

Possible Tiles, Actors and Items and Their Behaviours

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1 Tiles

1.1 Water

Water will kill any monster, other than the glider, that steps on the tile. When Chip steps on the tile he will be killed unless he is wearing flippers. When a block is pushed on the tile, the block is removed and the tile changes to a dirt tile. If Chip is swimming in the tile when a block is pushed into the tile then Chip will die. If a monster steps on the tile while Chip is swimming in it, the monster will die.

1.2 Fire

Fire acts as a wall to walkers and bugs. Monsters and Chip will die when they step on the tile except for Chip with the fire boots and the fire ball.

1.3 Force Floor

Force tiles have 5 possible directions: north, south, east, west and random. When a moving object steps on a force tile it is pushed in the given direction. If Chips last move was forced he can step off the tile in any direction within a time limit. Treated as a free tile when Chips wears the suction boots.

1.4 Ice

Ice tiles make any moving object that step on them move in the direction they stepped on the tile at double the normal speed. There are four ice corners that change the direction of a sliding object - doesn't prevent normal movement through them. Treated as a normal tile if Chip is wearing the ice skates.

1.5 Dirt

Dirt acts as a wall tile to everything except for Chip. When it is stepped on by Chip the dirt tile is replaced by a free tile.

1.6 Gravel

Gravel acts as a wall to monsters.

1.7 Hidden Wall

Is displayed as a free tile until *Chip* tries to step on it. It is then replaced by a wall tile.

1.8 Invisible Wall

Is displayed as a free tile but acts as a wall tile.

1.9 Blue Wall

A blue wall can either be a real blue wall or a fake blue wall. A fake blue wall acts as a dirt tile. A real blue wall acts as a hidden wall.

1.10 Recessed Wall

A recessed wall acts as a wall to everything except Chip. When Chip steps *off* the tile it becomes a wall.

1.11 Teleport

When a movable object steps on the tile it is transported to another teleport. If there are no other valid teleports it acts as an ice tile. The destination teleport is chosen by scanning from right to left going up the rows from the initial teleport. When the scan finds a teleport it attempts to put the object on the opposite side it entered from. If that is an invalid move then the scan continues.

1.12 Thief

Thief tiles act as a wall to monsters and blocks. When Chip stands on the tile all boots are removed from him.

1.13 Buttons

Some buttons can be connected to other tiles invisibly and some have a universal effect. When a moving object enters the button tile, the button activates. Buttons are held down when an object remains on them.

- **Blue Button:** On activation, causes every tank to reverse direction.
- **Green Button:** On activation, changes the state of every toggle wall.
- **Red Button:** On activation, causes the connected clone machine to activate. Button *-1 machine.
- **Brown Button:** While active, causes the trap to act as a free tile. Button * - 1 trap

1.14 Clone Machine

The clone machine acts as a wall. The clone machine contains a monster or a block. When activated it copies the Moveable one tile in the direction the copied Movable is facing. The machine does nothing if the move is invalid.

2 Actors

2.1 Bug

A bug will move left if it can. Otherwise it goes straight. If it can't go in either direction then it goes right. Then it goes backwards. They treat fire as non-walkable.

2.2 Fire Ball

Fireballs move straight. When they reach an unwalkable they try to go right, left then backwards in that order. Survives fire tiles.

2.3 Glider

Gliders move straight. When they reach an unwalkable they try to go left, right then backwards in that order. Survives water tiles.

2.4 Tank

Tanks only ever move straight. They turn around when ANY blue button is pressed.

2.5 Teeth

Teeth move towards the player. *NOT PATH-FINDING!* Walks towards the player if it can in a straight line.

3 Treasure

NOTE: Treasure is an adjective used to describe an object that can be collected. They can be hidden under Moveables

3.1 Chips

When a chip is collected it decrements the chips left count. Chips act as walls to monsters and blocks.

3.2 Keys

When keys are collected they are added to the pocket. There are 4 key colors that open similar colored doors. When used on a door the key is removed from the pocket. Picking up more keys of the same color will increase the count of keys.

- **Blue Key:** When a blue key is stood on by a monster or a block it is deleted.
- **Red Key:** Yep.
- **Green Key:** Can be used without being consumed infinitely.
- **Yellow Key:** Acts as a wall to monsters and blocks.

3.3 Boots

When a boot is collected it is added to the pocket. There are 4 colors of boot that can all be worn simultaneously. Boots on the ground act as walls to monsters.

- **Flippers:** Allows Chip to swim in the water tiles. If a glider is in the same water tile as swimming Chip then Chip dies.
- **Fire Boots:** Allows Chip to walk on fire tiles. Doesn't protect against fireballs.
- **Ice Skates:** Allows Chip to walk on ice tiles as if they were free tiles.
- **Suction Boots:** Allows Chip to walk on force tiles as if they were free tiles.