

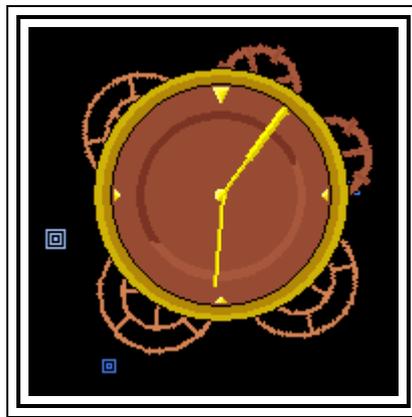


# Manual

**Written by David Newton, 2005-2006**

## Introduction

Treasure Tower is a fast-paced platform game written in Clickteam's Multimedia Fusion, featuring over 200 rooms in 26 individual courses. The objective of each course is to climb a tower and collect the treasure at the top.



Time is against you, and is shown by the large clock in each of the rooms. It has to be kept replenished by finding food before midnight is reached and the game is over.

## The Main Menu

Pressing Shift at the title screen will take you to the main menu.



This is where you select the progress file to use for your game. Up to three players' progress can be stored at a time, and the menu shows their names and scores so far.

If a file without a name is selected, you will be prompted for one before the game starts. Otherwise, selecting a file will take you to the Course Select menu.

To delete a file, highlight it and press D. You will then be asked to press Y to confirm the action, as it cannot be undone later - moving away from the slot will cancel it.

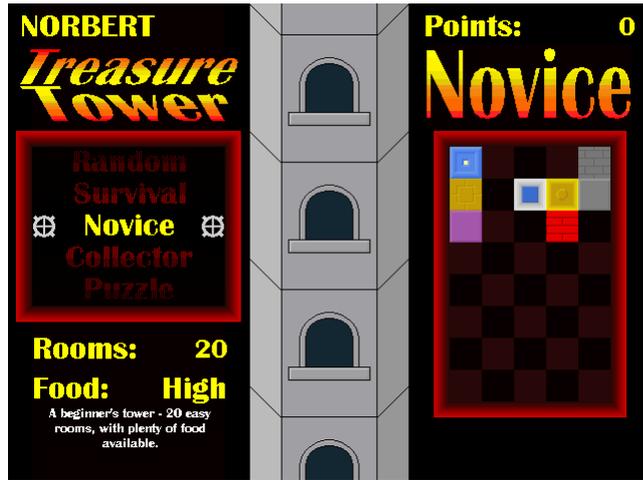
Either the joystick or the keyboard can be used to navigate the main menu, but once the main menu is left, the game will only recognize the device that started the game.

If you're using the keyboard, the arrow keys are used to move and Shift acts as the Jump/Confirm button.

## Course Selection

Treasure Tower features eleven courses of various degrees of difficulty, though only the Novice course is open to you when you first start the game.

The list on the left shows the names of the courses available (the ones that are open are highlighted). Below this area, information on the selected course is displayed. If the selected course has not been unlocked, this area will



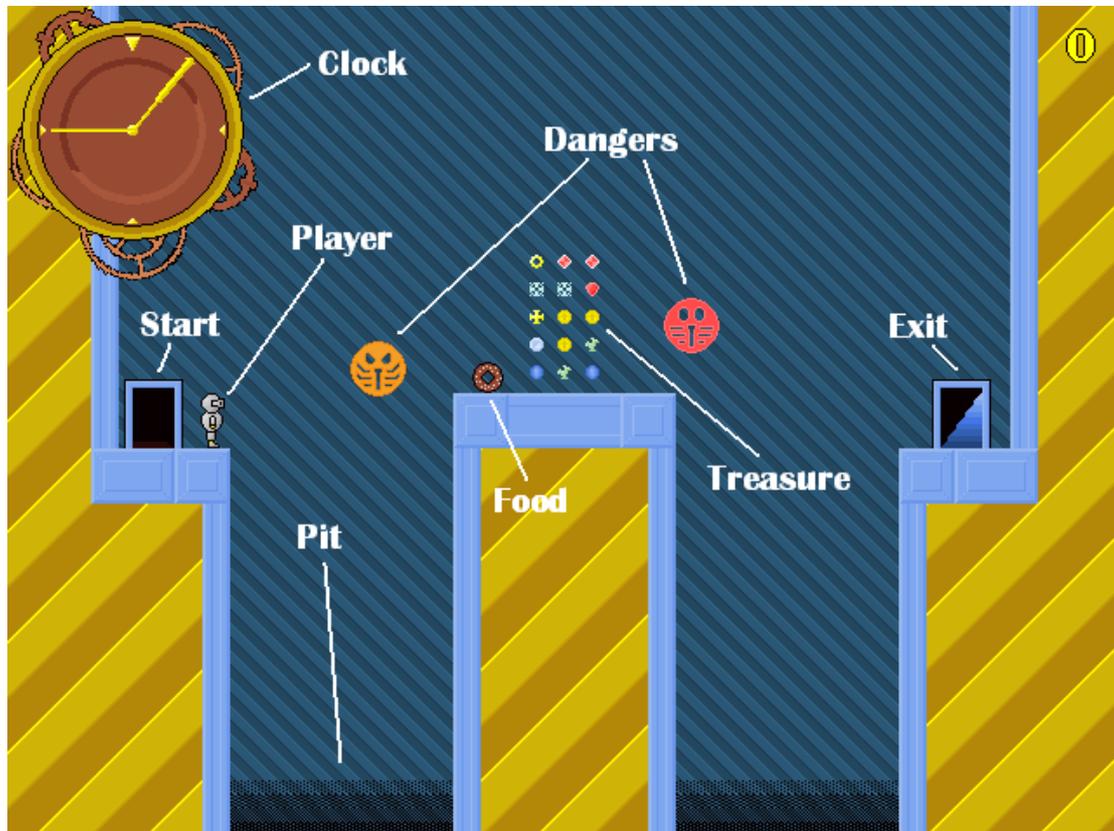
show how to open the course - for example, Collector mode requires 10,000 points to have been earned, and you need to complete Novice mode successfully to unlock Amateur.

The opposite side of the screen displays the selection of rooms that are available in the currently selected mode. Only the later modes use the entire set of 200 rooms.

To begin a course, select it and press Shift (or the joystick button). If it's open, you'll be taken to the Tower screen for that course.

# The Game

Each room is different, but all of them share a number of features.



The most important areas of each room are the start and exit. The object of each room is to reach the exit and move to the next level of the tower (press Up when standing in front of it to go through the exit).

The clock also appears in every room, and shows the time remaining before the game is over - when the hands reach midnight. Food can be collected to replenish the clock - it is not in every room, but appears at regular intervals and in various forms. Run into food to collect it and reset the timer.

Rooms also each have fifteen items of treasure, which can be collected for one point each. However, these do not affect the clock, and trying to collect too much of it may make you run out of time.

Some rooms contain dangers, which may be in the form of ghosts, spikes or various other harmful obstacles. When the player touches one of these dangers, the clock will temporarily speed up, reducing your chances of getting further up the tower unless you find food faster.

It is possible to fall down pits in some rooms. Like other dangers, these add time to your clock, and they also place you back at the room's start door.



Later rooms sometimes feature switches on the walls that affect the environment in some way. To use them, stop in front of them and press Up. Sometimes, the Down key can also be used (such as when a switch changes the number of a counter).

Occasionally, you will encounter treasure rooms - levels with no obstacles that are filled with treasure pickups. They are also the only rooms in the game where the start and exit are at the same place.

Collecting the treasure in these rooms can greatly increase your total score, but the clock is still running while you are in them, so be careful not to take too much time.



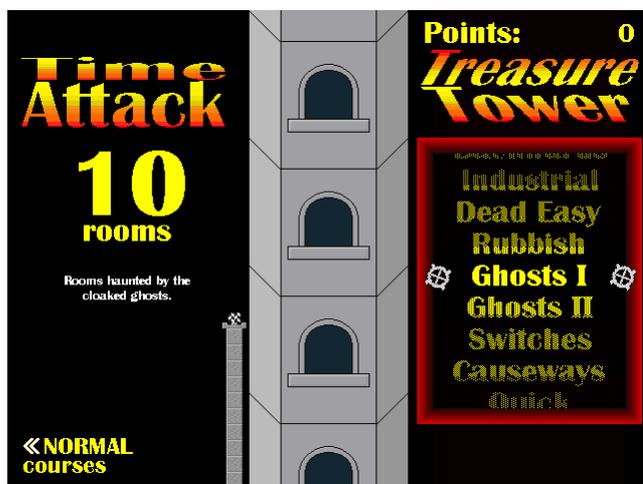
Once the last room of a tower has been cleared, you will be at the tower top. Time will have stopped, and the treasure must be touched to gain the bonus for clearing the course.



If other courses have been unlocked by the completion of the tower, they will also be displayed on this screen. Press the button to return to the course screen.

## Time Attack

Once you have reached a certain point in the game, you will gain access to the Time Attack mode, where you can compete with other players to get the best times across an additional 15 courses. Time Attack is accessible by pressing Right from the Course select menu when prompted.



The number of rooms in a Time Attack course can vary - 10 to 20 rooms is normal, but a few of them are “marathon” courses that are significantly longer. Each course is made up of a number of fixed rooms, but

the rooms appear in a random order each time.

Gameplay in the Time Attack mode is similar to normal play, but without food in the towers. Instead, after every room, the clock is reset and the time elapsed is added to your total time.

Bonus time can be gained by collecting the treasure in the rooms - each item of treasure will take 0.1 seconds off the elapsed time, making it possible to get a maximum 1.5 second bonus from each room.



Once the last room in a Time Attack course has been cleared, the top of the tower will show the total time taken. Here, you can press the S key to submit the time to the online high score table (located at <http://wired.st-and.ac.uk/~wong/treasuretower/>). Type in a name and press Enter to send your name and time, and a browser window will open.

It is important that only alphabetic characters and spaces are used in the name that you submit to the site - otherwise, the checksum system may not accept your score as legitimate.

Pressing ESC at any time on the top of the tower screen will return you to the Time Attack select menu.

## **Credits**

**Game by**  
David Newton

**Ragtimes**  
Scott Joplin

**Ragtime Sequencing**  
Warren Trachtman

**Other Music**  
David Newton

<http://wired.st-and.ac.uk/~wong/modsite/>

### **Additional Rooms**

Each room in the “Extra” tower is marked with the maker’s initial.

Noyb  
Spram  
Himpuli  
Circy

### **Extensions**

DMC2 Object - Izzy  
Platform Movement Object - Olle Fredriksson  
Browser2 Object - Ryan Sadwick

### **Special thanks**

Clickteam  
<http://www.clickteam.com>

Whitney Leader-Picone

