

NIGHTMARE

#566

You're trapped in a nightmare world of birds, demonic faces and deadly balloons! In each of three progressively more challenging scenarios, the dreamer must scale the ropes leading to the escape vehicle--a hovering helicopter--only to find a more terrifying nightmare waiting in the wings. And meantime, you must use all your skill and intelligence to escape the world of videogame nightmares and avoid the touch of the lethal serpent patrolling the base of the playfield!

USING THE CONTROLLERS:

Nightmare uses joystick controllers. Hold the controller with the red button to the upper left. Move the stick left or right to move the on-screen sleeper in that same direction. Leap by hitting the red button while aiming the child in the desired direction. Push the stick up or down to shift the dreamer in the appropriate direction while climbing or descending a rope. The on-screen character can also vault from rope to rope by jumping in the manner described above.

Whenever the Devilfaces appear on-screen, the sleeper is armed with a mallet capable of whacking the boogiemens when the joystick is moved either left or right and the on-screen player-surrogate is on a rope.

HOW TO BEGIN:

Use the game select switch on your console to choose one of the six speed levels. Simply hitting the reset switch pre-selects the level at one, the slowest and least-challenging speed option.

The difficulty switches have no function in these games.

Use the game reset switch to begin play.

HOW TO PLAY THE GAME:

After hitting the reset toggle a lullaby will be heard signalling that the child is drifting off to sleep. The nightmare commences immediately, beginning with the first of three scenarios, each of which is repeated twice more at higher difficulty levels, bringing the total number of racks to nine.

The object of the game is to escape the nightmare world in which the child finds himself. A poisonous snake roves the bottom of the playfield, and contact with this serpent is instantly deadly. The child must use his leaping ability to scale a series of "magic ropes" dangling from thin air and finally make it to the hoist hanging from the escape helicopter. Once the sleeper gets to this rope, it too must be scaled and the helicopter entered in order to progress (?!) to the next, more horrible nightmare.

The first nightmare rack is the bird scenario. Here the sole threat, aside from the ever-present snake, is the avians filling the sky. Contact with one of these birds will knock the child from his perch on the rope and cause him to float downward. While these falls are not fatal (unless, of course, the child happens to land on a snake), they do consume time, and Nightmare is played within the confines of a strict time limit as seen counting down at the lower left of the playfield (at the end of each round the countdown disappears and the number of remaining lives from your original four appears in its place).

The second nightmare consists of grinning, leering Devilfaces, which must be dealt with more forcefully than the birds, which required simple avoidance tactics. The child must use his weapon--armed as he is in this scenario--to strike the Devilfaces before they touch him, as contact is lethal. Using the bludgeon, whack the Devilfaces and they will be transformed into the birds from scenario one. These birds possess the same power to throw the child to the ground, so after striking and metamorphosizing a Devilface, take precautions to avoid its new form. All the Devilfaces must be transformed before the child can enter the helicopter.

The final scenario is the Balloon challenge, in which the screen is filled with floating balloons which, like the Devilfaces, are deadly to the touch. Here, the child must leap from the familiar ropes and catch the bottom of the floating target, whereupon he will drift slowly to the ground and the balloon is changed into a Devilface. In this state, they must be dealt with in the same manner as dictated in the previous scenario description. Hit the Devilfaces with the magic stick and they become birds.

While floating to earth after successfully capturing a balloon, the joystick may be used to guide the child to the left or right in order to avoid contact with deadly on-screen menaces.

As in the previous scenarios, all the balloons and Devilfaces will have to be changed into birds before it will be possible to enter the helicopter.

After completing the initial three scenarios, they are repeated twice more, only with reinforcements brought to bear! Screen four takes the eight birds from the first screen and doubles their number--just as there are 16 Devilfaces in screen five and 16 balloons in the following screen, number six.

Screens seven, eight and nine increase the number of adversaries to 24 birds, Devilfaces and balloons, respectively. Upon completion of all nine screens, the game begins anew at the next highest speed/difficulty level.

The game ends when all four of your children die by touching the snake or running out of time.

GAME VARIATIONS:

There are six variations of Nightmare controlled by the game variation switch. Each one operates the same series of screens at a different speed. Game One, which will begin if you hit the game reset switch without touching the game variation lever, is the slowest. The variations get faster and faster until Game Six, which is the quickest of all.

Of course, Nightmare also has built in variations in the three different basic screens and the subsequent version of these screens with even more adversaries.

SCORING:

The score is flashed at the base of the screen at the end of each round. Screens one, four and seven, which are avoidance levels, have no capacity for bonus points, but the other levels are ripe with extra point potential earned by dispatching the Devilfaces and balloons.

Your final score on screens one, four and seven is determined by the speed with which you reach the helicopter.

TIPS FOR BETTER PLAY:

Keep a sharp eye on that ever-dwindling time clock and play every round at the fastest possible speed.

On the bird screens, simply shimmy up or down the ropes to let the feathered flyers drift harmlessly by (they never alter their horizontal heading).

Remember that once a Devilface is whacked it transforms into a bird immediately. Therefore, you must be prepared to avoid the subsequent bird whenever you hammer a Devilface, or your child will fall into peril at the serpent-patrolled base of the playfield. One way to dodge the winged creatures is by striking the Devilface as you're moving up or down on your rope--and then be sure to keep on going. Another possibility is to hit the Devilface and jump to another rope right away.

Be very specific when pointing your joystick and jumping. Unless the stick is aimed in precisely the right direction, it's quite possible for the child to leap in the opposite direction than the one you wanted.