

EDIT SPRITES

SPRITES are the little beasties you see running about in all arcade games. The hero, the ship, the aliens, the bullets, the explosions — these are all SPRITES. Everything that moves is a SPRITE. Everything that is a SPRITE will move.

The SPRITE EDITOR will allow you to colour, twist, turn and generally manipulate all of the 127 sprites you can use in your game however you wish.

- **SELECT SPRITE** — use the joystick to select which sprite you want to abuse next.
- **EDIT SPRITE** — Now you can move the flashing square all over the grid and fill in the PIXELS with your present colour by pressing fire.
- **SELECT COLOUR** — Choose which colour to paint with next using this option. You are allowed 3 colours (plus the background colour used for erasing). You'll be lumbered with 2 of them for all of your sprites so make sure you really want them. The third can be different on every sprite you design.
- **EDIT COLOUR** — Modify your present colour using the palette at the bottom of the screen.
- **SLIDE SPRITE** — This allows you to slide your sprite around in its little box.
- **MIRROR SPRITE** — And this allows you to reflect it in different directions.
- **COPY SPRITE** — Use this option to COPY a SPRITE you have designed to another place. First it will ask you which SPRITE you want to copy from. Then it will want to know where to copy it to. It's as simple as that and incredibly useful when you want to do some animation.
- **ERASE SPRITE** — This function comes in handy when you have designed something so appalling that there is no hope for it.

EDIT FRONT END

- **EDIT CHARACTER SET** — This is where the hard work ends and the fun really begins! With this little beauty you can completely change the style of the letters used in your beginning of game message and score indicators. Can hardly contain your excitement huh? Well just plot those pixels and create these chars.
- **EDIT MESSAGE** — Use the joystick to position the flashing square and type in your opening message and credits.
- **EDIT MESSAGE FX** — Now move the joystick to select one of the 23 vibrant colour combinations to bring your opening message to life.

EDIT BACKGROUND

The BACKGROUND of your game is made up of little 4 PIXEL by 8 PIXEL CHAR(ACTER)S which are bolted together to make 5 CHAR(ACTER) by 5 CHAR(ACTER) BLOCKS. These are slotted into the MAP to create your very own landscape.

- **SELECT CHAR** — Select one of the 254 CHARS from the CHAR stock.
- **EDIT CHAR** — Paint the CHAR you have chosen in exactly the same way as you painted your SPRITES.
- **SELECT COLOUR** — Choose which colour to paint with next using this option. You are allowed 4 colours. This time you're lumbered with 3 for your whole MAP (colours 1, 2 & 3). The fourth (block colour) can be different on every BLOCK you design. The bad news is that the block colour can only be one of the first 8 in the palette.
- **EDIT COLOUR** — Modify present colour using palette at the bottom of the screen.
- **SELECT BLOCK** — Choose a BLOCK from the BLOCK STOCK for either EDITING or slotting into the MAP.
- **EDIT BLOCK** — Deposit your chosen CHAR into your chosen BLOCK at your chosen position.
- **EDIT MAP** — Insert your BLOCK into the MAP wherever you desire.
- **PAINT BLOCK** — This useful option shows a blow-up of your BLOCK and may be painted freely using the palette displayed. This enables you to do any fine tuning you think is necessary.
- **COPY BLOCK** — Select this option if you want to copy a BLOCK. The border will turn GREEN. Press fire when you've found the BLOCK you want to copy. The border will turn RED and the block will GLOW. Press fire again when you have found the BLOCK and you want to copy to and before you can say SHOOT 'EM UP CONSTRUCTION KIT your BLOCK will have reproduced itself.
- **COPY CHAR** — If you want to copy a CHAR follow the same procedure as for copying a BLOCK.



SHOOT 'EM UP CONSTRUCTION KIT may be operated using only the joystick (to select options or edit) and the space bar (to return to the menu). You may prefer to use the keys indicated to the right of the menu options.

EDIT OBJECTS

Once you have designed a SPRITE you must give it a role within the game. It may be the hero of your game or an enemy or perhaps a missile or explosion sequence. Each one of these GAME OBJECTS is given a number, for convenience. You will find that the numbers are dedicated to particular OBJECTS in the game (eg. 00 is always player 1, 01 is always player 1 bullet etc.).

- **SELECT OBJECT** — select one of the 58 OBJECTS available for editing and modification.
- **TEST OBJECT** — This is really for when you're getting near the end of editing an OBJECT. It shows you how the OBJECT will animate in the game.
- **EDIT COLOUR** — As we told you before, one of the sprite colours (colour 4) is changeable and can be different for each OBJECT. This option allows you to re-define it to match your wallpaper.
- **EDIT SPRITE AND PLACE** — This option allows you to decide how your OBJECT will animate. Select your SPRITES, one at a time, from the SPRITE STOCK (top right of screen) and arrange them in order in the middle. Now look at ACTUAL OBJECT and Hey Presto! a superbly animating whatchmakallit.
- **EDIT ANIM SPEED** — Decide how quickly you want your OBJECT to animate using this option.
- **EDIT ANIM TYPE** — This option allows you to decide whether your OBJECT will animate in a SEQUENCE of up to 18 FRAMES or whether its animation will depend on its DIRECTION of movement.
- (DIRECTIONAL HOLD will make your OBJECT stay in its last position when the joystick is released).
- **EDIT ENEMY BITS** — If the OBJECT you are defining is an ENEMY you will want to tell it how to behave in the game. Select this option and choose the characteristic you want to change. By holding down fire and moving the joystick you can alter the values which will determine:-
 - SPEED (of movement)
 - POINTS (when zapped)
 - HITS TO KILL
 - FIRE TYPE — arrows show direction
 - R = random
 - D = directional
 - FIRE RATE
 - BULLET SPEED
 - EXPLOSION SFX (linked to SFX EDITOR)
 - BULLET SFX (linked to SFX EDITOR)
 - EXPLOSION OBJECT (linked to ENEMY DEATH OBJECT)
 - BULLET OBJECT (linked to ENEMY BULLET OBJECT)
- Result of COLLISION — ENEMY TO SHIP and ENEMY TO BULLET
- **COPY OBJECT** — This time-saving option allows you to copy OBJECT information.

TEST GAME

You can test your game at any stage of development by selecting TEST GAME. To pause press RUN/STOP. To quit press Q while paused.

- **PROPER TEST** — This is the real thing, what the punters will see. Now just sit back and wait for the critical acclaim to come pouring in.
- **CHEAT MODE** — This enables you to test out the game from the last level edited with infinite lives POKE.

GLOSSARY OF TERMS

- **ANIMATION** — A sequence of SPRITES run in a set order to give the impression of movement.
- **BLOCK** — An arrangement of 25 CHARACTERS into a square.
- **CHARACTER** — A square of 4 x 8 PIXELS. The basic unit of currency in computer graphics.
- **CHARACTER SET** — All the alphanumeric digits, each designed within a single CHARACTER.
- **EDITOR** — A utility to help you design a particular aspect of your game.
- **FRAME** — A single stage of an ANIMATION sequence.
- **FRONT END** — Everything that takes place before the zapping begins.
- **MAP** — A selection of BLOCKS arranged to make a game BACKGROUND.
- **PIXEL** — A single unit of colour which combines with others to make any graphic image.
- **SCROLLING** — A technique which moves the image on the screen in a way which gives the impression of a moving landscape.

EDIT ATTACK WAVES

At last the time is right for putting your carefully designed nasties into the game. You must decide where they will go and what paths they will follow. Keep an eye on the memory UNITS FREE and remember that complicated flight paths just gobble up that memory and can turn your full price shoot 'em up into a budget reject.

- **INSERT ENEMY**
 - First select the ENEMY required
 - Press fire to summon up the MAP — The word ROUGH will be printed below
 - Move around the map and indicate roughly, by pressing fire, where you want the varmint to begin its movement
 - You will now see the word FINE printed below
 - Scroll the screen gently downwards to find exactly the right place for your ENEMY
 - Press fire to make your ENEMY appear and move it into START POSITION
 - Press fire yet again to let it go
 - Move the joystick around to show the route you would like the ENEMY to take
 - Press f7 to store the information
 - It may take a short time for the computer to process the data
- **JOIN ENEMIES** — You may want to join some ENEMY OBJECTS together to make a BIGGER ENEMY.
 - Insert the first section into the ATTACK WAVE using the above method
 - Select JOIN ENEMIES on the ATTACK WAVE sub-menu
 - Choose the next ENEMY section to be joined
 - Find the first section using the ROUGH/FINE method and press fire when it appears
 - The words LINK TO WHAT will be printed at the bottom of the screen
 - Position the cross-hairs over the first section and press fire
 - The word OFFSET will be printed at the bottom of the screen
 - Locate the new section in the desired position and press fire
- **DELETE ENEMY** — To remove an unwanted ENEMY simply select this function and use the ROUGH/FINE method to find the redundant ENEMY. On pressing fire you will see a cross-hairs indicator. Place it over the ENEMY, scream "Eat Laser Pie Alien Filth" and press fire for instant removal.

PLAYER LIMITATIONS

This user-friendly option allows you to determine how Players 1 & 2 will react to every gut-wrenching situation.

- **PLAYER 1** — Use the technique you have previously perfected in EDIT ENEMY BITS to alter the values which determine:-
 - **PLAYER ENABLED** — indicates whether Player 1 will be taking part
 - **NUMBER OF LIVES**
 - **SPEED** — of Player 1's movement
 - **NUMBER OF BULLETS**
 - **BULLET SPEED**
 - **DIRECTIONAL FIRE**
 - **BULLET DURATION** — determines how far each bullet will travel
 - **COLLISION WITH CHAR** — To stop Player 1 travelling over impassable obstructions (eg. cactuses in "Outlaw") set this to the right number
- **AND PLAYER WILL** — If Player 1 hits an impassable object choose the outcome — STOP or DIE
- **EXTRA MAN AT 10000**

EDIT PLAYER AREA — Select this option and you will be faced with a critical decision — how far Player 1 can move. Move the joystick to select which pair of cross-hairs to move. Press fire and move them to the desired position.

EDIT START POSITION — Move Player 1 around the screen to find a suitable place for him to start each game.

- **PLAYER 2** — Repeat for Player 2.

STORAGE

SAVE or LOAD part or all of your data to tape OR disk using this facility. Select the required option and follow the prompts.

- **SAVE FINISHED GAME** — saves out a copy which will load as a separate game but will not reload into the editor
- **CHANGE DEVICE** — toggle switches between tape and disk access.

EDIT LEVELS

This option allows you to determine up to 22 different levels for your fun-packed, supra-soaraway shoot 'em up. Each level may be STILL, AUTOMATICALLY SCROLLING or PUSH SCROLLING and may span any area of the MAP you have defined.

- **EDIT LEVEL PARAMETERS** — Move around the table displayed to choose the PARAMETER you want to change. By holding down fire and moving the joystick you can alter the values which will determine:-
 - **TYPE** — STILL, SCROLL or PUSH
 - **SPEED** — of SCROLLING
 - **DURATION** — of STILL SCREEN
 - **END OF LEVEL** — what happens next ... REDRAW, CONTINUE or LOOP
- **EDIT LEVEL MAP** — Set the beginning and end markers for each LEVEL by selecting this option. Push joystick down to view beginning marker and up to view end marker. To reposition the markers for each LEVEL hold fire and move the joystick.

EDIT SFX

Whenever an ENEMY fires or explodes and whenever a player does something interesting a SOUND EFFECT is triggered. This comprehensive sound mixing module allows you to tailor these sounds to your requirements.

- **SELECT SFX** — This option lets you run through all 24 sounds and select the one you want to change.
- **EDIT SFX** — Fiddle around with the slider controls until the desired SOUND EFFECT is achieved. The abbreviations are:-
 - WVE — WAVE FORM
 - ATK — ATTACK
 - DEC — DECAY
 - PIT — PITCH
 - SPD — SPEED
 - TIM — TIME

- **COPY SFX** — If you accidentally create a SOUND EFFECT that you are particularly proud of you will undoubtedly find that it's in completely the wrong place. Copy it across using this function.

