

PEDRO POMEZ

IvanBasic, 2020

Bytemaniacos BASIC Contest 2020

Pure Basic – Exclusively 48K Mode

The history

Pedro Pómez goes for a walk, and when he sees that the rain is threatening, he decides to go home and look for the umbrella. Nothing special.

The Game

Getting the umbrella becomes an odyssey: it is stored in a closet, which requires a key to open it. The key is inserted in the mechanism of the refrigerator, for the repair of which 3 objects must be collected.

And last but not least, we will need a helmet when we retrieve the umbrella from the closet, but that helmet is on top of a shelf, and to reach it you have to find and bring 3 objects to that shelf.

The house has numerous damages caused by the machine that controls electricity and water. So in the house there are sparks, corrosive water leaks, boiling water leaks, heavy falling blocks, and also repellent bites that sting.

To get out with the umbrella, once taken from the closet, you must destroy the machine that will cut us off, and for that the helmet is essential, to be able to break the bubbles that the machine generates. Without the helmet there is no other choice but to abandon.

When we have made the machine disappear, or part of it, we can go out and continue with the walk. If we manage to eliminate the 20 pieces of the machine, when it is totally destroyed, all the annoyances (electricity, leaks, drops, blocks, etc.), including bugs, will have disappeared with it. This will also give a scoring bonus.

The objects are randomly distributed throughout the stage, which consists of 79 screens, and can be carried up to 3 at a time. When you have 3 objects and another is reached, this is added to the inventory and the last one on the list is left in its place.

There is a time limit, approximately 80 minutes.

Controls

Left + Right + Jump

Keys can be redefined, and the game allows multiple keystrokes (vertical jump and side jump).

Game Aids

In some places you can hear a cricket, but we cannot see it, whose CRI-CRI is more often the closer we are to it. If we place ourselves where the cricket is, it opens a map with the location of the objects and the rooms with the mission to carry out.

But the map is not free, while we are observing it the time will begin to decrease rapidly, so it is not convenient to abuse the reading of these maps. There are no elements that allow us to recover time.

There are 3 lives at the beginning, which are lost if a bug or a dangerous element reaches us (drop, block), or if we fall into the water. There are no elements that give us extra life.

There is also an energy bar that is lost if we touch a dangerous element (bug, drop, boiling water, electric spark), and that is recovered with the fruit and toasts that are in the house. Each food recovers a certain amount of energy.