The 8-Bit Video Game Gauntlet

v1.1a (2023-11-29)
By DataPacRat



You've got Pac-Man Fever, you're doing the Donkey Kong, you're goin' Berzerk, and you're singing Froggy's Lament.

In other words, you're about to live through a variety of pixelated, 1980s video games. Not just by playing them, but by jumping into whatever character the player usually controls, and running around or flying your ship or the like.

(Unless otherwise noted, all standard Gauntlet rules apply, including losing access to all your previous purchases save for your Body Mod, and failing the Gauntlet not ending your Chain.)

Starting Budget: 0 Colorful Pixels

Installation

You find yourself nearly disembodied, a mere point of light (you may take this pixel as an altform if you wish) floating through a multidimensional grid of CRT screens. Sorted by year, name, and hardware, each one shows a different video game, and is accompanied by whatever instructions, artwork, or other feelies the game came with.

Diving into any screen brings you into the game, taking the form of the hero-sprite. Each becomes an altform, usable in both later games and later Jumps.

Unless modified by Scenarios, DIP Switches, or Drawbacks, all you have to do to win the Gauntlet is win ten games without losing any of them.



Scenarios

Take Baseline, and as many others as you wish. Each one you take and complete provides & Tickets to spend on Rewards at the end of the Gauntlet.

* Baseline (mandatory): Live through at least 10 games, of your choice, in the order you wish.
  - Arcade Museum: Live through at least 100 games of your choice.
    - You're Kilo'ing It: At least 1024.
      - Gotta Play 'Em All: Live through /all/ the games of this era.
* Randomized Selection: You no longer get to pick which games you'll play.
* Randomized Order: Select all your games before starting to play. You no longer pick which order you play your games in; no more easing into things with Lunar Lander or Moon Patrol before graduating to Tempest or Castlevania III.
* High Score: You not only have to survive, but beat every game's default top scores.
* World Record: You must at least tie at least one world-record score. (A perfect game of Pac-Man will do.)
* Easter Egg Hunt: "Ready Player One" built a whole book out of this. All you have to do is dig up every secret in every game you count towards your total.

DIP Switches

Take any, (almost) all, or none.

* IRQ Interrupt Request (incompatible with Ironman Mode): While you're in the middle of another Jump, you may be able to start this Gauntlet by starting to play one of its games and consciously deciding to go inside. (May not be available in all Chains; check with your Benefactor. Some conditions apply. Side-effects may include isekai syndrome, protagonist mentality, and excessive enjoyment of the entertainment.)
* Ironman Mode: Gain 1000 CP, and access to your previous Jumps' purchases. Lose the standard Gauntlet protection that failing the Gauntlet does not fail your entire chain. Enjoy a minimum duration of at least ten years.
* Chain Modifier: Before every following Jump, you have to run a gauntlet of living through one or more video games, with no other Perks or Items - nothing more than your Body-Mod form and skills. The upside is that this counts as an extra Scenario, with the extra Tickets to match. The downside is that if you fail to win your games, then in the following Jump, everything you've gained from this Gauntlet will be locked out for the duration.

* Tutorial Mode: Many games are rather harder to survive on the inside than with a joystick; and a cautious Jumper might not want to risk visiting them. Activating this toggle removes that risk, by preventing losing a game from losing the Gauntlet - they simply don't count towards your attempted total. You also receive only half of your Reward Tickets.

* Playable Epilogue: Once you've finished all your Scenarios, you can stay and keep playing for as long as you like, without losses booting you from the Gauntlet.

* Reboot!: If you prefer, instead of your avatars becoming altforms, they can be stored on one or more disks, from the size of a floppy to a frisbee, which can be used by anyone wearing them.

* Cyberspace is Real: This sets the whole Gauntlet within a larger cyberspace, similar to the ones described in Tron, Reboot, and Kid Radd. (… or less similar, if P-Zombies are still running around.)

* People, Not P-Zombies: This converts everyone else in the Gauntlet from P-Zombies (lacking any more consciousness than those few lines of code that described them in their original games) into entities with some degree of self-awareness. (At least until you blow them away. You monster.) (Oh, don't worry; the next time the game restarts, they'll be back to normal and just fine, if maybe a bit grumpy.)

* An Animated Life: Instead of running around in the high-contrast, fully pixelated environment of the original games, you'll find yourself within the settings of the cartoons based on them, ala the Saturday Supercade. (Expect both shenanigans /and/ hijinks.)





* Indie Renaissance: It's hard to say when the 8-bit era ended; perhaps as late as Dec 10, 1993, when Doom was released. But that hasn't stopped people from making retro-inspired games on everything from emulations of the original hardware to the PICO-8 virtual engine. You may optionally include these in the games you can choose from.



Drawbacks

* VGA Vision (+50 CP): Everything looks blocky to you, with a resolution of 640x480, at best.
  - Two-dimensional Perspective (+50 CP): Goodbye depth perception.
  - CGA Seeing (+50 CP): 640x480? Hah! Try 160x100, and only 16 colors!
  - Black-and-Green Vision (+50 CP): Or, if you prefer, black-and-amber, black-and-white, or Virtual Boy's black-and-red.
* Poorly-Synthesized Speech (+25 CP): "Stay awhile. Stay… forever!" Stephen Hawking, eat your heart out.
  - 8-Bit Audio (+25 CP): The only sounds you can make are limited to standard arcade bleeps and bloops.
* NOOb (+100 CP): You revert to your pre-Chain skills (if any) for the duration.
* Protagonist Mentality (+50 CP): You just can't resist rescuing any princesses you come across, diving into sidequests, annoying jaywalkers, etc.
* Hardware Limitations (+200 CP): Galaxian only let you have one bullet on the screen at a time; the sprites in Kangaroo flickered; some games' CPUs could only calculate during the vertical blanking interval. Whatever you think you should be able to do, you can probably do about half that.

* **Use Thing on Thing (+200 CP)**: With a good text interpreter, interactive fiction and point-and-click adventures can figure out most anything you want to do! …You no longer have a good interpreter, and will find yourself frustrated when attempting even the most basic tasks, let alone anything as complicated as trying to 'walk east' instead of 'go east'.

* **Atari Joystick (+50 CP)**: You can only face and move in the eight cardinal directions.

  - **Old NEWS (+50 CP)**: Did I say eight? I meant four.

* **Bootleg Remakes (+25 CP)**: Get ready to play Mighty Mouth instead of Pac-Man, Apple-oids instead of Asteroids, Killa Gorilla instead of Donkey Kong, and all manner of other off-brand imitations. They won't inherently be any harder, but the optimized play-styles and tricks you're used to won't apply.

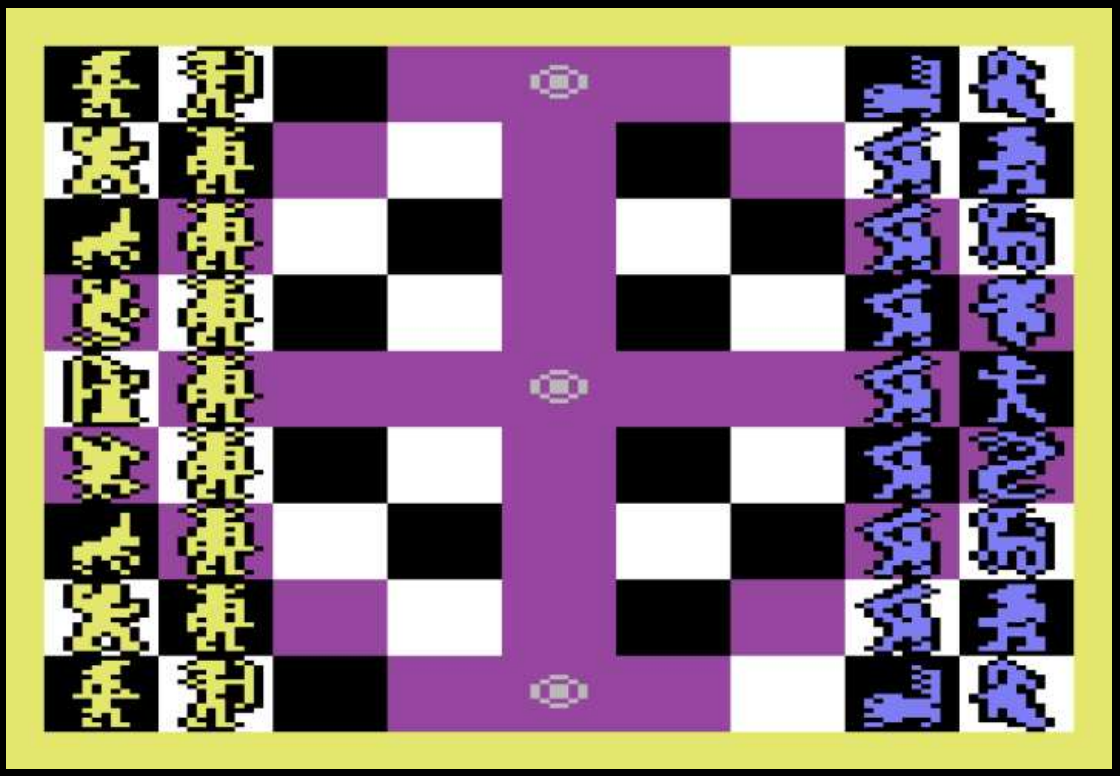
* **"Don't copy that floppy" (+100 CP)**: From your perspective, glitchy copy protection causes random games' in-game physics to break down every so often - and not in your favor.

* **Cheat Detection (+100 CP)**: You can't take other games' altforms until after the Gauntlet.

* **Ninja Attack! (+100 CP)**: It's hard to overstate how popular ninjas were in the '80's, and how many places they ended up. It seems a few of them were left over, as now they'll be infesting every game-environment you visit.

* **Hard Mode (+150 CP)**: If a game has difficulty settings, they're turned against you. If it doesn't, assume Murphy's Law is in full force.
  - **Nintendo Hard (+200 CP)**: Not only is Murphy's Law in effect, it's actively trying to force you to lose. (You get to play the /real/ SMB2.)
    - **~~E.T.: The Extra-Terrestrial~~**: (As a mercy to everyone, this option is unavailable.)
* **The Grind (+50 CP)**: These games are mostly from before the "clever" invention of spending hour upon hour of Make Number Go Up. …Mostly. Now, if there's any stat that you think you can improve, from your high score to your accuracy to your time taken, you'll find it practically impossible to resist working on bettering it.
* **Longplay (+100 CP)**: Your selected games now have to include several that are similar to the Ultima series, Dizzy's Adventures, Zelda, or Final Fantasy; that is, games that take more than a full day even for an expert to finish.

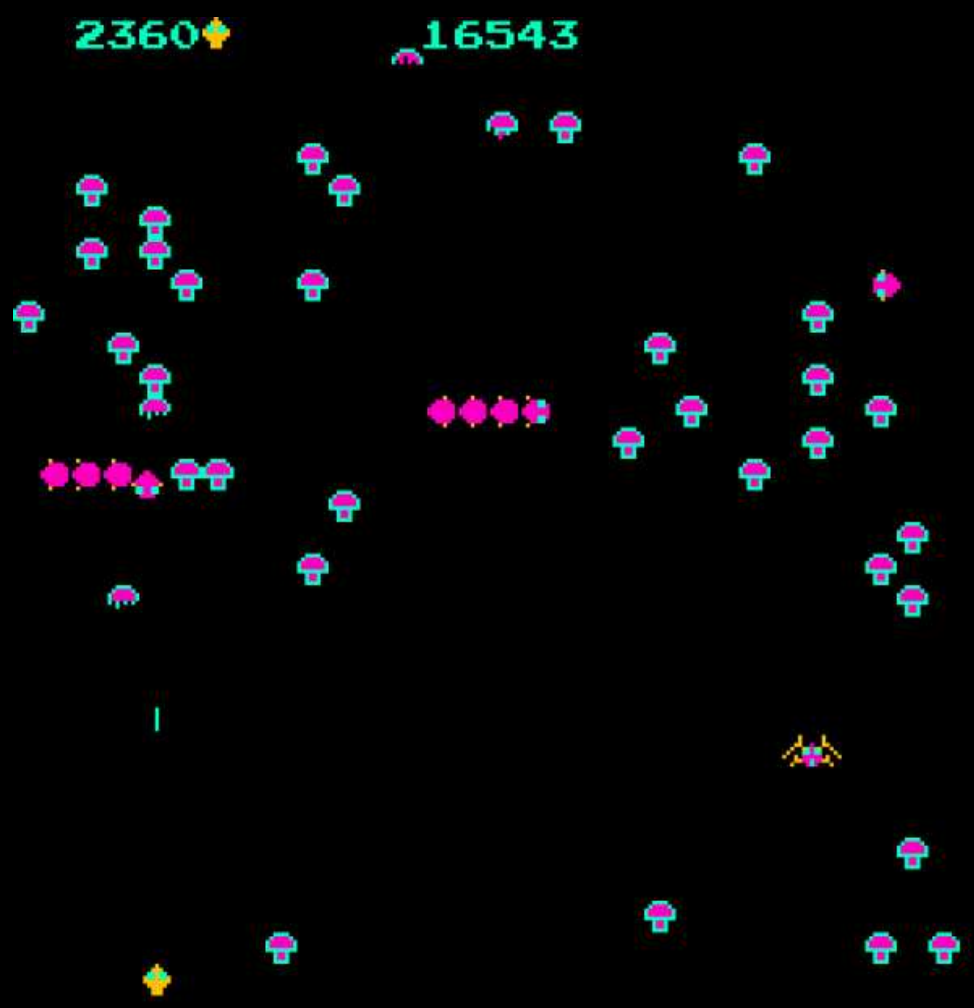
* **Playing the Player (+150 CP)**: Many games, there's one hero per player, which is generally easy for everyone concerned. Some are more strategic, with the player fielding anything from an adventuring party through a set of chess-pieces to whole armies. Now in such games, instead of being in charge of all of them - you'll be a single pawn, or whatever the local equivalent is. Don't worry, the abstract force that runs your side won't do any worse than you would have on your own; but you won't be in control of the moves it makes, and will only have your own, limited perspective to watch the play from.



* **Player Two (+150 CP)**: By default, you play through this Gauntlet solo. With this Drawback, you get to "enjoy" the company of another intelligent person, who's doing their best to beat you at your own games.
* **Uncompressed Time (+200 CP)**: Some games only take hours, but feel like they last for years. Now, for you, they will. From the months of M.U.L.E. to the years of WW2 sims to the century of Dragonriders of Pern, whatever the in-setting duration of the game is, that's how long the game will last, for you. (And you will find yourself taking at least one such game.)
* **Too Awesome to Use (+150 CP)**: Your hoarding instincts are magnified to the point of trying to hold only everything you can collect, even when you're facing the final boss.
* **GORILLA.BAS (+25 CP)**: Not all games from this era can be described as "good". Some are, in fact, quite amateurish and terrible. In addition to all the other games you'll be playing, you have to suffer through interminable rounds of solitaire, Snake, Minesweeper, and the like; and, yes, gorillas throwing bananas at each other.
* **Bad Translations (+25 CP)**: All your base are belong to us.

- **Untranslated (+50 CP)**: すべてのゲームを元のクリンゴン語でお楽しみください。

* **Digital Vulnerability (+100 CP)**: Yes, even in the 1980s there were viruses, worms, and other such hazards. Keep an eye out, because at least one is going to start infecting one of the games you're in - and if you're not careful, you, as well.
* **Memory Swapping (+200 CP)**: If you have 64kB of memories, and your processor can only access 8kB at a time, what do you do? Point your CPU at 8kB at a time, and swap to a new bank when you need other things. With this, for the duration of the Gauntlet, you can access no more than 1/8th of your memories at a time, and it will be annoyingly awkward to switch which eighth you're using.



Perks

* Chiptunes (FREE): Summon 8-bit songs out of thin air, whether specific ones you want to hear or generally appropriate environmental music.
* 1337 Skillz (25 CP): NEET-level skill at playing video games, as if you'd spent far too many school-years pushing a joystick instead of a pencil
* Encyclopedic Knowledge of Video Games (50 CP): As if you'd read through all those video-game magazines and reference books.
* Life Skills (100 CP): The video-game version of Basic Training: how to run and jump and shoot, including at the same time. Plus just enough riding, driving, piloting, punching, and sports skills to avoid embarrassing yourself.
  - Sportsball (+25 CP each): Professional level playing ability, at one sport of your choice.
    - World Games (+125 CP): Training good enough to compete in events at the Olympics. (/All/ the events.)
* 1up (200 CP): You have an extra life! Usable once per Jump or decade, whichever comes second.
  - Pushing Reset Solves All Problems (+100 CP): You can now use your 1up once per Jump or decade, whichever comes /first/.

* An Extra Guy (25 CP each): A one-shot one-up. You can spend a 1up from another source to refresh it, letting the other 1up recharge however it usually does. May be bought multiple times.
* Pause Button (50 CP): Freeze time, at will. You can't move, either.
  - Konami Code (+50 CP): You're still rooted in place while paused, but you can move enough to shuffle your inventory, eat power-ups, read books, and so forth.
* Mini-Map (50 CP): You can call up a mental HUD which displays up to fifty metres around you, identifying allies, enemies, and terrain.
* Save-Game Slot (200 CP): Possibly even better than a 1up, you can mentally choose a moment to 'save', and if you don't like how the next ten minutes go, roll back to that moment and try again. Activating the roll-back has a cool-down period of 1 day, because nobody likes a save-scummer.
  - Save-Scumming (+200 CP): Go back to the ten-minute save-point as many times as you can stand.
* Enemy Loot Drops (50 CP): Even when it doesn't make sense, when you KO or kill someone (or something), there's surprisingly good odds you'll find some coins or ammo, or on rare occasions, power-ups.

* **Attract Screen (50 CP)**: Toggle this on, and whatever you're doing, no matter how mundane, will inexplicably start drawing an audience.
* **Loading Screen (100 CP)**: Almost but not quite a "Someone Else's Problem field"; when you activate it, however exciting events may appear to be, nothing actually significant will happen until you turn it off. (Only lasts until you do something more than stand or sit still, capped at one day.)
* **Difficulty Toggle (100 CP)**: Some arcades had hidden hardware switches to make them slightly easier (to attract more customers) or harder (to extract more quarters per customer). You can apply similar nudges to any quantifiable real-world tasks.
* **High-Density Storage (100 CP)**: Did you know that it was once possible to double a floppy disk's capacity using nothing but a hole punch? Now you can double the volume of any storage space just by touching it. (Just once per space, you cheater.)
* **Hitbox Tricks (100 CP)**: Mentally draw a box around your foes; as long as you hit the box, it's as good as hitting any part of them. Draw another box around your largest part, usually your torso; unless your foes hit it, they've missed you entirely. (It also applies when you're operating a vehicle, for when your wings are getting hit.)

* **Minus World (100 CP)**: You know a trick to pass through doors in a special way, leading to a strange, funhouse-mirror dimension. If you don't find an exit, after five minutes there, you're booted back out where you came from. (It's a new world every time, and is thus unsuitable for storage.)

* **Pixel-Perfect Perception (100 CP)**: Sometimes you have to find a needle in a haystack; sometimes it's a needle in a stack of needles. Luckily for you, plot-relevant items just seem to pop out in your vision.

* **Shareware Versions (150 CP)**: If someone is selling an expensive version of something you want, then with a little digging you can find a just-barely-usable version for free. It only lasts a short time, and you'll have to put up with nagging urging you to get the real thing, but it may be just enough for your needs.

* **Rollover Bugging (200 CP)**: If 1+1=2, what does 255+1=? 0, of course! If someone is at the extreme of any scale - strength, intelligence, even a personality trait - and that offends you, all you have to do is nudge them one notch further, and they'll suddenly find themselves at the opposite end. ("The words of Gandhi are backed with… NUCLEAR WEAPONS!")

* **Import Saved Game (200 CP)**: Isn't it weird how after you finish leveling-up in Ultima I, when you start Ultima II you're back to being a beginner? Now you can take someone's skills (including your own) and copy them into physical form - a floppy disk - which can then be transferred into someone else. Takes about a minute either way.

* **Protagonist-Summoning Portal (250 CP)**: Why do all the work yourself, when you can con… er, convince some other schlub to do it for you? Up to once a year, choose a quest and draw a circle; someone will appear inside who just might be able to get the job done. (They'll at least give it their best shot.) Their odds of success go up the more closely they (and you, as their summoner) follow the standard tropes. Feel free to zap them home when they're done.



Items

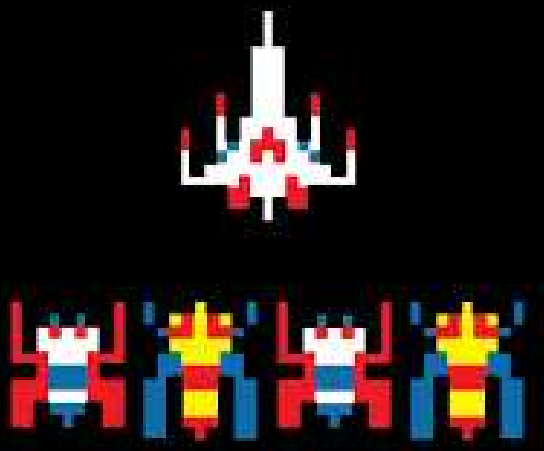
During this Gauntlet, any you can use in a game will show up next to your starting point. If stolen, lost or destroyed, will reappear in your Warehouse or Inventory after one full school-week (next week's Saturday).



* **Inventory (FREE)**: It's a backpack.
* **Game Guides (25 CP)**: A library of gaming magazines and books, covering all the details that've been written about 8-bit games.
* **Arcade Snacks (25 CP)**: A free-for-you counter of unending candy, pizza, pop, and suchlike. Quality's what you'd expect with a captive market, but hey, at least it's cheap.

* **Dial-Up Bulletin Board System (50 CP)**: "It Just Works", regardless of where you are or what you have available; though it may take some time for FidoNet's echomail to get very far, up to a week for the most distant part of the inhabited universe.
* **Hall of Fame (50 CP)**: Type in the name of a skill; this display screen reveals the names of the ten best individuals in the local universe at it.
* **Quarters & Tokens (50 CP)**: All the money you could want, in the form of a change machine that you don't have to feed bills into. May take some time for however many quarters you want to be expelled.
* **Specific Souvenir (25 CP each)**: Jumpers tend to be inveterate looters and hoarders, grabbing every potential power-up in sight. (Sort of like a lot of game heroes…) Want to not only take something out of a game, but make it a proper Item, with all the fiat-backing implied? Just buy this, and make sure you're holding it at the finish of the game. (If you finish this Gauntlet without having picked up all your Souvenirs, your CP will be refunded to purchase something else.)

* **Generic Game Gadgetry (100 CP):** Vending machines that provide Lazur™ guns, Armur™, Bullut™ Boxes, Healthur™ Packs, Powur-Ups™, etc. Will accept any currency. If you're out of cash, they provide mini-games providing credit at roughly a penny every five seconds or so.
* **The Space Fighter (150 CP):** One standard video-game vehicle (not necessarily a spaceship), large enough to hold one standard pilot, equipped with one standard blaster-gun.



* **The Labyrinth (200 CP):** Want to delay someone from getting somewhere? Just call this up and it'll get itself between them and where they want to be. If you're not using it for anything else, you can leave it protecting the entrance to your Warehouse. You can set it to match any maze-game you've completed; or, by default, leave it as a good-sized hedge maze.

Companions

Digital companions gain a mundane physical alt-form, matching their general shape, for use in future Jumps.

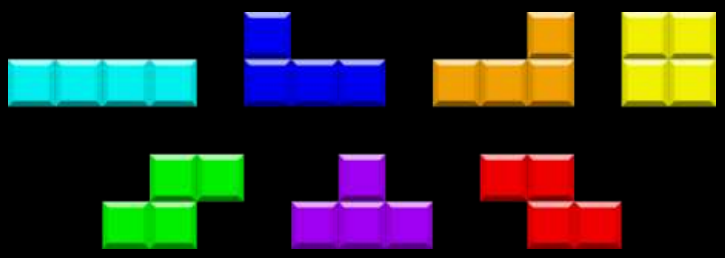
* **Bit (FREE)**: Small, geometric, floaty sidekick, who can say 'yes' or 'no'.
* **Multiplayer (100 CP each)**, up to 3: The Luigi to your Mario, the Bob to your Bub, the Jimmy to your Billy Lee. Import or create one companion.



* **Game Sprite (50 CP each)**: Once you've rescued the princess, why not bring her with you back to the real world? Or maybe the first enemy-sprite you ever met, or a final boss; no judgement here. (Well, some judgement, if you try to grab sprites more powerful than yourself.)

* **Mook Sprites (25+ CP)**: Your followers. If outside of your direct command, roughly smart enough to turn around when they hit a wall. **25 CP** for an eight-pack, each further **25 CP** doubles their numbers.

* **The Gamer (50 CP)**: We're going meta now, baby. On buying this, you're put in mental contact with an entity outside any multiverse you can visit, who sees your entire existence as a sort of entertainment. While they have a limited sort of omniscience, they won't share (too many) spoilers; what they will do, whenever you ask, is take direct control of your whole body, puppeting you with consummate skill. May or may not be another dimension's version of your pre-Chain self.



Rewards

After winning this Gauntlet, you can collect your rewards by spending the Tickets from the Scenarios you've toggled on and succeeded at.

* The Games You Played (FREE): The original game-versions of all the games you've lived through in this Gauntlet, including whatever hardware is needed to play them. Comes with one 1980s bedroom or den to complete the atmosphere.
* 25 Colorful Pixels (1 Ticket each): If you just can't resist that one perk, item, or companion.
* Arcade Warehouse (1 Ticket): All the 8-bit (and earlier) arcade games, consoles, and computer video games ever made, and all the extra bits needed for play. Attaches to your Warehouse.
* Mass-media Tie-Ins (1 Ticket): Showcasing your adventures, in the form of cartoons, movies, novels, board games, RPGs….
* Cheat Cartridges & Software (1 Ticket): Game Genie, Game Gear, GameShark, and similar gizmos for consoles; and the equivalent software for other platforms. Works on any 8-bit game. (Only works on actual video games, not weird situations like living through them.)

* **Universal Interface Items (1 Ticket)**: Joystick, trackball, lightgun, glove, etc. The RS-232-style plugs somehow manage to fit any digital-type device.
* **Game-Development Skills (2 Tickets)**: You could be a one-Jumper game company if you tried. It would be an exaggeration to say you have the skills of all the devs of the era, but you could certainly make a good game for any 8-bit console.
* **Repair Magnetic Media (2 Tickets)**: Have you ever felt the visceral shudder of seeing a floppy disk held to a fridge by a magnet? Relax, you have the magic touch. Specifically, it restores storage media and the information that was last held on it, as long as it isn't more sophisticated than a rotating hard drive. Holding onto a 3.5" floppy for 30 seconds would reverse entropy and get all the data back.
* **Pixelate Your Environment (2 Tickets)**: Transform the world around you into a vibrant, 8-bit wonderland, complete with pixelated landscapes and characters. Immerse yourself in retro beauty, simplify complicated structures, entertain your friends, confuse just about everyone.
* **Arcade Business (2 Tickets)**: Comes with enough part-time teens to keep the place running, and a small apartment above. Provides enough income to fund a basic indie programmer's lifestyle. "Flynn's" sign optional.

* **Next in Line (2 Tickets)**: Merely by placing a coin somewhere visible, everyone involved will accept that you have "dibs" for the next turn, from games to restaurants to promotions.
* **Theseus Hardware Upgrading (4 Tickets)**: First you just swap the RAM, then the video card, the CPU, the drives, the power supply, the case, the motherboard; keep the old pieces; and you end up with two computers instead of just one. Any machine you can maintain and work on, you can keep fiddling with and end up with two of 'em. (Both are as functional as the first; any fiat-backing only sticks with one, your choice of which.)
* **Computer Restoration (4 Tickets)**: Computer hardware doesn't last forever even under ideal circumstances, and many consoles get stored in rather unideal conditions. You can restore computer systems to mint condition by touch. This works best with CPUs whose features are at least 1,000 nm, becomes exponentially harder for anything smaller than 500 nm, and works fastest when you've taken the system apart and are poking around at the capacitors and such. If you start actually repairing or cleaning it, it goes faster still.

* **Game Modder (4 Tickets)**: The power to control any digital game-world you find yourself in. Customize platform placements, alter enemy behaviours, even alter local physics; almost nothing that's binary is beyond your reach.
* **Personal Video Game Dimension (6 Tickets)**: Design and enjoy your own pocket dimension, a personalized 8-bit environment you can run through whenever you feel like retreating to the old-fashioned good life.
* **Bonus Stages (6 Tickets)**: Whenever you complete a Jump or Gauntlet, you will be presented with the option to run through one or more mini-games with both challenges and rewards themed after the place. (Nothing there will affect the 'real' Jump.)
* **Summon Game (6 or 12 Tickets)**: Let other people experience what you just did, and live through a video game. Arrives in the form of a purple, building-sized cube which drops from the sky, and disappears back up afterwards. Base version costs 6 Tickets, with another 6 Tickets if you want your cubes to transform losers into foot-long, colorful, and near-mindless slugs.
* **Completely-Not-Tron™ Digitizer Laser (8 Tickets)**: Turn a solid object or living being into data, and shove them into the nearest computer or storage device. Keeping your starship on a 3.5" floppy disk when you're not using it can really save a lot of space. (Just, you know, keep it away from magnets.)

* **Reality Hex Editor (4 Tickets)**: The Reality Genie cartridge lets you poke at the codes underlying how everything works. Unfortunately, there's no way to tell what codes correspond to what; but by writing random values, you can cause glitches in nearby physics and objects. (You may want to have a Save Game on standby, in case you accidentally flip a chair's atoms into antimatter.)
    - **Hex Manual (12 Tickets)**: A separate **Reward** from the Hex Editor. Once you've read and grasped this, you'll have Great… Cosmic… Powers! Though still only an itty bitty interface, typing in one hex-code at a time.



Notes



What counts as an 8-bit game? The first 16-bit consoles started coming out in late 1987, so one-rule of thumb is to ask yourself, "can the game run on hardware that came out by mid-1987?". (That would be a 20 MHz 386, for you PC people.)

Games without defined endings, like Tetris or Missile Command, aren't the traps they might seem. To "win", all you have to do is demonstrate the same level of skill needed for more finite games. Most often, that will mean showing you can maintain steady play even at the hardest levels.

In a game without a clear protagonist (such as Tetris, Missile Command, or Qix), you will find yourself to be a disembodied intelligence, with a perspective and the ability to shove things around, but no form or substance. When you assume such an insubstantial avatar, you can only shove things around that match that game's playing pieces - line-drawing tools in Qix form, tetromino-shaped things when in Tetris form, and so forth.)

A game released on multiple platforms counts as a single one, for the number you've completed. Feel free to run through 'em all, anyway, though, just for the fun of it. :-)

Changelog:

* v1.1a: Fixed budgets of Chain Modifier and Tutorial Mode. Added 25 Colorful Pixels.

* v1.1:

  * Added section Installation.

  * Added Scenarios: You're Kilo'ing It, Easter Egg Hunt.

  * Added DIP Switches: Ironman Mode, An Animated Life, IRQ Interrupt Request, Playable Epilogue, Indie Renaissance.

  * Added Drawbacks: CGA Seeing, 8-Bit Audio, Hardware Limitations, Use Thing on Thing, Cheat Detection, Playing the Player, Ninja Attack!, The Grind, Uncompressed Time, Atari Joystick, Too Awesome to Use.

  * Added Perks: Chiptunes, An Extra Guy, Import Saved Game, Hitbox Tricks, Konami Code, Protagonist-Summoning Portal, Rollover Bugging, Pixel-Perfect Precision.

  * Added Items: Arcade Snacks, Specific Souvenir, The Space Fighter, The Labyrinth.

  * Added Companions: Mook Sprites, The Gamer.

  * Added Rewards: Pixelate Your Environment, Game-Development Skills, Game Modder, Personal Video Game

Dimension, Theseus Hardware Upgrading, Bonus Stages.

* Changed Insert Quarter to Continue into Tutorial Mode, and Disk of Rebooting to Reboot!.

* Renamed VGA Vision, Old NEWS, Multiplayer.

* Changed Rewards structure. Misc clarifications. More clipart. Moved things around.



Inspirations

* Games: Archon, Asteroids, Bubble Bobble, Centipede, Chip's Challenge, Choplifter, Civilization 1, Crush Crumble and Chomp!, Defender, Dig Dug, Dizzy (& sequels), Donkey Kong (& Jr.), Dragon Quest series, Frogger, Galaga, Gauntlet, Ghosts 'n Goblins, IK+, Joust, Jumpman, Lode Runner, Lunar Lander, Mail Order Monsters, Missile Command, Montezuma's Revenge, Moon Patrol, M.U.L.E., Pac-Man (& sequels), Pitfall, Popeye, Q*bert, Qix, Space Invaders, Spy Hunter, Super Mario Bros., Sword of Fargoal, Tetris, Ultima (I to VI), Wizard of Wor, World Games (& Summer & Winter & California Games), Zaxxon, and thousands more
* Hardware: Apple II, Atari 2600, Colecovision, Commodore 64, Intellivision, Nintendo Entertainment System, Sega SG-100, Sega Mark III, TRS-80
* Music: "Pac-Man Fever" album, at http://youtu.be/A-qdk-11aiM&list=PLx8MTfjdgOLGhCRbofBOjrgS9II5IOL7o
* Ambient Audio: http://youtu.be/x6aNPsjNwFo&list=PL5G6BYUMbQ3CVBS1crNATUOYTy1nAWZse



YOU WIN!

GAME OVER

CONTINUE Y/N?