

Roklan Presents

LIFESPAN™

an Admascadium

FLYGH of FANCIE



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SOFTWARE LOADING
INSTRUCTIONS

ROM CARTRIDGE

Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller into the #1 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

OPTION

Pressing the OPTION key allows you to start LIFESPAN at any of the five different games for practice purposes. Press START when you are ready to begin. During game play, press the OPTION key to return to the opening OPTION screen.

PAUSE

To take a short break while playing LIFESPAN, press the space bar. Pressing the space bar again resumes the game where you left off.

LIFESPAN—Introduction

LIFESPAN is a game about living in which you travel through Opportunities, Situations and Experiences expressed as designs, colors and sounds. It begins with the Birth, from a spiral, of a range of five Character Types with which you will have to cope during the Lifespan ahead.

You will need the full range of your Character Types in order to live life to the fullest. The goal of LIFESPAN is to discover through Experience those Character Types glimpsed in childhood but lost in the transition to adulthood.

To accomplish this goal, you must pursue Opportunities, enter Situations, and wrestle with Worries, Fears and Doubts while grasping at Hopes. You will encounter many Experiences in your attempt to fulfill life's potential against a clock of decreasing years.

As you discover each Character Type, your form increases in size and beauty as a glowing Aura builds around you. On the discovery of the fifth and final Character Type, the Aura explodes to activate the whole screen in a dazzling, kaleidoscopic fireworks display, signifying the successful completion of LIFESPAN. *The greater the number of years remaining when this occurs, the more intense and longer the game's climax will be.*

NOTE: If you want to start playing LIFESPAN without knowing all the details of the game, read the sections titled "How to Play." However, to fully understand what is happening on your screen—and why—read also the sections titled "Understanding LIFESPAN."

BIRTH SPIRAL—GAME #1

Understanding LIFESPAN

Out of blackness, a glowing spiral of light starts taking shape. Accompanied by its own rhythmic pulse, the spiral slowly grows until it nearly fills your entire screen. As it continues to grow, it gives birth to five pulsating energies of light. Then, as the life-giving Light Spiral breaks up and fades away, the energies crystallize into five Character Types. Your goal in LIFESPAN is to acquire all five before your life comes to an end.

How to Play

As in real life, you don't really have to do anything while being born. However, you can participate in the Spiral's music by moving the joystick in different directions and pressing the joystick button.

CHILDHOOD—GAME #2

Understanding LIFESPAN

A playpen forms itself on your screen, complete with a stack of 10 children's building blocks in the lower left corner. Although you may find yourself to be clumsy at this stage of your life, your job here is to choose a Character Type by trapping the other four in the corners of the playpen. By showing a mastery of your environment during childhood you are lengthening the productive years of your life.

The more Character Types you trap, the greater will be your lifespan with which to play the remainder of the game—giving you a greater chance to become a complete and whole Character.

- Trap 4—For a Lifespan of About 99 Years.
- Trap 3—For a Lifespan of About 91 Years.
- Trap 2—For a Lifespan of About 83 Years.
- Trap 1—For a Lifespan of About 75 Years.
- Trap 0—For a Lifespan of About 67 Years.

You'll notice that after awhile the shapes begin to blink off and on. This means you are beginning to lose sight of childhood—your time as a child is coming to an end.

How to Play

With your cursor (in the shape of an L, I, F or E), pick up building blocks and try to trap each Character Type into the corners of the playpen. Move the cursor with your joystick. To pick up or release a block, press the joystick button when you are directly above or below a block. The five Character Types will be deflected by blocks in their path. Attached to the cursor, a block can be used as a paddle. Use one or several blocks to trap a Character Type into a corner, making sure it is over the cross and touching both walls. Then, move on to the others, trapping as many as you can before time runs out.

OPPORTUNITY GATES—GAME #3

Understanding LIFESPAN

In the adulthood portion of LIFESPAN, you must make four passes through three subsequent game segments in your effort to collect all five Character Types glimpsed in childhood. As an adult, you are now beginning your search for the right Opportunities in life. In Game #3, you find yourself hurtling through a space-like environment. Your Travel Character (TC) is fixed in the center of a window, surrounded by stars. Each star represents an Opportunity. Most of these Opportunities are intended for others; only a few are meant for you. Try to locate an appropriate Opportunity and enter it.

How to Play

In your search through space for the right Opportunity, you can accelerate by pushing forward on the joystick while pressing the button. To slow down, pull back on the joystick while pressing the button.

The best Opportunities are those which are identical to your TC in shape and color. Opportunities corresponding to your TC in only shape or color are not as good. If there is no correspondence between the Opportunity and your TC, life will be most difficult for you in Game #4.

To locate and enter a good Opportunity, you must understand the elements in the console panel located beneath the space window.

To the extreme left is the Character Type with which you began your adult life. To the right of this are three empty sections. As you collect additional Character Types, they will appear in these empty sections.

The next section is your health gauge. Whenever your health is damaged, the white indicator begins to fall. When it reaches the bottom, you lose a year of your life and the indicator again becomes totally white.

To the right of the health gauge is the Portal Sensor, letting you know when an Opportunity is present. As you travel through space, Opportunities in the form of colored shapes will appear in the Portal Sensor. You are searching for Opportunities that most resemble the shape of your TC—although any Opportunity may turn out to be good. If you have collected more than one Character Type, your chance of encountering a good Opportunity increases.

To the far right of your screen is your age indicator. As you search for Opportunities, years tick away. Speeding up may help you encounter more Opportunities, but this may also make it more difficult to stop for an Opportunity before it disappears from the gauge.

When you come to a halt, the noise of your traveling ceases, and you are able to hear the sounds of space around you. If you have stopped in time (i.e., a colored shape is in the Portal Sensor), one of the stars will appear to approach you, developing into an Opportunity with a Gate at its center. Once it reaches full size, the Opportunity will rotate. Align your TC with the Gate

in the center of the Opportunity and press the joystick button. Note that your TC will appear to be weightless due to the lack of gravity between Opportunities.

If you are successful, the Opportunity leads you into Situations and Conversations, the next stage of LIFESPAN. The likelihood of a successful entry depends on how well you position your TC in the Gate opening. The accuracy of alignment affects your health as shown in your health gauge. The speed of aging may also be affected because of poor alignment or a mismatched shape. Be wary of the Gate's changing shape when you attempt to enter—touching the walls will damage your health and may prevent you from entering the Gate.

If your TC does not gain entry through the Opportunity Gate on your first attempt, you may continue to try as it rotates. If you would rather not try again, press the joystick button twice to jump into "hyperspace." There is a penalty, however, for this impatience—one year is subtracted from your LIFESPAN clock.

Once you have found an Opportunity and have successfully entered its Gate, you automatically proceed to Game #4.

SITUATIONS & CONVERSATIONS—GAME #4

Understanding LIFESPAN

Having entered an Opportunity, you now find yourself on the edge of a grid densely populated with tiny creatures busily moving about. As a stranger in this new Situation, your objective is to become interesting to the Creatures, and eventually accepted into a Conversation with them. Observe how three or more tiny creatures often stop to enter into Conversations with one another. Connecting lines link the talking creatures until they go their own separate ways. Just be sure you don't enter a Conversation before becoming like them or you'll be rejected and zapped to the grid's edge, causing you to lose a year of your life.

How to Play

The goal of Game #4 is to enter a Conversation and be accepted. The only way to do this, however, is by becoming just like the creatures in appearance—glittering.

To become glittering, you must make contact with enough of the colored Common Interest Squares that light up intermittently all over the grid. (Note they are blocks of the same color as the Conversations.) Move your TC next to a Square and press the joystick button to benefit from it before it disappears. The more Common Interest Squares you feed upon, the more like the other inhabitants you become. If you entered an ideal Opportunity in the previous game segment, you'll have to feed on fewer Squares to become totally glittering:

- If your TC matched the Opportunity in both shape and color, you need only touch one Common Interest Square.
- If your TC matched the Opportunity in shape OR color, you need touch three Common Interest Squares.
- If your TC did not match the Opportunity at all, you must touch six Common Interest Squares.

After becoming totally glittering, a wavering musical sound indicates you're ready to enter a Conversation. Don't wait too long to enter a Conversation, because your Common Interests start to fade after awhile. If the wavering music stops, feed upon more Squares until the music returns.

Try to avoid the tiny creatures if you can. Each time you bump into one, your health deteriorates, causing you to become more and more sluggish until you can hardly move at all. The effect does wear off, however, but the slower you move, the harder it is to keep away from them.

To enter a Conversation, move your TC across one of the lines of a Conversation and position yourself right in the middle. Push the joystick button when you're ready to begin "talking." The sound of the Conversation increases because you are in it. If a creature or a line of the Conversation touches you before you are accepted, you will be zapped to the edge of the grid. You will then have to begin a new quest for Common Interests.

But if you are able to "talk" without interruption for about three seconds, the lines of the Conversation will disappear and lines of acceptance will spring to life, connecting you to each of your fellow creatures. This is your ultimate goal in Game #4. Accomplish this and you are ready to enter the dangerous Experience Corridor.

EXPERIENCE CORRIDOR—GAME #5

Understanding LIFESPAN

You now begin the most hectic part of your journey—in the enticingly beautiful but extremely dangerous Experience Corridor. Be especially careful here—regardless of your age or health, it is easy to get yourself killed by the Worries, Fears and Doubts you will encounter.

How to Play

Control your TC with your joystick as you hurtle through the Corridor at lightning speed. Watch out for the dark Worries, Fears and Doubts that ricochet off the walls and threaten to destroy you in a head-on collision. Each time one of these dark enemies hits you, a piece of your TC is knocked away and your Health is affected. Time also erodes your form.

Hope and the ability to move about quickly are the only things that can keep you alive. The big, bright, slower-moving lights represent Hope. Touching a Hope is regenerating and rebuilds your TC. During the night sequences in the Corridor, the Worries, Fears, Doubts and Hopes are all white, and their hectic display harrasses you as you anxiously await the return of the light of day.

The Experience Corridor is long and difficult. A gauge at the top of your screen shows you how far you've gone and how much distance you've got ahead of you. If you are able to survive this ordeal with at least a bit of yourself intact, you will be rewarded in two ways:

1. A second Character Type will appear and become part of your TC, thus increasing the probability of matching Opportunities in shape and color. This will make it twice as easy to locate and enter good Opportunities in Game #3—the game to which you now return. Each time you gain another Character Type, you increase your ability to find and enter appropriate Opportunities.

2. You will be rewarded with an Aura that surrounds you, indicating you are becoming more and more complete. As you acquire more Character Types, the Aura will grow until it practically fills your entire screen with its shimmering beauty.

FINALE

If you are able to collect all five Character Types, your entire life will flash before your eyes in a spectacular sight and sound show! After this, a number will appear on your screen, showing you how many years you had left to live. The higher this number, the better your performance.

Limited Warranty

Roklan Corporation warrants this product to be free from defect in workmanship or materials for a period of 90 days from date of purchase. Should a defect in this product occur any time within 90 days of date of purchase, it can be returned to original place of purchase for replacement without charge. Original sales receipt must be presented for returned products. This warranty shall be void if it is determined that the defect has come about through abuse or negligence.



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