

MICHA MULDER

MSX1 : 32K

Snake & Rhino

IN THE SKETCHBOOK



USER MANUAL

INTRODUCTION

The year is 1985. A 10 year old boy, let's call him Micha, had 2 hobbies; playing with his Sanyo MPC-100 MSX computer and drawing isometrical mazes with pen and paper.

One night, Micha had a wonderful dream. Animals were living inside the mazes that he had drawn. They were struggling to get to the exit, and eventually they didn't succeed because a pen, lying on top of the drawing was blocking their way. All of a sudden a strong animal pushed away the pen and the animals were able to get out. The next morning Micha noticed that some of his pencils that had been laying on top of a drawing had fallen onto the ground...



THE GAME

A long, long time ago, years before Euclidean geometry, sprite flicker, color clash and frame skipping had been invented, a snake and a rhino were living inside puzzly worlds in a young boy's sketchbook, desperately trying to get out. To do so the two animals have to help each other to get through the exit gate of each page.

Movement

Rhino can move one step at a time, moving just 1 tile. Snake will always continue sliding on its path until he cannot move further in the same direction. This means that Snake cannot always get everywhere. By blocking Snake's way, Rhino can help him...

Exit

A world is cleared when both Snake and Rhino have passed through the exit gate. Sometimes the gate will be closed. To open a closed exit gate, a button has to be pushed by Snake or Rhino. This can be done by standing still on the tile in front of it. Snake may not always be able to do so...

Ladders

Ladders can be used to go up and down. Ladders can only be taken when the tile where the ladder leads to is empty. Rhino is too heavy to go up a ladder, but he can go down very smoothly. Snake is able to go both up and down.

Weak cracked tiles

Sometimes there are cracks in the path. When Snake passes it, there will be no problem. When our obese Rhino steps on a cracked tile, the tile will crack when he steps off. The path will now be blocked. Sometimes this can be of use...

Spikes

Watch out for spikes! When Rhino or Snake gets on a tile with spikes, it will be impossible to get out. The world has to be restart.

Portals

When Snake and Rhino both enter a green portal at the same time they will swap places! Use this wisely...

Pencils

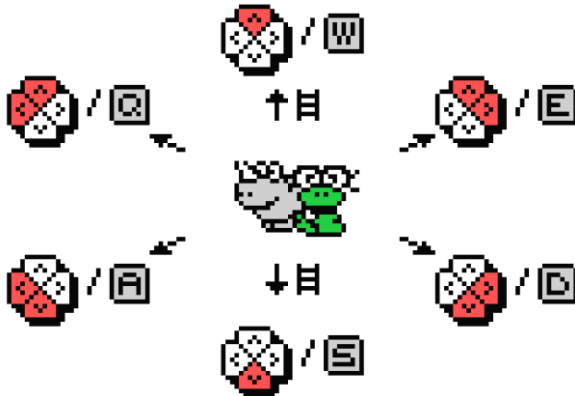
Pencils can be moved around by pushing them. Only Rhino is strong enough to push a pencil. The pencil will stop rolling when it hits Snake or another pencil. A pencil can also strategically block Snake's path...

Fun

This game is not only about solving puzzles, but also about exploring possibilities. Some worlds have to be solved by trial and error. Other worlds are really hard. But the maker tried to make all levels fair... Don't forget to have fun! When playing for the first time please start at World 01 to learn some of the basic skills you'll need later on.

CONTROLS

Snake and Rhino can be controlled by joystick(s) or keyboard. In case there is one player Joystick 1 or the keyboard can be used (either the cursor keys or the QWE ASD keys). See diagram below:



The player can swap controls (from Snake to Rhino or vice versa) by pressing the Spacebar or Fire1. An arrow will indicate which animal is under control. A second player can join by using Joystick 2. Player 2 will control the other animal.

For quitting the game, or retry the level when stuck press the Escape key (F1 or the / key will also work, as well as long-pressing Fire1). A small menu will pop up at the bottom of the screen with the options Retry, Continue or Quit.

REQUIREMENTS

This game runs on any MSX compatible computer with at least 32 Kb of RAM.
Use of joysticks is optional but not required.
The game can be played by 1 or 2 players.

The game itself is a 48 Kb ROM.

ACKNOWLEDGEMENTS

Ideas, game design, puzzle design, graphics, sound effects and programming by Micha Mulder.

The music is derived from “Passepied”, the 4th movement of “Suite Bergamasque”, a classical piano composition by Claude Debussy. Published in 1905.

Snake and Rhino in the sketchbook has entered the MSXdev23 competition.

This game is freeware and licensed under the Creative Commons CC-by-nc-nd

