
DOPPLEGANGER

Amstrad Arcade Adventure

1 life

25 rooms

3D simulation

A mystic journey into the past. A treasure trail adventure in search of gold, silver and bronze as the magical sorceress and her legendary alter ego, tests her powers against the forces of evil and powers of darkness in the Castle of Doom. A race against time and a test of your powers of thinking.

Gameplan

Recover the gold, silver and bronze ingots (each different point values) from the locked rooms of the castle and carry them, piece by piece to the west battlements (start screen). The first three ingots are accessible, the rest hidden and a further ingot of each type is not available until one of the same kind is deposited in the start screen.

You control the sorceress, who can pass through blue framed doors and her alter ego, who can pass through green framed doors. Either can pass through white framed doors and coloured locked doors with the correct colour key. Once opened these doors remain so. Keys and objects (the use of which you must work out yourself) are picked up by passing over them. Each persona can only carry one object and one key and must drop one to pick up another. Control can be switched between characters by pressing **SHIFT**, if they are in different locations an update will be given on position.

An hourglass displays time remaining and this discharges rapidly if the player is attacked by any of the nasties. It can be recharged by discovering the correct location.

Playing Hints

Energy Level – seek out the location for recharging and make your task a little easier

Obstacles – shield yourself well against the spider's bite and remember your mythology when meeting the Gorgon eye to eye.

Locked Doors – find the sequence that will unlock the colours that will unlock the doors.

Features

The mystery of it all is what makes it so appealing

Points

Five ingots will end the game but only gold will merit a pat on the back.

To Move

UP LEFT	A	
UP RIGHT	] or Redefine Keys	
DOWN LEFT	Z	
DOWN RIGHT	/	

or Atari Joystick compatible

SHIFT – switch persona (sorceress and alter ego)

SPACE – drop key Press **SPACE** to start game

CTRL – drop object

Loading Instructions

Hit **CTRL ENTER** together. Press **PLAY** then any key.