1. Short Intro - What is The Promised End – Fan Hack of the Original 1983 Atari Game ‘The Adventures of Major Havoc’
   1. Previous Presentations
      1. CAX 2018 – Initial announcement of project – Hopes and Dreams v0.51 released
      2. CAX 2019 – Updated Project Status, early BETA ROM release v0.77 released
      3. 2020/2021 – COVID HELL and distractions
      4. CAX 2022 – v1.0 Release
   2. Team Havoc
      1. Owen – Inspirer of All
      2. Jess – Coder and master of tangents and diversions
      3. Bryan – Level Editor coding and game play tester
      4. Jerky – All new level designs and modifications, flow master!
2. A Brief History of Major Havoc
   1. Owen Summary
3. Why make this game
   1. Original story of ‘Keep Going The Homeworld Is Near’ and the quest to find the ending
   2. Owen’s story about why the ending never was completed
   3. Coming together in 2016 to start creating ‘The Promised End’
      1. Name suggested by Luke Dyson
   4. Is this project a little out of control? Maybe, but it is fun!
   5. All Open Source
4. Features
   1. TWO Editions
      1. The Promised End – All features but Mazes are more approachable to the average player
      2. Tournament Edition – All features but Mazes are pushed to the limit with more challenging layouts & enemies – Jerky’s \*Ideal\* Levels
   2. Gameplay
      1. 8 NEW Levels + 4 secret levels
      2. 3 additional warps AND Game specific warps
      3. Homeworld Space Station
      4. 3D Star Castle Battle – mimics Owen’s original Star Castle that only existing briefly in early development and was deemed ‘to long’ for arcade play.
      5. Speech Added
         1. Two Options for speech
            1. TMS-5220 LPC Speech – Classic early 80’s speech tech found in games of the early/mid 1980’s
            2. MSM-6295 ADPCM Speech – Used in 1990’s games with improved speech quality
      6. Maxoid Robot
      7. Updated Attract Mode – Original Team and Promised End team
      8. Homeworld Animation sequence and ending trailer
         1. Battlezone Mountains - Set up for the Atari Cinematic Universe (kidding)
      9. Multilingual
         1. English/French/German versions of ROM images
      10. Bonus gameplay after Homeworld
      11. Many easter eggs
   3. Self Test
      1. Alpha Test
         1. More detailed ROM checksums and version info
      2. Gamma Test
         1. More detailed component tests
         2. All Sounds/Speech can be played here
      3. Game Settings
         1. Set in realtime (like Gauntlet etc) rather than needing to flip DIP switches
         2. Roller Multiplier for Tempest Spinners
         3. Cocktail Mode Supported – Scott Swazey FPGA Emulation
      4. Warp Codes – Classic vs Randomized
      5. Game Statistics
5. Bugs
   1. Still have about a dozen bugs to fix in the coming weeks
   2. Updates will be posted as additional ROM versions v1.01, v1.02, v1.03 etc
   3. Keep an eye on the GitHub ROM page
6. Level Editor
   1. Why
   2. What does it do
      1. Allows editing of individual levels and play test in MAME on a PC
      2. Allows creation of all 28 mazes in a ‘maze collection’
      3. Mazes and collections can be saved to files and/or shared
      4. Maze Collections can be ‘pushed’ into Major Havoc – The Promised End ROMs to be played in either MAME or on physical hardware.
7. Speech Editor
   1. For ADPCM Daughtercard, all speech can be customized with any .wav file.
   2. Tool allows for easy ROM creation with custom speech modifications.
8. How to play it TODAY and TOMORROW
   1. Jon Koolpe’s dedicated game is in the exhibition hall in the back left Atari row
   2. Look for the marquee
9. Shout Outs
   1. CAX Team – Always appreciative to be at this awesome show.
   2. Jon Koolpe – Being a willing tester and early modder on his hardware. Always taking care of us!
   3. Scott Swazey – Supporting project on his FPGA and giving excellent advice and help on issues and challenges
   4. L.D. Murphy – Following along the project and writing up excellent article in Retrogamer #233 (now available online at <https://www.magazinesdirect.com/az-single-issues/6937134/retro-gamer-magazine-single-issue.thtml>)
   5. Jerome Vince and Thomas Sontowski – French and German translations
   6. Al Kossow – RGVAC expert and archivist extraordinaire
10. Resources
    1. Homepage – <https://mhedit.askey.org>
       1. Game Overview
       2. Features list
       3. Level Editor Information
       4. Game Marquee Translites
       5. Speech Daughtercard Upgrade
    2. GitHub Page
       1. PCB Conversion Info – Original PCB must be slightly modified to play this game
       2. ROM Images – Playable in MAME OR on Modified Hardware
       3. Source code and compilation tools