

Retro Remakes - Super Merrier Baubles

impactgamers.net/retro

A1 Setup Player

- Open new application
- Insert active object
- Rename (P1)
- Edit (p1stop.png, p1walking_1, p1jumping.png)
- Change player movement, speed, gravity & strength

A2 Platforms

- Set up grid
- Insert new backdrop
- Edit (platform.png)
- Change runtime options (platform)
- Insert group events (Player Movement)
- New condition* collision between P1 and background [line 2]

A3 Ladders & Obstacles

- Insert backdrop
- Edit (obstacle.png)
- Change runtime options (obstacle)
- Insert backdrop
- Edit (ladder.png)
- Change runtime options (ladder)
- Add additional ladders & obstacles

A4 Scrolling

- Expand frame size (between 4 000 & 10 000)
- New condition* Scrolling relative to P1 [line 3]
- New condition* Test player position & subtract lives [line 4]
- Insert lives
- Add additional platforms, ladders & obstacles

B1 Enemies

- Insert active object
- Edit (enemybaublewalk_1.png)
- Change path movement
- Insert active object
- Edit (enemybirdfly_1.png, enemybirddestroy_1.png)

- Edit (baubledestroy_1.png)
- Change path movement
- Add additional enemies

B2 Lives

- Edit group qualifier (Enemies)
- Insert new group event (Enemies)
- New condition* collision between Enemy and P1 [line 7]
 - Subtract lives
 - Restart frame
 - Compare P1 direction
- New condition* collision between Enemy and P1 [line 8]
 - Compare P1 direction
 - Destroy enemy
- Edit condition* collision between P1 and background [line 2]
 - Change P1 direction
 - Set P1 speed

B3 Coins & Scores

- Insert active object
- Edit (coin.png)
- Insert score
- Insert group event (Collectables)
- New condition* collision between P1 and coin [line 11]
 - Destroy coin
 - Add to score
- Add additional coins
- Loop P1 animation

B4 Goal

- Add final goal platform
- Insert active object
- Edit (goal.png)
- Insert group event (Goal)
- New condition* collision between P1 and goal [line 14]
 - Ignore control
 - Set P1 position
 - Set gravity
 - Set direction
 - Set speed

- New condition* every 00" 01, P1 is overlapping goal [line 15]
 - Add to score
- New condition* collision between P1 and backdrop, P1 is overlapping goal [line 16]
 - Destroy

C1 Coin Gifts

- Insert active object
- Edit (box_1.png)
- Edit group qualifier (powerup)
- Edit alterable strings
- Clone coin & rename
- Change movement (bouncing ball)
- New condition* collision between P1 and powerup [line 12]
 - Create object by name
 - Stop P1
 - Change animation frame
 - Paste image into backdrop
 - Destroy
- New condition* coin leaves play area on top [line 13]
 - Add to score
 - Destroy

C2 Cookie Gift

- Clone box
- Edit alterable strings
- Insert active object
- Edit (powerupcookie.png)
- Change movement (physics bouncing ball)
- Insert Physics engine
- Change cookie initial direction and speed
- New condition* collision between cookie and backdrop [line 14]
 - Stop
- New condition* collision between P1 and cookie [line 15]
 - Destroy
 - Set scale
- Create P1 flag (big)
- Edit condition* collision between P1 and cookie [line 15]
 - Set big on
- Copy condition* collision between P1 and enemy [line 7]
- Paste condition* collision between P1 and enemy [line 8]
 - Big is on

- Set scale
- Set big off
- Set enemy position

C3 Star Gift

- Clone Box
- Edit alterable strings
- Clone Cookie
- Edit (powerupstar.png)
- Edit speed
- New condition* collision between P1 and star [line 17]
 - Destroy
- Create P1 flag (invincible)
- Edit condition* collision between P1 and star [line 17]
 - Set invincible on
 - Flash
 - Fire event
- New condition* On timer event "end star" [line 18]
 - Set invincible off
 - Reappear
- Edit condition* collision between P1 and enemy [line 7]
 - Invincible is off
- Set star auto rotation off

C4 Snowball Gift

- Clone box
- Edit alterable strings
- Clone Coin up
- Edit (powerupsnowball.png)
- Change movement (static)
- New condition* collision between P1 and snowball [line 19]
 - Destroy
- Create P1 flag (snowballs)
- Edit condition* collision between P1 and snowball [line 19]
 - Set snowballs on
 - Fire event after given delay
- New condition* "end snowballs" [line 20]
 - Set snowballs off
- Insert active object
- Edit (snowball.png)

- New condition* Joystick press fire 3 [line 5]
 - P1 snowballs is on
 - Compare number of snowballs
 - Launch object
- New condition* Snowball is out of play area [line 6]
 - Destroy
- New condition* X position snowball > X right frame [line 7]
 - Destroy
- New condition* collision between snowball and backdrop [line 8]
 - Destroy
- New condition* collision between snowball and enemy [line 14]
 - Destroy
- New condition* collision between snowball and coin up [line 26]
 - Destroy
 - Destroy
 - Add to score

D1 Only forward

- Insert active object
- Resize
- Edit
- Edit runtime options
- Insert counter
- Edit condition* Always [line 3]
 - Compare X position with counter
 - Set counter
- New condition* collision between P1I and barrier [line 9]
 - Stop

D2 Secret Area

- Insert backdrop
- Edit runtime options (obstacle)
- Edit (chimney.png)
- Insert active object
- Edit visibility
- Position secret mask
- Create secret world
- Insert new backdrop
- Edit runtime properties (obstacle)
- Edit (wall.png)

- Insert coins
- Insert platforms
- Insert Chimney & clone
- Insert secret mask & clone
- New condition* Joystick moved down [line 10]
 - P1 is overlapping secret mask
 - Set position
- New condition* Joystick moved down [line 11]
 - P1 is overlapping secret mask
 - Set position
 - Set counter

D3 Sounds

- New condition* Start of frame [line 12]
 - music-main.mp3
- Edit condition* Collision between P1 and star [line 26]
 - music-star.mp3
- Edit condition* Collision between P1 and star [line 28]
 - music-snowball.mp3
- Edit condition* end star [line 27]
 - music-main.mp3
- Edit condition* end snowballs [line 29]
 - music-main.mp3
- Edit condition* Collision between P1 and coin up [line 21]
 - Coin collect.mp3
- Edit condition* Collision between P1 and power up [line 22]
 - collect.mp3
- Edit condition* Collision between enemy and P1 [line 17]
 - crunch.mp3
- New condition* animation jumping [line 13]
 - Only 1 action
 - Jump.mp3

D4 Backgrounds & Foregrounds

- Open Layers toolbar
- Create layers
- Insert quick backdrop
- Edit properties (motif)
- Edit (bighills.png)
- Resize

- Edit blend co-efficient
- Insert quick backdrop
- Edit properties (motif)
- Edit (bigbricks.png)
- Insert active object
- Edit (fg snowfall01.png)
- Edit properties