

**COLLECTOR
VISION
Games**

Guide No. 099244

CARTRIDGE
INSTRUCTIONS

MULTI VERSE

HIKARU
GAMES

It's not easy being the son of a famous scientist, Monty Scott will tell you. One day he's happily helping his dad in his laboratory, the next he's saving him from his own devices! The latest incident involves a portal that allows Dr Scott to travel between two parallel worlds, which he named Terra (our own world) and Fable.

Thank you for selecting the Multiverse game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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A BOY AND HIS DOG

It's not easy being the son of a famous scientist, Monty Scott will tell you. One day he's happily helping his dad in his lab, the next he's saving him from his own devices!

Dr Scott recently made a stunning discovery: The existence of parallel universes! Not only could he peek into these alternate universes, which are similar yet different from our own, but he also devised a machine called the Vortex, which can open inter-dimensional portals that make it possible to visit these other worlds! Dr Scott decided to focus his research on a specific alternate universe which he called "Fable", while also calling our home universe "Terra".

Seeing his dad build a cool-looking portal machine, Monty was beyond amazed and proud, but he was also a little worried, given his dad's track record of scientific incidents.

It didn't take long for Monty's unrest to be proven valid: A simple miscalculation caused an explosion that threw Dr Scott into Fable and allowed monsters from Fable to enter our world! Moreover, the eight Energy Capsules required to fully energize the Vortex are now lost between Terra and Fable.

Now it's up to Monty and his fearless canine sidekick Nicemoon to find the Energy Capsules and rescue Dr Scott. Each capsule opens a new portal between Fable and Terra, but only after recovering all of them will the path to save Dr Scott open.



MONTY



NICEMOON

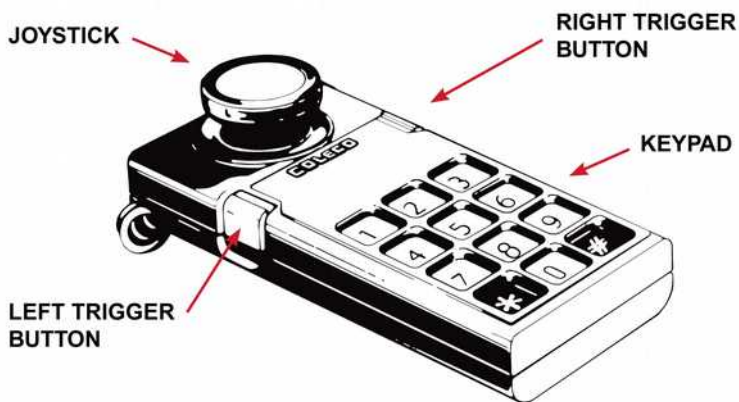
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1 or #2. Any compatible controller should normally function with Multiverse, but if you use a third-party controller without a numeric keypad, you will not be able to access the Personal Digital Assistant screen during play.

Insert the Multiverse game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.



USING THE CONTROLLER

At the title screen, press the left trigger button to start the game.

During the game, you can play as either Monty or Nicemoon. You can move the currently active character left or right by moving the joystick in the desired direction.

You can flip a switch by tapping down on the joystick when either character is standing over that switch. Likewise, you can enter an open portal (that lets you travel between Terra and Fable) by tapping the joystick down while your character is standing in front of the portal.

If you're playing as Monty, you can climb ladders up or down by moving the joystick in either direction when Monty is standing near a ladder, and you can also pick up a weapon by tapping the joystick down while standing over the weapon. Nicemoon cannot use ladders or weapons.

Press the right trigger button to jump. Pressing the joystick left or right while jumping will make your character leap in the desired direction. If you're playing as Monty, press the left trigger button to use the weapon you are carrying.

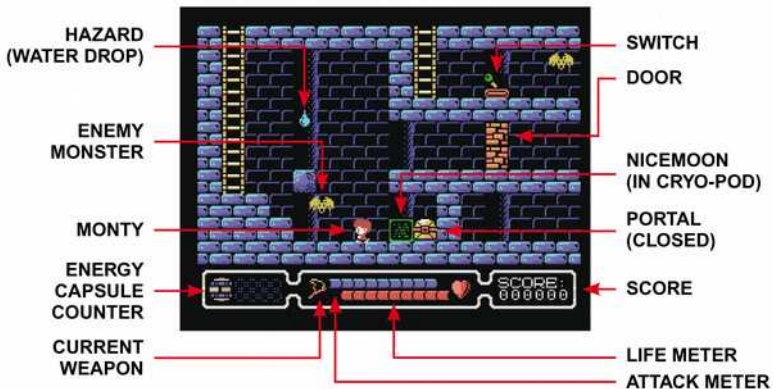
You can access the Personal Digital Assistant screen at any time during the game by pressing the [★] key on the keypad. While on this screen, tap the joystick in any direction to switch between Monty and Nicemoon. Press [★] again to exit the PDA screen. Note that the trigger buttons have no function on the PDA screen.

NOTE: You cannot switch characters if the currently active character is standing in front of an object, or in front of a ladder in the main game.

Once Monty's life bar is empty, the Time Loop window will appear (see page 7 for more details) and you must press [★] on the keypad before the timer hits zero to activate the Time Loop. If the timer expires, you will be taken back to the game's title screen.

HOW TO PLAY

You start the game as Monty, and Nicemoon stays in a Cryo-Pod located near your starting point, next to the main portal which you need to open in order to rescue Dr Scott. When you switch from Monty to Nicemoon, Monty will be placed in a Cryo-Pod at the very spot he is standing, and Nicemoon will emerge from his own Cryo-Pod. You can switch characters this way at any time, as long as the currently active character is not standing in front of an object or a ladder.



Guide both characters across the inter-connected screens as you look for the eight missing Energy Capsules. When you pick up an Energy Capsule (by touching it) it opens a portal somewhere, allowing you to travel between Terra and Fable through that newly opened portal. Once you've found and collected all eight capsules, the portal located near your starting point will open.

Doors can be opened and closed by flipping switches. Sometimes the switch is near the door, sometimes they are separated by a greater distance. A switch and its corresponding door can even be located in different universes!

HOW TO PLAY (continued)

Look out for dangerous monsters roaming both universes. They will always ignore Nicemoon (since she's such a cute and harmless pooch) but will injure Monty upon physical contact. Terrain hazards such as corrosive water drops that fall from ceilings can also injure Monty. Nicemoon is invulnerable to several (but not all) terrain hazards.

When you take damage, the life bar at the bottom of the screen will decrease. Pick up life capsules left behind by defeated enemies to replenish the life bar.

Monty is too young to use adult weapons, but he can use some of his toys against the monsters that stand in his way. He can only carry one weapon at a time, so picking up a new one will make him drop the weapon he is carrying.

Each weapon uses "attack energy" (AE) when used. You can monitor the AE available via the AE bar located at the bottom of the screen, above the life bar. If the AE is too low, Monty cannot use the current weapon and you have to wait until the AE bar is replenished before you can use the weapon again.



SLINGSHOT: Shoots projectiles horizontally over a short distance. This weapon uses little AE, but doesn't do much damage to monsters. You start the game with this weapon.



MARBLES: Marbles roll along the ground until they hit a wall or a monster. This weapon does more damage than the slingshot and has a longer range, but it also uses more AE, and is not appropriate for certain types of terrain.



STONE: Monty hurls a big stone that crushes enemies. It does maximum damage and has very good range, but it uses a lot of AE.



BALL: This weapon bounces around as it hit the floor and the walls. It does the same damage as marbles, but has a better range. It uses more AE than marbles, but less than the stone.

IMPORTANT OBJECTS

You can select one of four characters which will serve as your avatar throughout the game. Each one has different attributes that make them more useful in certain situations and less in others.



PORTAL

Portals will remain closed until you have collected enough Energy Capsules. Once they are open, you can use them to travel between Terra and Fable.



ENERGY CAPSULE

Touch the capsule to open a nearby portal. Depleted capsules are useless.



SWITCH

Flip a switch to open or close the door associated to it.



CRYO-POD

While you are using one character, the other character is placed in stasis inside a Cryo-Pod, until you switch characters.



LIFE CAPSULE

Dropped by some enemies, it partially restores your life bar.

THE PERSONAL DIGITAL ASSISTANT

Aside from letting you switch between Monty and Nicemoon, the PDA also provides vital information.



The radar indicates your position in the universe you are currently in (as a red square), the position of the other character currently resting in a Cryo-Pod (as a blue square), and also the location of weapons, energy capsules (full or empty) and portals (open or closed).

The timers under the radar indicate how much time you've spent in each universe. These timers tie in with the quests listed on the right side of the screen. When a requirement is fulfilled, the empty circle next to that requirement is filled with a blue orb. See the next page to learn how fulfilling these quests increases your final score.

THE TIME LOOP APPARATUS

If Monty's life bar is completely emptied, Monty will lose a life. At that point, a special Vortex apparatus devised by Dr Scott called the "Time Loop" will be activated, which will allow Monty and Nicemoon to restart their quest from the beginning, and all the Energy Capsules which were previously collected will remain collected, since they exist outside of the space-time continuum. You can only use the "Time Loop" three times, and you must use it before the timer hits zero, otherwise you will forfeit your quest and will be taken back to the game's title screen.

SCORING

Pick up a life capsule	200 points
Touch an energy capsule	500 points
Kill an enemy	100 to 600 points
Finish the game within the Terra time limit	10,000 points
Finish the game within the Fable time limit	10,000 points
Finish the game without receiving any damage	60,000 points
Finish the game without killing any enemy	100,000 points
Finish the game without using any Time Loops	50,000 points

TIPS AND HINTS

Monty can jump high, but his horizontal jumping range is rather short. Nicemoon, on the other hand, can leap quite far but not very high. Discover how these jumping characteristics can help you complete your mission.

If a character reaches an obstacle and can no longer progress, switch to the other character and see if you can find a solution through team work.

Are you getting lost? Think of Terra and Fable as two worlds that occupy the same space: Each portal opens a passage between the exact same location in both realities.

If enemies seem resistant to Monty's current weapon, try to find another weapon nearby. Every weapon at Monty's disposal will be useful at one point or another of his adventure.

TEAM PARTICIPANTS

- Antoni Burguera: Game design, programming and graphics
- Carlo Bandini: Music
- Miguel Ángel Fernández: Base graphics
- David Fernández: Software beta-testing
- Juan Miguel Ortuño: Software beta-testing
- Michael Markowski: Software beta-testing
- Sandra María Garzón Hernández: Box art
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Armando Pérez Abad, Albert Yarusso, Tobie St-Aubin and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

COLLECTOR **VISION**
Games

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