Namake's Bridgedrome

HINTS

- Try to find the correct path starting in the exit.

- Opening boxes in the correct order prevents extra movements.

- Try to find the shortest way to finish each level.

STAFF

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BF

SAPPHIRE:	CODE & GRAPHICS
KNM:	MUSIC & GRAPHICS
WYZ:	SOUND EFFECTS

Special Thanks to:

- DIONISO: PT3 replayer routine.
- HUMPHREY: graphics fine tunning
- EDU ROBSY: thanks for organize MSXDev'05
- ALL MEMBERS OF KAROSHI'S FORUM

ROM SIZE: 16 Kb
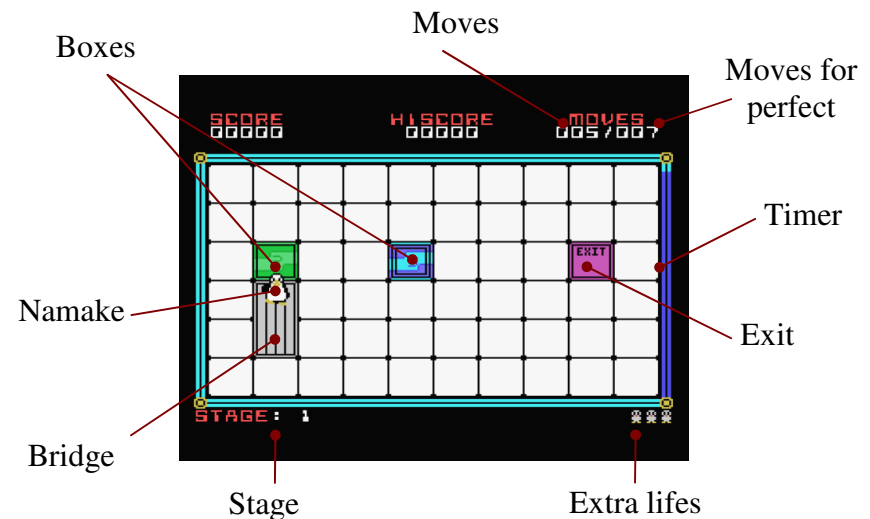Systems Requirements: 16Kb RAM / 16Kb VRAM

STORY

Once upon a time, there was a lazy penguin called Namake. His life was divided between watching tv and napping over his favorite pillow... until today.

Someone got into Namake's home and stoled his beloved pillow. The pillow was hidden inside the Bridgedrome, a big labyrinth inside an ice cave.

Help Namake reaching the end of the Bridgedrome and recovering the pillow.

GAME SCREEN

ITEMS

This box opens a two-cell bridge.

This box opens a three-cell bridge.

This box opens a four-cell bridge.

This box is the exit.

HOW TO PLAY

- The goal: reach the exit box not walking over the ice cells.
- Open the boxes and build bridges over ice cells to create a path to the exit. To open a box just move cursors or joystick in the desired direction.
- When you use a box it will be replaced by an ice cell. Later you're allowed to build a bridge over the new ice cell.
- If there are not enough ice cells to build the entire bridge, you can't build it.
- If you make a wrong movement you can undo it pressing SPACE or 1st button of the joystick, but only while timer is still running.
- If you can't find the way to the exit, restart the level pressing ESC or 2nd button of the joystick.
- If you reach the exit not making wrong movements you'll make a perfect. Each three perfects you'll be rewarded with an extra life

PASSWORDS

- If you complete eight levels, you will obtain a PASSWORD to access directly to the next level.
- To type a password press ESC or 2nd button of the joystick in the title screen, then use cursor/joystick to change the characters and space or 1st button to select the correct ones.
- There are SECRET PASSWORDS which unlock some secrets in the game. Try to find them!

GAME SWITCHES

- Initially you can only play the easiest level, but you can modify some rules of the game:
    - o UNDO: you can allow or deny undo movements.
    - o SPRINT: if you set on the sprint mode, Namake will lost a life when timer ends.
- To open the Game Switches menu, you need a secret password.

PONG 512

- Yes! A game inside the game! PONG 512 is a 1011 bytes pong clone with 512 randomly selectable boards for two players (again you need a secret password to unlock it). Instructions:
    - o Player 1: use keyboard or joystick 1 to control the left bat.
    - o Player 2: use joystick 2 to control the right bat.
    - o Players can change randomly the walls by pressing the space or the 1st joystick button.
    - o Press ESC while ball is moving to return to the main game.