



СВЯТАБАЛТ

СБЧАНБАЛТ



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C64ANABALT

1
PLAYER

C64

C128

C64GS

PAL

NTSC*

JOYSTICK
(port 2)

CART
SAVE

DISK
SAVE

6581
SID
8580

4
PLAYER
INTFC

* No parallax background, runs slightly faster, and has minor stuttering.

LOADING C64ANABALT

To load the C64anabalt cartridge, turn off your C64/128, insert the cartridge and turn your computer back on. The game will load automatically.

If you are presented with a blank screen or graphic garbage, please try turning off your C64 and re-inserting the cartridge again. Issues like this are most likely due to an oxidised cartridge port (after all, we are talking about 30 year old technology here), so please check and clean the port — or even try the game on another C64 — before contacting us for a replacement.

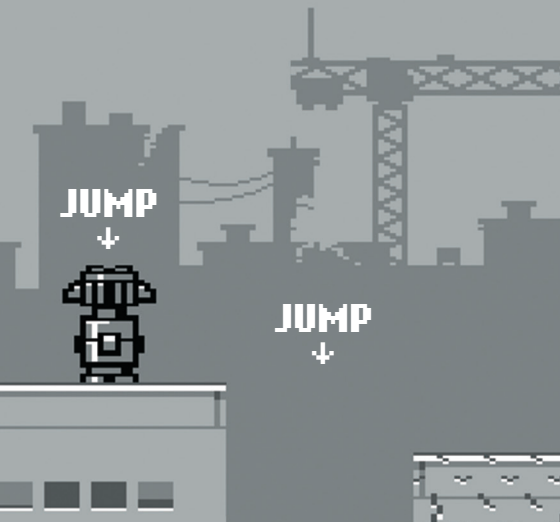
"THIS MORNING WAS JUST LIKE EVERY OTHER MORNING. THEN, IT HAPPENED. NO ONE KNOWS WHERE THEY CAME FROM, OR WHAT THEY ARE. BUT WE ALL KNOW THAT NOTHING WILL EVER BE THE SAME."



PLAYING C64ANABALT



Like the original, C64anabalt is a simple one-button game. The anonymous game character automatically runs forward at an ever increasing speed, and the only control open to the player is to make him jump by pressing fire on the joystick. Whilst you attempt your daring escape over the rooftops (and through buildings) of the war-torn cityscape you'll encounter a variety of hazards and different ways to die.



CANABALT

Canabalt began as a 5-day experimental game for the Kyles' Experimental Gameplay Project. Adam Atomic spent two weekends designing the gameplay, writing the code, drawing the artwork, and recording and designing the sound effects. Danny Baranowsky wrote the music in one night and Adam released it into the wild.

It was slightly more popular than expected.

The original Flash game is available for free online at adamatomic.com/canabalt/

Eric ported the Canabalt to the iPhone the following week. Canabalt was developed and published independently for the iPhone by Eric and Adam Atomic under their Semi Secret imprint.

Adam Saltsman



C64ANABALT

The Commodore conversion of Canabalt started as an exercise in porting one of the recent indie games without getting bogged down with converting large amounts of content. When the RGCD 16KB cartridge competition came along, I knew that Canabalt was a perfect candidate for this size.

Although Adam open-sourced the iOS version of Canabalt, the Commodore conversion is actually based on the decompiled source of the original flash version, which has some subtle differences. Due to the narrower screen on the C64 version and the lack of vertical scrolling, some of the procedural parameters relating to the building generation and jump height needed to be slightly adapted. In the end I think C64anabalt turned out as close as you can get to the original flash version on the Commodore 64!

Paul Koller

CREDITS & LINKS

Adam Saltsman (Semi Secret Software)

Design & Concept

Paul Koller

C64 Conversion

Mikkel Hastrup (Undone) & Andreas Slotte (Umlautgames)

SID Music

James Monkman (RGCD)

Playtesting

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NTSC Testing

Tim Harris (Shareware Plus)

Cartridge Hardware

Chris Mantil

Manual Design & Layout

rgcd.co.uk

semisecretsoftware.com

sharewareplus.blogspot.com

Cartridge version of C64anabalt published by RGCD, 2011. Special thanks goes out to Andreas Varga for giving permission to share the excellent soundtrack from his unofficial version of the game.



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