

= PRESENTING =

{ A NETWORK BASED LANTERNA TYPE & GO GAME }

TYPE-TYPE MADNESS

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SINOPSYS

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IN THIS GAME YOU ARE AN INNOCENT WALKING PEACEFULLY IN THE PARK,
WHEN SUDDENLY YOU ARE ATTACKED BY SOMEONE THAT IS NOT AS PEACEFUL AS YOU
ARE!

OFF COURSE, THE KATANA, WICH FOR COINCIDENCE YOU ALWAYS CARRY IN YOUR
MAN-PURSE OR GIRL POUCH, IS GOING TO BE PUT IN USE!

NOW YOU REMEMBER THAT MAYBE YOU SHOULD HAVE USED THAT SAMURAI LESSONS
VOUCHER, THAT ONE THE COMPANY WHERE YOU WORK FOR OFFERED YOU IN EXCHANGE
OF YOUR WHOLE YEAR VACATIONS.

TOO LATE FOR THAT MY SON, NOW YOU JUST SWING THE HELL OUT OF IT AROUND!

TYPE-TYPE MADNESS

INSTRUCTIONS

TYPE THIS COMMANDS IN YOUR TERMINAL:

UP (MOVE UPWARDS)

RIGHT (MOVE RIGHTWARDS)

DOWN (MOVE DOWNWARDS)

LEFT (MOVE LEFTWARDS)

ATTACK (SWING YOUR KATANA)

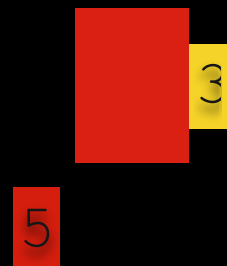
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TYPE-TYPE MADNESS

CUT THEM INTO PEACES

REMEMBER THAT YOU CANT KILL WHAT YOU CANT TOUCH
IF YOU SWING YOUR KATANA FAR AWAY FROM YOUR ENEMY
YOU WONT HIT IT!

ATTACK
ATTACK
UP
RIGHT
ATTACK



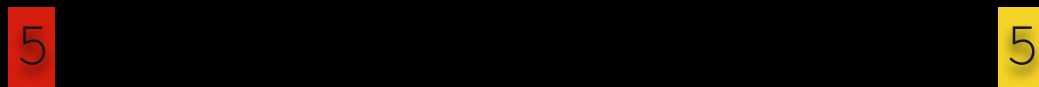
EACH TIME YOU HIT AN ENEMY YOU TAKE 2 HEALTH FROM HIM.

TYPE-TYPE MADNESS

GAME MODES

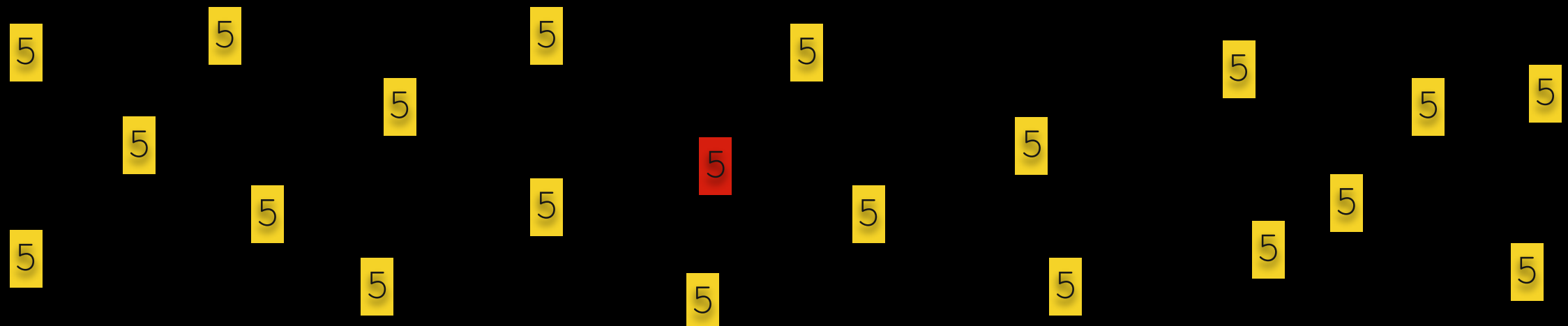
MANO-A-MANO:

ITS YOU AGAINST THE OTHER GUY, LET THE BEST ONE SURVIVE!



KING OF THE HILL:

ALL HELL BREAK LOOSE!



TYPE-TYPE MADNESS

BUT KEEP IN MIND...

OTHER'S MIGHT HAVE CONCEALED KATANAS IN THEIR POCKETS TOO!



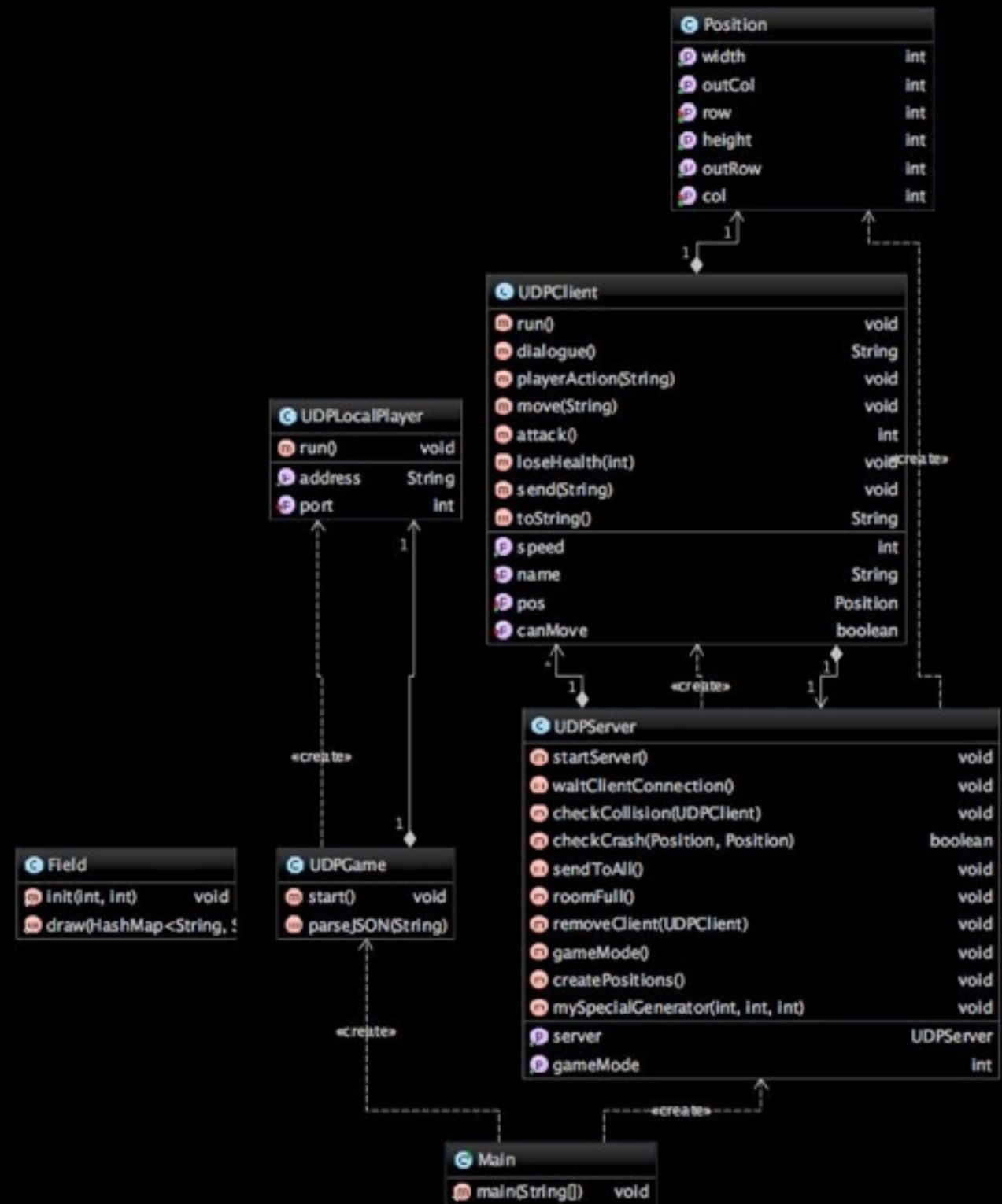
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ONCE YOUR HEALTH REACHES 0, GUESS WHAT?

YOU WIN A TRIP TO MEXICO! ANDELE ANDELE!

OFF COURSE NOT EINSTEIN, YOU'RE DEAD!

NOW FOR SOME TECHNICAL SH!T:



HAVE FUN

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