODY?

Really...to tell you anything about "Crossroads of Imagination"...even going so far as to tell you the plot, or what the object of the game is, would spoil the fun!

Just start playing and exploring. Don't take too many things as rote...After all, nothing is ever as it seems in THE TWILIGHT ZONE!

CREDITS

The Twilight Zone series was developed for computer by Covenant Technologies for FIRST ROW.

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PROGRAMMING:	A. Caleb Gattegno
WRITING:	Terence R. Boyle, Steven Trippe
DEVELOPMENT:	Terrence R. Boyle

YOUR NAME COULD GO HERE!

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The TWILIGHT ZONE™

BACKGROUND INFORMATION:

ORIGINAL PREMIERE:	October 2, 1959
NETWORK RUN:	October 2, 1959 – February 2, 1964
FORMAT:	Science Fiction Drama, half-hours and hours
NUMBER OF EPIDSODES:	137 half-hours, 17 hours
HOST:	Rod Serling
CAST:	Various guest stars including Burt Reynolds, Robert Redford, Charles Bronson, Robert Duvall, Carol Burnett, Don Rickles, and Jack Klugman
PRODUCERS:	Buck Houghton (First – Third Seasons), Herbert Hirschman and Bert Granet (Fourth Season), Bert Granet and William Froug (Fifth Season)
EXECUTIVE PRODUCER:	Rod Serling (First Season)
WRITERS:	Rod Serling, Charles Beaumont, George Clayton Johnson, and Richard Matheson
DIRECTORS OF PHOTOGRAPHY:	George T. Clemens (All Seasons) Robert W. Pittack (Fourth – Fifth Seasons)
MAKEUP:	Bob Keats, William Tuttle
SPECIAL EFFECTS:	Virgil Beck
THEME MUSIC:	Bernard Herrman (First Season), Marius Constant (First – Fifth Seasons), and others
FILMED AT:	Metro-Goldwyn-Mayer
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