

IMAGINARIUM

HISTORY

Finally, a scientist has found a way to change the world on the basis of ideas literally. This miracle is possible through the "Collective Imagination". Although the possible existence of a collective subconscious that evolved the world in some way was something that has been discussed, it had never been demonstrated until now.

A few years ago, Dr. Sigismund Mindstorm verified its existence in a partly completed-physical plan that could connect to the reality and even model it. Although its explanation is simple, its operation can be reduced due to the following factor: our brain waves, as a whole, can be captured and interpreted as a universal melody of our will, which in turn can be further collected and transmitted. That is what makes the system "imaginary", register that determination and transmit the plan universally, where it accumulates but with an intensity amplified 1024 times, causing its immediate rebound to become rather slow and almost imperceptible, as normally happens. Actually, the result is controlled by the human thought in all its aspects. Unfortunately, the waves produced during sleeping are the only ones which have been used up to now; the majority escapes beyond our control.

The idea of Mindstorm was to form a reduced group of good dreamers in order to inspire a better world and for this purpose he initiated a pilot project in his laboratory. Unfortunately, something went wrong and the entire population was plunged into a deep sleep. As a result, the world has lost its sense and has become an odd place full of creatures imagined by their consciences which, ultimately, are prisoners of the whole system and of their own creations.

Fortunately, Miguel (Miki), the son of Mindstorm, is not asleep. When everything started, he was conducting an experiment on his own, in a self-created chamber which kept him safe. On him, a youngster genius of 17 years old, the last hopes of the world rely.

In this adventure, you adopt the role of Miki and your mission is nothing else than to restore the natural previous order. It is not a small thing, but neither Miki is. Can you help him stand at his height and save the world? Have courage and good luck!

THE GAME

To fulfill the mission, the first thing Miki needs is information. It is clear that what his eyes will witness, will be related to his father's experiment, but in order to exam and look for a solution, he has to go back to his home, wherever he is now, and when there, search through the files in his father's computer.

Once he enters to his father's computer, you will understand that there is only one alternative: to destroy the antennas that capture and transmit these thoughts. You will have to guide Miki to the laboratory of the company where his father works for, and collect five explosive units. They are spread throughout the laboratory. When you are done with their collection, you have to place these bombs on the antennas, which are located on some flying platforms.

Finally, Miki will have to go back to the lab, find the main computer and trigger the explosives units. In order to do this, he will have to enter a code. All necessary information can be found in his father's computer, so stay calm.

DANGERS

This world is full of strange creatures that live along with what seem to be normal people, whether they are or not. But there are other dangers as well, like spikes and blazing flames, among others. All of them are your enemies in this adventure and your contact with them will have as an immediate effect the reduction of your remaining energy.

YOUR WEAPONS

Miki is able to defend himself reasonably well with his punches, despite of being a relative peaceful guy and mostly dedicated to science. Unfortunately, his strength is not sufficient enough to overcome the non-human enemies.

In addition, you will encounter various elements that will help you along the way:

- Green Potion. - Returns the lost energy.
- Yellow Potion. - Increases jumping power.
- Red Potion. - Increases strength. With this, Miki can overcome all kinds of enemies and also break down some walls and floors.
- Key. - Once picked, barriers and doors are no longer a problem.
- Mobile platforms. - Good usage will allow you to move in many locations.
- Eighties cassette. - Just brings the excitement or serenity of hearing or not the music of the game.

THE SCORING SYSTEM

The game rewards your successes and punishes your failures and weaknesses. The final score will be the positive difference from the subtraction of the penalties from the bonuses collected, according to the following criteria:

Earn 100 points when finding a bottle of yellow or red potion, or the key.

Earn 200 points when finding one of explosive units.

Earn 200 points every time you place an explosive unit in an antenna.

Earn 200 points when you complete your mission successfully.

Lose 100 points every time you collect a bottle of green potion.

Lose 100 points every time you enter the wrong code in the main computer.

CONTROLS

You can use either the joystick or keyboard. You can redefine the keys.

DEVELOPMENT TEAM

Script: GG y 6128

Coding: GG

Graphics: GG y 6128

Music: McKlain

Testing: GG, 6128 y Litos

Cover illustration: 6128

Edition: Litos

Programmers

Have you done any program? Are you a graphic designer? Dare to show us your work at <http://www.amstrad.es/forum>

IMAGINARIO COLECTIVO

LOS PERSONAJES



MIGUEL "MIKI" MINDSTORM: The hero of this adventure, son of the famous Dr. Sigmund Mindstorm. A 17 years old science-lover, passionate with skate, Taekwondo and video games during his leisure time.

The night the "Collective imagination" was unleashed, he was working on an experiment himself, in a special chamber of the laboratory. As a result, he does not fall into deep sleep, in contrary with the rest of the humanity.



When going out in the streets, he discovers that the world, as we know it, no longer exists. Maybe everything is the result of his father's last experiment. Therefore, he must reach his father's computer to find out what is happening.

Miki has a highly gifted mind for science and he is quite peaceful; however, the latter will not prevent him from punching someone, if necessary, in a strange world full of incredible creatures. fuera necesario en un mundo extraño plagado de seres increíbles.



SEGISMUNDO MINDSTORM: 55 years old top scientist; nominated twice for a Nobel Prize. His research is based on the potential of the human mind and the study of the "Collective Imagination".

During the night that everything happens, he was preparing his latest invention: a machine capable of exploring the wisest minds on the planet, and projecting their dreams into reality, in order to make a better world for everyone. The experiment seems to be under control, but something goes wrong...



LUCIO MALWAR: 67 years old scientist and mentor of Segismundo Mindstorm. In the past, he was an admired professor and scientist, but currently he has been ostracized by his somewhat dubious methods. Due to his research on the human mind, one of his students fell in a coma for 15 years. Quite unsociable character and somewhat worried, Malwar follows closely the evolution of



Sigmundo's work. Hence, he is familiar with the extent of the "Collective Imagination" project, and has already prepared his mind to counteract the effects of his machine. Malwar's goal is to boycott the project and present to the world his own project, in order to regain his lost prestige. You should never hesitate - even for a second - his will to sabotage Mindstorm's machine. Or perhaps not? You'll find it in your father's lab. Doing something wrong

ENEMIES



RENEGADE COP: Before the experiment, he was one more cop. Now, he walks in the streets of the city and attacks anyone who gets in his way. Avoid him or hit him hard.



MURDEROUS MARUJA: Furious housewife. Generally, she roams by the doors of the city's houses. If you see her, try to avoid her. If there is no other alternative, hit her.



WANDERING ASTRONAUT: An astronaut walking down the street? Do not trust him. Although it looks like an astronaut, he has nothing to do with NASA's ones.



FLYING CLOWN: Although it looks like a harmless balloon, it is actually a flying clown head... and, it is not for parties. Avoid it at all costs.



PUMPKIN: This Halloween pumpkin has evil ideas. Avoid it, if you can.



SMILEY FACE: Face the result of plastic surgery. Do not be fooled because her smile is a dangerous enemy that you have to avoid.



ACID DROP: Seems like water drips and flows like water, but it is acidic. Control your fall and do not get underneath it.



MUTANT MOSQUITO: Huge nightmare insect. Its bite reduces your vital energy. Do not get in its way or die.



MINI ROBOT: Although it looks like a toy, it is nothing less than a murder mechanism. Its small size makes complicated its destruction. Skip over it.



BAT SQUIRREL: Mixture between a bat and a squirrel. Observe its flight and dodge it as soon as you can.



GOBLIN: Small but aggressive; and very fast. Due to its small size, the best thing is to jump over it.



TOXIC SNAIL : Pequeño engendro que suelta una baba viscosa y tóxica. Cuando te lo encuentres sáltalo por encima.



SECURITY SPHERE: Tracking device which guards the entrances to the laboratory. It will chase you wherever you go. Whenever you destroy a sphere, another one will appear to kill you.