

QUOD INIT EXIT IIM MANUAL

END-USER AGREEMENT

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THE STORY

Once upon a time, the Evil Masters were repelled from planet Earth. On their way back home, they came across Suinio, a marvellous world blessed by peace and joy. Irritated by such an idyllic sight, the most mischievous of them, Huenison, decided to resume his chaos-spreading mission and deliver the proper amount of desperation to the unbearably happy inhabitants of that jolly planet: he stole all the toilets of the world!

Cotechina the witch, annoyed to no end, cast on the Evil Masters the strongest spell she could find in the Holy Book of Stinking Magic. However, she did not realize how powerful that spell would be: the Evil Masters started running around in the grip of a massive diarrhoea attack and the toilets got turned into hundreds of potties which scattered all over the place!

Shocked, Cotechina left her place and started wandering aimlessly around, until Zampo the pig stumbled upon her - and that made her come to her senses. She had an idea: if Zampo collected the potties for her, she could bring them back to the original state! Zampo initially refused, but once he was reassured that she would magically protect him from all dangers and - more importantly - provide him with continuous food and drink supplies, he accepted and began the adventure

that would let him eat at will and, incidentally, save the world...

GETTING STARTED

QUOD INIT EXIT IIm requires:

- * PAL Commodore 64 computer
- * PAL display
- * loudspeakers
- * joystick (in port 2)
- * EasyFlash cartridge (for the cartridge version)
- * 1541 drive (for the disk version)

The game has been designed for the 16 kB cartridge format, but, on real computers, it is best enjoyed from an EasyFlash cartridge, as the additional storage space allows faster loading; the disk format is the least recommendable one due to the much longer loading.

To get QUOD INIT EXIT IIm ready to run:

- * cartridge: write the CRT image to an EasyFlash cartridge
- * disk: write the D64 image to a disk

To start QUOD INIT EXIT IIm:

- * cartridge: insert the cartridge and then turn the computer on
- * disk: insert the disk in the drive and, from the BASIC prompt, type
LOAD"*,8,1 and then, when loading has finished, RUN

CONTROLS

TITLE SCREEN

- * Press [FIRE] to play.
- * Press [RESTORE] to quit to BASIC.

GAME/NORMAL

- * Push [UP] to jump.
- * Push [DOWN] to duck.
- * Push [LEFT]/[RIGHT] to move left/right (when not ducking).
- * Press [FIRE] to turbofart.

GAME/PORTALS

- * When at a portal, press [FIRE] to start teleporting.
- * Then push [UP]/[DOWN]/[LEFT]/[RIGHT] to move in the corresponding direction at progressively increasing speed.
- * Stop pushing to slow down.

- * Release [FIRE] to stop teleporting (if any area occupied by Zampo is solid, teleporting does not stop and it is still possible to move freely until a completely non-solid place is reached or to continue teleporting by pressing [FIRE] again).

GAME/OTHER

- * Press [FIRE] to play again (in game over screen).
- * Press [F1] to: pause (in game screen);
 unpause (in pause screen).
- * Press [RESTORE] to: abort (in game screen);
 return to the title screen (in game over screen).

GAMEPLAY

KEY POINTS

- * You control Zampo the pig.
- * The objective is to collect all the potties scattered around the map and then to reach the exit.
- * Zampo has to eat constantly in order not to starve - if he starves, the game is over.
- * Zampo must overcome the obstacles and dangers the map is full of, and avoid the Evil Masters that wander randomly around.

HEAD-UP DISPLAY

The head-up display is located at the bottom-left corner of the screen and shows (from left to right):

- * the belly meter;
- * the turbofart meter;
- * the number of potties to collect.

BELLY METER

Zampo's hunger increases constantly and the belly meter reduces accordingly. When the meter is 0, Zampo starves.

Catching a food item replenishes the meter by a few notches.

Cotechina is in charge of making food items appear magically around Zampo, but she is not too precise (because, even if she does not want to admit it, she is a bit clumsy), so Zampo has to do some effort to catch them.

TURBOFART

Zampo can boost his speed and almost fly by means of his turbofart, which allows him to land on otherwise unreachable spots.

The turbofart is limited and can be replenished by catching the Gasorade bottles.

Cotechina takes care also of making the Gasorade bottles appear (and with the same results as with food items).

PIG-OF-STEEL MODE

When Zampo catches the spinach can, his color turns steely and for 10 seconds he can kill the Evil Masters by touching them.

When an Evil Master is killed, both the belly and the turbofart meters get fully replenished.

If Zampo touches something dangerous, he returns normal.

PIG-OF-GOLD MODE

When Zampo performs a certain secret action, his color turns golden and he becomes faster and immune from Evil Masters.

If Zampo touches something dangerous, he returns normal.

BARRIERS

In some places, the path is obstructed by barriers made of glass blocks. Zampo can remove the barriers by stepping on the switches connected to them.

PORTALS

The portals let Zampo teleport freely and reach otherwise inaccessible places. When Zampo is at a portal or is teleporting, he is incorporeal, so nothing can block or touch him; the flip side of the coin is that he cannot catch food items or Gasorade bottles.

A portal can be used only once.

CHECKPOINTS

The checkpoints, represented by small flags, are special spots of the map. When Zampo steps on a checkpoint, its flag gets raised and becomes the spot where he is magically relocated to by Cotechina as soon as he touches something dangerous like an Evil Master, a spike or water (as the proper platformer design rules demand, even in case of puddles).

TIPS

- * When it requires little effort, always catch food items, even if the belly meter is already fine.
- * Use portals only after exploring all the locations that can be reached normally, removing all the barriers and having formed an idea of where to teleport.
- * Before using portals, ensure that the belly meter is fine/full, so that you have more time to find the best destination location and to explore the map.
- * While teleporting, have a look at the unexplored locations, even after deciding the destination location.
- * Activate a checkpoint only when it is in a better location than the current

one.

- * If you need only to return to (a location closer to) the current checkpoint and, if active, you do not mind interrupting the pig-of-steel/gold mode, just touch something dangerous.
- * The fact that Zampo is visually wide might deceive the eye regarding the area of contact against platforms/potties/switches/etc.; such an area is smaller than the sprites graphics, so use the space between Zampo's legs as reference.

TRIVIA

ABOUT THE QUOD INIT EXIT GAMES

- * There are three games: QUOD INIT EXIT, QUOD INIT EXIT IIm and QUOD INIT EXIT IIo.
- * All the games are based on a complex joke born and grown over time in a circle of friends that the developer belongs to.
- * Once completed, QUOD INIT EXIT v1.0 was presented as a birthday surprise to the guy who invented "tutto ci che entra esce" (the Italian equivalent of "quod init exit").
- * QUOD INIT EXIT IIm is QUOD INIT EXIT's small-size sequel.
- * QUOD INIT EXIT IIo is QUOD INIT EXIT's big-size sequel.
- * Originally only one sequel - QUOD INIT EXIT II - was planned. At some point of its development, it became clear that a single-level version could be squeezed in 16 kB and could thus participate to the 2016 RGCD 16 kB cartridge competition; unfortunately, the deadline was missed by 1 day due to a silly mistake. Not to let the work go wasted and given that the full version would have taken ages to make, the game was released anyway - and QUOD INIT EXIT IIm was born.

ABOUT THE (WEIRD) NAMES

- * "Quod init exit" is Latin for "Whatever goes in, comes out" - playing QUOD INIT EXIT will provide the appropriate enlightenment (and lots of fun).
- * "II" stands for "secundus" ("second"), to indicate that the game is a sequel.
- * "m" stands for "minimus" ("minimal"), to indicate that the game is small.
- * "o" stands for "opimus" ("fat"), to indicate that the game is large.
- * "Zampo" is a fantasy name derived by turning into masculine the Italian feminine word "zampa" ("paw").
- * "Cotechina" is a fantasy name derived by turning into feminine the Italian masculine word "cotechino" (boiled pork sausage).
- * "Suinio" is a fantasy name derived from the Italian word "suino" ("swine").
- * "Gasorade" is a fantasy name derived from a worldwide famous sport drink's.

THE SAGA

QUOD INIT EXIT IIm is part of a saga that, as of this writing, includes six

different games. BOH opens the story, with the Evil Masters bringing chaos to Earth. Huenison focuses on the fight against one of them, the eponymous character. Eventually the Evil Masters were repelled, but, as seen in QUOD INIT EXIT IIm, during their retreat, Huenison and his companions happened to pass by planet Suinio and decided to cause trouble there as well. Having witnessed the Evil Masters' cruelty, the Pemkians decided develop the defense training program that SkillGrid is part of. In MAH, years later, the danger came from the Apocalypser, the weapon that had been developed against the Evil Masters and that the Purifiers activated to destroy the Earth. Finally, KOG assigns a new task to the hero who deactivated the Apocalypser.

CREDITS

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