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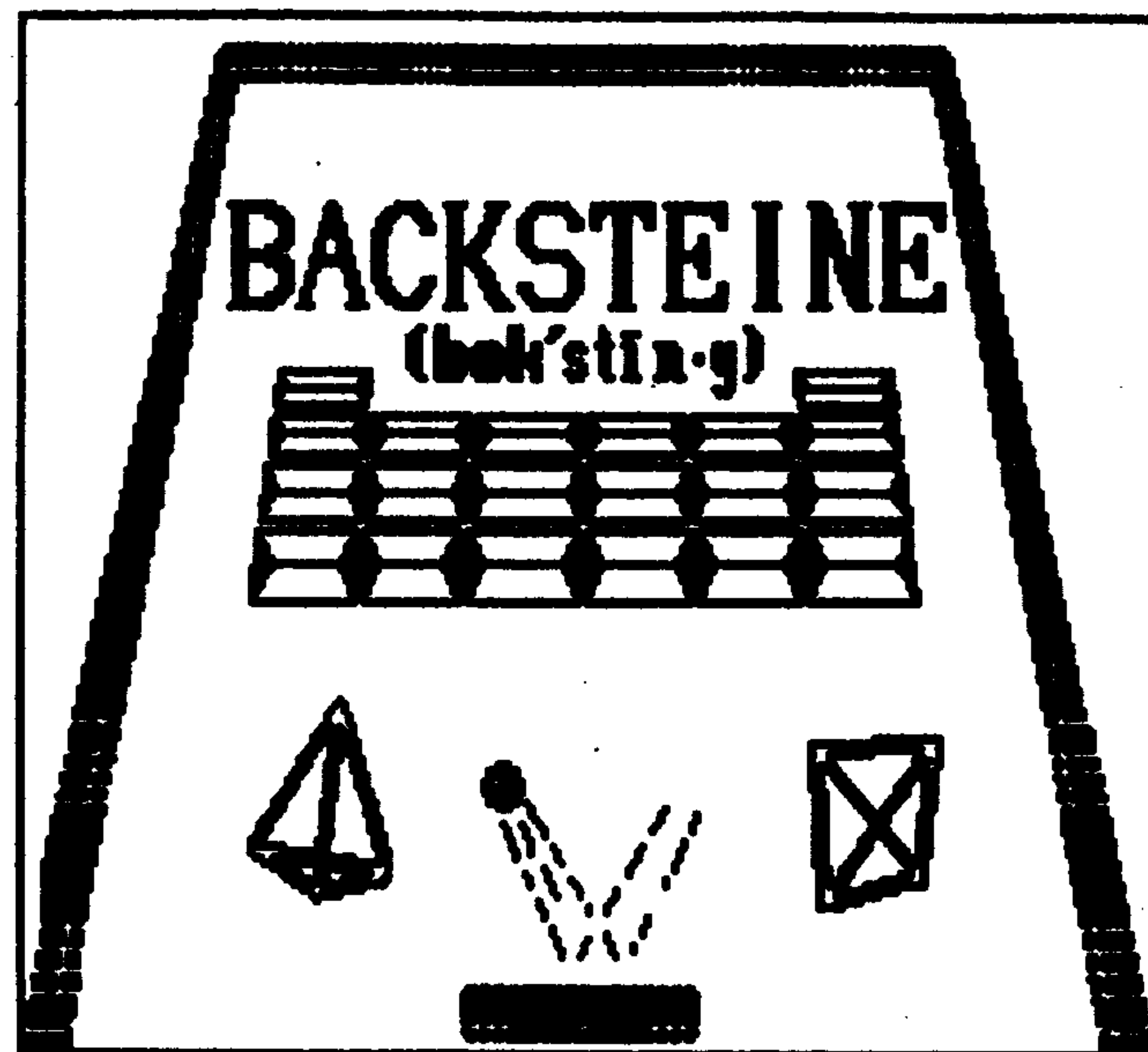 $15/10   "   "   DSDD   WRITER type EDITOR anywhere
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ewer   Here are samples from the
rinters.   Funnelweb Editor on a NX1000.

BACKSTEINE
(bäk'stīn·g)

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LEVELS FOR CONTINOUS FUN!

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BACKSTEINE EDITOR

CHANGE OR CREATE NEW LEVELS

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c 1990 by Quinton Tormanen

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Loading Backsteine:

From Extended Basic:

1. Insert the Extended Basic module.
2. Insert the Backsteine disk in drive #1.
3. Select Extended Basic from the main menu.
4. Backsteine will auto-load.

From Editor/Assembler:

1. Insert the Editor/Assembler module.
2. Insert the Backsteine disk in drive #1.
3. Select Editor/Assembler from the main menu.
4. Select option #5 from the E/A menu.
5. Type "DSK1.BACKSTEINE" at prompt.
6. Press <ENTER>. Backsteine will load.

From TI-Writer:

1. Insert TI-Writer module.
2. Insert Backsteine disk in drive #1.
3. Select TI-Writer from the main menu.
4. Select option 3 for Utility.
5. At prompt, type filename DSK1.BACKSTEINE
6. Press <ENTER>. Backsteine will load.

From Mini-Memory:

1. Insert Mini Memory module.
2. Insert Backsteine disk in drive #1.
3. Select Mini Memory from the main menu.
4. Select option 3 for Re-Initialize.
5. Press FCTN 6 to Proceed.
6. Select option 1 for Load and Run.
7. At prompt, type filename DSK1.BACK
8. Press <ENTER>. Backsteine will load.

Any of the above methods will bring you to the opening screen. From there, plug in one or two joysticks, release <ALPHA LOCK> and you are ready to play!

In EDIT mode you may find Joystick 1 too fast. Joystick 2 will operate more slowly or you may use the Keyboard for much slower response.

BACKSTEINE:

This game has been constructed around the classic Break-out framework with an incredible number of changes and enhancements to provide the ultimate entertainment. "Backsteine" is German for the word "Bricks." There are two parts to Backsteine -- the Game, and the Editor. Each will be explained in its turn.

PART I: BACKSTEINE -- THE GAME

Introduction:

Far into the future, the planet earth has become over-crowded. A galaxy-wide search has been conducted for a new livable planet. With the exception of one planet, Omega-47, the search was fruitless. The problem is that the planet is inhabited by very unfriendly aliens. They have a defense satellite that must be defeated before the vulnerable aliens may be destroyed, leaving the planet open for use. The satellite is called "Backsteine" and consists of fifty security levels. The levels are filled with multicolored energy blocks. The blocks contain enough energy to kill any human trying to destroy them. For many years, the great minds on earth were stumped.

Then came Quintus Tormanus, who figured out that a nuclear fused plutonium ball could safely destroy the energy blocks. A flat levitating structure called a Siliron would then propel the ball back up toward the blocks. By breaking all the energy blocks the level would be shut down and access to the next level would be provided.

Starting a New Game:

Once the program is loaded, a prompt will ask for "1" or "2" players. Push the joystick left for "1" player or right for "2". Use joystick 1 for player "1" and 2 for player "2". The first level will appear with the ball sitting on the Siliron at the bottom of the level. Press joystick either left or right to start the ball in that direction.

Siliron and Ball:

These two pieces are vital to the game. The Siliron is a flat levitating structure that may be controlled by the player to catch the falling ball and send it flying back up towards the energy blocks. The ball is a nuclear fused ball of plutonium capable of bouncing off the energy blocks and destroying most of them in a single shot. The object is to keep the ball from reaching the bottom of the screen. Balls of plutonium are not common and you are only given

The Energy Blocks:

There are numerous types of energy blocks. They are differently colored and some require more than one shot, while others are impossible to destroy. All solid colored blocks take only a single hit from the ball to destroy. The three dimensional yellow blocks, when hit, will turn into a solid white block, which may be destroyed in a single shot. The three dimensional grey block will turn into a normal yellow block when hit, which in turn takes two additional hits to destroy. You are awarded 10 points for each block hit. To successfully destroy a grey block would take three hits and give you 30 points. Two small grey and black blocks set together in the space of one normal block represents an indestructable block. No points are awarded for these blocks.

The Aliens:

There are two types of aliens that appear during these levels. There is the spinning pyramid shaped Hyger and the disk shaped Cyger. Both drift lazily about the screen and bounce off the blocks harmlessly. They will come out of either of two doors at the top of the screen. If your ball comes in contact with either a Hyger or a Cyger, your ball will destroy the alien and fly off in any direction. 100 points are awarded for destroying an alien.

Secret Capsules:

Although undetectable, there are capsules hidden behind some energy blocks. They may be released simply by destroying the block containing the capsule. There are six different capsules. To get the effects given by the capsule, you must catch it as it falls. Here is an explanation of each:

Freeze: A red capsule that, when caught, will slow the ball down giving you more time to position the Siliron.

Extra Siliron: A yellow capsule, when caught, will give you an extra Siliron. No more than five extra silirons may be held at once.

Stretch: A dark blue capsule, when caught, will stretch the Siliron out to provide a larger surface area for catching the ball.

Catch: A black capsule, when caught, will enable the Siliron to catch the ball rather than bounce the ball without stopping. Once caught, the Siliron may carry the ball around to any place. Release it with the <FIRE> button and the ball will go in the direction it would have bounced. 5 catches in a row are given.

Break: A light blue capsule, when caught, will open a door on the right side of the level through which the Siliron may leave to the next level without completing the level.

Laser: A light green capsule, when caught, will act as catch except that, when <FIRE> is pressed to release the ball, the ball will go straight up and destroy two bricks in a column, regardless of whether or not they normally take two or three shots to kill. Five shots are given.

All of these effects, except Extra Siliron, will last only for the duration of the level or until a Siliron is lost.

Score Board:

The score board to the right of the level shows a number of things. The High Score shows the top score since Backsteine was loaded. Under each player is their score. Notice that the number of the player whose turn it is to play turns white, while the other player's number is blue. The security level of the current player is given under Round. At the bottom of the score board are small Silirons which represent the number of Silirons remaining until the game is over for that player.

Other features:

The ball may bounce at any angle. It has a tendency to bounce at a straight diagonal and will return to that position eventually. To make the ball climb at a steeper angle than normal, simply move the Siliron up at the time the ball hits the Siliron. This will make the ball go a little steeper. Keep moving the Siliron up when the ball hits to get it to go steeper. The ball will return to diagonal slowly, if you stop "popping it up."

To pause the game at any time, press "P." To release pause, press <FIRE>.

PART II: BACKSTEINE EDITOR

Getting to the Editor:

To use the editor, load Backsteine first. Once it is loaded and asking you to enter one or two players, you may hold down "CTRL" and then press "E". This will set up the editor and show you the first level. On the right, where the score board was are numerous icons.

Getting What You Want:
There is a white hand pointing its index finger in the middle of the icons. You may move this around with a joystick or by using the E,S,D,X keys as arrow keys. Whatever icon the index finger is pointing to is the option that may be selected by either pressing <FIRE> or <ENTER>. Another method is to press a combination of "CTRL" and a hot key. There is an explanation of these keys later on.

Icons:
The icons at the top of the screen are each of the colored blocks, a white box will surround the one selected. Once selected, the finger may be moved over to the level and will turn into a white box. Position this box to wherever you want and press <FIRE> or <ENTER> to place the block selected in that spot. The icon marked "DEL" stands for Delete. If it is selected then you may erase blocks by moving the white box over an existing block and pressing <FIRE>.

Below the block icons are the capsule icons. They are their standard colors except the Catch icon is white rather than black. Another DEL icon is offered here for deleting capsules. Select a capsule and move the finger/white box to wherever you want a capsule. The rules here are, that a capsule must be placed on top of an existing block and no more than one of each may be placed per screen. Delete capsules like you would a block.

Below the capsule icons are the ground icons. There are four types of ground to select from. Below them are six more special icons:

Arrow Pointing At a Disk: Save file. Type in a filename up to ten letters long. Press <ENTER> when done. The forward (FCTN D) and backward (FCTN S) cursor control keys work here. The file will be saved to drive 1.

Arrow Pointing Away From a Disk: Load file. Type the filename to load exactly like you would to save. To load the original levels, enter BACKSTEING as the filename.

Trash Can: Erase a Level. Will blank out the level. Confirm with Y or N.

Two Arrows Pointing Opposite: Transfer levels. Enter the level number to swap the current level with.

OOPS: Reset level to how it was before changes made since this level was selected. Example: You select Erase for a level, and then realize you didn't want to do that. Select Oops and the level will be back. Confirm like ERASE.

QUIT: Will quit back to the Game. Note that the levels will not be saved but you can play them before going back to the editor and saving.

Below these icons is the Round Number. There are two arrows next to the number. The one on the left will subtract one from the level and the one on the right will add one to the level. You don't need to be exact with the finger to hit these small arrows, just be close.

The large Play icon will allow you to play the current level selected with six Silirons. This is just for test purposes and will return to the editor if you lose all your Silirons or finish the level.

Using the Keyboard:
In the editor there are a number of "Hot Keys" that will act like selecting icons with the finger. Here they are:

"<" or "," -- Previous level.
">" or "." -- Next level.
CTRL "<"   -- Minus five to level.
CTRL ">"   -- Plus five to level.
CTRL "I"   -- Move white box to select a block icon or capsule icon.
CTRL "B"   -- Block/Capsule Toggle. Moves the white box from the Block icon section to the Capsule icon section or vice versa.
CTRL "G"   -- Select next ground pattern.
CTRL "L"   -- Load File.
CTRL "S"   -- Save File.
CTRL "T"   -- Transfer levels.
CTRL "E"   -- Erase Level.
CTRL "O"   -- Oops.
CTRL "Q"   -- Quit to Game.
CTRL "P"   -- Play current level.
"ENTER"   -- Same as <FIRE>
E,S,D,X   -- Up, Left, Right, Down respectively.