= Lost Luggage (video game) =

Lost Luggage is an action video game developed and released in 1982 for the Atari 2600 by Texas @-@ based studio Games by Apollo . The player controls skycaps working at an airport and tries to collect pieces of luggage that fall overhead from a frantic luggage carousel . A two @-@ player mode , in which the second player controls the direction the luggage falls , is also available .
 Programmer Ed Salvo was inspired to make Lost Luggage when he was waiting for his luggage at the Dallas / Fort Worth International Airport , and the game took around four weeks to produce . Reviewers criticized the game 's similarity to Activision 's Kaboom ! ? which itself is based on Avalanche ? believing Lost Luggage to be an inferior clone .

= = Gameplay = =

Lost Luggage is an action game in which the player controls skycap porters who are attempting to collect falling luggage from a wildly unpredictable baggage carousel . The objective is to collect all the suitcases that fall from the carousel before they hit the ground . The player starts with three suitcases , which act as lives , and whenever a suitcase hits the floor , the player loses one . If all of the player 's suitcases are lost , the game ends .
 There are two difficulty levels , and depending on the difficulty selected , players can control one skycap or two at once . There is also a two @-@ player competitive mode where the second player controls the direction of the flying baggage . Another mode , featuring " terrorist suitcases " , is available ; enabling this mode will cause black suitcases to appear mixed with the regular baggage . These black suitcases will cause the game to instantly end if they touch the floor , regardless of the player 's current number of collected suitcases .

= = Development = =

Lost Luggage was developed by Games by Apollo , a video game studio based in Richardson , Texas , which targeted the game at people who traveled regularly , believing that they would like its content . At the time of Lost Luggage 's development , the company employed five people . The game was conceived by programmer Ed Salvo . He had been at the Dallas / Fort Worth International Airport after a meeting with Apollo founder Pat Roper and was waiting at the carousel for his luggage to arrive . Later , Salvo discussed the concept of the game with Roper , and they came up with the idea to have the carousel " spewing unmentionables . "
 Afterwards , Salvo presented artist Ernie Runyon with a rough sketch of his ideas for the game . The crew of Apollo brainstormed titles for half an hour before deciding on Lost Luggage ; Runyon later remembered one of the proposed titles was " Airport Mayhem " . Runyon programmed the game with help from Salvo . He has stated he would have liked to include a luggage train , but there was not enough room in the 4 @-@ kilobyte cartridge . Salvo had difficulties with collision detection and synchronizing the character movements with the joystick , which took one week to fix . Due to a hardware issue , a graphical bug would also occur whenever a suitcase was captured , which was solved by compiling the game on another computer .
 The sound effects and music for Lost Luggage were created by Larry Minor . According to Runyon , the game was the first to integrate music on the 2600 as opposed to only sound effects . Salvo estimated that Lost Luggage took a total of four weeks to complete . A four @-@ minute advertising jingle was made by Byron Parks for the game . Apollo founder Pat Roper was " fishing for ad material " , and Parks belonged to a sound studio which Roper also owned . The jingle was never used , and in a 2013 interview Runyon recalled that he did not " know or remember where it was intended for use . "
 Following the release of Lost Luggage , Runyon departed Games by Apollo , making it the only game he worked on at the studio . Salvo eventually left as well . The studio filed for Chapter 11 bankruptcy on November 12 , 1982 , due to pressure from its advertising agency Benton & Bowles , to which Apollo owed $ 2 @.@ 5 million (out of a $ 5 million total debt) . Although Roper expected

the company to return in a " smaller form " , Apollo closed in 1983 after reorganization attempts failed .

= = Release and reception = =

Games by Apollo released Lost Luggage in September 1982 . Two versions were released , differentiated by the color of the label . Cartridges with blue labels feature an opening sequence in which the character takes out the three starting suitcases . In the green @-@ labeled version , the game may be restarted by pressing the fire button , which does nothing in the blue @-@ labeled version . Neither Salvo nor Runyon were aware of the existence of this version . Runyon speculated that Salvo may have found more space after tweaking the game and added the features , while Salvo did not " remember doing any of this and I can 't conceive of anyone at Apollo messing with the game after it went to production . "

Lost Luggage received mixed reviews upon release . Bill Kunkel and Arnie Katz wrote in a 1982 issue of the magazine Electronic Games that Lost Luggage did not have " the spark of greatness " . While they praised the game for shifting away from " the typical SF shoot @-@ out " and said that it was " solid " and " playable " , they remarked on its plain @-@ looking graphics and said that " even the greatest concept cannot make a great game when it isn 't blended with an outstanding type of play action . " Writing for Video , Kunkel and Katz commented on the game 's " incredibly cute touches " , but suggested that Apollo may have better " scrimp [ed] on the frills " in favor of additional gameplay challenges . A reviewer for the magazine TV Gamer recommended the game for children , but felt that seasoned video game players would enjoy Kaboom ! more . More positive opinions were from Videogaming Illustrated , which described the game as the most charming of Apollo 's releases , and Texas Monthly , which described it as a " fiendish little amusement . "

Modern reviews have been largely critical ? Brett Alan Weiss , writing for AllGame , considered the game to be a " slower , less intense , less enjoyable " version of Kaboom ! . He criticized the lack of support for the paddle controller , and stated that not even the two @-@ player and terrorist modes made the game enjoyable . In his book Classic Home Video Games , Weiss wrote that Lost Luggage was a " fleeting pleasure " , opining that " the airplanes flying overhead look nice , but the rest of the game is ordinary in appearance " and that the difficulty curve and action were poor . Writing for Atari HQ , Keita Iida commented that " there are good Kaboom ! clones (Eggomania) and then there are bad ones (this one) . " Iida believed that if the game was not as similar to Kaboom ! then it would be " mildly amusing " , but that the better alternatives hampered it .