

Included in this archive :

- readme.txt : this file
- lisezmoi.txt : french readme
- yastuna1_v101.lnx : executable for Handy
- yastuna1_v101.lyx : file to burn on a Lynx PCB

2021/01/19 Due to a report of incompatibility between the game and flashcards on Lynx 1, this new version should correct the problem

29/04/2008 Presentation

Yastuna vol. 1 is a freeware compilation of Lynx games to be used with an Atari Lynx emulator. The diffusion of this archive is free, however, we kindly ask you to keep the integrity of this archive, executable files and texts, and to keep the freeware status.

Here are the games included in Yastuna vol. 1 , and available from the main menu :

- Merlain's quest
- Attack
- Buildings
- Push
- Tetrisnoid
- Tipover
- Tipover Editor

Rumors says that some hidden games failed accidentally in this compilation, try to find them...

[Credits]

Code : Fadest

Graphisms

Screens : Templeton

Sprites, alteration of screens and ugly things : Fadest

Scenario of "Merlain's Quest" : Aymeric Kurzwinski

Made with BLL kit and tools from L. Baumstark, B. Schick, M. Domin, K. Kaksonen

[Games]

[Merlain's Quest]

After a really hard night, Merlain, the greatest magician of Kamelot wake up with a terrible headache.

Help Merlain in his quest to find all his attributes of greatest magician of Kamelot, and then, he will maybe help you discover some hidden secrets of Yastuna vol. 1

Merlain's Quest is an adventure game written by Messire Kuk.

The most astounding adventure of the day

[Attack]

On main menu of the game, you can select classic or special mode.

In classic mode, A button will switch 2 pieces. Once 4 identical pieces or more will be in contact, they will disappear. You lose if game reach the top of the screen.

In Special mode, A buyton will switch 2 towers, B button will make the medium.

Once 3 identical towers or more will be in contact, they will disappear. You lose if game reach the top of the screen.

In both modes, Option 1 is used to put the incoming line into game.

the incoming line is displayed at the bottom of the grid.

[Buildings]

The goal is to place the buidings on the grid.

On each line/column, there can only be one building of each size.

The numbers outside the board indicate the number of building someone would see if he were sitting here and looking in this direction.

There is a level generator, each is different from the other. The difficulty will change the size of the grid.

Inspired by problem previously published in "Tangentes, Jeux & Strat gies" magazine

[Push]

You push the tower into the grid. If the sum is less than 6, the last 2 towers will sum up. If the sum is equal to 6, you will get 5 points, if it is bigger, the last tower will fall, and the score will decrease by 10 points. If you manage to create a line or column of 4 identical towers, you will get 10 points.

Your goal is to keep the score positive as long as possible, depending on the start level, the initial score will be more or less higher, there is a number of tower played, which is the real score.

[TetrisNoid]

During an unwanted experiment, the ball dedicated to a breakout clone has been dropped into a Tetris clone. TetrisNoid plays like a classic Tetris, but the ball will annoy or help you, destroying existing bricks.

Two mythics classics in one.

[Tipover]

You play the grey ball and can only move from building to building, the building will fall if you give a direction only if there is enough space. Your goal is to reach the target building. You can choose the starting level. You cannot overpass a level but can choose to replay it via option menu.

Inspired by eponym game, published by Think Fun

[Tipover Editor]

You can access Tipover Editor via pressing B button on main menu instead of A behind the Tipover option.

Tipover Editor will allow you to create your own TipOver levels and play them.

Once the level is created, you can playtest it via Pause button (options are : delete a level, test it, display codes). During the game, it is possible to restart the level or go back to level editor. Once the level is finished, the game will send you back to the main menu of Tipover Editor, if you go to editor, the level is not deleted. It is not possible to save a level.

Please note that this english translation is given for information. In case of misunderstanding, the french text is the only reference.

NOTICE :

In order to use Yastuna vol. 1 with an emulator, you must have an emulator and the console BIOS. We will never send you these elements. The Lynx BIOS is not freeware, in order to use it with an emulator, you must be in conformity with the law of your country.

Realisation of a personal cartridge game :

There is no restriction to the build of a personal cartridge game, in order to play Yastuna vol. 1 on real Lynx. However, we cannot be responsible of eventuals damage done to the console by the use of such cartridge.

Distribution:

Permission is granted to anyone to distribute Yastuna vol. 1, in electronic or physical form.

Our request concerning electronic diffusion of Yastuna vol.1 are :

- non-alteration of this archives, and files included

The person who is responsible of commercialisation of cartridges games of Yastuna vol. 1 is free to set est libre de fixer his prices, corresponding to building fees (cartridge, impression, packaging, post fees,...), and his personal margin. In other words, we will not be responsible of prices made by this person.

Nota : In case of free or commercial distribution of cartridges games of Yastuna vol. 1, the person who is responsible of fabrication take the whole responsibility of his production, including malfunctions of cartridge, or console after use of games.

Our request concerning diffusion of cartridges games of Yastuna vol.1 are :

- non-alteration of executables,
- give to future owners a printed version of every documents included in this archive.