

QuickSLIP

Version 1.1

Program and Music by Robert Chancellor

SHAREWARE NOTICE

QuickSLIP is SHAREWARE. If you use the product and like it, please honor the SHAREWARE agreement by sending \$10 to:

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Your registration will encourage new software products and updates.

System Requirements

QuickSLIP requires System 7, 8-bit color, and 2 MB of RAM to run.

About QuickSLIP

QuickSLIP is an arcade-style game where the object is to capture all the coins on each of the 15 levels. Some objects on the screen can be used to bounce your sprite while others will destroy you. Each level has a different strategy, requiring you to adapt to various game styles to complete them. Some levels require fast reflexes, while other will require slow movement and patients to win.

About The Game Pieces

The following is a list of sprites used in the game.



The diamonds are the major enemies in QuickSLIP. They relentlessly bounce around the screen, attempting to interfere with you picking up coins and other goodies. The green diamond is the slowest of the diamonds with the yellow and red folloing in order of speed.



These enemies are less often seen than the diamonds, but present more danger since the majority of them move quicker. They should be avoided at all costs.



All circular items are things you want to pick up. The yellow circles are coins, the green circles are surprise points, and the blue circles are free lives. The surprise points pices will award a random amount of points when you pick it up. If you feel your score is a little low, try picking up one of these. They can completely change the tide of a game. All enemies will rebound against any of these items.



This is a wall. Your player sprite can bounce against these without harm.



This is a mine. Touching one of these will destroy your player sprite. Enemies will

detect the sprite and bounce away from it without harm.



This is the exit. Once all coins have been picked up on a level, this symbol will appear somewhere on the screen. You must touch this symbol with your player sprite to advance to the next level.

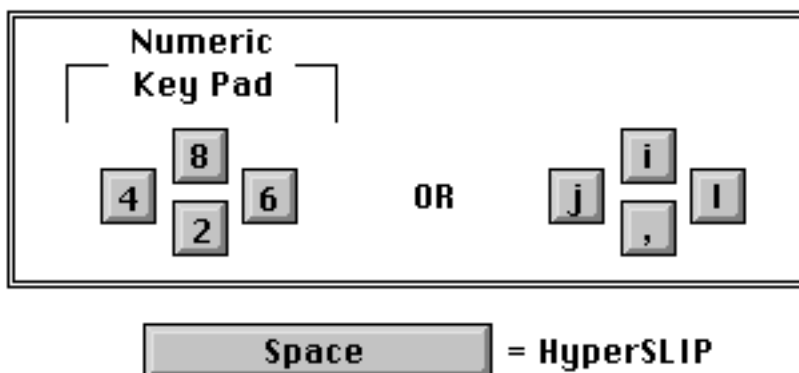


This is your player sprite.

Game Controls

Below is a list of game controls.

MOVEMENT KEYS



HyperSLIP will randomly place you on another part of the screen. You will be placed in a safe zone, that is in an area where there is no enemy. Anamies move quickly however, and can quickly overrun your player if you do not act. HyperSLIP requires a great deal of energy from your player. There is approximately a 5 second recovery period following a HyperSLIP when your character must regain energy before attempting another HyperSLIP. You may move during this time, but HyperSLIP will not function.

Saving Your Game

You may save your game at any time by using the file menu. When your game is loaded again, you will start that level from scratch with all enemies and objects back in their place.

Practice Levels

You may choose to play any level by selecting "Go To Level..." from the "Options" menu. This option is only provided for practice however, and will reset your score to zero when using it. Use this option only when you want practice at a particular level.

Tips

There is no time limit on QuickSLIP. Take your time when in doubt. Slow movement can be a great method of slipping between tight obstacles. When travelling in one direction, tapping the keyboard or controller in the opposite direction can slow down or even stop your sprite. A very valuable method to learn.

Good Luck!