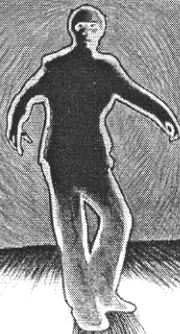


VERLIN'S WALLS



edivision

EBI02

User Manual
3D Realtime Maze Game
Atari VCS 2600 & 7800
PAL - NTSC

Thanks

I would like to thanks Anne for everything you do (and especially for your love), Merlin for the name of the game, Angèle for your bedroom in wich I made the 3D algo, Sly for the PC terchnical support, Mrs Bachelet for the TV on wich I made the first virtual pictures, Fabien for the good idea about the music (but sorry, I didn't find the time) and all my friends who heard about this project, told me what he or she was thinking about it, and made it a better game program.

A very special thanks to Eric Bacher for everything he usually does for the 2600 and everything he occasionally did for Merlin's Walls. Thanks to you within it never happened.

This program is dedicated to all the VCS users. May the love and fun help us all to be better game designers in a more friendly way than ever.

Thank you.

Igor.

MERLIN

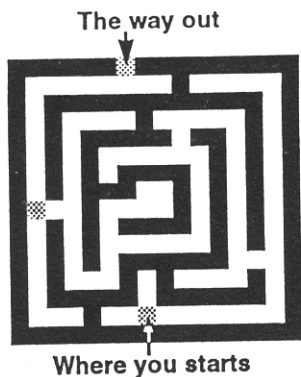
After the last bad thing you did, the world around you disappeared, leaving you in a 6 feet square room with no roof, opening on a dark black empty sky. Suddenly, you heard a voice from the top... "I am Merlin, and have to help you in your life, so lost you are. It seems that you've been bad. Why? Because of you lack of intelligence. You do mistakes that make you unhappy and hate grows in you. I decided that you couldn't go on like this any longer. First, in order to cure your illness, you must resolve simple problems and become smarter. The harder the problem is, the smarter you will get. At the last test, you'll be free to go back to your life". Then, a sheet of paper felt down from the dark, and Merlin said "here's to help you on your way of becoming a better man". The wall facing you vanished and opened the way to your redemption.

OBJECTIVE

You have 80 seconds to find the way out of each of the 16 levels of Merlin's Walls. The outdoor is materialized by a bay window flicking. Walk through it to end each level. At the end of the last level, Merlin will let you run in his personal wall...and you'll be free to go back to your life. Take care of the walls, don't walk too close, their electric power could decrease your countdown timer. At the last level, Merlin will put you in the closed level. When the time will be over, you'll be free of the Merlin's Walls.

THE PIECE OF PAPER

The paper Merlin gave you seems to be the plans of the first maze. Drawing the other ones will surely help you.



THE VIEW

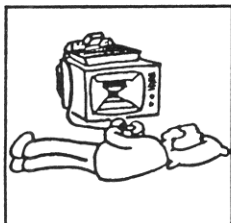
The screen shows you a subjective view, like in a doom-like. The yellow stripe on the left is your countdown timer.

count
down
timer

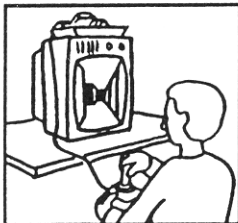


3D has never been possible before for your Atari 2600. We did it, yes, but it meant to change your way of playing videogames. The 3D picture is shown on your TV turned 90° counterclockwise. So you'll have to adapt you or your system to be able to play this game. Turn your head 90° clockwise, or your TV of 90° counterclockwise. To find the best solution, we propose you four possibilities.

Quickly done, It will certainly be the first way you'll play. But find your real way to play cause it will be tiring like this.



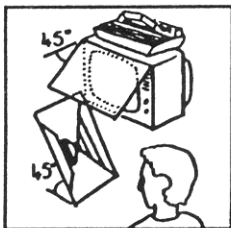
Play lying, your right ear on the floor



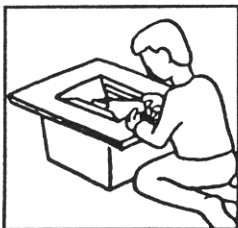
Turn your TV and put your VCS on it

The best quality playing game. The problem will be to turn your TV each time you'll want to play another game.

Yes, it is possible, but who's gonna hold the mirrors. Maybe you can play with a friend, and take turns.



Place two mirrors with a 45° angular



Create a table game for your living room

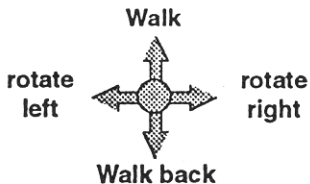
This is the very best system. Change your side when you change your game. And most of all, it's really convenient for Warlords!

COMMANDS

Press fire button to use special capacities that walls offer you :

- get more time
- get an explosive
- use an explosive
- use other special walls

Use joystick to move



TIME

Time units are scattered in the corridors. They are yellow. Get it to increase your countdown timer. Don't walk while getting a time wall.

SPECIAL WALLS

There will be special walls (with special colors) starting at the 13th level. No one has ever reached these walls and so nobody knows what they're made for. The only information available is that to use them, you must face them and fire.

CONTINUE OPTION

It's no use of re-starting a game from the 1st level if you've already completed it. So pressing "Reset" during the main title screen will bring you at the the last level you have failed. A sound will play before the game starts, meaning that you're continuing a level. If you want to re-start at the 1st level, wait until the end of the music during the title screen, then press Reset.

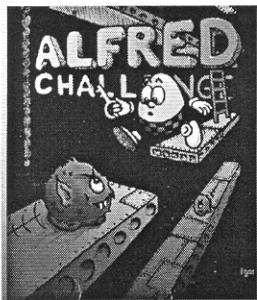
EXPLOSIVE

Explosive units are red. Get it by pressing button while facing it. To use it, press button again, facing a normal wall to destroy it.

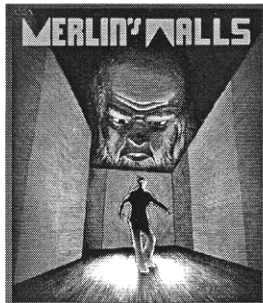
LOCATION PLOT

In the first mazes, you will find location plots. You'll recognize them by their white bright colors. They have no other utility than to help you to locate yourself... and to block the way.

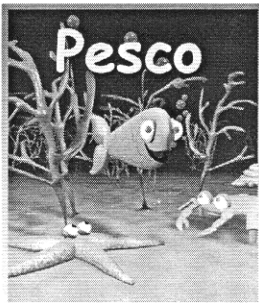
New games for your Atari VCS



Run, jump and climb to reach the keys that will open doors to the next level. Watch out for the Tazniak and the Buckoïs, though, since they only have one idea in their heads: kill you. A very addictive climbing game with 3 completely different levels. This game also features a hidden fourth level that is accessible only if Alfred can find the secret passage!



Find a way out of the intricate maze before your countdown timer runs out. Use dynamite, get energy, and discover special walls in your attempts to escape from the 16 levels of Merlin's Walls. This is the first game in 3D realtime for the VCS!



Little Pesco must find a new place to live. It seems that he found a good home, with lots of plankton to eat, but ... well, it seems that there are three crabs that are determined to eat him! A classic maze game with a special challenge -- to reach the ninth level in order to win an Ebivision game!

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The dream continues...

<http://www.ebivision.com>