

1980's 8-bit

Atari

Computer

games designed by

J.D. Casten

&

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Game Documentation for:

The Casten Game Disk

- 1) Risky Rescue
- 2) Escape from Epsilon+
- 3) Advent X-5
- 4) Biffdrop
- 5) Box-In
- 6) Risky Rescue – Industrial Version
- 7) Biffdrop – Nightmare Version
- 8) Nemesis
- 9) Crazy Harold's Adroit Adventure
- &
- 10) Rebound
- 11) Rebound Construction Kit
- 12) Maximillian B.
- + Escape from Epsilon (original)

THE CASTEN GAME DISK

All games designed, programmed and documented in full

By J.D. Casten – 1986



Felicitations on your acquisition of *The Casten Game Disk*. Upon this disk you will descry nine regaling diversions to titillate your joculariry. Each game embraces its own distinction, yet the amalgamation of them all provides for an unmitigated piquancy. Enjoy!!!

REQUIREMENTS

- 1) Any Atari personal computer with at least 32K.
- 2) A disk drive with single density.
- 3) Either Atari BASIC built in, or an inserted Atari BASIC cartridge (or some other compatible cartridge).
- 4) One joystick controller or similar input device plugged into the #1 joystick jack.

LOADING INSTRUCTIONS

- 1) The computer should be turned off.
- 2) Turn on TV monitor and disk drive.
- 3) When disk drive busy light is off, insert The Casten Game Disk into the drive with the label side up, and the long oval opening facing the rear of the drive. Then close the disk drive door.
- 4) Turn the computer on (with BASIC cartridge inserted if necessary).
- 5) Soon, you will be welcomed to the title screen.
- 6) Press the joystick trigger when prompted.

MENU USE INSTRUCTIONS

- 1) Move the arrow to desired game by pushing the joystick forward and pulling it back.
- 2) Moving the arrow off one end of the screen will cause it to reappear on the other end.
- 3) Make sure that the disk drive is turned on, and that The Casten Game Disk is inserted properly.
- 4) Once the arrow is pointing at the game of your choice, and the disk is ready, press the joystick trigger.
- 5) The appropriate game will then be loaded (if not already in memory), and within two minutes the title screen of that game will appear.
- 6) To return to the menu, press the [OPTION] key when viewing the title screen.

Pressing the [RESET] key at any time will also return you to the menu.

GAMES ON THIS DISK

- 1) Risky Rescue
- 2) Escape from Epsilon+
- 3) Advent X-5
- 4) Biffdrop
- 5) Box-In
- 6) Risky Rescue - Industrial version
- 7) Biffdrop - Nightmare version
- 8) Nemesis
- 9) Crazy Harold's Adroit Adventure

RISKY RESCUE

By J.D. Casten – 1984



In Risky Rescue, you can play the part of a creature named Igneous. Your archenemy, Greedo the goblin, has kidnapped your sweet baby Iggy and holds him captive in his creepy caves. He's put Iggy in a trance, and your only hope of rescuing the baby is to get medicine from three medicine pots and then touch him. To get medicine from a pot, land on it. Meanwhile, Greedo is throwing deadly arrows at you. The best way to avoid them is usually to move up and hover while they fly by. Sometimes, though, there's no room to maneuver, so you must use careful timing to get through the tight spots.

You control Igneous with a joystick. To move left or right, push the stick in that direction. If you go off the screen on one side, you'll reappear on the other. To move up, hold the fire button down and push the stick forward. Pressing the trigger turns on a mechanism that lets you hover at a constant altitude. If you push the stick forward, you are propelled upward. You need to push the stick each time you want to move up one space.

Once you've saved Iggy, you start another rescue in a new series of caves (the second screen). After the third screen, you start again on the first one, but Greedo throws his arrows at you even faster and harder than before. After each successful rescue, your score is increased (according to the level you're on and the amount of time remaining). If you fail to rescue Iggy before the timer runs out, you lose a player and the timer is reset. You start with three men, and you're awarded a new one at 50, 100, and 200 points and so on. If you achieve a high score, you're asked to enter your initials at the game's end. The high score will be retained in memory even if you press [RESET].

ESCAPE FROM EPSILON+ (extended version)

By J.D. Casten – 1984/86



Slyvester Biffdrop could not believe it. He just couldn't believe it. Here he, the proud Inspector of Mysterious Mishaps for Icked Industries, has found himself imprisoned in who knows what, and for who knows how long. One thing is certain, this phobic duck wants out pronto.

Slyvester Biffdrop has been imprisoned on the bottommost of six deadly dungeons. Your task is to help him escape from all six levels. You start in Alpha, the easiest, and work your way up to the terrible Epsilon+!

You can move Slyvester to the left and right with the joystick, and can make him jump with a push of the trigger. In each level, Sly begins at the leftmost point of the dungeon. To escape from each level, he must make his way to the dungeon's extreme right edge. To accomplish this, he must travel from screen to screen, overcoming obstacles, finding keys, and opening doors.

The following is a list of objects you'll encounter in the dungeons, along with a brief description of each of them:

- **Spikes:** If Sly touches one of these, he dies.
- **Keys:** To get a key, simply touch it. Keys in your possession are displayed at the bottom of the screen.
- **Locked Doors:** If you have a key, simply touch the door. Each time you open a door, your key supply decreases by one.
- **Under-Footers:** Often, these are the only barrier between Sly and the dreaded spikes. You must either run along the top of these moving footways, or jump over them.

- **Vacuum Swings:** These swing from the ceiling. To get onto one of the swings, jump up when you're directly under it. To dismount, push your joystick in the desired direction.
- **Vanishing Bridges:** These bridges appear and disappear unexpectedly, so you must be careful when crossing them.
- **Sliding Bridges:** These bridges slide back and forth over the spikes.

When Sly escapes from a given level, you're shown the number of minutes the escape took. To choose a new level, press [SELECT] and then [START].

Epsilon+ hint: Try jumping into a wall while holding down the trigger.

ADVENT X-5

By J.D. Casten – 1984



You're the sole crew member aboard the Advent X-5, a space ship designed to transport small animals. Your most recent mission was to take some animals to a planet called Klybex-6 to test their reactions to its thick atmosphere and low gravity. But, on the way to Klybex-6, a meteor storm forced you to crash-land the Advent X-5 on Klybex-7.

You're now stranded on the ship, and must get to the emergency shuttle craft and blast off to the nearest star base...

When you RUN the program, you'll see the game menu:

- 1) Play Game-Plays game currently in memory-picks up where you left off.
- 2) Load Game-Recall a previous game from disk or cassette.
- 3) Save Game-Save the current game to disk or cassette.
- 4) New Game-Restart old game from the beginning.
- 5) Quit Game-Exit from the program.

To return to the menu during game play, enter QUIT or SAVE. There are no prompts for Load and Save game. If you're using disk, the program uses the filename "ADVENTX5.DTA".

During the adventure, use simple noun-verb phrases to accomplish tasks. Examples are GET DISK, GO NORTH (which can be abbreviated to N), and ENTER DOOR. Directions can usually be abbreviated. You can (and sometimes must) also refer to containers, such as PUT HAT IN BOX, or TAKE SYRINGE FROM CABINET. Good luck!

BIFFDROP

By J.D. Casten – 1984



"Wow! This stuff really hits the spot," declared Sylvester Biffdrop as he slurped down his last drop of Diet Crab Cola. He was enjoying every minute of his vacation at Bologna Beach. Lying in the sun getting a xanthic tan was Sly's favorite sport. This vacation as well deserved after surviving his many perils in "Escape from Epsilon," but the relaxation was soon to end.

"Phone call for Mr. Biffdrop!" cried a small boy from a nearby pay phone. Sly quickly disposed of his Crab Cola bottle and ran to the phone.

"Hello," he panted.

"Hi Sly," a voice returned, "This is your Aunt Icked. Now listen, I didn't send you to Bologna Beach just so you could get a xanthic tan. Go down to Gulls' Grotto and get that ring back for the museum. Bye Sly." CLICK.

THE GAME

Plug a joystick into port 1 and RUN the program. You start with five lives and gain an extra one for each room you successfully pass through. The game is over when Sylvester loses his last life or when he gets the ring. If he does get the ring, the time taken to do so is displayed to the nearest minute.

THE STORY SO FAR

Two weeks ago a flock of sea gulls had flown to the Icked Medley Museum and stole a valuable ring. They're holding the ring for ransom at the infamous Gulls' Grotto. Sylvester Biffdrop, Inspector of Mysterious Mishaps for Icked Industries, is assigned to recover the ring. He's now at the entrance to Gulls' Grotto.

GULLS' GROTTTO

One mile south of Bologna Beach is one of the world's most dreaded areas-Gulls' Grotto. Few have returned from this extremely dangerous series of caves. Here is a list of some items said to be found in the Grotto:

- **Gruesome Gulls:** They fly throughout Gulls' Grotto. Their touch is deadly to Sly.
- **Eggs:** The gulls have laid numerous eggs throughout the Grotto. Sly must kick an egg (touch it with his webbed foot) to dispose of it.
- **Doors:** Doors lead to other rooms in the Grotto. A door opens only when Sly has destroyed all the eggs in a room.
- **Lasers:** These turn on and off intermittently. One zap and it's goodbye Sly.
- **Spikes:** Sly's experience in "Escape from Epsilon" has taught him that spikes are very sharp, and are deadly if fallen upon.
- **Ladders:** Sly can climb up ladders, but not down (a hereditary phobia).
- **Jelly Cubes:** Sly can walk and fall through these, but you can't see Sly when he's in one.
- **Hard Cubes:** These look like Jelly Cubes, but Sly cannot penetrate them. Hard Cubes and Jelly Cubes are usually mixed together, so you must help Sly find his way through the mazes of cubes (counting footsteps sometimes helps).
- **The Ring:** The ring is in the last room (room eight) of Gulls' Grotto. Touch the ring, and you (and Sly) have won!

HINTS

Get to know Sly - test his limits to see just how much he can do. Sly is a duck and has wings, so he can fly to a limited extent while in midair. Practice controlling his jumps and falls. When you come to a new room, position Sly in a safe spot and figure out a strategy for that room. If you can't find a way to get through the room, have someone else take a look at the situation with a fresh point of view.

BOX-IN

By J.D. Casten – 1985



Crazy Harold loves a thrill. So he puts himself into a room with a yucky green Harold-eating monster named Gruck.

Also in this room are 100 boxes. Not just any boxes, mind you. These are the large, solid, cube-shaped, yucky green Harold-eating monster-repellent type of box.

Harold attempts to trap Gruck with the boxes before Gruck turns him into monster mulch. Harold does this by pushing the boxes around Gruck until the monster cannot make a move (including diagonally). At the same time, Gruck—using more than his eyes, but less than his brain—ominously moves around searching for a quick Harold snack.

USING BOX-IN

Who will help Harold survive his thrill? Enter our hero, J. Q. Public.

[SELECT] a difficulty level. The higher the difficulty the slower you go and the faster Gruck goes.

[START] the game and use the joystick to move Crazy Harold (remember diagonals).

Even if arcade games are the bane of your existence, I highly suggest you try this one out. I have found that many people who dislike arcade action games enjoy Box-In. Probably that's because even though Gruck may not be the fastest-moving monster around, you'll discover that you need to use plenty of strategy in order to protect Harold with the boxes.

RISKY RESCUE - Industrial Version

By J.D. Casten 1986



Much time has passed since Igneous' perilous rescues of his sweet baby Iggy from the hands of his archenemy Greedo the goblin. Now, Iggy has matured to adolescence, and Greedo has long since passed away. Greedo's great, great grand (or maybe not so great and grand) son Gobnox (short for Gobnoxious) the goblin carries on the goblin family tradition. Gobnox, through the use of A.G.T. (Advanced Goblin Technology) has kidnapped the Middle aged Igneous, and keeps him captive using P.A.I.N. (Perfectly Annoying Industrial Noise). Iggy must rescue his father by obtaining no less than five aspirin and delivering them to Igneous. To procure an aspirin, you must land on top of it. Gobnox will constantly be hurling fire balls at you, and you must avoid these by hiding around corners.

Control in this game is identical to that of the original game. You control Iggy with a joystick. To move left or right, push the stick in that direction. If you go off the screen on one side, you'll reappear on the other. To move up hold the fire button down and push the stick forward. Pressing the trigger turns on a mechanism that lets you hover at a constant altitude. If you push the stick forward, you are propelled upward. You need to push the stick each time you want to move up one space.

Once you've saved Igneous, you start another rescue in a new series of caves (the second screen). After the third screen, you start again on the first one, but Gobnox throws his fire balls at you even faster and harder than before. After each successful rescue, your score is increased (according to the level you're on and the amount of time remaining). If you fail to rescue Igneous before the timer runs out, you lose a player and the timer is reset. You start with three lives, and you're awarded a new one at 50, 100, and 200 points, and so on. If you achieve a high score, you're asked to enter your initials at the game's end. The high score will be retained in memory as long as the computer is on.

BIFFDROP - Nightmare Version

By J.D. Casten – 1987



Slyvester Biffdrop stood motionless, lost in a trance, as he gazed upon the mysterious Poppycock Rock exhibit at the Icked Medley Museum. He felt himself slipping further and farther into his subconscious. Exhausted from his Gulls' Grotto escapade, the memories of the mishap remained all too fresh. Yet, this enigmatic stone distorted his thoughts into a paramnesial delusion. Soon, Sly found himself wholly lost in a subliminal nightmare. He knew his only escape from this trauma was to venture forth into this strange surreality to find reality (in this case, symbolized by the Poppycock Rock).

THE GAME

As in the original Biffdrop, you can move Slyvester to the left and right and up ladders with the joystick, and you can make him jump with a push of the trigger. You start with five lives and gain an extra one for each room you successfully pass through. The game is over when Slyvester loses his last life or when he gets the Poppycock Rock. If he does get the Poppycock Rock, the time taken to return to reality is displayed to the nearest minute.

SLY'S DELUSION

Sly's delusion compares quite closely with his recent Gulls' Grotto adventure. Here is a list of items to be found in his delusion:

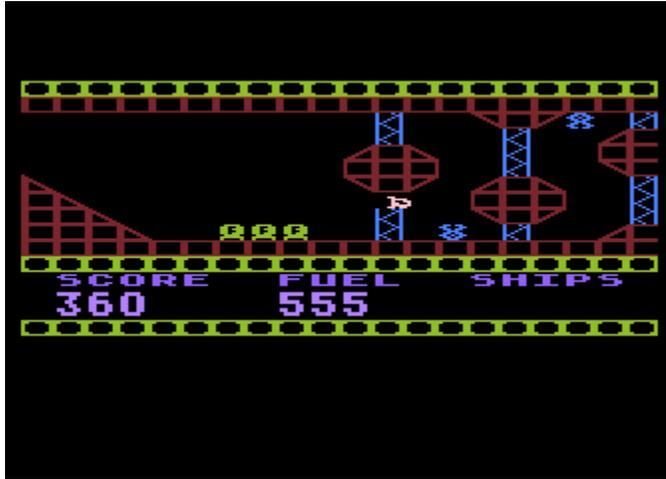
- **Rotating Razors:** Sly nicked his beak this morning while shaving. Now the razor blades are back to haunt him in a fashion similar to that of the Gruesome Gulls. Their touch is deadly to Sly.
- **Baby Blades:** Numerous baby razor blades are maturing through out Sly's delusion. Sly must kick a Baby Blade (touch it with his webbed foot) to destroy the disposable blade.
- **Doors:** Doors lead to other rooms in Sly's delusion. A door will open once Sly has disposed of all the Baby Blades in a room.

- **Lasers:** These turn on and off intermittently. Sly must avoid being zapped by the lasers.
- **Spikes:** Spikes are very sharp and harmful to Sly's health, so he had better not fall on any.
- **False Walls:** Not all the walls are as solid as they may appear. Sly will find that in some places, he can walk through a wall.
- **Dark Zones:** In some places, Sly will not be able to see where he is.
- **Invisible Walls:** Some walls are not to be seen, but they are there just the same.
- **Jelly Cubes:** Sly can walk and fall through these, but you can't see Sly when he's in one.
- **Hard Cubes:** These look like Jelly Cubes, but Sly cannot penetrate them.
- **The Poppycock Rock:** The ultimate goal of Sly's delusion, the Poppycock Rock will be found in the last room. Touch the rock, and Sly will be returned to reality.
- **Invisible False Walls:** The most puzzling obstacle of all.
- **???:** Who knows what else lies in store for the phobic duck.

GOOD LUCK!!! (To you and the duck).

NEMESIS

By J.D. Casten – 1986



For generations your family has attempted in vain to penetrate and destroy the Nemesis complex. Now the kindred duty has been passed down to you from your forbearers. You must now commit yourself to the destruction of the Nemesis Complex. This can be accomplished by navigating your cruise ship (the Avigrator) through the Nemesis passageways to the core of the complex where you must destroy the Nemesis Power Block.

THE AVIGRATOR

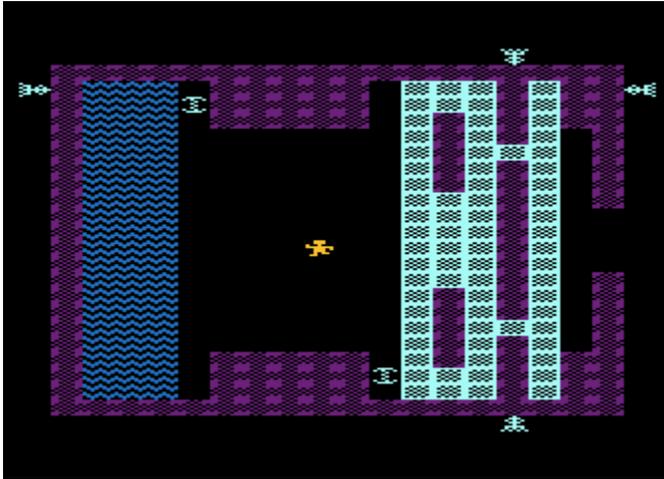
You control your ship, the Avigrator, with the joystick. Pushing the stick forward causes the ship to ascend. Pulling the stick back causes the ship to descend. Pulling the stick to the left causes the ship to stop. Pulling the stick to the right causes the ship to move at double speed. Diagonals will produce combinations of the two operations the stick is pulled between. A photon torpedo can be fired by pressing the trigger. The Avigrator can sustain only one photon torpedo in mid-air at a time. Each Avigrator starts with 500 units of fuel. Fifty units of fuel will be gained for each fuel tank destroyed. You start out with three Aviators. An Aviator is lost and the mission is restarted for any collision the ship sustains.

THE NEMESIS COMPLEX

The Avigrator is constantly sucked into the Nemesis complex as the screen is constantly scrolling over more than twelve screens of treachery. Five points will be scored for each girder section destroyed. Fifteen points will be awarded for each Nemesian Alien destroyed. Five hundred points will be scored for shooting the Nemesis Power Block, and thus destroying the Nemesis Complex. This is not called the Nemesis complex for nothing though, for once you have destroyed the complex, you restart the mission anew with Nemesian Aliens that move faster than previously.

CRAZY HAROLD'S ADROIT ADVENTURE

By J.D. Casten – 1986



Eccentric zillionaire "Crazy" Harold R. Haefus has removed all stops in developing his latest thrill: The Adroit Adventure. He told his engineers and entertainment designers to create a three phase phantasmal entertainment extravaganza that would challenge Harold's strategic and dexterital faculties to the limit. Have Crazy Harold's engineers and designers created such a thrill? You will be the judge as you guide Harold through his demanding Adroit Adventure

THE GAME

You control Harold's movement in eight directions with the joystick. Harold has only one chance per game, and once he meets his demise, the game ends. A brief description of each phase of the adventure will appear before Harold enters that part. Good Luck!!!

REBOUND

By J.D. Casten – 1987



"DISASTER IN OGARTOPOLIS!" screamed the New Ogart Times front page headline. Flip Ogart adjusted his spectacles and read closely as he bounced down the busy avenue. "The RotogartEatos" annual No-Thanksgiving feast is approaching and they have gathered hundreds of citizen Ogarts for the occasion. Officials say nothing can..."

SPLAT! Flip slipped and fell right into his newspaper as the entire sidewalk began to shake. "Double drat!" thought Flip, knowing that the front page was now transferred onto his putty face. (Ogarts look like a glob of vanilla pudding with eyes and a mouth.) Then Flip looked up.

"Quadruple drat!" he bellowed. Flip realized now that he was no longer in downtown New Ogart. He was the victim of a RotogartEato raid.

Flip sat in the musty RotogartEato Lair and considered his options. He could wait and get eaten. Or he could try to escape, leaving all his fellow Ogarts behind. Or he could save all the Ogarts and become a national hero.

As the cries of his fellow Ogarts grew louder, the choice became clear: Wait and get eaten. But wait-was he not the star puttyball quarterback at Ogart State? Was he not voted first citizen of New Ogart? Was he not the president of Ogart Industries? True, he was none of these, but this inspired him all the more to do some heroing now.

A smile crept onto his face as he imagined the headline, "FLIP SAVES HUNDREDS-AWARDED MILLIONS." And it could all happen with a little help from his friend with the joystick.

FLIP OGART'S CHALLENGE

Flip Ogart continually bounces up and down. You control only his horizontal movement with the joystick. Thus, you are not in total control of Flip, and the two of you must cooperate to accomplish your goal-save all the Ogarts. Remember, although cursing Flip and causing him multiple deaths may ease your mind, it doesn't help the cause.

You start with five Flips, receiving a bonus Flip for each successfully completed screen. If you think the RotogartEato Lair contains no obstacles to impede Flip's progress, you are sadly misinformed. Here's some of what to expect:

- **Ogarts:** These poor creatures are crying out for Flip's aid. In order to save an Ogart, Flip only needs to touch it. Saving all the Ogarts on one screen will send Flip on to the next screen.
- **Invisible Barriers:** Most of the walls in Rebound are visible, but some aren't.
- **Transporters:** These look like harmless arrows. But when Flip touches one, ZOING! He breaks down into his components (mill, powder, sugar and preservatives) and instantly reassembles at a different arrow.
- **Side Gaps:** A screen may have gaps in the walls at the top, bottom and sides. If Flip bounces out one gap, he'll reappear through the opposite gap. Switches: Touching a switch makes all action in the lair spin the opposite way. Switches look like rotating spirals.
- **Sucker Holes:** Bouncing too close to a sucker hole will surely bring Flip's days to a close. These holes are squares that contain shrinking circles. But there is hope, for switches can be used to change sucker holes into blow holes.
- **Blow Holes:** Blow holes send Flip flying. But these squares with expanding circles are as safe as can be. Be careful, though—touching a switch changes these safe blow holes into deadly sucker holes.

And, if that isn't enough...

- **RotogartEatos** inhabit these screens. They know every wall and door there. RotogartEatos are red and their faces rotate. Some like to just loaf around in one spot, while others jump around the lair. You and Flip will have to beware though, for if Flip gets too close, he is certain to become a RotogartEato snack.

Rebound has *only* seven screens, but you can prolong the suspense indefinitely with the...

REBOUND CONSTRUCTION SET

INSIDE THE REBOUND PROGRAM

One of the first things to notice about Rebound is the full-screen animation. The program uses six alternate character sets and switches among them, allowing for the smooth animation and the movement of the RotogartEatos.

The only machine language used is a Vertical Blank Interrupt that updates the Player/Missile graphics for Flip, a Display List Interrupt that changes colors, and a short routine to link the BASIC variables to the machine code. An important key to the speed of Rebound is the use of B\$. B\$ has a byte for every character in all six sets. This byte tells what that character means (example, an O would mean that character is "Open" to bounce through, while a B would mean that the character is "Barrier.")

One way to speed up joystick processing in BASIC is to set up an array variable. The X(J) array in line 1110 is predefined to change certain joystick values into directional values, such as in line 150. For example, if the joystick is pulled left, a PEEK at location 632 will show the value 11. The X(11) value has been set to -1, so that an $X = X + X(\text{PEEK}(632))$ will decrement X by one.

All action sounds are created in line 190. If Flip hits an object, then H is set to the frequency, V is set to the distortion level, and T is set to the initial volume (which will decay).

An often-used general purpose machine code routine is M\$, a "mover" routine that shifts any number of bytes from one memory location to another. This routine uses the form $U = \text{USR}(\text{ADR}(\text{M\$}), \text{source address}, \text{destination address}, \text{number of bytes to move})$. The routine can also be used to set any number of bytes to a certain value. To do this, POKE the first byte with the value. Then do a $U = \text{USR}(\text{ADR}(\text{M\$}), \text{first byte}, \text{first byte} + 1, \text{number of bytes} - 1)$.

The lines between 9000 and 9099 are DATA statements for the character graphics. These lines were generated with a character set editor I have written. In fact, I programmed Rebound as a test of the character set editor. You can adjust this DATA in order to change the character shapes.

Here is a simplified Rebound program map:

4	User Definable Variables
100-199	Main program Loop
100-104	Machine update
105-149	Vertical movement and check
150-189	Horizontal movement and check
190	Sound
200-250	Death check and process
300-399	Off screen correction
400-499	New screen set-up
500-599	New Flip set-up
1000-1199	Variable and memory set-up
1200-1399	Title screen
1400-1499	New game set-up
1950-8999	Screens
9000-9099	Character Data
9100+	Set up DATA

REBOUND CONSTRUCTION KIT

By J.D. Casten – 1987



INSTRUCTIONS

To create screens, use the joystick to draw, using the shape selected with the selection cursor. The program supports all eight joystick directions with off-screen wraparound. Pressing the joystick trigger with the drawing cursor over an empty space puts the selected shape on the screen. Pressing the trigger over an occupied space blanks it.

- [OPTION] and [SELECT] move the selection cursor.
- The [START] key toggles between the two sets of shapes available for selection.
- Use the keyboard to add text messages to the screen. Use inverse and lowercase letters for more colors.
- Type [CONTROL] [S] to save a screen to disk. You will be prompted to type in a file name and a screen number. Note: Before using the SAVE option, move the drawing cursor to the position on the screen where you want Flip to Start out.
- Type [CONTROL] [L] to load a previously saved screen.
- Type [SHIFT] [1]-to-[5] to adjust the colors of a screen. Each screen can use different colors. Push the joystick up and down to adjust the luminance, left and right to adjust the hue, and press the trigger when done.
- Type [CONTROL] [Q] to exit the Rebound Creation Kit.
- Press [SHIFT] [CLEAR] to clear the screen.

The Rebound Creation Kit uses all the objects described in the Rebound game instructions plus these new ones:

- **New walls:** To change the look of the game, you can use different wall shapes, solid blocks, or outline blocks.
- **Fake walls:** These look like solid walls in the game (in the Rebound Creation Kit they have an identification mark), but Flip can bounce through them. Some will kill Flip, some will hide him and some will let him bounce over them. You can intermix these with solid blocks to create mazes.
- **Special:** Certain shapes may be used by pressing special keys on the keyboard. Note that invisible barriers are shown in the Rebound Creation Kit as special shapes.

After you complete a screen, exit the program via [CONTROL] [Q] and LOAD the Rebound game program. Then ENTER the screen file created (using the name you typed in). RUN the program to make sure your screen is in place. (You can adjust the FIRSTSCREEN variable in line 4 to your screen number.) Then, SAVE your new Rebound game under a new file name.

SCREEN DESIGN HINTS

Warning: there are two rules to a Rebound screen:

- 1) There must be at least one Ogart to save on a screen and there must be a way for Flip to save each Ogart on a screen.
- 2) You can't put just one transporter on a screen. And if more than two are used, they may not work properly-- - Flip could end up in the middle of a wall.

Make sure your screens are possible to complete, but not too easy. Try to use the objects in fresh new combinations that challenge the player to use Flip in new ways. Try something bizarre.

You might use the text to help give a theme to a screen, or to possibly give a clue, a warning, or a pat on the back. Make efficient use of the screen, not wasting much space. Try to make sure that there are no dead ends (like a one way flow of RotogartEatos that can't be switched).

MAXIMILLIAN B.

By J.D. Casten – 1987



Hey, kids! Help the intrepid duck Max (Slyvester Biffdrop's clever cousin) conquer the mechanical monster that's making mouse lives miserable. This BASIC program works on Atari 8-bit computers with at least 32K memory, disk or cassette.

Maximillian B. approached the large oak doors slowly and cautiously. As he drew ever closer, the doors creaked open, revealing an office the size of a basketball court and barren except for a large desk.

"Hurry up, Maxy babe," echoed a voice from behind the desk. "My oh my, what a beak you have! You know, plastic surgery can do wonders these days." Max's bill began to clatter. Aunt Icked, the family's wealthy oddball, always gave him the chills.

"You asked to see me?" gagged Max. Aunt Icked rarely summoned him just to make fun of his long beak.

"Yes Max, I have an assignment for you. This is big-time, Max." Aunt Icked pulled a few documents and a train ticket out of her desk and handed them to Max.

"Shouldn't cousin Sly handle matters of this sort? I'm an inventor, not an inspector." But Max's heart began to pound harder: this was a dream come true for him.

"No," replied Aunt Icked, "this job requires someone with extra brain-power -- but you'll do. You and your Clijum-9 aircar are perfect for this mission. Besides, Sly has had terrible nightmares lately, and he needs all the rest he can get."

"What's the mission?" questioned Max. Max swelled with pride: he had become an inspector.

Aunt Icked sighed gravely. "A Mechanical Electrical Operational Weapon manufactured by Icked Industries has gone haywire. The contraption took off in the middle of the night and holed up somewhere in the Rodentential section of Burger city. Evidently the machine has been terrorizing the mice and other rodent residents. Your mission is to enter the

fortress and destroy the Mechanical Electrical Operational Weapon. The details are in those documents. Get your little ducktail moving.”

THE MISSION

On the train ride to Burger City, Max studied the material. Apparently the mechanical menace had built a fortress in a large mountain of deadly vampire vegetation. Max would have to climb and jump on the framework of the fortress, but could he avoid the vampire vegetation?

The fortress has nine rooms, most of them isolated from one another by locked doors. The only way for Max to unlock a door is to overload the power pulsar in each room by feeding all the power charges from the room into the pulsar. The power charges move in straight paths until something blocks their way, making them turn counter-clockwise. The charges are lethal, so Max will need to move special blue inso-cubes around to change the paths of the charges.

Once Max finds the Mechanical Electrical Operational Weapon, he must neutralize it with charges to complete his mission.

CLIJUM-9 OPERATION

In his amazing Clijum-9 micromini aircar, Max can move horizontally, jump, climb walls and pick up and deposit inso-cubes.

To move, push the joystick left or right. To jump, push the trigger. To climb, hold the joystick in direction of the wall (this makes the Clijum-9 grasp the wall) and press the trigger (this moves it up). To pick up an inso-cube, push the joystick up, and to put one down, push the joystick down. Combinations of operations can (and must) be used by pushing the joystick in diagonal directions.

To pick up an inso-cube, the cube must be in front of Max's aircar. When he picks it up, Max carries it on his back, so there must be space behind Max before he can grab an inso-cube, or else it might be destroyed. If a power charge hits the inso-cube while Max is carrying it, the cube will be destroyed.

Max begins with nine lives in Room One of the fortress. If Max loses a life, he'll have to start over at the room entrance. This “room restart” can also be activated at any time without losing a life by pressing any key. The game ends when Max destroys the Mechanical Electrical Operational Weapon or when he loses all nine lives.

HINTS

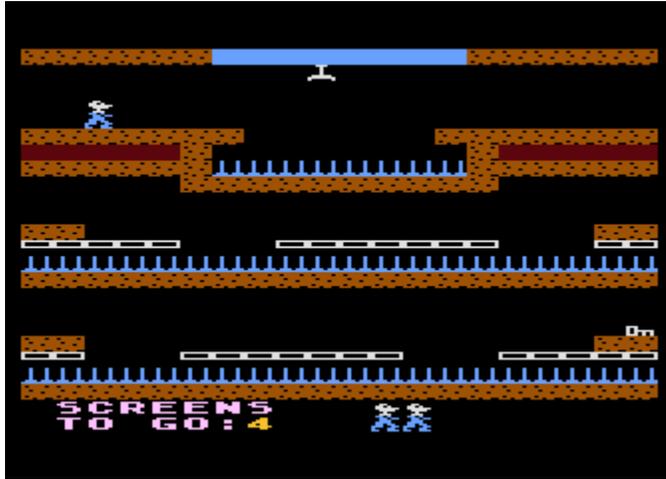
First, get thoroughly familiar with the Clijum-9 aircar. Remember that left and right motion in jumps can be controlled continually with the joystick. Max is tough and can take falls from any height. He can't fly, but he can glide down in any direction. Inso-cubes can be put anywhere -- even in mid-air -- but not where they won't fit -- say, down a small hole.

Maximillian B. is just as much a logic game as one of action. Completion of the game rests heavily on strategic positioning of the inso-cubes. It only takes one cube to change the direction of a charge. In some cases (such as room one -- this is a hint) the charges will be trapped by inso-cubes, and Max must set them free. On these screens, it is wise to set up a path for the charges to follow before letting them free.

There are many ways to solve each screen, and it is possible to complete the mission.
Good luck to you and Max.

ESCAPE FROM EPSILON

By J.D. Casten – 1984



Slyvester Biffdrop has been imprisoned in the bottommost of five deadly dungeons. Your task is to help him escape from all five levels. You start in Alpha, the easiest, and work your way up to the terrible Epsilon!

You can move Slyvester to the left and right with the joystick, and can make him jump with a push of the trigger. In each level, Sly begins at the leftmost point of the dungeon. To escape from each level, he must make his way to the dungeon's extreme right edge. To accomplish this, he must travel from screen to screen, overcoming obstacles, finding keys and opening doors.

The following is a list of the objects you'll encounter in the dungeons, along with a brief description of each of them:

- **Spikes:** If Sly touches one of these, he dies.
- **Keys:** To get a key, simply touch it. Keys in your possession are displayed at the bottom of the screen.
- **Locked Doors:** If you have a key, simply touch the door. Each time you open a door, your key supply decreases by one.
- **Under-Footers:** Often, these are the only barrier between Sly and the dreaded spikes. You must either run along the top of these moving footways or jump over them.
- **Vacuum Swings:** These swing from the ceiling. To get onto one of the swings, jump up when you're directly under it. To dismount, push your joystick in the desired direction.
- **Vanishing Bridges:** These bridges appear and disappear unexpectedly, so you must be careful when crossing them.

- **Sliding Bridges:** These bridges slide back and forth over the spikes.

When Sly escapes from a given level, you're shown the number of minutes the escape took. To choose a new level, press [SELECT] and then [START].