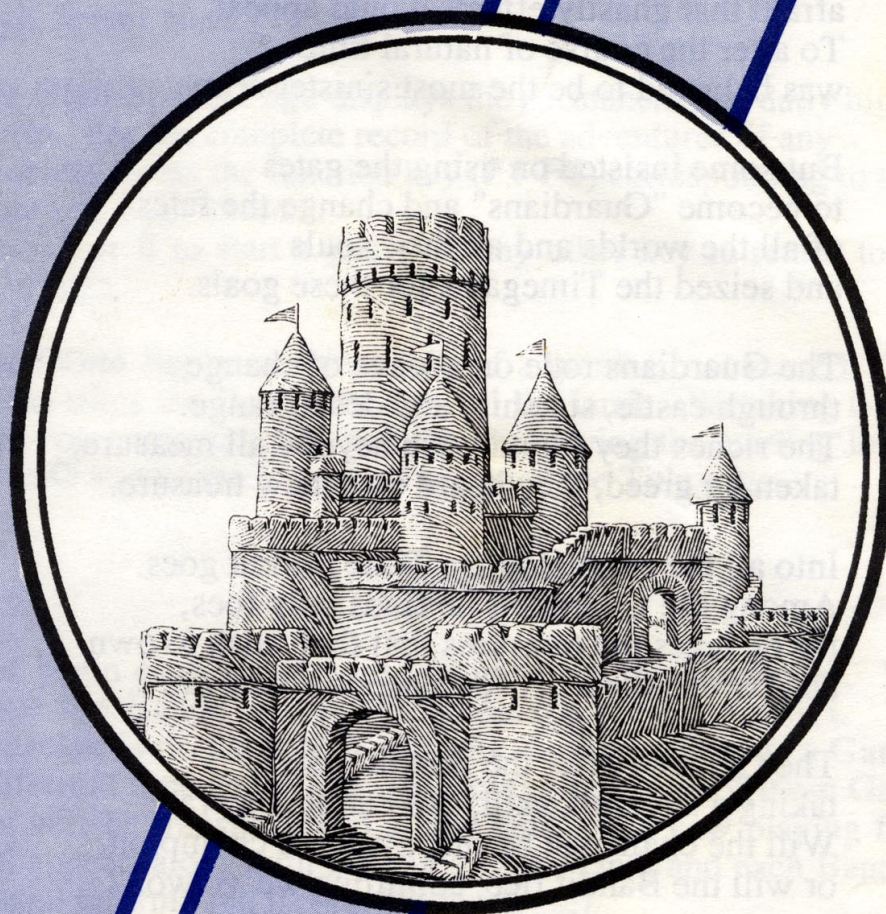


TimeBandit



by Bill Dunlevy & Harry Lafnear

The Ultimate Atari ST Arcade Game

TIME BANDIT

THE LEGEND AND LORE OF THE TIMEGATE WAR

The Timegates were built by a powerful race
to study the reaches of all time and space,
reclaiming the lost archives of old
and learning the lessons tomorrow's worlds hold.

These Lords of Time did not interfere,
afraid that ghastly effects would appear.
To alter the course of natural time
was believed to be the most sinister crime.

But some insisted on using the gates
to become "Guardians" and change the fates
of all the worlds and all their souls
and seized the Timegates for these goals.

The Guardians rode on a wave of change
through castle, starship, and desert range.
The riches they found were beyond all measure;
taken by greed, they hoard their new treasure.

Into all the confusion the Time Bandit goes.
Among the Guardians he finds only foes,
for he takes the treasures that they wish to own
and carries them off for reasons unknown.

The Creators offer the Bandit a dare
taking a strength, skill, and cunning so rare.
Will the challenge be met by a true champion,
or will the Bandit flee, admitting we've won?

The first task is to find the great artifacts
that the Guardians stole from the treasury racks.
Great beauty and meaning these artifacts hold,
giving prestige and power to the Bandit this bold.

A real master can actually conquer a maze,
by defeating 4D, its most ominous phase.
The gates can be broken, one by one,
but reaching "The End" has never been done.

Introduction

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

Time Bandit is primarily an arcade game: designed by game players for game players. We've tried to include colorful, detailed graphics, fast, responsive action, and an endless variety of screens and levels. You'll find everything from frenzied shoot-em-ups to a lively dot-eating game.

Some of the lands contain text-adventure messages. In these lands, we test not only your arcade skills, but your logic and wit as well. You must answer riddles, manipulate items, and solve the mystery enshrouding the land.

We've strived for an overall design that is original enough to be entertaining, and complex enough to be stimulating. We can only hope that the end product of our labors will be as enjoyable for you to play and explore as it was for us to create.

Activating Your Time Machine ***(Requirements & Loading Instructions)***

Time Bandit runs on the Atari ST, making extensive use of the machine's special color graphics. A television or color monitor is required. A precision joystick is **highly** recommended for this type of game, though keyboard controls can be used. In the Dual-Player Mode however, at least one joystick is required.

Follow this procedure to load the program:

1. Turn on the computer.
2. Boot up with TOS.
3. Put the *Time Bandit* disk in Drive A.
4. Use the mouse to point and double-click on the picture of Drive A.
5. Double-click on the BANDIT.PRГ picture when it appears.
6. The program will start automatically.

Since *Time Bandit* saves the high scores to the disk, you should leave the program disk in Drive A during play.

Beginning The Journey

The Title Page appears when the program starts. This page lets you set the controllers used in the game. To change the controller for Bandit One, press **F1** until the desired device (Keyboard, Joystick 1, or Joystick 2) is displayed. Press **F2** to change Bandit Two's controller.

You can start a game by pressing **1** for a one-player game or **2** for a two player game. Any other key advances you to the High-Scores page.

The High-Scores Page displays the permanent and daily high-scores. For the complete record of the adventures of any Timelord, press the function key (**F1-F6**) corresponding to the score you wish to see.

Press **1** or **2** to start a game, or any other key to return to the Title page.

The Demo begins automatically if a game is not started. The Demo takes the Bandit through all the lands. Watching it may give you some valuable pointers on playing the starting levels. Press **Q** to quit the Demo and return to the Title page.

Travel

You begin each leg of your venture from the Timegates. You move the Bandit across the landscape, firing missiles. The landscape is dotted with landmarks, each representing a **Gate** to a different time and place. By moving onto one of these Gates, you will be transported to a new land. The new playing field will appear, along with the name of the land, and each Bandit's special information (score, life level, etc).

Some lands feature special objects:

One-way doors allow you pass only 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 encounter other oddities in some lands, but we'll let those come as surprises....

Objectives

Once you have entered a new land, you are trapped! In order to escape, you must use the pulsating **Keys** (worth 150 cubits) to open the pulsating **Locks** (worth 250 cubits). When you pick up a Key, it will appear beneath your score. You can then open any Lock. You can carry only one Key at a time, and it only opens the first Lock you touch. When all the locks are opened, you can reach the **Way Out**. You will then be returned to the Timegates to choose another land.

Collect the various treasures along your journey. The first treasure in each land is worth 100 cubits, the second 200, the next 300, and on and on!

Shooting the Evil Guardians (anything that moves!) is always fun. Not only do they crackle and sizzle, but depending on your degree of bravery (**Manner**), you will be awarded up to 50 cubits bounty! Fast action and heroic efforts are well rewarded. Your current Manner and bounty value are shown beneath your score.

Regeneration is vital to the Bandit's survival. You receive one extra life level for every 1000 cubits you earn.

Each land in the Timegates has 16 different levels: four major phases (1 to 4), each with four sub-levels (A to D). Each time you re-enter a land, you advance to the next level. As your skill increases, you will be able to go farther into each land, seeing new areas, creatures, and situations appear. The name of the land and the current level are displayed on the bottom of the screen as you play.

It is the ultimate goal of the Bandit (and the ultimate challenge from us) to conquer the game: defeat phase 4D (the sixteenth level) of each land, find all the Great Artifacts, and reach... whatever happens at **The End**.

About Protection

We're truly sorry that it's become necessary for us to copy protect this program. We know what an inconvenience protection poses for making personal back-ups, but software piracy poses a greater threat to Bill and me.

If the disk becomes defective within 30 days of purchase, return it to MichTron for a free replacement. Any time thereafter, replacements will be subject to a \$5.00 service charge.

Time Bandit is only the first of the projects we have planned for the Atari ST. Whether bigger and better things are yet to come depends on the stand that you, the Atari users, take on helping us protect our software.

Copyright and Disclaimer

Time Bandit was written by Bill Dunlevy and Harry Lafnear. Both this program and its documentation are copyrighted (c) 1985 by MichTron. *Time Bandit* is an exclusive trademark (tm) owned by MichTron.

This program is for use on a single personal computer by the original purchaser. The purchaser is expressly forbidden to loan or rent this program or its documentation to others. Selling or giving away copies is a violation of copyright law.

Reasonable care has been taken to insure the proper operation of this product. However, MichTron is not responsible for any damage resulting from the use of this product, including, but not limited to, interruption of services or loss of business or anticipatory profits.

Let us know...

The authors would love to hear any comments you might have about this program. Future projects are being planned and your input is very important in making them more enjoyable. We want to know what *you* want to see.

You can write to the authors:

Bill Dunlevy & Harry Lafnear
c/o MichTron
576 S. Telegraph
Pontiac, Michigan
48053

MichTron



MichTron Inc.

576 S. Telegraph
Pontiac, Michigan 48053