NSX

Backyard Brothers

COLLABORATORS

	TITLE : NSX			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY	Backyard Brothers	August 6, 2022		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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NSX

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                  WARNING; email address changed to MALI@SEBIT.COM.TR
```

1.2   What Is NSX?

```
                            NSX means Nibbler Super eXtra. You'll read why we named it ←
                                 as 'Super
Extra'...

        This one is our 4th Nibbler clone. The first one was on ZX Spctrum
and never ever released to public. Next two ones are "Nibbler" and "Nibbler+"
which are avaliable on Aminet... When we decided to do a new one, wanted it
to be good and different than any other Nibbler clone. Because of there are
zillions of nibblers, we first start with 16x16 maze blocks, shadows and a
few extras (more points, bonus points, reverse, exit), than called it as
'Nibbler Extra'... but more we (M.Ali and Tunc) were on the phone the more
we added to game; the we reached "Nibbler Super Extra"...

        After releasing the preview version,
                nsx-pre
                , some of
the routines and data structure completely changed, some bugs fixed and some
more bugs added....

        Simply, the game is another (the best ?) clone of very well known
Nibbler, but with different type of
                levels
                 and
                extras
                .

        You do not need to read the document to play the game, but read
extras to understand what is happening and why...

        Nibbler Super eXtra is the first title of
                BACKYARD BROTHERS
                .
```

1.3   Levels

NSX' levels are a bit different. The main difference is the graphics. NSX uses 6 bitplanes EHB screen. 6th plane used for shadow datas to improve the look of the mazes. A 20 frames of background animation or a cool cycle animation is avaliable on every screen.

Mazes are just a full screen colorful block set (no scrolling yet???!! maybe.....). But there may be non-wall tiles on the edges and this means nibby can pass. When nibby runs out ouf screen it will appear on the opposite side. Quite good....

Some mazes have tricks. There may some walls invisible, some walls are fake.. If you find yourself in stuck, look for tricks....

After 4 levels of normal gameplay, you will find yourself in a bonus level. On bonus levels there are no extras. If you complete the level you will be awarded with an extra life, if you can't you won't lose a life.. The main trick of the bonus levels are fake walls.....

Background graphics and animations changes after every 4 levels (which we call them as, world). Every world starts with a warp screen (a graphic with 3 lines of text). Each world has its own password to make you happy.. You will be informed about passwords after every world.

There are 11 worlds (44 normal + 11 bonus levels) in the unregistered version.
There are 25 worlds (100 normal + 25 bonus levels) in the registered version currently. We are adding more to this number.

If you like to see what will the next 15 worlds will look like then check the IFF files in "NSX-IFF" directory.

The NSX-Editor is nearly complete, registered users will have it too, when it is finished.

1.4 Options

After watching the title screen, you will reach to an options screen.

START GAME: Guess what? It starts game..... really!!!
                 From the first level if you didn't enter a password.

PLAY EXTRA WORLDS: This will take you to extra worlds. Extra worlds are
                 the same as game worlds, but no bonus levels. When you
                 register, the editor you'll get, is to create extra worlds.
                 We will release some extra worlds for unregistered users too.

ENTER PASSWORD: Takes you to a password screen. If password accepted, you
                 will warp to that world, if not the first world. Once you
                 enter the right password, no need to enter it again, just
                 use 'start game'.

SPEED: This is new for this version. Try different speed options
                 slower/slow/normal/fast/faster.... Try slow modes if you
                 have an accelerator.... normal mode is good for a standard

A1200...

LIVES: How many lives? From 3 to 9. Try 9 if you're a beginner, 3
                    for a tuff game.

NIBBY vs LEMMY ANIM: NSX has two 25 frames animations for nib-lemm fight.
                    Animations will be loaded from disk when needed, and this
                    takes time (especcially if you're playing from floopy). Or it
                    may interrupt your play, simply turn them off.

GAME OVER SEQUENCE: Read the upper paragraph again. All same for this
                    sequence..

AUDIO: Sound FX or Music. Clear? When you turn the audio to sfx,
                    even the tune on title screen will be disabled.

EXIT: Exits NSX then goes back to where you are.

1.5 Extras

        Extras are added to game to give you more pleasure. They will be
appear during the game and help you, or not..

HEART   :   Gives you one extra life.

><   :   Shorter nibby

R   :   Reverses nibby, tile to head, head to tile.

+   :   Twice points for everything

::   :   Bonus points

PAC-MAN :   A pacman goes right to left and eats all on its way.

GHOST   :   A pacman's ghost. drops a lot after it.

LEMMING :   A Little lemming keeping the key of exit. If you're long
                    enough, you will get the key, if not you'll loose a life.

SCISSOR :   Cuts the tile and gives you a very short nibby.

CLOCK   :   Resets timer.

KEY   :   Opens a door to next level.

DYNAMITE: Blows walls. Just you and items....

JOKER   :   Fun....

1.6 Installing

```
FLOOPY:
        Get a blank disk, name it as "NSX". Copy all the archive contents,
to disk. Simply boot it to play. Disk must be write enabled!!!
If you want to play NSX from floopy and workbench, you have to install it to
floopy with NSX-INSTALLER...

HARDDISK:
        use NSX-INSTALLER...

        If you can't use installer; create a directory called 'NSX' on your
        destination drive, copy all archive contents into it.. Create a text
        file as:
                ASSIGN nsx: <PATH_OF_YOUR_DIRECTORY>
                CD NSX:
                NSXv1.90
                ASSIGN nsx: REMOVE
        save it to your directory as 'NibblerSupereXtra', rename the file
        'nsxicon' as 'NibblerSupereXtra.info'.... Now start from Workbench..
        You must have ICONX on your C: drive....

        NSX has more icon sets for you to choose, including Magic WB style.
Check "NSX_Icons" directory for them...
```

1.7 Requirements

```
        Most of the game coded on an A500, then completed on an A1200.
The game even should work on WB1.2 and 512K chip memory...... But not sure of
it.

        Game tested on,

         A600 / 1.0M chip
        A1200 / 2.0M chip
        A1200 / 2.0M chip 4.0M fast
        A1200 / 2.0M chip 4.0M fast + 68030 turbo card
        A4000 / 2.0M chip 16.0M fast

        Preview version of NSX was not working on some Amigas, if this final
one will not work on your machine, please send your messages to us. Don't
forget to add your Amiga configuration...
```

1.8 Registering

```
        Register your NSX, support us and get a better version of NSX:

        There are 11 worlds (44 normal + 11 bonus levels) in the unregistered
version.
        There are 25 worlds (100 normal + 25 bonus levels) in the registered
version currently. We are adding more to this number.

        The NSX-Editor is nearly complete, registered users will have it too
```

when it is finished.

        Send USD 15.- or equal to:

                              Mehmet Ali Sahin
                  Turangunes Blv. 22/10 Cankaya Ankara 06550
                                  TURKEY

Please add a blank disk if you are not a net-surfer.

If you are capable to receive 1M mails, we can send the registered version
via net.

You may offer some other things instead of registering fee, just contact
and offer... BUT WE ALWAYS PREFER MONEY...

POSSIBLE ACCEPTABLE STUFF:
        - Pal VHS movies (English):
                - Alien 3, Home Alone, Blade Runner, etc. etc.
                - Movies based on Stephen King's stories/novels.
                - All Disney cartoon movies
                - your Pal VHS offers.

        - Books:
                - Books by Stephen King
                - your offers

        Lots of CDs (Music, Computer), magazines, comix and your offers.

DO NOT SEND ANY GIFT WITHOUT CONTACTING US!!!!!

Read "LAST MINUTE" for more fun...

1.9 Bug Reports

First known bug: from Gino
        If you're using DBLPal/nonflicker screenmode for your Workbench
        NSX will crash your machine... Try 640x256 or 640x512 modes....

        Are there any bugs left? sure there are.....
        Please inform us...

        E-mail to:

        mali@sebit.com.tr
                ps: My ex-address, masahin@rorqual.cc.metu.edu.tr

          is no longer available because my account at METU is closed
          even before I read some of mails.. Sorry for those
          who sent mails and didn't get a reply...

     Snail-mails to:

     Mehmet Ali Sahin
     Turangunes Blv. 22/10 Cankaya Ankara 06550
     TURKEY

1.10   Title screen

     Title screen, is just a screen.......

     When you run the game. You'll watch the Backyard Brothers logo, then
you'll see a text screen, read it, and finally title screen.

     You can read the scroller (jumper?) text, now you can pres;

     F1: for info screen

     F2: for credits screen

     F3: for hi-scorelist

     Fire-Space-KeyPad '5': to skip to options.

     After some time, title screen will be replaced by info, credits and
hi-score screen... Press Fire-Space-KeyPad '5' to skip these.

1.11   Who done what?

Who done what in Nibbler Super eXtra:

- Mehmet Ali Sahin
     All 68000 code, most of the design, Backyard Brothers logo, all fonts,
     NSX logo, all game graphics, all maze graphics (including 'Gombie'
     level), warp graphics (worlds after 12), nib-lemm anims, all level
     designs, sound effects, guide text.

- Tunc Dindas
     Pixelling of Backyard Brothers screen, NSX title screen, Game over
     screen, warp graphics (for first 12 worlds), some part of the design.
     ASCII logo for this document.

- M. Onat Cakit
     Soundtrack. The idea of the name, 'Backyard Brothers'.

- Tunc Taylan (a good friend, not a member)
     Design of Backyard Brothers screen.

Play testers,

Burak 'GART' Kucukler, H. Bilen O. Turkel, Kemal Turkel, Sedat 'SWM'
Besni, Selahattin Dindas and all Backyard Brothers.

We would like to thank to all our brothers on the backyard
        Edgar M. Vigdal, Burak 'GART' Kucukler, Sedat 'SWM' Besni, Erdem
        Ertan, Berke, Huseyin Yesilbas, Ugur Ozyilmazel, A. Vedat Erunlu

We also like to thank to the author of "NewStartup", NSX uses his routines..
(Sorry, can't remember his name).

1.12   Nibbler Super Extra preview version on the net

Nibbler Super eXtra preview version was released on the summer of 1995. I
don't think that a huge amounts of download it caused but some downloaded it.
It also appeared on Aminet CDs 8,9, Aminet Set 2.

You can (?) find the preview version on Aminet, just look at;

"game/misc/nsx-pre.lha"

1.13   Brothers on the yard

Backyard Brothers are a little team of ex-sceners (or sceners). There are two
coders (M.Ali and Berke), two graphicians (M.Ali and Tunc) and a musician
(Onat) in the team.

I think we are the only team from Turkey producing games for ourselves to
play and some utils for all to use.

This is the first title, and it took very much time to finish it, 2 years!!!
But the time we spent on the game is just 4 months, because of lots of
problems these 4 months are spreaded to two years. But we finally fixed much
of those problems and finished it (finally). Hope there won't be more
problems in the future.

Next title will be "GEENIE", you will see some samples from its graphics on
world 13. It's a cute jump game with toonish style of graphics. Based on the
story of four green friends, Geenie, Teenie, Meenie and Vinnie. Wait for it!!
Preview version will be out SOON!!!

1.14   Other Stuff

These things were forgotten and added here, hope there's not more:

CONTROLS:
        - Use your stick (port 2)
        - Cursor keys to move + space for fire
        - Keypad 2-4-6-8 to move + Keypad 5 for fire

HIGH SCORE TABLE:

Nibbler also has a high score list and the list will be written to
disk after every high score. Do not reset your machine when disk
is active. Use 'QUIT GAME' to quit the game then reset)..

TIME LIMIT:
There's also a time limit against you. It's in 3 steps; in first step
you'll be alarmed and Nibbler will turn to yellow, in second step,
you'll be alarmed and Nibbler will turn to red, in the last step,
you'll be alarmed and Nibbler will .... be dead.
You have to press fire when the time images appear.

17020:
Beverly Hills 17020? Not.... 17020 bytes are the data lenght for
extra and normal worlds. You can not rename and play normal levels in
a different order (if you're not very very very lucky) or you cannot
replace after editing them. NSX checks file and exits with an error
message if occured. But you can edit worlds and play them as extra
worlds if you have NSX-Editor.

GIVE UP A LIFE:
When you feel yourself in stuck, press "ESC" to sacrifice a life.
You will need it in some levels, but don't forget you won't loose a
life when you press in bonus levels.

1.15   Extra Worlds

Extra worlds option is a great fun for us and for every registered
user. You can design your own worlds (4 normal levels for a world, no bonus
one). This means:
- You can pixel graphics (warp, maze grafix and background anims)
- You can design levels (with a designer of course)
- You can upload them to Aminet and give us fun.

In the unregistered version there is only one extra world. In
registered one there will be 5 and some explanations and gfx datas for you.
NSX is able to use 15 extra worlds at once.

NSX-Editor is easy to use, fun to use. We used it for worlds after 14. You
are just pixelling your graphics (or use template ones), editing what you
like to be written, then start editing 4 mazes, then save them as a final
data.

We as Backyard Brothers will release extra world packages for
everyone (registered or unregistered) to play.

1.16   Last minute

- E-mail adrress changed to: mali@sebit.com.tr..........
  My ex-address, masahin@rorqual.cc.metu.edu.tr is no longer available
  because my account at METU is closed even before I read some of mails..
  Sorry for those who sent mails and didn't get a reply...

– There are more than 5 gfx sets ready to use, think they'll be first 5 extra
  worlds...

– DON'T FORGET, DON'T FORGET....
  Extra world sets will be uploaded to Aminet, all NSX users will be play
  them. But only registered users will release extra worlds...

– There's a bug we know (which causes a level become impossible to finish)
  but left unfixed. If you find it, you'll be registered for free. First 3
  bug-reporters found the bug (we are talking about) will be awarded...
  HINT: If ... before ... that ... where ...!!
        We wait after releasing v1.89 but no one is able to find it..yet.
        Our offer is still available.......

– Berke coded some useful utils for you to use:
        Spartanim: A very useful frame animator for you to use in your paint
                   program. We used it for NSX animations.
        Leveledit: A very useful level editor.
  They will be released soon.... Sooon!

– Please do not crack the game and not release trainers. The game itself has
  some cheat options. Try to find them instead.

– To 'REGISTERED VERSION RELEASERS'; you couldn't find any game to crack,
  because they all left off, do you want us to do the same? so SUPPORT US!

1.17 HISTORY

                    pre   Uploaded to Aminet and released in some of Aminet CDs. as ←
                      a
                    preview
                            version.

1.89   Released after a looooooooooooong delay with lots of features and
        extras and levels.

1.90   This version.. Added the speed option... One more extra world
        released.

Wonder why we start from 1.89????

We gave the version number 1.00 to the preview, everytime we add a new thing
to the game we add 0.01 to the number... You might guess we did a lot since
preview.....

1.18 WHAT'S NEW?

What's new for this version?

The main difference is the SPEED option.... I (M.Ali) didn't want to slow
down the game because I thought it will be too easy but added a cheat option
for Burak 'GART' Kucukler to play his all-times-fave game. But after
releasing the v1.89, we received some mails about its non-playability because
of speed.....

The second difference is an extra 'Extra World'.. Now you can play two extra
worlds (8 levels more)....

See you on next version, if there will be next version.....