

ELECTRONIC ARTS



Twisted

The Game Show

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TWISTED™: The Game Show

Produced by Trip Hawkins

WARNING: READ BEFORE USING YOUR 3DO MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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It's Time to Get TWISTED!

Hi, I'm Twink Fizzdale, and you're the next contestant on *TWISTED!* That's right, get ready to roll the amazing Cyber-Die, face the maddening Matrix, overcome dozens of twisted challenges, and race to the top of the humongous Helix for a chance at the grand prize: an all expenses paid trip out of TV Wasteland to REALITY... or *whatever* lies on the other side of the screen!

We've rounded up six of TV's wackiest, weirdest personalities for you and up to three friends to play with and against. Now it's time to choose your contestant, roll that Cyber-Die, and get *TWISTED!!*

Object of the Game...

Your goal is to make it to the top of the Helix stairway. That's right, climb all 90 stairs!

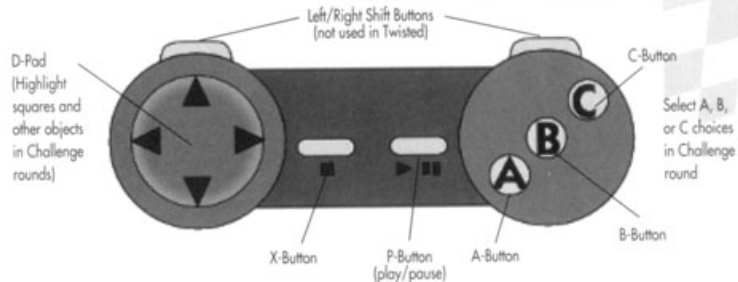
Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your game disc into the disc tray (*TWISTED!* label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears (if you don't see it after a few seconds, turn OFF the player and begin again at step 1).

NOTE: To skip the introduction and go straight to the Contestants screen, press **A**.

Control Summary



Choosing Contestants

The best and worst of TV talent are here at the Palindrome, and every one of them wants to team up with you! Choose Wormington, host of The Junk Yard Shopping Network; Madame

Elaine, internationally unknown psychic; Johnny Pow, the man of a thousand voices; Humble Howard Humbert, self-appointed financial planner to the Almighty; Major Steel, host of the ever-popular TV fitness show, War Crimes Workout; or Uncle Fez, commercial icon and goodwill ambassador.



This is the line-up. **To Choose Contestants:**

1. Use the D-Pad to highlight a contestant. He or she comes alive.
2. Press **A** to select this contestant, or highlight another contestant.
3. When you've chosen a contestant, the Think Tank appears.
4. Adjust the difficulty level for your contestant (see instructions on page 5 to adjust difficulty levels), then pass the control pad to another player.
5. Repeat steps 1-4 until all players have chosen, then press **C** to exit.

NOTE: You may choose two, three, or four contestants.

R U Trivia Tough?

TWISTED lets you adjust the difficulty of the questions each contestant must answer in the Triple Threat Trivia Challenge Rounds. Each contestant can choose one of four difficulty levels: Expert, Adult, Child, and None.

When the Difficulty Screen appears:



Think Tank

1. Use the D-Pad to move the waterline UP (more difficult), or DOWN (less difficult)
2. Press **A** to exit.

Cyber-Die!

Your turn begins with a roll of the Cyber-Die, which determines how many spaces (if any) you'll move along the helix game board.

The Cyber-die starts running the moment it appears, and you have 10 seconds to stop it before it stops itself. The sum of the resulting number combination is your Cyber-die roll (0-6 possible).



- Press **A** to stop the Cyber-die.

The Helix

The game board is a *twisted helix* consisting of 90 spaces, and you're in a race to the top. Your fate is decided when you roll the Cyber-Die and move the correct number of spaces.

Red Spaces (w/triangle): BOZO SQUARE! You're stuck here through your next turn.

Green Spaces (w/square): Roll, roll, roll again!

Purple Spaces (w/circle): Take a spin on the WHEEL OF TORTURE!
(See *The Wheel of Torture*, page 7.)

Yellow Spaces : Meet the Matrix!
(See *The Matrix*, page 8.)

The WHEEL OF TORTURE!

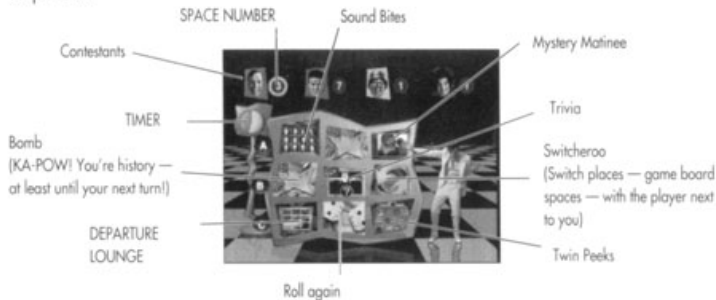
Round and round and round they go, and they'll go round and round some more unless you can stop the wheel with three matching items in the top window. If you miss, your contestant keeps spinning until your next turn, when you'll try again!



- Press **A** to stop the wheel.

The Matrix

When your Cyber-Die roll lands you on a yellow square, it's time to Meet the Matrix. You and a randomly selected contestant choose first a row, then a column from the Matrix. The intersecting space can either send you to a challenge round, or deliver one of several surprises...



A different combination of squares every time!

To use the Matrix:

1. When Twink names a contestant, give the control pad to that player. He or she should *secretly* select row A, B, or C using the buttons on the control pad.
2. Now you should select column A, B, or C using the buttons on the control pad.

Challenge Rounds

If you didn't bomb out at the Matrix, chances are you're on to one of our eight exciting Challenge Rounds. Each challenge you master gives you another shot at the Cyber-Die, and takes you closer to the top of the mighty Helix.

If You're Good, We're Better!

TWISTED challenges get tougher or easier and time limits get shorter or longer depending on your performance in each round. If you flunk out at Trivia, the next time you play, the questions get a little easier. If you ace the face at the Face Lift Salon, the next one is that much harder to fix.

Triple Threat Trivia

Cue the IQ and strap on your thinking cap! To beat the threat, answer as many questions as you can before the timer runs out (answer 1 question the first round, 2 the second round, 3 the third, etc.). Each correct answer takes you to the next perplexing poser, or wins the round. A wrong answer ends the round.

Possible topics are:

Science and Technology

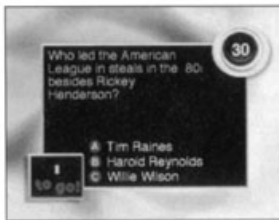
History

Sports and Recreation

Arts and Entertainment

Geography and Travel

Pop Culture



- Press **A**, **B**, or **C** to choose your answer.

Difficulty Levels

TWISTED lets each contestant choose one of four difficulty levels for Trivia questions. For instructions on adjusting difficulty levels, see *R U Trivia Tough?*, page 5.

Supermarket Highrise

Ride the elevator to the top of the Supermarket Highrise, and test your memory to the max. We'll show you a group of up to 12 supermarket items, then take them away. Next, you'll see three items, one of which was in the group you just saw. Strain your brain and choose the correct item within 30 seconds or less to win the round.



1. When the elevator doors open, take a quick look at the supermarket items on the shelves. The doors close after a few seconds.
2. When the doors open again, only three items remain, and only one of these was in the original group. Press **A**, **B**, or **C** to select that item.

Repeat 1 and 2 until you reach the ground floor, or until a wrong answer ends the round.

Departure Lounge

Take a few seconds to look at the picture on the Departure Lounge screen. Now we'll mix it up, and you have up to 30 seconds or less to reconstruct it exactly as it appeared. It's not as easy as it sounds.



To rebuild the picture:

1. Use the D-Pad to select one of the nine tiles that make up the mixed-up picture.
2. Press **A** to rotate the tile until it looks the way you think it should.
3. Repeat 1 and 2 with each tile until it's picture-perfect. When you've got it right, the WIN light flashes and a bell rings; if you think your picture's complete and the clock's still ticking, you're not there yet!

Sound Bites

When these presidents open their mouths, there's no telling what'll come out — just like in real life. Select each president to hear his wacky sound, then match him up with his sound-bite twin. Match all twelve presidents before the clock runs out (30 seconds or less!) to win the round.

1. Use the D-Pad to select a president.



2. Press **A** to hear the president's sound.
3. Use the D-Pad to select another Prez, and listen to his sound. If they match, they're out of play. If not, keep trying!

Twin Peaks

What's behind the doors and windows of Twin Peaks? One never knows. Open each door and window to reveal its mystery, then find its match before the clock runs out. Match them all in 30 seconds or less to win.



1. Use the D-Pad to highlight a door.
2. Press **A** to open the door. Look carefully at what's inside (but don't take too long!).
3. Use the D-Pad and **A** button to open another door. If they match, they're out of play. If not, go back to step 1 and keep trying!

Mystery Matinee

Welcome to the Mystery Matinee, where admission's always free, and the movie is always *twisted*. We'd love to tell you what's playing, but who can tell? You have 30 seconds or less to unscramble the screen and find out!



1. Use the D-Pad to highlight a square, then press **A** to select it.
2. Use the D-Pad to move the square to another section of the screen, then press **A** to place it. The square you're replacing is picked up automatically, so be ready to place it somewhere else!

Repeat 1 and 2 until the mystery is solved.

Zapper

You've always wanted to zap the commercials and get back to the good stuff — now's your chance. Most of these TV screens are playing the Night Fright Horror Show in black and white. But one or more screens are switched to a cheesy commercial spot in living color, and they're always moving. Chase the commercial and ZAP it before it gets five seconds total air-time!



HINT: Zap the 3DO logo for an instant win!

1. Use the D-Pad to highlight the screen showing a color commercial.
2. Press **A** to ZAP IT.

Repeat 1 and 2 until the round ends.

Face Lift Salon

Slip on your rubber gloves and step into the operating room — these faces are going to need a lot of help. Unscramble the three faces in the middle before the clock runs out. There are dozens of possible combinations, but only one correct one!



1. Use the D-Pad (up/down) to select one of the three sections.
 2. Use the D-Pad (left/right) to shift the face-sets into place.
- Repeat 1 and 2 until you've fixed those faces!

Exiting the Game

You can exit *TWISTED* at any time during play. When you exit, your current game is terminated, and your next game begins again at the introduction screen.

- To exit *TWISTED*, press the **X** button on your control pad.

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