

Elav:
4KB minigame
by Stefano Tognon
(C) 2006 Ice Team
version 1.00

Well, this game is also dedicated to my young friend
This is my 11th game for C64

Music created and composed by Nata
Bug fixes and size reduction by iAN Coog/HokutoForce

CONCEPT:
A Rampage clone

BACKGROUND:
I find always difficult to pass screen in Rampage, but I like it. So I try to make a more playable version

INSTRUCTIONS:
Put Joystick in port 2
Use SID 8580

Movement:
LEFT: goes left
RIGHT: goes right
UP: climb up (you may be near the buildings, but not between it)

when climbed at LEFT side:
RIGHT damage a wall
FIRE+RIGHT: damage a window/door
LEFT jump down

when climber at RIGHT side
LEFT damage a wall
FIRE+LEFT: damage a window/door
RIGHT jump down

You have to destroy all the buildings to pass the level.
You lose a live if you are not able to make this in 99 seconds.
There are 10 levels to pass for winning.
Note that sometimes there is a gun that fly and that can let you lose a live..
... and a running running object ... maybe a 'live' object ...

TECHNIQUES:
* An actor is made by 2 multicolor sprites: the upper part and the lower part.
* Another 2 sprites are used for damage action
* Sprites were painted as usual using the Andrew Colin's BASIC sprites program and Gimp

* Chars were created using my LSS2 map editor.

OPTIMIZATIONS:

Here are some steps taken:

- * Sprites are defined for the left actor only. The ones for the right are calculated at runtime by mirroring the others. Note that we mirror multicolor sprites, not siglecolor ones.
- * Screen at \$0400 and color at \$D800 are precalculated and put as 2KB of data into the source. Believe or not, Exomizer compress them a lot as they are like all equal (unfortunately they have to be relocated to the right position as Exomizer actually doesn't manage that address directly)
- * Redefined chars are already at the right place and are not to be relocated
- * The music is processed by TINY and the bytes of player never used are filled with 0

note: there is a bonus stereo version of the tune in this pack: use second sid at address D420

THANKS:

Thanks to all the authors of tools I used to make this game:
Vice, Exomizer, Dasm.

<http://ready64.altervista.org/forum/index.php?showtopic=1256&st=60>

Look for all the Ice Team release (always with source) at:
<http://digilander.iol.it/ice00>