Ridiculous Reality

Description:

Ridiculous Reality is a puzzle-platform game. The goal of this game is to complete all levels where the hero must gather all keys. After all the keys are collected, the exit door will open and the hero can go through to the next level. Each level consists of separate rooms arranged in a matrix. Their arrangement can be changed after switching into map mode. In this matrix map mode, the player can move rooms in sliding puzzle style, using one empty space with no room. It means that the configuration of all rooms can be set in many different ways.

The hero is moving in a standard room-view mode. The movement between two adjacent rooms is possible only when there is continuity between them – meaning their adjacent borders must be the same, corridors and walls must match each other. When there is no exact match, the passage is blocked.

The game consists of three different phases, each with unique graphics and various music tracks. Difficulty rises in each level, as well as the number of rooms: there are three types of rooms' matrix: 2x2, 3x2 and 3x3.

Codes for level skipping:

After completing every level (except the last one) there is presented a code for skipping this level. To use the code during that level one has to hold SHIFT key and insert a sequence of functional keys in given order. Some of the keys will have to be pressed and released several times.

For example a sequence: "SHIFT + START OPTION START SELECT START" means that one has to press SHIFT key and then (while holding SHIFT): press START, then press OPTION, then release START, then press SELECT and then finally press START.

Keep in mind that the code is just for skipping one current level, it doesn't allow to skip more.

Rules:

- all rooms can be moved
- all keys must be collected to open the door
- when a key is collected, it becomes inactive (which is denoted by a sound and colour change) - the location of active (not collected yet) keys and the door is marked on the map view
- moving between rooms is possible only when continuity is preserved (i.e. their adjacent borders match exactly)
- the hero dies while falling off from one room to an empty space or to another incompatible room
- death brings the hero back to the place where he collected his last key, or to the starting point of the level (if no key was collected yet)
- game has a flow style meaning you cannot go back to main menu or to play previous levels – after all it is continuity :)

Controls:

The game uses joystick to control the hero and rooms.

- On title screen: FIRE starts the game
- During gameplay (when in standard view): we move the hero left and right using joystick, UP entails jump (may be joined with right/left movement), while FIRE button is for switching to the map view mode – when we release it, we go back to the standard view.
- During gameplay (when in map view): we are in map mode while we hold FIRE, and in that mode we use joystick for sliding rooms, i.e. a movement is made when there exists a room that can be moved in direction indicated by joystick.
- Use SELECT / START to turn off / on the music.

Requirements:

The game works on Atari XL/XE with 64kB of memory. PAL and NTSC systems are both supported, although in NTSC version the in-game "Ridiculous Reality" logo had to be simplified.

Ridiculous Reality team:

Martin "MatoSimi" Šimeček	- programming
Adam Wachowski	- level graphics, game design
Michał "stRing" Radecki	- music, level design
Adam "Ooz" Powroźnik	- title screen & ending screen graphics
Jakub Husak	- cartridge design & production

Inspiration:

The game was inspired by Continuity game (www.continuitygame.com), created by Elias Holmlid, Dmitri Kurteanu, Guy Lima, Jr. and Stefan Mikaelsson.

http://matosimi.atari.org