



AStar

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AStar is a puzzle game, in which the objective is to collect all the items (cherries, ice creams, etc.) in the shortest amount of moves.



This is your main player character (who for various reasons will hereafter be referred to as "Bob"). Moving the joystick results in "Bob" moving continuously in your chosen direction, until he meets either a wall or...



..your secondary player character (who for similar reasons will hereafter be referred to as "Alan"). "Alan" moves in a similar fashion to "Bob" except that he doesn't collect items. "Alan's" job is to help "Bob" reach the items that he couldn't get to on his own by acting as a moveable 'wall'.

To start the game, press either *reset*, *select* or the joystick fire button.

Move your character around with the joystick and press the fire button to switch control between "Bob" and "Alan". The character that you're currently in control of is displayed at the bottom right of the screen.

Every move either character makes is logged on the counter (at the bottom left of the screen). Each level has a target number of moves that you should try to collect all the items in. If you should exceed that total, the move counter display dims. There are no immediate penalties for failing, though you will have to live with your shame.



- 1 "Bob"
- 2 "Alan"
- 3 Item
- 4 Wall
- 5 Move counter
- 6 Current character



At any time, you may press *reset* to restart the current level, or *select* to move to the next level.



Toggling the *left difficulty* switch will undo the last move (unless you collected an item in that move).



The *right difficulty* switch toggles the game's 'fade' effects between levels.



Hold down *reset* and *select* to return to the title screen.



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