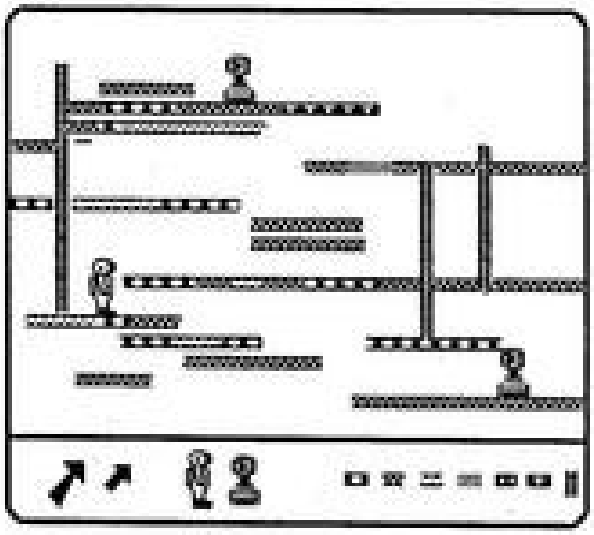
CSI Design Group presents:

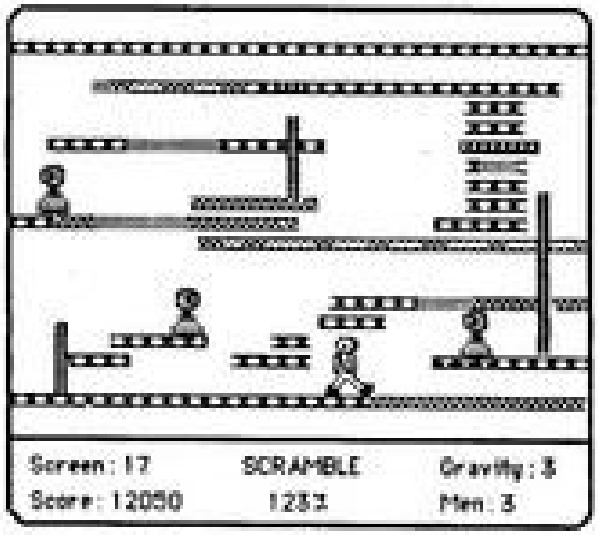
GRAVITY MASTER
VERSION 1.01

# GRAVITY MASTER

## COMPLETE GAME CONSTRUCTION SET FOR THE TI 99/4A



Build an infinite number of screens with the easy to use Editor. Use girders, ladders, energizers, and don't forget to add a few berzerk robot guards. Set Gravity, time, and other factors to make it as tough (or easy) as you want.




Put up to 20 screens together to form your own games.

You have total control over almost every factor of the game.

Gravity Master comes complete with 2 sample games with 20 screens

**GRAVITY MASTER REQUIRES:**
32K Memory Expansion
1 Disk Drive and Controller
Extended BASIC

# Gravity Master Version 1.01



## Index



This documentation is intended to familiarize the user with playing Gravity Master and with creating new screens. The **Quick Start** section covers the actual game play. This section also includes a short introduction in using the Linker to load existing games. Once you've familiarized yourself with the gameplay you're ready to try to create a screen of your own. The **Editor** section covers what you need to know to design your own screens. Once you've designed a screen you'll want to try it out. This is where the Linker comes into use again. You'll have already used the Linker in loading the test games (see Quick Start), the **Linker** documentation will show you how the Linker can also bind new screens together to make games. The **Disk Utilities** section shows you how to catalog your disk, delete unwanted files, and also contains some general information on the use of the disk system. Finally there is a section that covers what to do when things don't work quite the way you planned. If you're afraid you just lost a hours work in designing a screen, check this section before you give up hope.

**GETTING STARTED:**

Gravity Master is an interactive computer game allowing the user to design a nearly limitless amount of playfields with the built in editor.

To run this program you need (in addition to your TI 99/4 console) the Extended Basic command module, 32K memory expansion, at least 1 disk drive and a monitor.

To load the program insert the program diskette into drive number one, turn on all peripherals beginning furthest from the computer, turn on the console and select Extended Basic. Do not remove the program diskette from the drive until the main menu is showing and the red light is extinguished.

**QUICK START:**

This section covers the basics of gameplay in Gravity Master. Before going on to the Editor to design your own screens you should try out the test games included in your package. This will give you the 'feel' of the game and help you when you try designing a screen. In order to use the test games you will have to use the Linker to load the games from the Gravity Master disk. If you have any difficulty with the Linker will find more information in the Linker section of the documentation.

**Loading EASYDEMO:**

The Gravity Master disk contains two demo games each of which has ten screens. The names of the two games are EASYDEMO and HARDDEMO. As the names imply, EASYDEMO is the easier of the two (though not everybody agrees with this) so it is recommended that you play this game first. To load EASYDEMO follow these steps:

1) Turn on all peripherals (if you do not have an expansion box, start with peripherals furtherest from the console and work your way toward the console)

2) Turn on your console

3) Insert the Gravity Master disk in drive #1

4) Select Extended BASIC and Gravity Master will load automatically (be sure not to open the disk drive or remove the disk before the Gravity Master menu appears on the screen)

5) Select the Linker from the menu.

6) Select the 'Load existing game' option from the Linker menu.

7) In the space provided enter the name of the game as 'DSK1.EASYDEMO' (The DSK1. part of this may already be typed for you, you can use the right arrow (Control-D) to move the cursor to the place to type EASYDEMO or retype the DSK1.)

The game EASYDEMO should now load. Don't worry, it won't start without you. Take a look at the screen. You'll see multi-colored girders joined by ladders and patrolled by crazed robot gaurds. You're represented by the spacesuited white figure. Somewhere on the screen you'll see some blue girders with little black T's inside, these are transporters. The next section will tell you how to get your man from where he is now to these vital transporters and how to turn them on so you can get to the next screen.

**Playing the Game:**

In the game your man represents a member of the fearless Space Decontamination Team out to scrub the radiation from a damaged space station. The girders can be cleaned simply by walking over them. The object of the game is to eliminate any contaminated girders on the screen and reach the transporters to take you to the next screen.

Your man can move about the station in several ways. You can move left or right along the girders using either the joystick or the left and right arrow keys [S=left, D=right]. You can climb ladders using the joystick or the up and down arrow keys [E=up, X=down]. You can also activate a jetpack using either the joystick action button or the period [.] key. The jetpack will lift the man into the air either straight up, or when used with the joystick or arrow keys, it can also direct the man up and to the right or left. The distance that the jetpack can lift the man is determined by the gravity setting of the screen. In very high gravity (1), the jetpack can barely get the man off the ground while in low gravity (3) the man can zip around the room in huge spurts. You'll have to experience the different gravities before you know just how far you can jet at a certain setting. The gravity setting also determines how far your man can fall without injuring himself. This distance is about twice as far a the distance he is lifted by the jetpack.

The contaminated girders come in two colors: yellow (lightly contaminated) and red (highly contaminated). Just walking over a yellow girder returns it to the uncontaminated blue color. When you walk over a red girder it changes to yellow and you'll have to walk over it again to turn it blue. If you walk off of a higher level and land on a contaminated girder, it will be decontaminated (unless you fall too far and injure the man), but if you have landed on a girder by using the jetpack, it won't be decontaminated.

You'll also notice on some screens a type of girder indicated by a yellow checkerboard pattern. This type is unstable and will disappear when you walk over it. You can land on it without destroying it by using the jetpack. Be careful where this crumbling floor is concerned, if you carelessly walk over a patch you may find yourself trapped with no way back.

There is another danger to your man besides falling- the robot guards. These guys have been driven mad by the radiation and are ready to zap anything they come in contact with. Luckily for you they can climb ladders or jump so each robot is stuck patrolling back and forth on a single section of girder. If you touch a robot, you've had it. There is only one defense against the robots. There are red girders with small P's inside. This is powerfloor. After walking over powerfloor your man turns red and can destroy the robots by touching them. This power lasts for a different amount of time on each screen. Just before the power goes away the man turns yellow. Then he turns back to white and is once again vunerable to the robot's touch.

There is just one more type of floor to learn about. The blue floor with T's in it is transporter floor. This type of girder will take you to the next screen. The transporter will only activate if all contaminated girders have been cleared. You don't have to eliminate the crumbling floor or the powerfloor to activate the transporter.

There's one more factor that affects the play of the game, time. There is a game clock at the bottom right of the screen that starts to tick away as soon as you move your man. If you don't make decontaminate everything and make it to the transporters before time runs out your man is lost. So be sure and take your time before starting each screen to plan a course of action. The first few times through a screen you'll probably run out of time, but soon you'll pick up on the short cuts and be zipping through them with time to spare.

If you're tired of sitting here reading this while your man waits for you, you should be ready to have a try at the game. Don't be surprised if you quickly eliminate your first few men. Even the easy screens are pretty tough. If they're too hard for you, you can always make up some 'gimme' screens with the Editor.

**CONTROLS:** You may control your team member using either the keyboard or the joystick. With the joystick the man will move in the direction the joystick is

pressed and the jetpack will fire via the fire button ( remember to release the alpha lock key! ). With the arrow keys (e,s,d,x) the man will move in the direction of the arrow on the key pressed and the jetpack will fire by pressing the period key. Unlike most games of this type you may use the jetpack while on a ladder, be careful though because you can't land on a ladder.

**HINTS:** When you start even the first screen of EASYDEMO will seem tough. If your first screen is called SIMPLETON the trick is to clear everything before you start down the right side of the screen, don't be too slow though because your energy won't last long.

## THE MAGIC ARROW EDITOR(M.A.E.)

### introduction:

This editor can be used to create new game screens for Gravity Master by 'building' the screen in the editor mode. Two magic arrows (large and small) are used in the editor to move the background, as well as player and robots on screen to the desired location.

The following is a list of characters available for use with the small arrow:

| | |
|---|---|
| **Uncontaminated** | blue with no lettering |
| **Lightly Contaminated** | yellow |
| **Highly Contaminated** | red with no lettering |
| **Breakaway** | yellow checkered |
| **Powerfloor** | red with small 'p' |
| **Transport Floor** | blue with small 't' |
| **Ladder** | white horizontal bars |

After the screen is built the editor can set gravity and other factors to maximize game play. When these values are required you will be prompted for them.

### starting and editing:

After selecting the editor from the main menu you will be faced with a blank area surrounded by a red border, a bank of selectable characters and a small white arrow near the center of the screen. This arrow is the small character arrow (SCA). This arrow can be moved by the arrow keys (E,S,D,X) to any position on the screen. The SCA can pick up and drop any of the small characters from the lower right character bank. Your team member and robots cannot be picked up by the SCA.

To pick up a character simply move the arrow until it points to the character you with to pick up and press the space bar. An image of that object will now be carried around the screen by the arrow. To place the character on the playfield move the arrow (and object) to where you with to drop it, press the space bar and it will be placed on the playfield. This may be done many times for each character. To change the character being carried by the arrow simply move down to the character bank and pick a different character up.

In the event that you make a mistake you may erase any character on the playfield with a blank space. To do this move the SCA down to the character bank and pick up a blank space( note that the SCA may appear to be carrying something other than a space) then move the SCA onto the playfield and put the blank space there.

### placing the player and robots

To place the player character or the robots on the screen you need to use the large character arrow (LCA). The LCA is found at the left side of the character bank. You may exchange the LCA for the SCA (or vice-versa) by attempting to pick it up with the arrow you are using. The LCA cannot pickup or erase characters used by the

SCA, but it can pick up and place the player character and the robots. You use the LCA in the same way as the SCA except that the player is moved to a new position instead of being duplicated when he is placed on the screen and up to six robots may be placed on the playfield (attempting to place a seventh robot erases all robots, try it and see how convenient it is!). Note that holding down the space bar while placing robots (i.e. placing robots on top of one another) can appear to do strange things to your program, giving it the appearance of multiple life robots.

**finishing up**

The only absolute requirement for a screen is that you place player on the playfield. If you don't the program will not allow you to save the screen. When you're finished with the screen, press the enter key. After you confirm that you're ready to save the screen you are prompted to set the screen variables. Gravity can be set from 1 to 3 (play the demos to see the results of the various gravities). You can also set the length of time your player will be energized after stepping on powerfloor and the time limit for the screen.

At this point you will give the screen a name (to be using by the Linker). If you need to get out of the editor without saving the screen you may do so by pressing BACK (function-4), this will return you to the main menu. The Editor updates the screen and holds this information in memory. You can test or modify a screen in memory without loading from disk, but if you select the editor again without saving the screen it will be lost.

**sequence for creating a screen:**

1) Select the Editor from the main menu (screen in memory will be lost)
2) Use the SCA to select and place background objects
3) Use the LCA to select and place robots and the player
4) press enter when finished with the screen and answer prompts

**THE LINKER**

The Linker is a unique feature of Gravity Master that allows a high level of flexibility in designing games and testing screens. The Linker is used to play both game lists already in memory and to create new gamelists. Creating a gamelist consists of telling the Linker how many screens are to be placed in the list and then typing in the names of the screens in the order you wish them to appear.

**playing a single screen**

One of the most common things that you'll be doing with the Linker is testing out the play of a screen you have just created. To do this you should select Create A New Game. Select the number of screens as 1. Type the name of the screen and press enter. You'll answer some questions concerning overall game difficulty and then you'll have the opportunity of either saving or executing your gamelist. In this case select execute. The Linker will load the game screen from disk and you may play.

**creating a game**

When you have a number of screens ready you can make a gamelist out of them. Select Create A New Game and tell the Linker how many screens the game is to include (up to 20 screens). At this point you are asked about overall game difficulty. When this is done save the gamelist and give it a name ( EASYDEMO and HARDDEMO are examples of saved gamelists).

**playing an old game**

This is the easy part, just select Play an Old Game and type the name of the gamelist to be played.

**disk handling**

The Linker can access gamelists from disk drives 1,2 or 3, but you have to tell the linker where to find the screens. The simplest solution is to place gamelists on the same diskette with the screens that are in the list and use drive one to play ( by doing it this way you can play your gamelists on your friends' machines even if they only have one drive ).

In the event of any disk oriented error you will be given the message I/O ERROR and the program will take you to the disk utilities section.

**USING THE DISK UTILITIES**

The disk utilities section of Gravity Master allows for the cataloging of disks and deleting of files without the use of the Disk Manager module. By following the prompts you may catalog entire diskettes, screen files only or gamelists only. You cannot format disks or directly copy files however. It is usually a good idea before booting Gravity Master to have a couple of initialized diskettes handy to store your screens and gamelists on.

**HELP !**

At some point you are going to do something you really didn't mean to ( such as select the disk utilities when you wanted the Tester). In cases where there is no blinking cursor you can generally return to the main menu by pressing BACK (function-9). In cases where there is a blinking cursor you can return to the main menu by erasing the line (function-3) and hitting return most of the time. Note, we said most, in the event that this does not work and the cursor still sits there blinking away give the computer some input that it can use and try it again on the next cursor.

If when in the editor you press back to save the screen when you intended to press enter you can retrieve your screen by selecting modify screen and answering 'Y' to screen in memory. No screen is released from memory until another is read in.

This program has been on the market for one year as V1.00. This is V1.01 and the only changes made have been in documentation. There has been no evidence of any type of software misbehavior. In the event of an error we suggest the following:

**I/O error** is the drive on? , is the door closed?, is the correct disk in the designated drive?, is the disk formatted?

**console lockup** this program makes use of TMS9900 machine language subroutines in loading the program, saving the screens and the actual gameplay. In the event that the console should lock-up the most likely offender is the big, ugly black cable ( or the freight train connections on old style peripherals ). Make sure that all connections are secure (console to synthesizer and on and on and ... ...). You didn't hit the P for pause did you? If you did any key will continue the program.