Moped

COLLABORATORS			
	TITLE : Moped		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 22, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Moped

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                Moped – PlubZ 2
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               Most Rights Reserved
        You play this game at YOUR OWN risk!



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```

1.2 The Author

```
       --=[ The Author  ↩
         ]=-------------------------------------------------
```

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```
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```

```
                ^ ^          __  Marcus wants
              o O \      // ' to  have his
             / ___ \____//    own pet...
          o_/  \        )
                /\/_( /      ...a T-Rex!
         ___   ( ( _\ \
      _  _ /___\_ _   (____)
```

This game was made by me – Marcus 'Mopz' Johansson – and released
by NC.Gamez. I guess I could tell you some about my childhood, but
let's just stick to the credits!

Hallojs flies out to:
   Beauty Body, Maze, DiReiZ, Twilight – The NC.Gamez bunch!
   K-Paw – Heading for the army, wha? Hahaha! Poor creature ;)
   Lilith – My almighty goddess!
   Peter Fischer – Germans DO have humor (he's evidence)!
   Girl of my Dreams – I'm afraid I'll have to wake up soon :/
   Ariana Richards – You're pretty. Do come and visit me some day!

Software used to create "Moped":
   Blitz Basic – Acid Software
   Personal Paint – Cloanto
   ProTracker Pro V3.62 – Cryptoburners, RD10/OSIRIS

            Main

1.3 What to Do

```
            --=[ What to Do  ←
               ]=-------------------------------------------------
```

The theory is actually quite easy. You've got four areas, more or
less filled with random colored shapes. Each area can carry 4x4
shapes. The middle area (X) is empty, except for your litle 'Moper'.
```
    ____         The Moper can only move around in its centred area.
   |    |        By  pressing  fire/space while pointing to a shape,
   |    |        the shape will be sucked into the Moper. This shape
   |    |        may  then  be pushed into any other area, also with
 ____|    |____   fire/space, if there's room left.
|    XXXX    |    The  idea  is  to  sort  all  shapes by color in
|    XXXX    | vertical  or horizontal rows and to waste (actually
|    XXXX    | "destroy")  as  few  of them as possible. There are
|____ XXXX ____| some things that need to be remembered!
     |    |
     |    |       * If  you  place  a  shape  in front of a different
```

```
     |    |         colored  shape, both of them will be destroyed. You
     |____|         will  probably HAVE to do this some times per level
in order to gain work-space.
```

* If you try to push a shape into a full row, the carried shape will
change place with the closest shape in the row. Note that no shape
will be wasted when you do this!

* Every now and then, a random shape can, all by itself, convert to
another color, which can damage a homogen row (but not a FULL
homogen row).

```
     ____        * The  level won't be finished until all colums are
    |YBBP|        homogen.  They don't have to be full; in fact, they
    |YB P|        can even be empty (it's just a matter of score...).
    |YB P|
 ____|Y   |____
|GGGG         |
|RR        GGG|
|RRRR      YYYY|
|____      PPPP|
    | G  |
    | GR |
    | GR |
    |_BGR|
```

```
In-game-key:    Function:

P               Pause (Unpause with fire/space)
Esc             Quit to Options
```

```
              Main
```

1.4 Score Calculation

```
              --=[ Score Calculation  ←
                ]=----------------------------------------
```

```
Thing:          Added to score:          Note:

Shape left      + 1
Homogen row     + 4
Full row        + 16 + level             Above score still included
Wasted shape    - 4                      -
Minute used     - 2                      Rounded down
```

```
              Main
```

1.5 Options

```
        --=[ Options  ←
         ]=-------------------------------------------------
```

After the flashy title-screen, (somehow I fancy things that flash)
you can make some choises before starting or exiting the game. Press
joy/key up/down for moving around in the menu. Use left/right to
change option, and fire/space to select something.

```
Option:                 Function:

Level      1/2/3/4/5    A  lower choise gives you more work-space from
                        start.  The higher choise, the more often will
                        the computer mess up your rows.
Music Vol 0/1/2/3/4     0 represents no music at all.
Start Game              Use this cutie to start game!
Hiscore                 View top scores.
Quit                    Hmm...  maybe  I should have disabled this one
                        in the unregisterd version.



          Main
```

1.6 Sort of Ware

```
        --=[ Sort of Ware  ←
         ]=------------------------------------------------
```

The creation of this game didn't steal much of my time. I'm not even
sure if it's any fun to play. I like it myself, because I care to
sort things up. Uhm... but let's just say it's mailware. Yes, if you
like it, you 'must' send me a card or an e-mail. If you've got an
e-mail-adress you'll then receive... uh... let's see... a version
that can save the hiscore (so that you don't have to write your
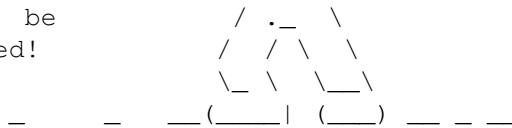scores down on paper)! Okay?

BUT, I've got some plans for making an enhanced version with
twoplayer-mode etc. I won't make it if no one wants it, so you
better write me an e-mail if you think it should be made. This new
version will most likely become shareware.

```
                              _    _
                             (_)  (_)
                              \  //
                               )\/(
                              /o, o\
                             ( ___, )
          _              _^_____/\
         (_)O=-+- -     _____ __] \
                          (__)/\ (__)_/
          All aliens            )=o=(
```

```
should  be            / ._  \
disarmed!            /  / \  \
                     \_ \  \__\
    _      _   __(____| (___) __ _ __
```

                Main

1.7 Distribution

```
      --=[ Distribution  ↩
        ]=------------------------------------------
```

This game may freely be distributed, but you are not allowed to make too much money on it without telling me how the heck you managed to do so! When distributed/copied/eaten, no files may be added, removed or changed.

   If you make a review of "Moped" in a magazine, I would really care to know about it (but you don't HAVE to notify me, ofcourse). If you plan to put it on a coverdisk, you certainly have to ask me first, or I'll be really upset (for atleast two minutes!).

```
        _^___^_   Mopz  claims that
       ( O   O )  this  alien lives
       /' >o< '\  in his coffeecup.
       (_|  _  |_)
        _|  |  |_
       (___/ \___)
```

                Main

1.8 Story

```
      --=[ Story  ↩
        ]=---------------------------------------------
```

It all started a long long, really long time ago. A rich man, also a professor, bought a new pair of socks. He actually enjoyed his old pair, but said: "What the heck!" Anyway, this man obviously... Bla bla bla bla... with flashing lights... Bla bla bla... a horrible hedache because of those blue, circular things... Bla bla bla bla bla bla bla... Then he said to the much taller man: "And that my friend, is how we know that a rabbit can't wear glasses!"

... It's a Tetris-style game.

```
Main
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Main
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