

Ridiculous Reality

Game for ABBUC Software Contest 2012

Description:

Ridiculous Reality is a puzzle-platform game. The goal of this game is to complete all levels where the hero must gather all keys. After all the keys are collected the exit door will open and the hero can go through to the next level.

Each level consists of separate rooms arranged in a matrix. The arrangement of the rooms can be changed after switching into map mode. In this matrix map mode, the player can move rooms in sliding puzzle style, using one empty space with no room. It means that the configuration of all rooms can be set in many different ways.

The hero is moving in a standard room-view mode. The movement between two contiguous rooms is possible only when there is continuity between them - meaning their contiguous borders must be the same, corridors and walls must match each other. When there is no continuity, the passage will be blocked.

There are three different phases in the game, with different style and graphics. Each phase has its own special design. Difficulty rises in each level, as well as amount of rooms: there are three types of rooms' matrix: 2x2, 3x2 and 3x3.

The game has four in-game tunes that are changing during game play. After finishing all the levels the player will be rewarded with the end screen.

Rules:

- all rooms can be moved
- all keys must be gathered to open the door
- when a key is gathered, it becomes inactive (marked with a sound and changing its colour)
- the position of the active keys and the door is marked on the map view
- player cannot move between rooms that have no continuity
- when in standard view and with preserved continuity, moving between rooms can be each way: the hero can fall, jump or go left/right to next room
- the hero dies while falling off from one room to another incompatible room or to an empty no-room space
- death brings the hero back to the place where he gathered his last key, or to the starting point of the level (if no key was collected yet)
- game has a flow style meaning you cannot go back to main menu or to play previous level – after all it is continuity :)

Controls:

Game uses joystick to control.

On title screen:

FIRE – start a game

In game (when in standard view):

LEFT – move left

RIGHT – move right

UP – jump

UP+LEFT – jump left

UP+RIGHT – jump right

FIRE (hold) – switch to the map-view of all rooms

In game (when in map-view):

UP, DOWN, LEFT, RIGHT – move room to the empty space

FIRE (release) – go back to the standard view

Compatibility:

Game was tested on Atari XL/XE with PAL system and 64kB of memory. It also runs on emulators Atari800Win Plus 4.0 and Altirra 2.10 in PAL mode.

Authors:

Coder, project leader: Martin „MatoSimi” Šimeček

Game designer, level artist: Adam Wachowski

Musician, level designer: Michał „stRing” Radecki

Picture artist: Adam „Ooz” Powroźnik

Inspiration:

The game was inspired by Continuity game (www.continuitygame.com), created by Elias Holmlid, Dmitri Kurteanu, Guy Lima, Jr and Stefan Mikaelsson.