



## TITUS THE FOX

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# TITUS THE FOX

## To Marrakech And Back

### Controls

Lose a life	F1
Game over	F2
Status screen	F4
Music on/off	F3
Pause	P
Energy bar	E
Back to DOS	Esc

### *Joystick*

### *Keyboard*

Go up / jump	Up	Up arrow / Q
Go down / Duck	Down	Down arrow / A
Go left	Left	Left arrow / L
Go right	Right	Right arrow / M
Throw an object	Fire button	Space bar / Enter
Pick up an object	Down + Fire button	Down arrow + Space/Enter
Place an object	Down + Fire button	Down arrow + Space/Enter
Enter secret passages	Down (after a few seconds)	Down arrow (after a few seconds)

### Story

Hi guys, my name is Titus. My fiancée Foxy was sent to the Sahara desert for Fox & Locks Magazine. This reputable publication had sent her on an assignment to investigate that very rare species the desert fox. However, during a nocturnal Photo session, she was suddenly attacked and kidnapped by bandits. She is now an unwilling concubine in the harem of the knights of Shah Hassan. Although this may sound dangerous and full of dungeons and daggers, I don't have a choice. I must set upon my journey and rescue my imprisoned vixen.

### Operating The Game

#### Start & Passwords

After the start screen you have two possibilities of play;

Start a new game (*START*). This option is chosen if you are playing for the first time or if you want to start from the beginning of the game.

Enter a specific code (*PASSWORD*). This enables you to start from the beginning of a desired level. The code for a particular level is obtained when you come across the magic bonus for that level. On finding this lantern, the program then gives you a code composed of numbers and letters.

In order to choose from the above, place the red cursor beside the desired choice, then press the fire button.

#### Lives

The function key F4 calls up a screen indicating the number of lives you have (2 plus the one in play). This screen also indicates your extra bonuses. To return to the game, press the F4 key a second time.

## Energy

A life is divided into 16 points which are represented by the energy bar. You lose two energy points each time you collide with an enemy or when you hit a trap, eg stalactites. You may increase your energy by 1 point when you collect 1 bonus. The energy bar is not visible at all times. It appears when your energy level increases or decreases or when you press the E key.

If you find yourself in a very sticky situation, you may voluntarily lose a life by pressing the F1 key. In this instance you continue from the previous starting point (see "*BONUS*" section).

## Commands

Titus the Fox follows the joystick commands (left right, up, down). To squat down, move the joystick downwards. You can also make him crawl by holding the joystick downwards and pushing in either direction (left or right). To jump over an obstacle, push the joystick diagonally (up/left or up/right) thus jumping in the corresponding direction. It is also possible to change direction while jumping. Both the height and length of the jump are proportional to the time length of the joystick movement. To enter rooms or secret passages. Place Titus the Fox in front of the entrance, move the joystick downwards and wait a moment. You should note that each level has many hidden rooms with extra bonuses only accessible through secret passages, and it's up to you to discover these.

## Objects

A large choice of objects (each with its own characteristics) is scattered around each level to help you overcome both barriers and your adversaries.

### To Pick Up An Object

Place Titus the Fox in front of an object without landing on top of it. Move the joystick downwards and press the fire button. Now you can pick up the object and move around with it. Note that it is not possible to access a secret passage when holding an object.

### Placing Objects

Certain objects can be placed on top of each other in order to help you overcome different traps. To place an object, move the joystick downwards and press the fire button. It is possible to use this object again.

### Throwing Objects

Titus the Fox can also throw objects to bump off his enemies. In order to do this, place yourself in front of an enemy and press the fire button. The object is fired in the direction of its target with few exceptions, it is difficult to retrieve objects once they have been thrown. Note that in the interest of your health, it is sometimes dangerous to throw objects upwards.

Titus the Fox also uses the "coyote approach", namely dropping objects on top of enemies. To achieve this, place yourself on an upper level with an object and release it.

### Special Objects

- The ball, spring, skateboard etc., are special objects which enable you to reach points on the maps which would otherwise be inaccessible.
- The anvil, safe and other heavy instruments; if you drop them from a height they pass beyond certain boundaries. It's up to you to find the hidden benefits.
- The bowling ball; when thrown, this object crosses the screen eliminating all enemies in its path.

## Getting Around

The 3 following forms of transport are available on various levels;

- The golden scooter allows you to advance quickly to your next destination. However, fast reflexes are needed if you want to avoid costly accidents.
- The skateboard will turn you into a public enemy number 1. It will put your enemies off their guard and it speeds things up just at the right moment.
- The magic carpet enables you to glide over enemies, buildings and all obstacles that might block your path. All you do is throw it from a height and jump on.

## Bonus

You will find bonus points scattered around the different levels of the game and if you go exploring, you may find hidden rooms full of extra points...1 bonus is worth 1 point on the energy bar. Once your energy bar is full, additional bonuses are still clocked up on a second counter. At the end of each level, you gain 1 life for every 10 extra bonuses. By pressing the F4 key, you can see the number of bonuses on the second counter. Note that, within the same level, the number of extra bonuses never decreases.

Another type of bonus exists in the form of an oil lamp (for details see "*START & PASSWORDS*").

You will also find padlock bonuses on each level. These define sections within each level. Picking up a padlock is the same as completing its corresponding section. If Titus the Fox loses a life, the game restarts at the last padlock and not at the beginning of the level.

## Enemies

Titus the Fox offers you more than 50 enemies. Each has its own particular characteristics and will respond accordingly as you approach. You are advised to observe these foes so that you may avoid their attacks.

There are several different ways to bump of your enemies. The simplest is to hit him with an object (see section on "*OBJECTS*"). With the "coyote approach" you can get rid of these evil beings without too much risk (again see section on "*OBJECTS*"). If you prefer a defensive approach, the best solution is to jump over your adversary. This is often the quickest method but you must be a fast mover to succeed. For those of you who are brave, an interesting alternative is to sneak up on him (blind side only) and pick him up Like a Russian weightlifter. You then knock your catch into oblivion or bump him onto another enemy to kill two birds with the one stone.

## Hints And Tips

1. Don't lose faith. There is a solution to each puzzle, its just a matter of developing the right approach.
2. All traps and difficult passages can be overcome without losing energy. Again this is a matter of technique.
3. It is sometimes more advantageous not to gather all the extra bonuses available.
4. The oil lamp and padlock bonuses are hidden from time to time.