

The Nomad II: Trapped - Instruction Manual

(Version 1.0.1)

by Alex Markley

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Read This First!

Thank you for your interest in The Nomad II: Trapped. If you are reading this, that means that the year of my life that I spent writing it was not spent in vain. I present this documentation in the hope that no person will give up on The Nomad II: Trapped because they don't understand it. To meet that goal, I was faced with the task of creating a ridiculously thorough manual. You, the player, should not need to read all of this. There are several reference sections in the back that are there 'just in case'. Therefore, you should feel perfectly safe skimming and coming back if you have a problem.

Oh, and by the by, the structure of this manual is rather rigid for a mere video game instruction booklet. Don't worry however, the structure is such so that everything will be crystal clear to you. This is not to mention, of course, me, since I have real trouble explaining myself. So, read on and I will try desperately to explain what in the world I was thinking when I made this game...

Legal Notes

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Acknowledgments

First, I dedicate this project to God for his supernatural guidance throughout my life. (If you had any idea how many mistakes I make daily, and what percentage of my mistakes turn out okay in the end, you'd agree.)

I acknowledge and thank my mother for proofreading and editing all of the text in this document and all of the text in *The Nomad II: Trapped*.

About The 'Nomad' Story

Although this document is really a guide to any and all who wish to play The Nomad II: Trapped, the author feels that the origins of the Nomad story bear a few words.

The Nomad is a storyline that was developed over a period of years, but jotted down over the period of a few weeks. I am sad to say that the actual writing style does not, by any means, do the English language justice, and is a clear reflection of the author's age. The author is sixteen years of age at the time of writing. However, the author feels that these stories are valid contributions to the world at large, and, therefore, contributes them. There are far worse mutilations of the English language, which seem to be received very well... Several fictitious apocalyptic series come to mind.

Odd proper nouns. The 'Nomad' stories are set in a very unique, fictitious, period of future time. Immediately before this period of time, the united world fell, and degenerated into a semi-medieval culture including farming and monarchical rule, with a mix of its formal culture, including the language, and some old technology. There are only a few clues to the language in the stories, as the dialog is 'translated' to English. However, the names of people and places, when not obviously descriptive, like 'Nomad', are left untouched. The script, if not the language structure, seems to be very similar to a basic English script. By studying some of the names, you can decipher a pattern.

Here, a list of some proper nouns from the original 'The Nomad', is presented for convenience.

Proper Nouns

Name: Amer'Aey

Known Information: From what little we know, Amer'Aey is [one of] the princess[es] of the royal house of Amerindon.

Name: Amer'Mah

Known Information: Apparently, Amer'Mah was the heir to the throne at Amerindon. This, however, is unconfirmed, as it may have been part of the elaborate ruse that nearly cost Nomad his life in The Nomad.

Name: Manin'Tha

Known Information: Manin'Tha was the king of Maninuis.

Name: Khah'Ray

Known Information: Khah'Ray was apparently a princess from Khahindon.

Name: Gahru'Nah

Known Information: Gahru'Nah is the king of Gahrui.

Name: Koro'Ghah

Known Information: A smithy from Khahindon.

Obvious Language Patterns

- People's names seem to be separated into two obvious parts. As can be obviously seen from the example of Amer'Aey and Amer'Mah, brother and sister from the royal house of Amerindon, the 'surname' is apparently the first part. In this case, 'Amer'.
- The second part of people's names appears to be the 'first' name. Interestingly, one can detect faint senses of masculine, guttural inflection on men's names, and a relatively feminine inflection on women's names.

- Names of places seem to reflect the name of their ruler. For example: The Amerindon royal house's family name is apparently Amer. During the RazenFaal conflict, the wartime representative of Khahindon was Koro'Ghah. That fact would overturn this point, except for the fact that, though *most* of the representatives were rulers, Koro'Ghah was not. He was an elected representative. (Why Khahindon's king did not represent his people is currently unknown, although there are several perfectly reasonable explanations that do not involve cowardliness on the part of the king.)
- Names seem to be very ingrained into the society. One gets the impression, from the available literature, that if a new house should take the throne of a province, the name of either the new ruler, or the province itself would be required to change. However, there are no available examples of this happening, and is only speculation.

Obviously, this previously unexplored culture is full of fascinating details that have yet to be uncovered. If the audience enjoys, or is intrigued by, the work the author is doing, please let him know.

No, the author is not crazy. He is simply bored.

Chapter 1. Story So Far

The Nomad was flying low and fast. He had recently been working on a research project that had taken him as far as Maninuis. Now, he was flying to Amerindon on his anti-gravity flying disk as fast as it would move.

He reviewed the contents of the message in his mind: "Unexpected phenomenon appeared in farmer's field. Livestock vanished inside. Villagers beginning to panic. Need help. Signed, Amer'Aey."

Amer'Aey was the only surviving member of Amerindon's royal family after a massacre that Nomad had been unable to prevent. Nomad could not remember any time when Amer'Aey had expressly asked for his help.

Nomad arrived at Castle Amerindon just behind a group of villagers.

"Let us in!" one demanded hotly.

"We must speak with the queen concerning the disturbance," explained a more cool-headed member of the party.

Before the exasperated guards could speak, Nomad defused the situation. "Perhaps I can be of some assistance?" he said politely, but firmly.

"Sure! Make the rip go away!" exclaimed the hot-headed one.

"The rip?" Nomad responded.

"Where have you been?! The rip in reality! It started a week ago tomorrow. Appeared in the middle of the night, right in the middle of Tahrin'Gah's field. Sucked up all of Tahrin'Gah's livestock it did!"

"Ah, then you are referring to the same problem that I am here to deal with!" Nomad said. "The queen has summoned me to attempt to heal the 'rip', so that you can all live in peace."

"And who are you?" the hot-headed one demanded.

"I am called Nomad."

"Nomad? From the battle of RazenFaal?!"

"The same," Nomad said coolly, "Rest assured, I will take care of the situation to the best of my ability. If you would all kindly go home to your families, then I can focus on the problem at hand." The hot-headed one was certainly not about to leave on just Nomad's say-so, but fortunately, his companions convinced him that the problem was in good hands, and the party left.

Nomad turned, and strode past the thankful guards into the castle, where he found the queen pacing in the throne room.

"Greetings," Nomad called.

"Oh, you've come!"

"Of course. Your message sounded urgent."

"My situation is urgent."

"So I gathered. I met some of your avid supporters outside. It seems as though something must be done."

"You seem to have an adequate grasp on the situation."

"I still need to know where this 'Tahrin'Gah' lives, but, other than that, yeah, I have an adequate grasp on the situation." She described the location for him. He thanked her and turned to leave.

"Wait! I'm coming with you!" she said. He turned and raised an eyebrow.

"You are the queen of Amerindon. This phenomenon has apparently polished off an entire batch of livestock. You need to stay here to deal with the restless masses."

As if on cue, an entirely new bunch of discontented citizens burst in the chamber talking at once.

"The problem is being dealt with!" Amer'Aey exclaimed. "As a matter of fact, the very man who is to try his hand at fixing the problem is right here!" She turned to point, but the Nomad was gone.

The Nomad knew that he couldn't sit back and play politics. The reality of the situation was mostly the people. This 'rip' hadn't been getting worse, but the discontent wouldn't stop getting worse.

Nomad knew that he couldn't let Amer'Aey near the 'rip'. For one thing, she had a perfectly valid job: keeping the citizens calm. The one thing that could make the situation worse would be an uprising. Although, what the people could possibly rise up against completely escaped Nomad. The other reason that Nomad wouldn't let Amer'Aey come was that he had a bad feeling about the whole mess. A feeling that reminded him of the RazenFaal conflict.

Nomad finally arrived at the field, and gaped. There it was: a flaming blue ball of... hole. Nomad could think of no other way to describe it. No wonder the townsfolk were discontent. Nomad suddenly realized that he had no inkling as to how to proceed. All he could do was stand and stare as the blue vortex swirled and writhed.



To be continued in Story Mode of The Nomad II: Trapped.

Chapter 2. Getting the Game

The Nomad II: Trapped is available to all for free at “<http://opengbgames.sourceforge.net/>”. It runs only on the Nintendo Game Boy Advance.

1. How do I get this '.gba' file to run in my Game Boy?

If you have to ask, the answer is, “You don’t have the hardware to do that,” or, in other words, “You can’t!” Making the '.gba' file run on your GBA is not easy. Do not panic, however, it is very easy to run it anyway.

2. What if I don’t have a Game Boy? (Running The Nomad II: Trapped In An Emulator)

An emulator is simply a program that pretends to be a machine. Therefore, if you have a program that pretends to be a Game Boy Advance, then it can fool the '.gba' file into running. There are currently GBA emulators for almost every computer and operating system. At the time of writing, The Nomad II: Trapped had successfully run under emulators on Windows, Linux, and Mac OS X.

Choosing an emulator can be difficult, since many do not work very well. Many emulators that work very well under Windows may work very badly under Linux. Finding the emulator that works for you is something that only you can do. To start, try searching for “gba emulator” on your favorite search engine.

Note

The Game Boy Advance has ten buttons: Left, Right, Up, Down, L (Shoulder), R (Shoulder), Start, Select, A, and B. If you are running on an emulator, the emulator must take the input from a keyboard, joystick, or other device, and fool The Nomad II: Trapped into thinking that a GBA button has been pressed. This manual will refer to controls as one of the GBA controls listed. If you are running under an emulator, you will need to figure out what GBA controls equal what keys or buttons, and press the real button whenever the GBA control is referenced.

Example. In the manual, it says that the 'B' button is used to make the character run. If you are running under an emulator, this does not mean that you press the 'B' key on your keyboard. If your emulator is configured to have the 'X' key on your keyboard equal the 'B' button on the GBA, then you will have to remember to press 'X' whenever the manual or on-screen instructions say to press 'B'.

Chapter 3. Controls

This chapter contains some basic information about in-game controls

Note

There is no information in this manual about controls that are not in-game. This includes any menu-specific controls, or controlling the response to a question. That information is clearly presented on the screen whenever user input is expected. However, when in doubt, remember: *'Start' is always accept. 'Select' is generally reject. The arrows are always used to move the cursor.*

1. In-Game Controls

Movement. Move Nomad with the direction pad, or arrows. It is possible to hold down more than one direction at once, in order to move diagonally. This always helps in getting through tight spots.

Running. Press and hold the 'B' button in order to run. When running, Nomad moves faster than enemies. Running also cuts down on wasted time, which increases the potential time bonus. *There is no limit on the amount of time the player may hold 'B'.*

Pausing & Escaping. Pressing 'Start' allows the player to gain access to the 'Pause Menu'. From this menu, the player may either continue, or escape. *Escaping always costs the player a life.*

Chapter 4. Basic Game Play

1. Game Play in a Nutshell

You are Nomad. Your goal is to escape the maze. This is simply done by moving from where you start to the goal. The only thing that makes this game difficult are the obstacles between the start and the goal. To pass from the beginning to the ending alive, Nomad will need to be fast, fearless, and, most importantly, cunning.

Information about the goal may be seen in the entry “Goal” in the appendix entitled “Element Reference”.

2. Toggles

Toggles are some of the most important parts of the game. These are several color coded obstacles that have two ‘modes’: ‘active’ and ‘inactive’. When they are ‘active’, the player can not pass through them. When they are ‘inactive’ however, the player may pass. Toggles can be controlled with buttons and switches.

A list of all toggles may be found in the section “Togglable Elements & Toggles” in the appendix entitled “Element Reference”.

2.1. Controlling Toggles with Buttons and Switches

As was mentioned before, all of the toggles are color coded. This fact holds true with buttons and switches as well. Whenever a button or switch is pressed, all of the toggles toggle, as long as they match its color. For example, if a blue button or switch is pressed, all of the inactive blue things become active, and all of the active ones become inactive.

2.2. The Difference Between Buttons and Switches

The difference between buttons and switches is easy to understand, but difficult to explain.

2.2.1. Buttons

When a button is pressed, all of the matching toggles react as described. However, when the button is no longer pressed, all of the toggles that were originally affected by that button press are no longer affected.

Example. A blue button is pressed. All of the blue toggles, including a nearby inactive blue gate, switch their mode. Now that it has switched, the blue gate is active. When the person pressing the blue button stops holding it down, all of the blue toggles, including the currently-active blue gate, switch back to the way they originally were. The gate switches back to being ‘inactive’.

2.2.2. Switches

When a switch is pressed, all of the matching toggles react as described. When the switch is no longer pressed, the toggles stay in their new state.

Example. A blue switch is pressed. All of the blue toggles, including a nearby inactive blue gate, switch their mode. Now that it has switched, the blue gate is active. When the person stops holding

down the switch, nothing happens. The blue gate continues to be active. If the person wants the blue gate to be inactive again, he will have to press the switch *again*.

2.2.3. Summary

A button has to be held in, but a switch 'clicks' in every time you press it.

3. Blocks

Blocks are very helpful things. They can be pushed around, and left sitting on buttons for you, or perhaps left in the path of an enemy in order to re-direct it. Care should be taken. One wrong move with a block, and you may end up having to restart.

Information about blocks may be found in the section "Block" in the appendix entitled "Element Reference".

4. Blade Monsters

Everything in, around, and about the mazes wants to see Nomad put away for good. Blade monsters, the enemies that do the most pestering, are the only ones that move. Fortunately for Nomad, blade monsters aren't very smart, and can be outsmarted or avoided.

Information about blade monsters may be found in the section "Enemy" in the appendix entitled "Element Reference".

Information on dying at the hands of a blade monster may be found in the section "Died to an Enemy" in the appendix entitled "Ways to Die".

5. Transporting

Transporters are the fastest way to get from here to there in The Nomad II: Trapped. Unfortunately, there is no way to know where the transporter goes, unless one has gone through it before. This is not to say that it would be a good idea to jump into every transporter one comes across, since a transporter may instantly destroy its passenger.

Information about transporters may be found in the section "Transporter" in the appendix entitled "Element Reference".

Information on dying at the hands of a transporter may be found in the section "Mangled in a Transporter Accident" in the appendix entitled "Ways to Die".

Note

This section did not, by any means, cover all of the odd things that are in The Nomad II: Trapped. It has simply described some of the most important ones, or the ones with facets to their understanding that require special explanation. For a complete list of everything that is in The Nomad II: Trapped, go to the appendix entitled "Element Reference".

Chapter 5. Game Play Modes

In The Nomad II: Trapped, there are two modes: Story Mode, and Chaos Mode. This chapter details them and their differences.

1. Story Mode

In Story Mode, the player will select a save slot, and play through the game, unlocking levels as he goes. As the player works his way through the game, he can gather points and earn lives.

1.1. Beginning

If you do not have a save slot yet, choose one marked 'Empty Slot'. The game will request that you enter your name. This is used to keep track of all high score records.

Once you have entered your name, you will be shown a level select screen. This save slot will already have several levels unlocked. The levels that are marked '(T)' are tutorial levels. These levels are the ones to start out with if you have never played The Nomad II: Trapped before. If you wish to bypass these levels, go to the end of the list, to the only one that is not marked with a T.

1.2. Saving

The Nomad II: Trapped has an intelligent saving system that saves every time you beat any level. However, here is a tip to make sure your save slot is always in good shape.

Any time you die, the number of lives you have will go down by one. If you die when you have no lives left, your game will be over. The save slot remembers how many lives you have. If you complete a level while having no lives left, you will not have any lives left when you load the save slot next. Therefore, if you die, do not continue to try to beat the level. Instead, leave the save slot, and come back to try again. This way, you will never lose a life.

1.3. Points

The Nomad II: Trapped has a complex point system that awards points for many things. If you get a good score on a level, then it will go in the high score list. Here is a list of the various bonuses, and what causes them.

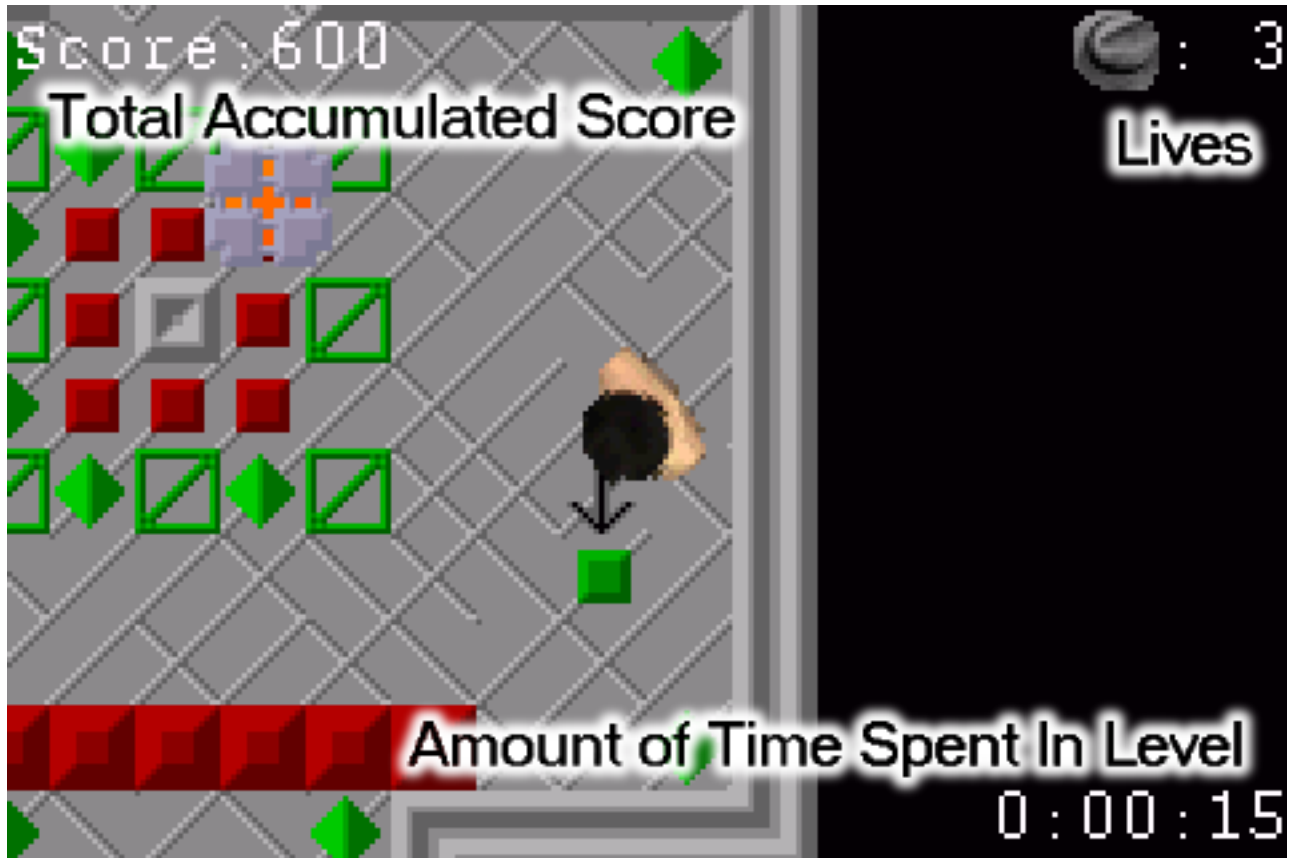
Jewels. You will encounter many jewels on your adventure. Each jewel is worth 150, 200, or 250 points, depending on its color.

Destroying an Enemy. If you successfully destroy an enemy, you are awarded 1000 points.

Time Bonus. You may receive extra points at the end of a level, depending on how much time you took to finish it.

Extra Life! You will receive an extra life every 10,000 points.

Figure 5.1. Story Mode Game Screen



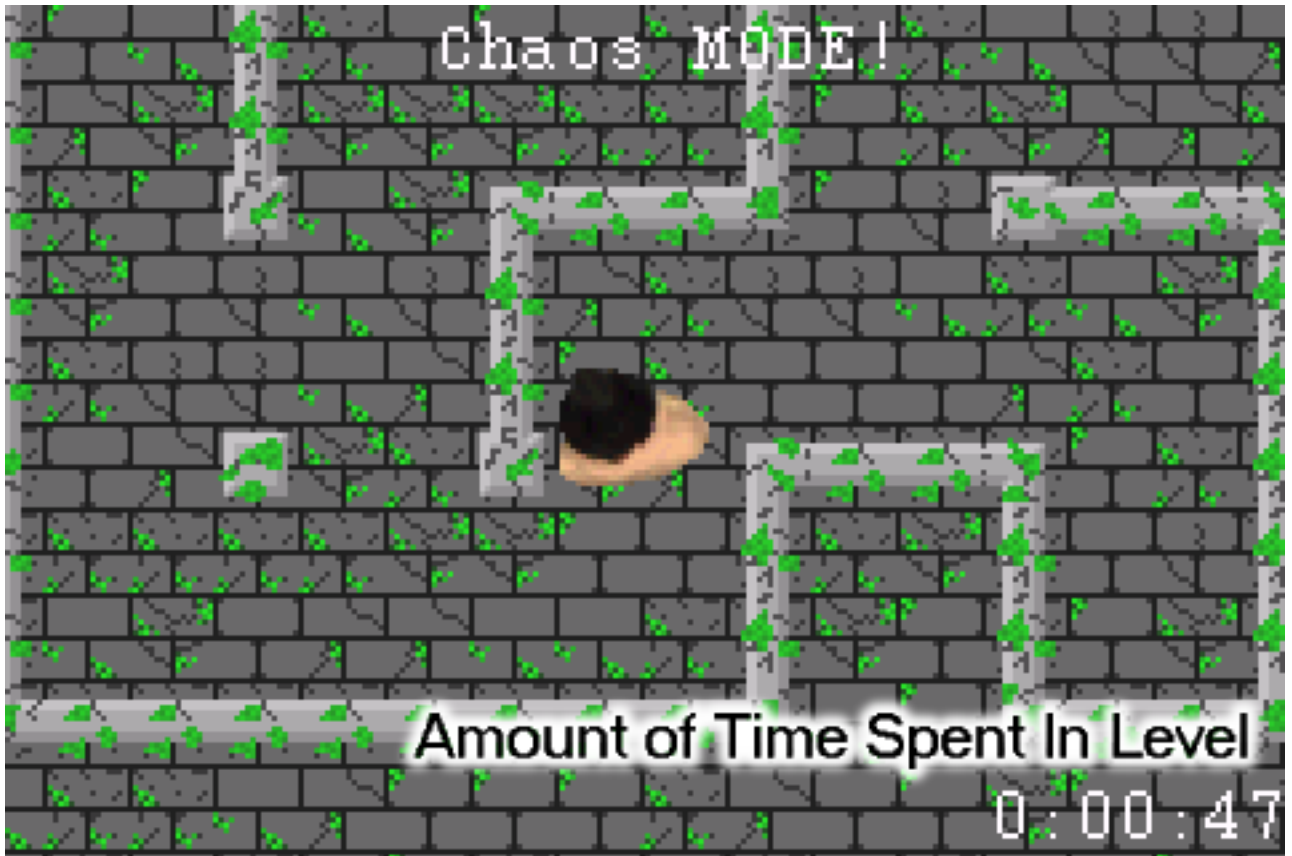
2. ChAOs MOdE

Chaos Mode is a very unique mode. In chaos mode, the game designs a level completely randomly. These levels, while very, very difficult, are always defeatable.

Chaos mode is very simple. There are no save slots, no saving, no lives, no points, and no time bonuses. There is also no limit to the levels in Chaos Mode.

The only way to die in Chaos Mode is if you give up. Be warned about giving up: There is no way to give up and try the same level again later. Fortunately, there is no way for you to 'break' the level. No matter what you do, the level is always defeatable.

Figure 5.2. Chaos Mode Game Screen



Chapter 6. Final Notes

Thank you again for your interest in The Nomad II: Trapped. I hope that you find all of the answers to your questions in the pages of this manual. If you have read the entirety of this manual, and still fail to find the information you need, do not hesitate to contact me. For contact info, check the appendix entitled “Contacting the Author”.

Appendix A. Frequently Asked Questions

Here are some frequently asked questions with answers about The Nomad II: Trapped and all related topics.

Q:. I thought this was supposed to be open sourced! Where's the code?!

A:. The code is currently being fixed up for a full, GPL release in June 2003. This release will have source available, along with all of the levels in Story Mode.

Update. The source and the full version of The Nomad II: Trapped was released at the same time as this version of the manual. Enjoy!

Q:. Why is The Nomad II: Trapped called 'Nomad 2'? What is it a sequel of?

A:. More than one thing, actually. The story is the sequel to the short story 'The Nomad'. The "The Nomad II: Trapped" game engine, entitled "OpenMAZE Advance!" is the sequel to a very badly written game/engine written a few years ago, entitled "OpenMAZE". Both games and engines are available along with 'The Nomad' short story at '<http://opengbgames.sourceforge.net/>'.

Q:. Are there cheat codes in The Nomad II: Trapped?

A:. Yes.

Q:. No way is that you in all the pics.

A:. Yes way. It is me. :) Check the appendix entitled "Contacting the Author"

Q:. Is the character animation in the game actually live action video?

A:. Yes. We, the creative team at OSGBG used a camcorder and a convenient stairwell-type setup to film overhead walking video. After that, we simply GIMP-ed the video to provide the ultra-smooth in-game walking animation that you see in the final cut. (<http://www.gimp.org/>)

Appendix B. Ways to Die

1. Introduction

This chapter will explain some of the various different ways that a player might die while playing The Nomad II: Trapped. If a player has died, and doesn't know why, he should look in here.

2. Died to an Enemy

Figure B.1.



This means that the player touched one of the mean-looking blade monsters and it killed him. If that doesn't appear to be what happened, perhaps the late player transported inside a blade monster?

3. Got 'Crunched'

Figure B.2.



This means that the player was standing on an inactive gate, and it closed on him. Crunch. Next time, he should be more careful.

4. Generic Death

Figure B.3.



This can happen for a number of really obscure reasons. Although it probably happened because the player decided to 'escape' through the pause menu.

5. Mangled in a 'Transporter Accident'

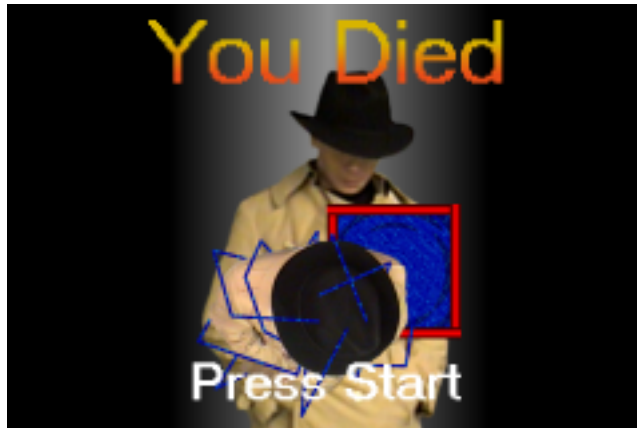
Figure B.4.



This means that, while transporting, the player ended up inside something solid, or otherwise nonconductive to human life. Either somebody pushed a block to this transporter's destination coordinates, or this transporter is rigged to transport into a wall.

6. Died to a Trap

Figure B.5.



This means that the late player touched an active trap. (Or was touching an inactive trap when it became active.)

Appendix C. Element Reference

1. Introduction

In this chapter, you will find a detailed list of everything you will run into while playing The Nomad II: Trapped. If there is any element that fits in to more than one category, it is listed more than once.

Note

You will find that the elements in the game do not always look *exactly* like the pictures here. Do not worry, these elements will still be recognizable, and will still function as expected.

2. Toggable Elements & Toggles

These are all of the elements which may be 'toggled', and all of the elements that 'toggle' them.

2.1. Button

Figure C.1. What do buttons look like?



2.1.1. What do buttons do?

Buttons toggle any/all toggable elements that match their color. Therefore, if a blue button is pressed, then all blue elements that are *currently* on turn off, and all blue elements that are *currently* off turn on. When a button is no longer pressed, all of the elements that it originally affected toggle back.

Note

If something is pressing a button or switch, and something else tries to press a button or switch of that same color elsewhere, it will have no effect. For example, if the player leaves a block sitting on a blue button, but then tries to press another blue button later in the level, he may be surprised to find that it does nothing.

2.1.2. How do buttons affect game play?

Nomad. Nomad may press buttons.

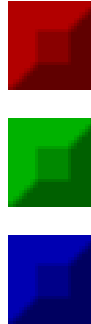
Blocks. Blocks may press buttons.

Enemies. Enemies may press buttons.

Transporters. Transporters have no effect on buttons.

2.2. Gate (Active)

Figure C.2. What do gates look like when they are 'active'?



2.2.1. What do active gates do?

Active gates are simple blockades. Any gate that is active blocks everything from passing.

Note

For an 'active' gate to 'toggle' and become 'inactive', a button or switch whose color matches must be pressed.

Warning

If the player is touching an 'inactive' gate when it becomes 'active', *he will die*. This does not apply to blocks. This *does* apply to enemies.

2.2.2. How do active gates affect game play?

Nomad. Nomad can not pass if a gate is active.

Blocks. Blocks can not pass if a gate is active.

Enemies. Enemies can not pass if a gate is active.

Transporters. Active gates have no effect on transporters.

2.3. Gate (Inactive)

Figure C.3. What do gates look like when they are 'inactive'?





2.3.1. What do inactive gates do?

Inactive gates do nothing. They are only potentially 'active' gates.

Note

For an 'inactive' gate to 'toggle' and become 'active', a button or switch whose color matches must be pressed.

Warning

If the player is touching an 'inactive' gate when it becomes 'active', *he will die*. This does not apply to blocks. This *does* apply to enemies.

2.3.2. How do inactive gates affect game play?

Nomad. Nomad can pass if a gate is inactive.

Blocks. Blocks can pass if a gate is inactive.

Enemies. Enemies can pass if a gate is inactive.

Transporters. Inactive gates have no effect on transporters.

2.4. Switch

Figure C.4. What do switches look like?



2.4.1. What do switches do?

Switches toggle any/all togglable elements that match their color. Therefore, if a blue switch is pressed, then all blue elements that are *currently* on turn off, and all blue elements that are *currently* off turn on. If the player wishes to affect elements with that switch again, he will have to step off of it, then back on it again.

Note

If something is pressing a button or switch, and something else tries to press a button or switch of that same color elsewhere, it will have no effect. For example, if the player leaves a block sitting on a blue switch, but then tries to press another blue switch later in the level, he may be surprised to find that it does nothing.

2.4.2. How do switches affect game play?

Nomad. Nomad may press switches.

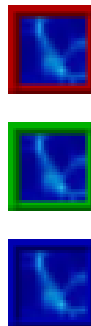
Blocks. Blocks may press switches.

Enemies. Enemies may press switches.

Transporters. Transporters have no effect on switches.

2.5. Trap (Active)

Figure C.5. What do traps look like when they are 'active'?



2.5.1. What do active traps do?

Active traps are death to anyone that touches them. If the player touches one, he dies. If a block touches one, it is destroyed.

2.5.2. How do active traps affect game play?

Nomad. If Nomad touches an active trap under any circumstances, *he will die!*

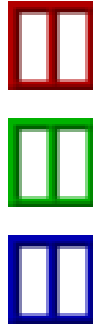
Blocks. Blocks are destroyed as soon as they touch an active trap.

Enemies. Enemies are not ever affected by traps, whether active or not.

Transporters. Active traps have no effect on transporters.

2.6. Trap (Inactive)

Figure C.6. What do traps look like when they are 'inactive'?



2.6.1. What do inactive traps do?

Inactive traps do nothing. They are only potentially 'active' traps.

Warning

If the player is touching an 'inactive' trap when it becomes 'active', or if he touches an active trap at all, *he will die*. Blocks will also be destroyed under the same circumstances. Enemies are never affected by traps.

2.6.2. How do inactive traps affect game play?

Nomad. Nomad may pass if a trap is inactive.

Blocks. Blocks may pass if a trap is inactive.

Enemies. Enemies are not ever affected by traps, whether active or not.

Transporters. Inactive traps have no effect on transporters.

3. Death Elements

These are all of the elements that will kill you if you touch them. (Or if they touch you.)

3.1. Enemy

Figure C.7. What does an enemy look like?



3.1.1. What do enemies do?

Enemies run around in predetermined, easy to understand patterns. These enemies can be annoyances, since they can press switches and buttons, but they can be great helps for exactly the same reason. If the player is sharp enough, he can use enemies as tools.

3.1.2. How do enemies affect game play?

Nomad. If the player touches an enemy *he dies*. The only option is to avoid the enemy, or outsmart it and kill it.

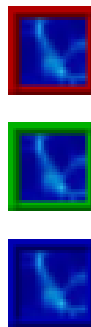
Blocks. Blocks are obstacles to enemies. Enemies can not push blocks.

Enemies. Enemies can only try to go around each other. Sadly, their (lack of) intelligence reduces them to a pack of rodents. Vicious, evil rodents...

Transporters. If an enemy encounters a transporter, it transports through it.

3.2. Trap (Active)

Figure C.8. What do traps look like when they are 'active'?



3.2.1. What do active traps do?

Active traps are death to anyone that touches them. If the player touches one, he dies. If a block touches one, it is destroyed.

3.2.2. How do active traps affect game play?

Nomad. If Nomad touches an active trap under any circumstances, *he will die!*

Blocks. Blocks are destroyed as soon as they touch an active trap.

Enemies. Enemies are not ever affected by traps, whether active or not.

Transporters. Active traps have no effect on transporters.

4. Good Elements

These are the elements that are beneficial to the player.

4.1. Goal

Figure C.9. What does the goal look like?



4.1.1. What does the goal do?

The goal is the only way out of the labyrinths. If the player touches it, he wins the level he is playing.

4.1.2. How does the goal affect game play?

Nomad. If the player touches it, he wins.

Blocks. Blocks are not affected by the goal.

Enemies. Enemies are not affected by the goal.

Transporters. Transporters are not affected by the goal.

4.2. Jewels

Figure C.10. What do jewels look like?



4.2.1. What do jewels do?

Jewels give the player points if he grabs them.

4.2.2. How do jewels affect game play?

Nomad. Nomad receives points for grabbing jewels.

Blocks. Blocks are not affected by jewels.

Enemies. Enemies are not affected by jewels.

Transporters. Transporters are not affected by jewels.

5. Miscellaneous Elements

These are all of the elements that do not fit into any of the previous categories.

5.1. Arrow

Figure C.11. What do arrows look like?



5.1.1. What do arrows do?

Absolutely nothing. They are essentially arrows painted on the floor. Are they leading you the right way or not?

5.1.2. How do arrows affect game play?

Nomad. Arrows have no effect on Nomad.

Blocks. Arrows have no effect on blocks.

Enemies. Arrows have no effect on enemies.

Transporters. Arrows have no effect on transporters.

5.2. Block

Figure C.12. What does a block look like?



5.2.1. What do blocks do?

Nothing. At least, not by themselves. The player can move them, however, and do plenty of interesting things with them. For instance, a block can sit on a button, and hold it down. A block may also be useful in re-directing an enemy's path. A block may be a very useful tool, if correctly handled.

5.2.2. How do blocks affect game play?

Nomad. The player can't walk through a block if it's stuck, but the player can push it if it's not.

Blocks. The player can not push one block with another.

Enemies. Blocks are obstacles to enemies. In most cases, they will go around. Enemies can not push blocks.

Transporters. Blocks can transport through any transporter that they can touch.

5.3. Conveyor Field

Figure C.13. What do conveyor fields look like?



5.3.1. What do conveyor fields do?

Conveyor fields shove the player along in whatever direction or directions they point. There is no way to travel in the direction opposite the direction the conveyor field points. For example, if you are touching a conveyor field that points 'up' you cannot move 'down'. However, in this example, you could move 'left' or 'right'.

5.3.2. How do conveyor fields affect game play?

Nomad. Conveyor fields push Nomad along in the direction that they point.

Blocks. Conveyor fields do not directly affect blocks. Although, if Nomad is behind a block while on a conveyor field, he will continue to push the block until the block becomes stuck, until Nomad is no longer behind it, or until Nomad reaches the end of the field.

Enemies. Conveyor fields do not affect enemies.

Transporters. Conveyor fields do not affect transporters.

5.4. Transporter

Figure C.14. What does a transporter look like?



5.4.1. What do transporters do?

Transporters, simply, transport whatever object touches them to their programmed coordinates. Just to make life difficult, the only way to know a transporter's destination is to transport through it. A transporter's destination may be somewhere useful, but, unfortunately, it may just as well be an instantly fatal trap. If a transporter transports into a solid object, it will destroy whatever transported, whether that solid object is a block, which can move, or a wall, which can not.

5.4.2. How do transporters affect game play?

Nomad. If the player touches it, it transports him somewhere.

Blocks. If the player pushes a block into it, it transports the block somewhere.

Enemies. If an enemy runs into it, the enemy is transported somewhere.

Transporters. Transporters don't have any effect on other transporters.

5.5. Wall

Figure C.15. What do walls look like? (Sometimes)



5.5.1. What do walls do?

Walls are obstacles to anything that moves. As infuriating as they can be, the only time they are dangerous is if a transporter is programmed to transport into one.

5.5.2. How do walls affect game play?

Nomad. Walls are obstacles to Nomad.

Blocks. Walls are obstacles to blocks.

Enemies. Walls are obstacles to enemies.

Transporters. Walls have no effect on transporters.

Appendix D. Contacting the Author

1. Contacting Alex Markley

At the time of writing, the author could be contacted through the following means.

E-Mail. alex@milent.com

URL. <http://opengbgames.sourceforge.net/>

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02111-1307 USA

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