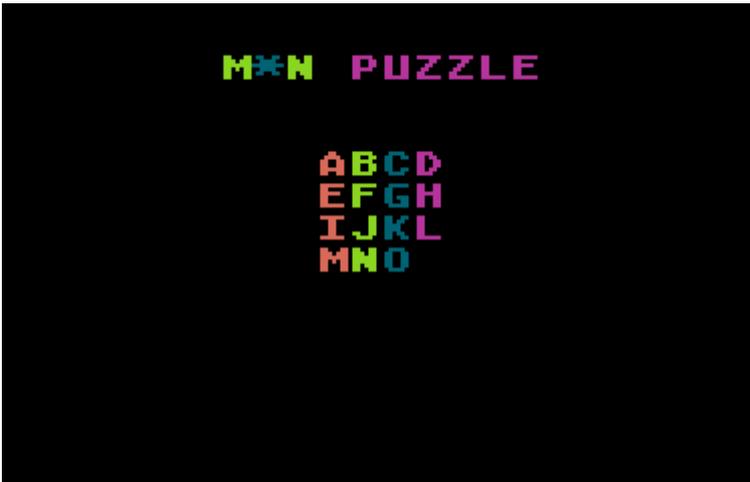


M*N Puzzle



This is a little game for the 2016 NOMAM's 10-liners BASIC Contest. This program fits in the PUR-80 category, and was written in TurboBASIC XL for the 8-bits ATARI XL/XE.

Description

This is the classical 4x4 sliding puzzle with an empty space. To solve, just slide one piece at a time, trying to sort them alphabetically in rows and columns. Try to solve it with the minimum number of movements.

Instructions



Select the size of the puzzle using the joystick. Left and right decreases and increased the width, up and down decreases and increases the height.



Press the button to shuffle the selected puzzle.



Use the joystick to move a piece to the empty space. Up moves the piece that is below the space, left moves the piece at the right of it. The count of movements appears below the puzzle.



When completed, you will hear some whistles... Press the button to select a new puzzle and play again.

Development of the Game

I was thinking for some days (in shower time) about a game that should fit the PUR-80 category. Finally, I sat down on Feb 26th in front of an editor and started. This game took me about half an hour of programming to confirm it should fit in 800 bytes of abbreviated BASIC code... actually it took less than 400!!! BTW, I used my own tool to parse the BASIC code and create a abbreviated listing for the Atari ([*](#)).

Then I spent more than 3 hours through the following days adding sound and special effects and the routine to select the size of the puzzle (initially, the size was required using INPUT), and arranging

the code to follow the rules of the contest.

Finally, while writing this page which took me many hours, I found and remove a couple of bugs I introduced trying to make it more playable... Enjoy it!

(*) My little perl tool is very limited in functionalities, but I like it because it does what I need in the way I want. If you'd like to try one of these tools, I'd suggest DMSC's [TurboBasic XL Parser Tool](#).

Download and try

Get the [MNPUZZLE.ATR](#) file, mount it in a real Atari or use an emulator. To load the game, enter the following instructions:

```
ENTER "D:MNPUZZLE.LST"  
RUN
```

You can also run the [preview](#) in just one step.