

· MASTERTRONIC ·

COMMODORE
64

THE

GAMES CREATOR

NO PROGRAMMING
EXPERIENCE
NEEDED

BY RICHARD & DAVID DARLING

INCLUDES
3 SAMPLE
GAMES

INSTRUCTION MANUAL

THE GAMES CREATOR

The Games Creator is designed to allow you to easily make your own games. No special knowledge of machine code or programming experience is necessary.

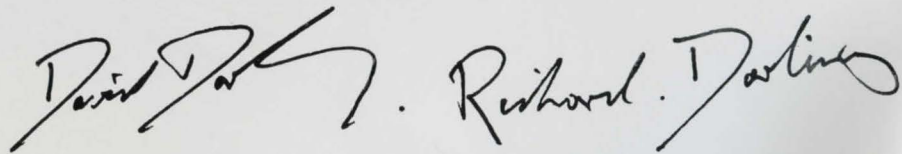
Whilst writing many computer games we developed various 'editors' to help speed up the games writing process. A compilation of these editors in 'user friendly' format makes the basis for the idea of the Games Creator.

When using the Games Creator you will quickly become familiar with many of the advanced facilities of the Commodore 64. The program has been ingeniously constructed to be truly user friendly whilst containing very extensive facilities as games designing skills are developed.

Games Creating is a new art-form, should you need any help, or have suggestions or ideas we would be pleased to hear from you.

We hope you enjoy being a Games Creator.

signed.



David and Richard Darling

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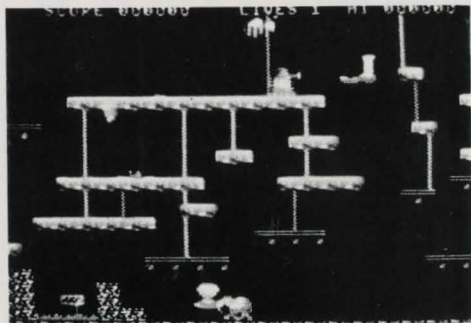
INTRODUCTION

Welcome to the wonderful world of the **GAMES CREATOR!**

With **THE GAMES CREATOR** running on your Commodore 64 you have all you need to play your own complete and unique games. Yes, you create your own action games in every detail. It's quick and easy and is controlled by the cursor keys or a joystick.

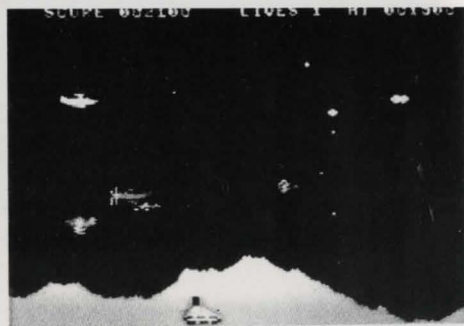
THE GAMES CREATOR comes to you with three games all ready to play. Each game shows you some of the program's exceptional features.

BOUNCER: This game is in the memory when the Games Creator is first loaded. Our hero HOPPY is out to score points by collecting keys as he jumps over aliens and obstacles travelling upward floor by floor to reach the exit. If you make it, you are on to



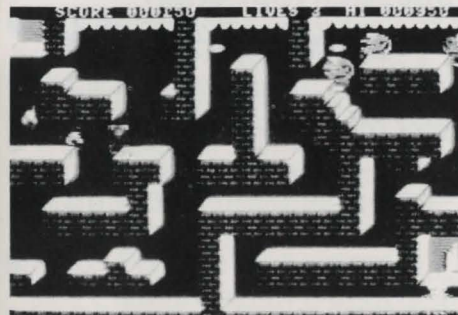
level two with faster action and higher scores. Keys—Z, C, SHIFT.

HAWK PATROL: This game is on side two of the Games Creator cassette and can be loaded via the Menu. A screen scrolling game featuring HARRY the amazing shooting hawk out to rid the skies of the gun ships which stream in from right and left. Don't crash into the ground or hit the Aliens and watch the rockets coming up from below. Keys—Z, C, F1, F3, SHIFT.

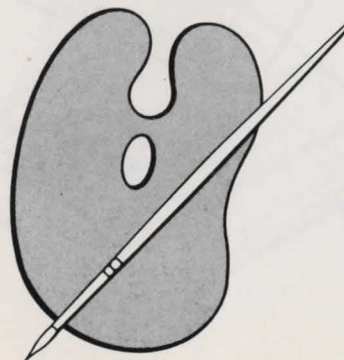


SNAKE PIT: This game is on side two of the Games Creator cassette and can be loaded via the Menu. There is only one way out of this solid wall maze—past the snakes and the Globbs. A touch is death, and they keep shooting as well. Weave about,

shoot them down...there are always more appearing unexpectedly. Keys—Z, C, F1, F3, SHIFT.



Do you get the picture? They are all different types of games—and they were all produced on the Games Creator. Think of the obvious differences—the very different shapes and colour combinations for players and aliens in each game; the very different backgrounds in each game.



Think of the more subtle differences—the speed with which the Aliens move, the animations of the Player, the speed and frequency of the bullets.

Now you've got the picture, have you got the sound? Yes, all three games have different music tracks and sound effects.



Shapes, movement, speed, backgrounds, scoring, music sound effects, all these features and many more are under your control.

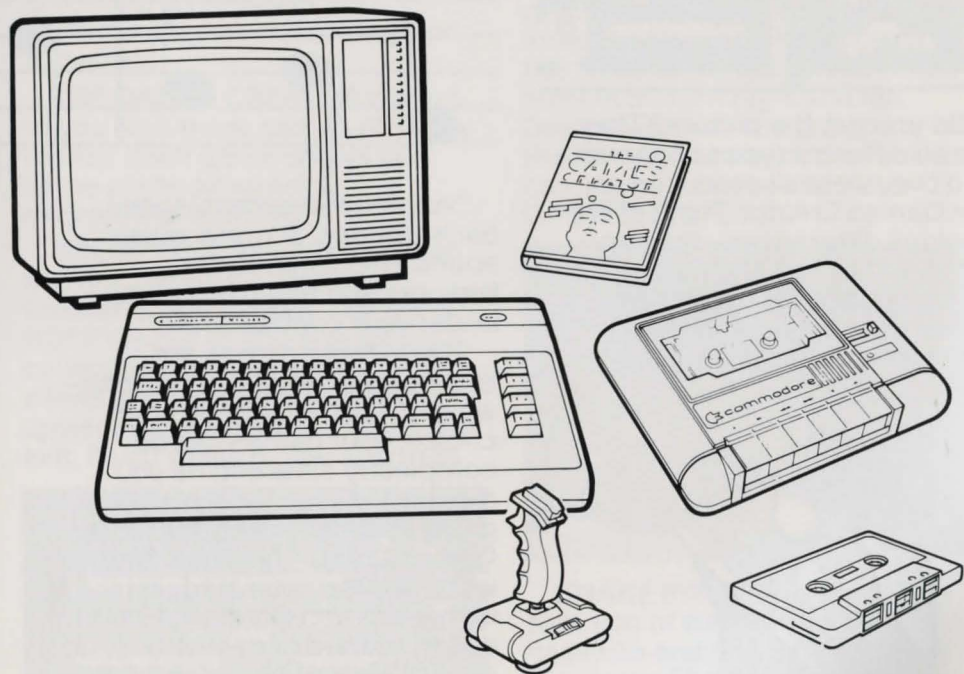
These three games are examples of what can be done—what YOU do is entirely your choice, your games can be completely different! All you need is the idea for an action game that can make use of the Games Creator facilities. And when you have created your own weird and wonderful world, and made the rules which govern life and death, you can save your creation on a blank cassette or disk and play it whenever you like by loading it back into the Games Creator.

GETTING STARTED

You will need

- Commodore 64 computer
- Games Creator cassette or disk
- Commodore cassette recorder or disk drive
- Television or monitor
- Joystick (optional)
- Blank cassettes or disks

Set up the equipment according to your manual, with joystick in Port 2.



LOADING YOUR GAMES CREATOR

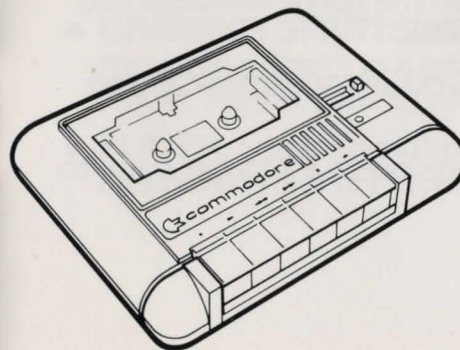
CASSETTE

- Ensure cassette recorder is at least 3 feet away from the T.V.
- Place Games Creator cassette in recorder with side 1 facing up.
- Check tape is rewound to start
- Hold down **SHIFT** and press **RUN/STOP**, release **RUN/STOP** before **SHIFT**.
- Press **PLAY** on tape recorder.

The Games Creator uses a fast loader, with a loading time of four minutes.

After a short while the title screen will be displayed. Loading will continue for three more minutes, when the Menu will appear.

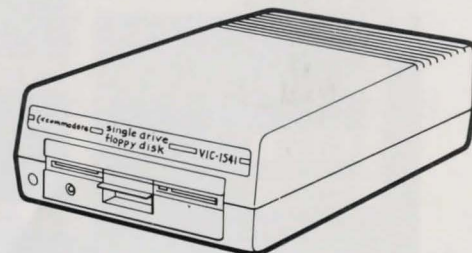
If the menu does not appear, switch off the computer and start again from **CASSETTE**.



DISK

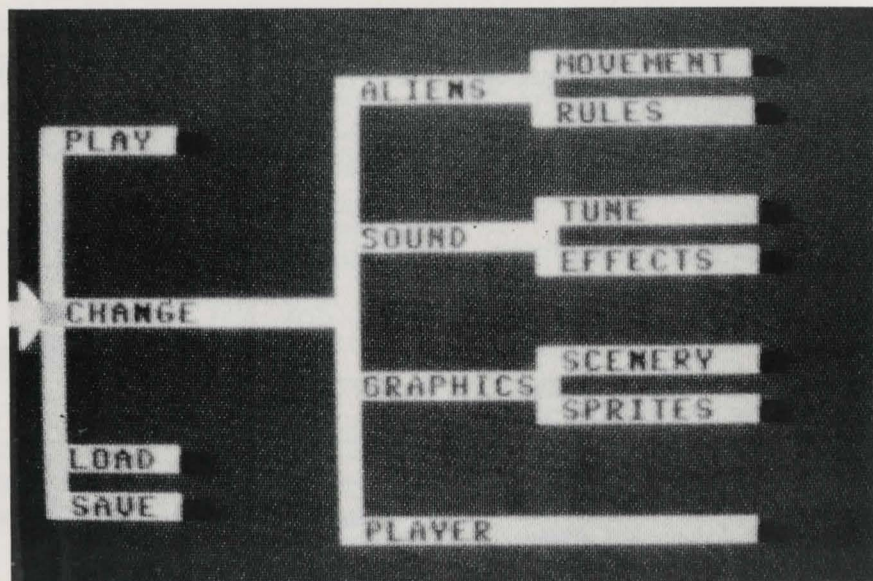
- Insert disk into drive, close shutter.
- Type **LOAD "GAMES CREATOR",8** [RETURN].
- When **READY.** appears type **RUN** [RETURN].

The title page will appear, two minutes later the menu will be displayed.



MAIN MENU

You will see a flashing cursor which can be moved around the tree using the cursor keys or a joystick. Moving onto a circle selects that option.



If the **PLAY** option is selected the game will begin. To get back to the Menu press **CTRL**.

After **LOADING** or **SAVING** you will automatically be brought back to the Menu.

From any of the other options press **F7** to get back to the menu.

OPTIONS SUMMARY

- **PLAY.** Starts current game.
- **LOAD.** Allows you to load other games into memory. Either Hawk Patrol, Snake Pit or games you have previously saved.
- **SAVE.** Saves current game to your own cassette or disk.
- **ALIEN MOVEMENT.** Select one of the five aliens, then you may change its start position or the way it moves about the screen.
- **ALIEN RULES.** Select one of the five aliens, then change the rules affecting it.
- **SOUND TUNE.** Allows composition of tune in full musical notation with choice of instrument.
- **SOUND EFFECTS.** Change the seven sound effects which can be heard when Player dies, shoots or jumps and when the Aliens die.
- **GRAPHICS SCENERY.** Two-stage scenery builder allowing design of character-sized scenery blocks; placement and colouring of blocks on screen; choice of static or scrolling screen.
- **GRAPHICS SPRITES.** Here you can change all the movable objects in a game. Define the animations of Player, Aliens, Bullets and explosion.
- **PLAYER.** Leads to eight sub-options defining characteristics of Player.

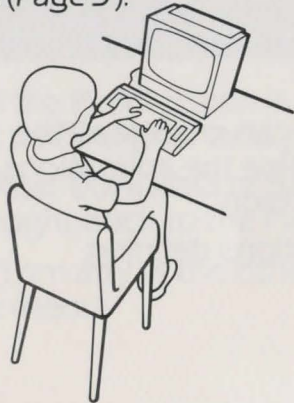
USING YOUR GAMES CREATOR

You are now ready to use your Games Creator—for more detailed information about the Menu Options see the Reference Section on the following pages.

We suggest that you first select the **PLAY** option and play a game of Bouncer.

You can then load in Hawk Patrol or Snake Pit by selecting the **LOAD** option. (These two games are on Side 2 of the Games Creator cassette.) After loading you can play the game by selecting the **PLAY** option again.

To return to Bouncer, switch off your computer and start again at **LOADING YOUR GAMES CREATOR** (Page 5).



Now you are ready to make some changes to one of the games. Try the **SPRITE** or **TUNE**

option first, since these have an obvious effect. Then have a look at the edited (*changed*) game. Gradually work your way through all the options to see how each one affects the game. As you become familiar with the operation of each Menu Option you will be able to easily make major changes to the sample games.

It is possible to change every part of a game—graphics, sound effects, tune, rules etc. thus creating your very own original games. The Games Creator program is designed to enable you to make as few or as many changes as you wish—you can make simple changes to the existing games, or you can make your own unique games.

Programmers hint: When using your Games Creator to make games remember to **SAVE** at regular intervals. By doing this you can easily put right any unwanted changes you may have made by mistake, by simply loading in the last **SAVED** version—it also avoids the frustration of losing games you have been working on because Mum switched off your computer whilst you were having tea!

HAVE FUN.

MENU OPTIONS —REFERENCE SECTION

Play	10
Load	10
Save	11
Alien Movement	12
Alien Rules	14
Tune	20
Sound Effects	21
Graphics Scenery	22
Graphics Sprites	24
Player	26

PLAY

The current game will begin. You will be able to control the Player using a joystick or keys.

In shooting games (like Hawk Patrol or Snake Pit) a shot can be fired by pressing the **FIRE** button on the joystick or either of the

two **SHIFT** keys. In jumping games (like Bouncer) these actions will cause the Player to jump.

To get back to the Menu at any time press the **CTRL** key.

LOAD

Loads game from cassette or disk. This game can then be played or changed via the Menu.

CASSETTE

You will be asked for the name of the game you want to load. Type in the name carefully and press **RETURN** –OR– if the game is the first on the cassette simply press **RETURN**. Hawk Patrol and Snake Pit are on side 2 of the Games Creator cassette.

If you use a game name which does not exist the computer will search but never find it, and you will have to turn off, so be careful.

Loading should take 2 minutes 45 seconds if the game is the first on the cassette.

Make sure the cassette you use does contain a game saved using the Games Creator, you cannot load other games.

DISK

You will be asked for the game name. Type this in using **DELETE** to correct mistakes, followed by **RETURN**.

Place the disk containing the game in the drive, close the shutter. If the game is not found on the disk you will be returned to the Menu with the old game still there, unchanged.

Hint—If you do not know the whole name try typing in the first few letters, followed by a *, then press **RETURN**.

To find out exactly what is on a disk:

- Turn the computer off and on.
- Type LOAD "\$", 8[RETURN]
- Type LIST[RETURN]

SAVE

This allows you to store the current game to your own tape or disk. It can then be loaded back into the Games Creator at a later date.

You will be asked for the name of the game. Type this in carefully, using the **DELETE** key if necessary, and press **RETURN**.

CASSETTE—Make sure you are not recording over anything you want. You must use a cassette with recording tabs in place.

DISK

You will be informed if an error occurs. Each **SAVE** uses 31 blocks, don't run out of disk space or you will not be able to save your game.

Always write down the exact name so that you will know what it is called when you want to load it back in.

It is necessary to **FORMAT** a brand new disk before **SAVING** your game.

ALIEN MOVEMENT



First select the alien you want to work on by moving the flashing arrow, use the cursor

keys or a joystick. Then press **SPACE** or **FIRE**. Sub-Menu will then appear.

- 1. RANDOM MOVEMENT
- 2. MOVEMENT PATTERN
- 3. POSITIONING
- 4. SELECT ALIEN
- F7 MENU

1. RANDOM MOVEMENT

RANDOM MOVEMENT
CHANGE THE WEIGHTS WHICH
PULL THE ALIEN, THEN PRESS

SPACE

UP
5

LEFT
5

RIGHT
5

DOWN
5

The numbers can be changed to suit your game. The higher the

number the more likely the **ALIEN** is to move in that direction.

2. MOVEMENT PATTERN

The game screen will be displayed with the alien at it's starting position.

This can be moved using the cursor keys or a joystick. The exact path that you follow will be

remembered and reproduced during the game, the speed here is not relevant, up to 200 moves can be made.

Press **SPACE** or **FIRE** to delete a move. Press **F1** to mark the end.

3. POSITIONING

The game screen will be displayed with the **ALIEN**.

Move the alien using the cursor keys or a joystick to where you want it to appear during the game. Press **SPACE** or **FIRE**.

Sub-Menu will then appear.

Now you must define a box in which the alien will appear by moving four lines away from the box. The first line will be flashing above the alien, move this to the highest place you want the alien

to appear. When you press **SPACE** or **FIRE** a flashing line will appear below the alien. Move this down to the lowest starting position. Do the same for the left and right lines. When the alien is placed on the screen during the game it will appear randomly between the four lines.

If you want the alien to always appear at an exact point do not move these lines.

4. SELECT ALIEN

The arrow pointer can be moved enabling you to change a different alien.

ALIEN RULES



First select the alien you want to work on by moving the flashing arrow, use the cursor

keys or a joystick. Then press **SPACE** or **FIRE**. Sub-Menu will then appear.

1. ANIMATION SPEED
2. MOVEMENT SPEED
3. EDGE RESTRICTIONS
4. SHOOTING
5. LEVEL LAWS
6. COLLISIONS
7. APPEARING
8. SELECT ALIEN
- F7 MENU

1. ANIMATION

HOW FAST DO YOU WANT THE ALIEN TO ANIMATE?
(CHANGE SHAPE)

ENTER (1 TO 9) 1=SLOW, 9=FAST
CURRENT=2

Each **ALIEN** has four pictures defining it. When the alien appears in the game he will be

flicking through these four animations at a certain speed.

HOW FAST DO YOU WANT THE ALIEN EXPLOSION TO ANIMATE?
(CHANGE SHAPE)

ENTER (1 TO 9) 1=SLOW, 9=FAST
CURRENT=4

If the **ALIEN** is killed by the player bullet he will go through an explosion animation

sequence. You can select how quickly this will happen.

2. MOVEMENT SPEED

MOVEMENT SPEED AT START OF GAME?

1=SLOW, 9=FAST

CURRENT=4

At the start of a game the alien will move at the speed chosen here.

MAXIMUM SPEED?

CURRENT=6

As the player progresses from one level to the next the speed of the alien will increase until it

reaches the speed chosen here. You cannot enter a number lower than the starting speed.

3. EDGE RESTRICTIONS

CAN THIS ALIEN MOVE OFF THE EDGE OF THE SCREEN? (Y/N)

CURRENT=NO

If the **ALIEN** is told to move off the edge of the screen by its random movement or movement

pattern it will either stop or it will disappear.

4. SHOOTING

WHICH DIRECTION DOES THIS ALIEN SHOOT?

1=UP

2=DOWN

3=LEFT

4=RIGHT

5=CAN'T SHOOT

CURRENT=5

The next two questions will not be asked if the last question was answered with a 5.

HOW FAST DO YOU WANT THE BULLET TO MOVE?

ENTER (1 TO 9) 1=SLOW, 9=FAST

CURRENT=5

HOW OFTEN SHOULD THE BULLET BE FIRED?

ENTER (1 TO 7) 1=RARELY, 7=OFTEN

CURRENT=4

It should be noted that the answer to this and the previous question applies to all the aliens,

not just the currently selected one.

5. LEVEL LAWS

ENTER HOW MANY TIMES THIS
ALIEN CAN APPEAR PER LEVEL,
0 TO 200
(PRESS RETURN)
CURRENT=21

The **ALIEN** is given a certain number of 'lives'. When the alien has died the same number of times as its lives it will not appear again until the next level.

DOES THIS ALIEN HAVE TO LOSE
ALL ITS 'LIVES' FOR YOU TO
ADVANCE A LEVEL? (Y/N)
CURRENT=NO

This question must be answered **YES** for at least one alien. When all the aliens who's answer to this question is **YES** have lost all their lives the game will advance a level. All the chosen aliens will speed up.

6. COLLISIONS

DOES THE ALIEN DIE IF IT HITS THE
PLAYER BULLET? (Y/N)
CURRENT=NO

ALIEN/PLAYER COLLISION
1=NOTHING HAPPENS
2=PLAYER DIES
3=ALIEN DIES
CURRENT=2

The following question will only be asked if the alien can be killed by either the player or his bullet.

ENTER SCORE FOR ALIEN DYING,
PRESS RETURN
(-1000 to 1000)
CURRENT=320

When an **ALIEN** is **SHOT** or **HIT** by the **PLAYER** points will be awarded or deducted appropriately.

7. APPEARING

WHEN THE ALIEN IS OFF THE
SCREEN HOW QUICKLY DOES HE
COME BACK ON?
1=NEVER 8=INSTANTLY
CURRENT=8

Several times a second during the game if the alien is not on the screen he is given a chance of appearing at his **START POSITION**.

8. SELECT ALIEN

The arrow pointer can be moved enabling you to select a different alien.

TUNE

This section of the Games Creator allows you to create a tune using different length notes and rests totalling up to 7 pages in length. This tune will be played on the instrument pointed to by the arrow near the top of the screen.



Your flashing arrow cursor will be seen pointing to the shortest note. This can be moved right or left using the cursor keys or joystick. If **SPACE** or **FIRE** is pressed when the cursor is pointing to a note the note will appear on the scale below. It can then be positioned on the scale using the up and down cursor keys or a joystick. When **SPACE** or **FIRE** is pressed the note will be fixed in that position and the cursor will appear on the strip of notes again. More notes can be placed on the scale below in the same way.

To hear the tune so far move

the cursor as far to the right as it will go so that it is positioned under the word **PLAY**. When **SPACE** or **FIRE** is pressed the tune will play.

Pauses in the tune can be added by selecting a **REST**. These vary in length, the shortest on the left and the longest on the right.

To alter incorrect **NOTES** or **RESTS** select the **DELETE** option. This will remove the last note or rest from the tune.

If the tune is too long to fit on one page the next page will automatically be printed. Up to seven pages are available and the page number is displayed at the bottom left.

To change the instrument that the tune will be played on press **I**. This will cause a flashing arrow to appear near the top of the screen. This can then be moved left and right underneath the pictures of various instruments. When **SPACE** or **FIRE** is pressed the tune will be converted to sound like that instrument.

To select whether or not the tune will be heard during the game play use the key **G**. This will alternate between **YES** and **NO**.

To select whether or not the tune will be heard when the **GAME OVER** message is displayed use the **O** key.

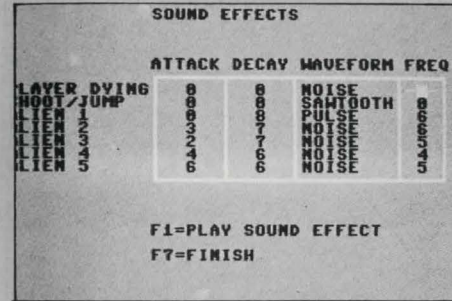


SOUND EFFECTS



During the game up to seven different sound effects may be heard. These will occur when:

- the **PLAYER** is killed,
- the **PLAYER** shoots a bullet or jumps,
- any of the **ALIENS** are killed.



You will see a flashing cursor below **ATTACK** and to the right of **PLAYER DYING**. This can be moved to any other box using the cursor keys or a joystick. When **SPACE** or **FIRE** is pressed the setting below the cursor will

be changed, this will alter the sound effect in a certain way.

The sound effect can be heard by pressing **F1**.

The **ATTACK** is the speed at which the sound will reach full volume. 0 is instantly and 9 is slowly.

The **DECAY** is the speed at which the sound will reach zero volume, after the peak.

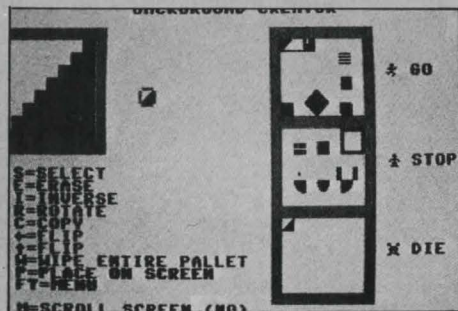
The **WAVEFORM** is the waveform of the sound. There are four possibilities, **NOISE**, **PULSE**, **TRIANGLE** and **SAWTOOTH**. The choice here will affect the type of sound heard. Try them all and hear the different sounds to choose the best ones for your game.

The **FREQ.** is the frequency of the note played. 0 is the lowest pitch and 7 is the highest. The **PLAYER DYING** sound frequency cannot be changed because it is preset to a complex frequency pattern.

GRAPHICS SCENERY

The **SCENERY** in a game is made up of a grid of 40 by 24 characters. Each character is a small section of the overall picture and can be any of the 16 colours available. Each character is itself made up of a grid of 8 by 8 pixels. Any pixel can either be on or off. If it is **ON** the character colour will be seen at that point on the screen, if it is **OFF** the **BACKGROUND** colour will be seen.

The **SCENERY** editor allows you to change each character by changing the pixels on the 8 by 8 grid. You can then change the arrangement of characters on the game screen. In this way any picture can be created.



You will see a flashing cursor in the top left hand corner of the screen. This can be moved around the enlarged character using the cursor keys or a

joystick. Whenever **SPACE** or **FIRE** is pressed the pixel 'under' the cursor will be reversed. Using this method you can change the appearance of the character.

The character first displayed on this grid is an enlargement of the character in the top left corner of the pallet. You will notice that when the character is changed on the large grid it will also change on the pallet.

To select a different character from the pallet to be enlarged press **S**. This will result in a flashing cursor appearing on the pallet. This cursor can be moved in the same way. When you have positioned it over the character you want to change press **SPACE** or **FIRE**. This will cause your cursor to appear in the 8 by 8 grid. Now you can edit this character.

Several commands are included to help speed up the process of designing characters, try them out and see how they work.

Each of the characters on the pallet may appear any number of times on the game screen. To change the actual game screen layout select a character in the usual way and press **P** (for **PLACE** on screen). The game screen will now be displayed and a cursor

will appear. This cursor can be moved around in the usual way. When **SPACE** or **FIRE** is pressed the character that has been selected will appear beneath the cursor.

To change the colour that the character will appear in press **C**, move the cursor to the desired colour and press **SPACE** or **FIRE**.

Characters may be deleted from the screen by pressing **D**.

To erase the whole screen press **E**.

If you make a mistake and would like the screen to be changed back to how it was press **O** for **OOPS**.

When the cursor is on the game screen the **STATUS** of the character beneath it will be

shown at the top of the screen. This will be **GO**, **STOP** or **DIE** and will indicate which section of the pallet the character is from.

During the game the **PLAYERS** movement will be restricted depending on the **STATUS** of the character he is trying to move into. A **GO** character will have no effect, a **STOP** character will prevent movement, and a **DIE** character will cause the death of one of the **PLAYER** lives.

The colour of the border around the game screen can be changed by pressing **B**. The screen background colour can be changed by pressing **S**.

GRAPHICS SPRITES

In any game there are up to eight moveable objects, or **SPRITES**, each having a number of animations.

SPRITE	ANIMATIONS
Player	8
Player Bullet	4
Alien 1	4
Alien 2	4
Alien 3	4
Alien 4	4
Alien 5	4
Alien Bullet	1

There are also three animations of an alien exploding which are displayed when an alien is shot, as well as 4 player dying animations.

In total there are **40** animations of **SPRITES** which can appear in a game.

The **SPRITE** will be displayed normal size on the right as well as being displayed enlarged on the left side. The commands available are shown at the bottom of the screen.

To display the next **SPRITE** move the 'strip' **UP** by pressing **U**. To move **DOWN** the list press **D**.

The flashing cursor can be moved around the large **SPRITE** in the normal way. Whenever **SPACE** or **FIRE** is pressed the pixel will be changed to the current cursor colour. This is pointed to by a small arrow at the top right of the screen. The arrow can be moved and the cursor colour changed by pressing **C**, then moving the arrow then pressing **SPACE** or **FIRE**.

There are four colours which can be displayed in each sprite, colours 1, 2 and 3 plus the **SCREEN** colour. The **SCREEN** colour can be changed in the **SCENERY** section. Colours 1, 2 and 3 can be changed by pressing the keys 1, 2 and 3.

Colour 1 can be different for each **SPRITE** (*NOT* animation) but colours 2 and 3 are common to all **SPRITES**. This means that changing colours 2 and 3 will affect all the **SPRITES**, so be

careful. For this reason it is usually best to have the main colour of each **SPRITE** colour 1.

There are a number of commands which can speed up the process of designing **SPRITES**. Arrow left and arrow up will flip the **SPRITE** in that direction, **E** will **ERASE** it.

The commands **STORE** and **RECALL** can be used to duplicate animations. To do this first **STORE** by pressing **S**, then move the strip of **SPRITES** up or down. Whenever **R** is pressed the previously **STORED** sprite will be **RECALLED**.



PLAYER

START POSITION

The **PLAYER** can be moved around the game screen using the cursor keys or a joystick. When **SPACE** or **FIRE** is pressed the position and animation of the **PLAYER** will be stored. This is where the **PLAYER** will appear at the beginning of each game.

KEYS

Here the keys that will move the **PLAYER UP, DOWN, LEFT** and **RIGHT** during the game are selected.

You may choose any keys except: **CTRL, RUN/STOP, SHIFT, &** and **RESTORE**.

Choosing **SPACE** will tell the Games Creator that the **PLAYER** cannot move in that direction.

If you are using a joystick to play the game you must still choose the keys so that the Games Creator knows which directions the **PLAYER** can move.

CONTINUAL MOVEMENT

If this option is answered with **YES** the **PLAYER** will continue to move in a straight line until its direction is changed with a key press or movement of the joystick.

SHOOTING/JUMPING

If a jumping game is selected then you will be asked how far the **PLAYER** can fall without being killed. This is measured in pixels. A **JUMP** can be triggered by pressing **SHIFT** or **FIRE** during the game.

GLOSSARY

ALIEN—Up to five **ALIENS** can be made to move around the screen. These can look like anything, from a Wolf to a Space Ship. They are only called **ALIENS** for the sake of convenience. They can be made to shoot bullets, attack the player, be targets for the player, or just look good.

ANIMATION—You will notice that the **PLAYER** has two **ANIMATIONS** for each direction. This means that when the player is moving in a game he will be alternating between these two pictures. If there are any small differences in these pictures you will notice a movement. For example, the walking action of the man in **BOUNCER**. The **ALIENS** have four animations and so more detailed movement can be achieved.

BULLET—Can be made to move away from the player when the **FIRE** button or **SHIFT** key is activated. If it collides with an **ALIEN** it can trigger an explosion. The **BULLET** may look like anything—fire, arrows, laser etc.

CHARACTER—The screen is made up of 1000 characters, arranged in 25 rows of 40 columns. A character is the same size as a letter. It is made up of

64 dots, or pixels. Each pixel can be either **ON** or **OFF**. Each character can be any of the 16 colours.

CURSOR—A flashing marker on the screen which can be controlled by the **CURSOR KEYS** or a **JOYSTICK**.

CURSOR KEYS—These are two keys, below the **RETURN** key, which are used with the **SHIFT** key to move a **CURSOR** up, down left or right. Right and down can be obtained by pressing the key on its own, up and left obtained by holding down the **SHIFT** key and then pressing the cursor key.

EXPLOSION—If the **PLAYER** or any of the **ALIENS** are killed an explosion will appear at the point of death. This explosion can be defined in the **SPRITE** section and is made up of 3 animations for an **ALIEN** and 4 animations for the **PLAYER**.

JOYSTICK—When making games the cursor keys together with the **SPACE** bar can always be used instead of a joystick. Games can be played with keys or a joystick. Any Commodore compatible joystick can be used throughout the **GAMES CREATOR**. Ensure that it is

plugged firmly into **CONTROL PORT 2** on the right hand side of your computer.

LEVEL—A game could get boring if the difficulty did not increase during the game. This is why games can be made to increase in the level of difficulty at intervals during the game. Level changes are triggered by at least one of the **ALIENS** losing all its lives. At this point "**LEVEL 002**" will be displayed followed by a short pause. Then the game will continue with all the **ALIENS** lives increased to the initial value. The **ALIENS** will also speed up, unless they have reached their set maximum speed.

PIXEL—A tiny dot on the screen. There are 320 across the screen and 200 down. A square of 8 by 8 pixels makes a **CHARACTER**.

PLAYER—The object in a game which can be moved by the person playing the game is called the **PLAYER**. It can be made to respond to different keys or movements of the joystick. The **PLAYER** branch in the **MENU** leads to a smaller menu where the action of the **PLAYER** can be changed.

SPRITE—A sprite is a moveable shape. There are 8 which can be on the screen at any one time, these being **PLAYER, PLAYER BULLET, ALIEN 1, ALIEN 2, ALIEN 3, ALIEN 4, ALIEN 5, ALIEN BULLET**. Each can be any size up to 12 horizontal pixels by 21 vertical pixels.

Notes

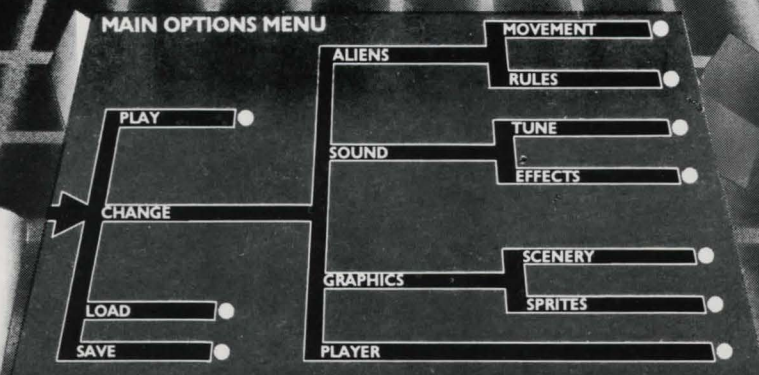
Notes

Notes

Warning;

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THE GAMES CREATOR



The Games Creator allows you to easily and quickly generate a complete and unique game.

This is not another language but a comprehensive program which can create games. Every aspect of making the game is made simple to understand and easy to use.

Your games can include: Realistic jumping with gravity Scrolling background Intricate scenery Animated multi-colour sprite graphics Full length theme tune Explosive sound effects High speed bullets or lasers Joystick or keyboard control

Any player movement configurations.

Includes 3 sample games showing the versatility of the program.

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