**The Nightmare**

Story:

Enter Luigi – Plumber Extraordinaire, Vanquisher of Evil and forever living in his brother’s long shadow. The outside world sees him as the honourary side-kick of his brother in red, and hapless derivative of their beloved “Hero”. It’s a very different view from the inside.



Luigi has suffered with a severe inferiority complex because of his brother and his “heroic” deeds. Drugs, mental breakdowns and suicide attempts are repeatedly scarred in his past.

Every night, when others sleep their fatigue and stresses away, Luigi finds no solace. The external enemies may be defeated, but his own inner demons find him every night without fail.

Will he ever escape their hold, his self-loathing and most of all his brother’s shadow?

The Game:

The Nightmare pits players against Luigi’s internal enemies and vices by representing the very familiar environment, of the regular Super Mario Brothers, in a nightmarish visage. Night has fallen in the sleeping mind of Luigi and the fiendish critters have been twisted into terrible creatures of dread. The green pipes that used to represent a safe haven or moving forward are now empty husks that give no escape. Each level is more difficult than the last, representing the inner struggle of Luigi and the futility of his efforts.

The task is difficult, but not impossible. There is hope for his salvation. Only one enemy waits for him at the end of it all – clad in red…

Controls:

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| --- | --- | --- | --- |
| Key | Function | | |
|  | Main Menu | Pause Screen | In Game |
| UP ARROW | Move Up | Move Up | Jump |
| DOWN ARROW | Move Down | Move Down | Nothing |
| RIGHT ARROW | Nothing | Nothing | Walk to the Right |
| LEFT ARROW | Nothing | Nothing | Walk to the Left |
| SPACE | Select | Select | Shoot |
| ESC | Nothing | Nothing | Pause |