

Ro's Quest - Manual

Author: Ulrich Hofmann

E-mail : 100610.2506@COMPUSERVE.COM

What to do?

Do you know SOKOBAN? Well, RO'S QUEST is nearly the same. RO'S Quest comes with an editor to create your own levels and a video recorder to record your games.

The job is really simple. You have to push the boxes onto the red-marked places. Because the boxes are very heavy, you can only PUSH them! Beware of corners!

The most important difference to Sokoban is that RO'S QUEST has new features like broken platforms or growing cheese. The function of the platforms are listed at the end of this text.

The Main Menu

After you have started RO'S QUEST, you will be prompted to the Main-Menu. It is split in four parts. In the top row, you can see the action buttons. The functions of them are:

'PLAY RO' or 'RESUME' means you will play the level you have chosen.
'EDIT LEVEL' brings you to the level-editor
'INFO' opens the registration-window (I hope this happens really often ;-))
'END RO' ends the game and brings you back to Windows 95

The second row is the level-section.

You can choose between your own levels (PLAYERS SET) or the original Sokoban-Levels (CLASSIC SET).

In the preview-field, you can see a small picture of the scenario you have chosen. With the scroll bar you can choose between 50 different scenarios. Altogether, the game has 100 Levels (50 classics and 50 players).

The TIMER-field like '00:00:00' shows you the time you needed to solve this level. 00:00:00 means that you haven't finished this level (or that you are REALLY fast), 99:99:99 means that you have spent more than 100 hours to place all boxes to the marked place. Everything between this numbers means the hours, minutes and seconds.

In the PLATFORM-box you can see a field with a number between 0 and 255. This number shows you the amount of platforms Ro will have at the beginning.

If there is an 'X' in the PROTECT field, you cannot manipulate this level. If you have enabled 'PLAYERS SET' and if you click on 'EDIT LEVEL', you will then get an empty field to edit.

In the third row you can enable or disable some options.

'SMALL', 'MEDIUM' and 'BIG' let you choose the size of the graphics. If one or more sizes are disabled, your resolution of the screen is not high enough for them. SMALL is for 640x480 or better, MEDIUM for 800x600 or better and BIG is for all higher resolutions.

'VIDEO ON' lets you enable / disable the recording of your game.

With the 'SOUND ON' button you can choose if you want to hear sound.

With the 'AUTO-REDRAW' button you can decide if you want to have automatic redrawing-screens. This means that the graphic won't be destroyed if another window overlays it. This function needs a lot of memory and the program slows down. It is not necessary to enable this function because you can redraw the game screen by pressing 'r'. The auto-redraw-option has no effect of the preview-window. If you want to redraw it you have to click on it's window. On some machines (eg. 16BIT colour resolution) you can get a little damaged graphics. If so, disable the auto-redraw-option.

The big button with the word 'ONLINE-MANUAL' shows you the key codes you'll need to play RO'S QUEST.

On the right side, there's the resume-game-row

On the top-right you can see 8 LOAD-buttons. There you can load your saved games. By clicking on it, you'll get a thumbnail-picture of the saved level and the button 'PLAY RO' changes to 'RESUME'. Click on it to continue with the saved game. If the slots are empty, the buttons will be disabled. But remember: You can't create a video if you load a game from these slots. How to continue a video is listed below.

The big box right under the LOAD-buttons shows you the saved videotapes. You can delete a tape by clicking on its name and on the 'KILL'-button. If you select a video, there are two possibilities.

- First, you have clicked on an finished video. In this case you will see the beginning of the level in the preview window. If you'd double-click on its name you can watch the film right from the beginning. Finished videos have not stored the time you needed. In the time-field you will see 'xx:xx:xx' You can replay the video (after double-clicking on it's filename and entering the big screen) non stop and very fast by pressing 'q' (without shift). (If you have disabled the sound, the video will be played VERY fast!) 'Space' ends the video recorder and you will be prompted to the main-menu (NOT if you have pressed 'q' before). Any other key plays the video step by step.
- Or you have clicked on a video in progress (The word 'VIDEOS' at the top of the file box changes to 'RESUME') and the preview windows shows the position you have stopped playing. If you double-click the filename, you can continue the game (The recorder (VIDEO ON) must be enabled).

Playing the Game

After you have started a game, the game pauses until you have pressed a button.

You can have a look as long as you want. After you have hit a key, the top-line of the window changes and shows you the following:

00:00:02 - the time you are playing on this level

(00:23:41) - if you have continued a video game which wasn't finished, this time shows you how long you've played before. If you interrupt a game more than one time, the 'new time' will be added to the time in brackets.

F: 12 - shows you the numbers of platforms you are carrying at the moment.

C: 00:04 - this countdown tells you when the cheese will grow the next time.

Level: 22 - the level you are currently playing (trying ;-).

- With the cursor keys (left, right, up and down) you let RO move around. With the same keys you'll push the boxes.

- SPACE pauses the game.

- r (without Shift) redraws the screen if you haven't enabled 'AUTO-REDRAW' (also by viewing a finished video).

- q (without Shift) brings up the save-menu.

- u (without Shift) starts the level right from the beginning.

The Save-Menu

If you want to stop playing an unsolved game, you can save it by clicking on one of the SAVE-buttons. You also can write a short comment into the long line so that you know what you have saved. Of course this must happen before saving the game.

In the last line, you can save a tape. Therefore, you must have made one or more moves. Write a filename into the box of the bottom-right corner (without extension). If you want to continue recording this game, the 'RESUME'-box must be activated (Remember: You cannot view a tape in progress). If you want to finish this tape, deactivate the 'RESUME'-box.

If you click on 'MENU' you will return to the main menu.

The Editor

The editor allows you to create 50 different levels (in the shareware-version only 3). You can draw on the screen like in a paint program. Click on a 'stone' on the top-right-corner you want to paint with (It is shown on the bottom-right-corner).

The editor has no hotkeys, you have to do all with the mouse. The 'L/S' button brings up the editors Load/Save-menu. 'FILL' fills the whole screen with the selected button. 'RDRW' redraws the screen.

With the left mouse button, you place the selected stone, with the right mouse button, you erase them.

The number between the 'FILL' and 'RDRW' buttons shows the field where your mouse is.

In the Load/Save-menu, you can choose between:

- LOAD another game (choose with the scroll bar).
- SAVE the created level (Write a comment into the last line)
- MENU brings you back to the main-menu
- KILL kills the level in the preview window (not in the editor-window)
- <- brings you back to the editor

If you enable the 'protect against editing' field, you will never be able to edit this level. The only way to get rid of the protection is to kill this level.

With the scroll bar on the left you can change the time the cheese will grow. 00:00 means that the cheese won't grow. If you don't have placed cheese in this level, the time will be set to 00:00 during saving.

With the right scroll bar you can put up to 255 platform in Ro's pockets.

ATTENTION: To complete a level, you have to push a box on every cross. It is ok if you are drawing ten boxes and five crosses, but if you put five boxes and ten crosses, the level will never end!

The Platforms

The game comes with 20 different platforms which you can see all in the editor.

- The first platform is the 'empty' place. You can put platforms on it (if you have those).
- The 2nd is the normal platform on which you can walk and move boxes.
- The 3rd shows a closed box on a normal platform
- The 4th shows you an opened box on a red cross.
- The 5th is Ro on a normal platform
- On the 6th Ro stands on a red cross.
- 7th to 11th shows you different broken platforms. Every broken platform becomes more damaged if you walk over them.
- The 12th platform is a repaired platform on which you can't move boxes
- The number 13 to 16 shows you the direction you can only walk on this place
- Number 17 is a wet and icing place on which you will slip away.
- The 18th shows you the growing cheese. You cannot walk over it but you can put platforms on it if you have them.
- The 19th place is a normal platform on which you get four other platforms.
- The 20th platform is a hot platform. You can only walk over it if you have moved a box over it to cool it down.

Changing the sound

Do you have a 16Bit Soundcard instead of a 8Bit card, you may copy the files from the directory FX-16BIT to the main-directory.

If you'd like to hear other sounds, you can replace the *.WAV-files. RO-1.WAV is the sound which you can hear by moving the boxes. RO-2.WAV plays the normal moving-sound and RO-3.WAV is heard when the cheese is growing.

Registration

Thank you for playing RO'S QUEST. It took me a long time to create this game and I hope

you enjoy playing it. In the demo, you can only play the first 3 classic games and the first player games (20 classic-levels in the Typemania-demoverision).

If you like the game and if you want to get all levels of the classic and players sets, please be so kind and register. I think 10.- DM (or 8 Dollars) is not too expensive.

Send the 10.- DM (or 8 Dollars) to the following address:

Ulrich Hofmann
Thoenser Trift 14
D-30938 Burgwedel
(E-Mail: 100610.2506@COMPUSERVE.COM)

Don't forget to write me your e-mail if you send me the registration-money. I will post your registration code to your e-mail address. If you do not have an e-mail, send me also an envelope with your address and a stamp on it.

A letter from USA needs only 5 days to Germany! :-)))

Bye,
Ulrich Hofmann