



ARCHIMEDES



I



## Playing the Game

### A. A Legend in his own Lunchtime

We do not wish to appear lacking against other software, so here is our short, weak storyline. We hope it will make this product more enjoyable and provide hours of entertainment -

In order to rescue the princess from captivity, IbiX must search eight levels, collecting all the treasure as he goes, because as you know - princesses are expensive to keep.

### B. Loading the game -

1. Place the IbiX disc into the drive
2. Press CTRL-BREAK.
3. Hold down SHIFT and BREAK release BREAK and finally SHIFT
4. A title page offering an option to redefine the keys will appear -Entering N will load the main game.

### C. The main menu -

The Main Menu will now appear, you can return to this menu by pressing ESCAPE. You have four options to choose from -

SPACE BAR	= Play game	E	= Use Editor
L	= Load new game	J	= Jump to level
			(a password may be required)

a) Play game - Press space. Your aim is to collect all the treasure (crowns, coins, chests) on each level. You will encounter enemies, keys, potions and puzzles. Rather than explain each at length in the manual, the best way to become familiar with them is to play the 'EASY' screens which are automatically selected when you load the game. For a more challenging adventure load the 'HARD' game from the main menu.

Keys: These are redefinable, the following are the default settings -

Z	= Walk Left	SHIFT	= Jump Up
X	= Walk Right	RETURN	= Throw Dagger
LEFT ALT	= Jump Left	BACKSPACE	= Commit Suicide
RIGHT ALT	= Jump Right	P	= Pause/Sound

### b) Use Editor - (E)

This selects the game editor which allows you to create your own game. This is described in detail later in the manual.

### c) Load New Game - (L)

This allows you to load a new adventure ('EASY' and 'HARD' are supplied.)

1. When L is pressed a box showing all the games and levels on the disc will appear.
2. Simply press SPACE and enter your choice onto the disc.

### d) Jump to level - (J)

Rather than play the game from level 1 each time, you can start on a level of your choice. You may need to enter a password to prove you have already got that far.

## Creating your own game

This package provides an extensive editor which can be used to create your own games. You have control over screen design, scenery, enemies and the way they behave.

There are four sections to the game editor -

1. The Screen Designer
2. The Sprite Designer
3. The Object A.C.E. (Action Code Editor)
4. The Enemy A.C.E.

These sections control different parts of the game. They work independently and you can therefore use one section without knowledge of the others.

1. **The Screen Designer**  
This controls where enemies or scenery are placed on the screen. It is the most important part of the editor and with it you can create castles, dungeons and puzzles as in the official game.
2. **The Sprite Designer**  
With this utility you design your own scenery, from a draw bridge to a kitchen blender or lift. You can also animate your own baddies and then use the screen designer to be incorporate them into your game. You can design up to 243 objects and 54 enemies.
3. **The Object A.C.E.**  
This is the vital link between drawing objects on the sprite designer and using them on the screen designer. This part of the editor controls the way scenery behaves. Scenery drawn on the sprite designer can be instructed to act in a variety of ways - as a lift, key, door etc...
4. **The Enemy A.C.E.**  
This is the vital link between drawing enemies on the sprite designer and using them on the screen designer. It controls enemy characteristics - You can inform the computer how many shots it takes to kill an enemy, how fast it walks and whether it can be deceived!

Finally once a new level has been created, it can be tested. This allows you to play the level and to return to the editor you must commit suicide until you have lost all your lives.

### The Screen Designer

1. **Creating a level-** The keypad in the top right hand corner is used to select the screen you wish to edit. Begin by clearing the level - select and blank each screen in turn by using icons 1-9 & L (beaker).
  - The beaker which blanks the screen requires the left mouse button to be pressed twice quickly as a safeguard against accidental clearing.
2. **Placing the Scenery.**
  - a. Display the scenery using icons N (more arrow) & O (building brick)
  - b. Select the icon from panel S
  - c. Move the box cursor over the desired position and click the left button.
  - You can select scenery from the screen by moving the box cursor over the object and pressing the middle mouse button.
  - The right mouse button blanks the square that the box cursor is covering.
3. **Placing the Enemies.** You are allowed to place three on each screen. They patrol an area which you define.

- a. Display enemies using icons M (smiley enemy) & N (more arrow).
  - b. Select which enemy number you wish to place by clicking on a Px icon.
  - c. Select the enemy character from panel 8.
  - d. Move the box cursor to the enemy's start position and click.
  - e. Move cursor to the positions where the enemy turns and click at each.
- Icons Qx (light bulb) indicates which enemies are being used. Clicking over a bulb turns the enemy in question on or off.
  - Icons Rx (LED arrows) display the direction in which the enemy will start moving. Generally clicking over such an arrow will reverse the enemies start direction. However in some instances this is not possible.
4. Repeat stages 2 & 3 until you have built the level you want.
  5. Set the position where Ibix enters the level. - Select the screen, then icon J (Ibix) Move the cursor over the correct place and click.
  6. Enter a completion message and password (both optional) using icons I (inkpot) & K (padlock) respectively.  
A treasure chest will appear and then you can type in the password. (Just press the RETURN button for no password)
  7. Finally save the level using icon F. Type in the game title then select the level number you wish yours to be.
- Whenever ESCAPE is pressed, or the level is tested, the editor saves the level being edited in a temporary store.
  - Icon E loads a level stored on disc (a password may be required).
  - Icon G displays all games and levels on disc (levels shown in blue require a password to edit them).
  - Icon H deletes a level stored on disc.

### The Sprite Designer

#### Creating your own sprite -

1. Choose the sprite you wish to overwrite.
- a. You may select an object (piece of scenery) or an enemy - use icons M (smiley enemy), N (continue arrow) and O (building brick).
  - b. If you have chosen an enemy you will notice that there are 6 frames (3 for each direction) - select the frame you wish to redraw by clicking the mouse over one of the frames. An indicator will show the currently selected frame.
2. If you wish to start from scratch, blank the sprite by double clicking the left mouse button over icon L (beaker) - it fills the area in the currently selected colour.
3. Drawing the sprite.
- a. First choose a colour you wish to use by positioning the mouse pointer over it within panel X and pressing the left mouse button. Your currently selected colour will appear in box W.
  - b. Now you can begin to draw your sprite by clicking the left mouse button over the required part of the enlarged image. Your alterations will affect the sprite currently selected - (shown for objects in box Y, or for enemies in one of the Z boxes.)

- The middle mouse button picks up the colour under the pointer from the enlarged image.
- The right hand button simply colours the part of the sprite black.

#### **Additional Functions**

##### **A. The Copy Function -**

- Click the left button over icon V.
- Select the sprite you wish to copy.
- Select the sprite you wish to overwrite.

- More than one sprite can be copied at a time. eg. Copying an enemy from panel S to another enemy on panel S will copy all 6 frames of the enemy's movement. Try experimenting.
- B. The Flip Functions -**  
These will flip the sprite selected in the X (icon U) or Y (icon T) axis.
- This is particularly useful for enemies. A "copy" followed by a "flip" will produce the corresponding movement in the opposite direction.

#### **The Object A.C.E**

- Select the Object Sprite whose action code you wish to alter.  
Firstly choose the object sprite whose action you wish to change. To do this you must click the first mouse button over one of the object sprites in panel S.
- Changing the Object Action Code** - Move the mouse pointer over the action you require and press the left mouse button.

It is best that you become familiar with the actions by changing the action of one object and using it on your own level.

#### **Summary of Object Action Codes.**

ELANK	- Ibox can pass through it.
SOLID	- Ibox is unable to pass through it.
COLLECT	- Collecting these items increases Ibox's score. All such items placed on a level must be collected to complete it.
SWORDS	- Collecting these items increases the number of daggers Ibox is carrying. These items need not be collected to complete a level.
ADD LIFE	- Collecting these items will give Ibox an extra life.
BOMB	- Collecting these items will cause all enemies to shake wildly for 10 seconds.
POTION	- Collecting these items allows Ibox to push objects with action code Fall B. This lasts for 30 seconds.
E.PASS	- These items allow Ibox to pass enemies which have been given action code Pass.E in the Enemy A.C.E. The "Enemy Pass" lasts for 20 seconds.
L.PASS	- Once collected Ibox can use lifts - "Lift Pass"
UP DIE	- These objects kill Ibox if he falls or stands on one.
DOWN DIE	- These objects kill Ibox if he jumps into it.
FALL A	- These objects fall when Ibox walks under them.
FALL B	- These objects fall when Ibox walks under them and can be pushed if a potion is in effect.
KEYS 1-4	- If Ibox collects a key he will be able to pass through a door of the same number.
BLAST	- These objects will disappear once they have been hit by a dagger from the chosen side ie. left, right or both.

- MARSH** - These objects will disappear once Ibox has stepped off them. To create an "eroding" effect three sprites must be drawn and placed in order of appearance.
- LIFTS UP/DOWN** - These objects will move either Up or Down as far as possible when Ibox is standing on one and in possession of a L.Pass.
- LIFTS UP/DN & DN/UP** - These codes can be used to create a lift which travels both up and down. Two sprites must be drawn and placed in order - The first is used for the journey up and the second for the journey down. The Up/Down action code should be used for the first sprite and Down/Up for the second.

### **The Enemy A.C.E**

1. First select the Enemy Sprite whose action you wish to alter. This is done by clicking the left mouse button over the required enemy.
2. Changing the Enemy Action Code -  
Move the mouse pointer over the action you require and press the left mouse button.

It is best that you become familiar with the actions by changing the action codes of one enemy and using it on your own level.

### **Summary of enemy action codes.**

- SPEED** - A scale of 1-4 is used (1 - slow ; 4 - fast).
- SHOTS** - Select how many shots it takes to kill an enemy. (#-immortal).
- PASS E** - This allows Ibox to pass the enemy unharmed when he is carrying an object of action code E.Pass.
- LINE** - This informs the computer that the enemy will leave a trail behind which Ibox is unable to pass through. ("Way" must be set).
- WAY** - For enemy without "Line" set it selects whether the enemy moves horizontally or vertically. For enemy using "Line" it should be set to the opposite direction the trail will be left. This is the only case where the start direction cannot be changed from within the screen designer.
3. Viewing the enemy in action -  
To see the enemy in action you can click the left mouse button over the current sprite indicator in the top right panel.

### **Filing and Passwords**

- A. Loading a new level (from screen designer only)**
1. Click the left mouse button on icon E.
  2. Type in the game and then select the level you wish to edit.
  3. (If a safe appears, the level requires a password. Enter the password given on completion of that screen.)
- The level layout, action codes (and sprite file if it has a different name to the one in memory) are loaded.
- B. Saving a level (from screen designer only)**
1. Click the left mouse button on icon F.
  2. Type in the game and then select the level you wish to save.
- The level layout and action codes will be saved and an option to save the sprites given. (Action codes apply only to the level you are editing)

- C. Loading new sprites (from sprite designer only)
  - 1. Click the left mouse button on icon E.
  - 2. Type in the sprite file you wish to load.
  - The new sprites will be loaded and the sprite file selected as the "relfile" (the sprite file used by the level being edited)
- D. Saving sprites (from sprite designer only)
  - 1. Click the left mouse button on icon F.
  - 2. Type in the name that you wish to save the sprite file as.
  - The sprites you have designed will be saved to disc.
- E. Catalogues
  - 1. Click the left mouse button on icon G.
  - 2. If you are in the sprite designer, all the sprite files on that disc will be displayed.
  - If you are in the screen designer, all the games (and levels) on that disc will be displayed. The levels coloured blue require passwords to load.
- F. Deleting
  - 1. Click the left mouse button on icon H.
  - A catalogue will be displayed.
  - 2. If you are in the sprite designer, enter the name of the sprite file you wish to delete.
  - If you are in the screen designer, enter the game title and the level you wish to delete.
- G. Passwords
 

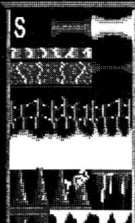
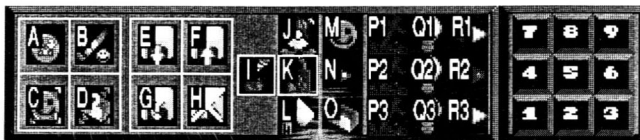
When a level has been completed the computer will tell you the password, if one is required, to edit that level or to jump to the next level.

#### Helpful Hints & Tips

- 1. In the editor -
 

If an object with action code Fall A/B is placed on top of an object with action code Blast, the boulders will fall once the Blast Block has been destroyed.
- 2. In the Object A.C.E with a lift Up Down sequence -
 

Clever effects can be created if the first lift sprite has a different object code to the second. e.g. if you selected the first object sprite as Up-Down and the second as Add Life, when the lift gets to a point where it usually returns down again, Ibx receives an extra life.
- 3. Enemies may be killed -
  - a. Shut in a door.
  - b. Shot by a dagger if not immortal.
  - c. Squashed by boulders.
  - d. Dropped onto by a lift.



- A - PLAY LEVEL  
 B - SPRITE DESIGNER  
 C - ENEMY A.C.E.  
 D - OBJECT A.C.E.  
 E - LOAD LEVEL  
 F - SAVE LEVEL  
 G - CATALOGUE LEVELS  
 H - DELETE A LEVEL  
 I - ENTER A MESSAGE  
 J - PLACE IBIX  
 K - ENTER PASSWORD  
 L - CLEAR SCREEN  
 M - ENEMY MODE  
 N - CONTINUE  
 O - OBJECT MODE  
 Px - SELECT ENEMY NUMBER x  
 Qx - ENEMY x ON/OFF  
 Rx - ENEMY START DIRECTION  
 S - SELECTION PANEL  
 1-9 - EDIT SCREEN NUMBER

- MOUSE:  
 LEFT BUTTON - SELECT FUNCTIONS  
 A-S, 1-9  
 MIDDLE BUTTON - PICK UP BLOCK  
 RIGHT BUTTON - BLANK BLOCK



- A - PLAY LEVEL  
 B - SCREEN DESIGNER  
 C - ENEMY A.C.E.  
 D - OBJECT A.C.E.  
 E - LOAD SPRITES  
 F - CATALOGUE SPRITES  
 G - DELETE SPRITES  
 H - CLEAR SPRITE (DOUBLE CLICK)  
 I - ENEMY MODE  
 J - CONTINUE  
 K - OBJECT MODE  
 L - SELECTION PANEL  
 M - MIRROR ON - Y AXIS  
 N - MIRROR ON - X AXIS  
 O - COPY SPRITE  
 Px - CURRENT COLOUR  
 Qx - COLOUR SELECTION PALETTE  
 Rx - CURRENT OBJECT/INDICATOR  
 S - ENEMY FRAMES IF SELECTED

