TWIGGER

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How to play

There are two play modes: training and real. During the training mode you fight against your PC, during real mode you struggle with human being via net or by using the same keyboard.

You can use any network protocol supported by Windows 95.

Training mode (single player)

You have to choose command **Game/Start** from menu **New Game** and enter your name. Game has 21 battle levels and you complete game when you successfully destroy enemies on each level. Keep in mind, that your twigger and moles wores a green color uniform, while enemies wore blue.

While in battle you can:

- drive your twigger by movement keys   (you can choose other movement keys in the **Settings/Redefine keys** menu);
- pick up the harvest to become stronger;
- drop eggs whenever you want by pressing <,> key for reproduction of your army;
- obstruct your enemies with brick walls by pressing <.> key;
- fire the enemies and brick walls by the <Space> key.

Real mode(Multiplayer)

Your target is to combat against human being. To start the network game both players select command **Settings/Game setup** in **Type** menu and then select command **Start new game** in **Game** menu.

The following net connections are available:

- <Modem Connection For DirectPlay> - game via modem;
- <WinSock IPX Connection For DirectPlay> - game via local net;
- <Internet TCP/IP Connection For DirectPlay> - game via Internet.

First player selects **New** command and waits for connection.Second player selects **Enter** command to connect first player. If the name of the net game doesn't exist, second player has to restart new game and select **Join** in the new window.

First player chooses the battle field by selecting **Settings/Field** in the **Settings** menu.

Two players on the same keyboard

You have to select **Settings/Game setup/Two players** and **Game/Start new game** menu.

After you enter the names of players you can control the game together by:
first player - <W> <D> <X> <A> <`> <Tab><1>
second player - cursor movement arrows, <,>,<.>,<Space>

To choose the type of battle field, you have to select command

Settings/Field in **Settings** menu

Tips on the tactics

Your opportunities depend on current score on the top string of game field near the heart symbol. The number shows, how much eggs you can drop at the current time.

Each action (clash with enemy, pop, dropping the egg, harvest picking, wall building) adds or deducts your score in accordance with the table below. Usually the strength of your twigger grows step by step without your participation.

	Quantity of rockets for destroying	Your score will change at ... points
	2	-8
	3	-12
	4	-16
	5 and more	-20 and more
	(depends of your enemy score)	(depends of your enemy score)
	(1)	+1
	(1)	+3
	(1)	you are shooter -1 you are target -4
	1	building -1
	12	dropping

So if you haven't enough forces to struggle, you have chance to be destroyed after striking with the undermost soldier. But don't worry, your soldiers will restore your twigger from the egg in the entry place of movement.

Credits

Ivan Skripkin - idea, programming
Oleg Kostin - script, artwork
Eugene Agishev - artwork, animation
Alexander Chistyakov - music, sound effects
Eugene Lomko - voice of army, publishing
Ilya Babitsky - help writer, testing
Dmitry Kapustin - artwork
Nikita Gerasimov - hardware support, testing
Nikita Skripkin - testing, management

About our games

If you have enjoyed this game, perhaps, you will be interested in our CD-ROM collection, which includes:

***Travel in Europe* -** this entertaining geographical game will help your family   learn more about European countries, populations, areas, ethnic backgrounds, laws, religions, currencies, flags and national hymns, about borders, capitals and larger cities, rivers and lakes.   You will also see typical sites and scenic views of every land.   Build your geographic knowledge and have fun - all in one game.

***Anatomik(Body quest)* -** one of our game's heroes has lost his body and the other, under your direction, can help him, while studying during a game an anatomical atlas.   A huge population of insects infecting all six floors of the hospital hinder your work to reach the insurmountable goal.

Nikita WinGames - a collection of retro style games for Windows await you (4 action games, 1 logical game)   offering journeys through underwater mazes, escapes from prison, jumps across swamps with burocrates, etc.

Happy birthday - study the English language together with a small bear who is preparing for his birthday. The interactive cartoon fairy-tale for young children. The program won the First place in the International Exhibition "Anigraph-95".

Circus - arithmetic under the big top with clowns, strong men and magicians.   Spend the entire evening adding, subtracting, multiplying, dividing,   ordering and quantifying.   This is ideal mathematics preparation for school.

23 Games - This collection of 23 different creative games and entertainment programs includes the best of NIKITA games for MS-DOS.   The games can help your child to receive first experience in such areas as Russian and English languages, drawing, music, arithmetic, logic, memory training   and so on.

Wonderchild Plus - 26 creative games for children."The best educational game of 1995-1996"("Anigraph-96"). For Windows 95.

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Please, register this game!

To register use:

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        +7(095) 115-9777
á) fax: +7(095) 112-7094
â) for letters:
    Russia, 115446, Moscow, P.O. Box 315, "NIKITA"
ã) e-mail:
    service@commerce.nikita.msk.su
ä) Web-site:
    http://www.nikita.vest.msk.ru

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Additional literature

Please, dont forget to check the directory **Editions**, where you can find the addresses of the best russian magazines about childs, games and home computers.