

TOTEMS

COLUMNS <P> <TWO>

ENHANCED EDITION



AMSTRAD

TOTEMS
<<< COLUMNS TWO >>>

THIS GAME IS MANUFACTURED IN THE UNITED KINGDOM BY BITMAP SOFT AND IS USED UNDER LICENSE FROM THE ORIGINAL PROGRAMMER AND DESIGNER

ALL RIGHTS RESERVED

FOR MORE INFORMATION PLEASE VISIT BITMAP SOFT
WWW.BITMAPSOFT.CO.UK

WWW.BITMAPSOFT.CO.UK



AMSTRAD

For Use With Your



Bitmap Soft is a joint venture by
Jangle Gibson and Darren Boyle.

--THE STORY--

TOTEMS II: There are several game modes for you to try out.

TIME ATTACK: For one or two players. You have three minutes to get the highest possible score.

CLASSIC: For one or two players. Match up and remove stone blocks, accumulate points and move on to the next level. As you progress up through the levels, the speed of falling stone increases and the variety of stones revealed becomes restricted, providing for a growing level of difficulty.

STAGE MODE: For one player. Attempt to play through 28 levels with increasing difficulty. Each level has a number of totems to remove, a time and a variety of totems. If you have time left over from one level, you get a bonus for the next one. Make the most of it, it's not easy to get to the end.

VS MODE: For two players. Compete against a friend and show them that you are the best at removing totems. Be on the look out for combo bonuses as these can be used to hurt your opponent.

Play against your Amstrad CPC: This enhanced Bitmap Soft edition allows you to play against your Amstrad CPC! Select "1 CPU" in the "Players" menu option and try to beat the machine. We assure you that it won't be easy.

Menu

Use the menu to select the game mode, the number of players and the difficulty of the game. Navigation is with the cursor keys up and down and select with **ENTER**. Redefine the game keys to your liking and don't forget to do it if you are going to play with a friend.

--CONTROLS--

The default is the cursor keys. Redefine them so that a second player can participate.

Right/Left: Move the block sideways.

Up: Rotates the totems within the block.

Down: Makes the block go down faster.

During the game, press pause **[TAB]** to stop **[ESC]** to end the game.

--CREDITS--

CODE: **Artaburu** GRAPHIC DESIGN: **DoS**

GAME DESIGN: **DoS** MUSIC: **DoS**

GAME COMPLEMENT AND TESTING: **6128 & Litos**

HEADER DESIGN AND IDEAS: **McKlain**

ADDITIONAL ARTWORK BY **Darren Doyle**

PRODUCTION BY **Jamie Battison**

GAME TESTING BY **Richard Farrell**

Bitmap Soft is a joint venture by **Jamie Battison** and **Darren Doyle**.