

genius

Into the toy warehouses

For Apple II+, IIe, IIfx, IIGS



by Daniele Liverani



LIVEARCADE

GENIUS

Ep.1 Into The Toy Warehouses

by Daniele Liverani

INTRODUCTION

Genius is an arcade action game developed for the Apple II family of computers: Apple II+, IIe, IIc and IIgs. The minimum requirements are 48k of RAM and a floppy disk drive.

The game includes sound and music. If you have a Mockingboard (or other compatible sound card), additional music is provided during game play.

To start the game just insert your diskette into the disk drive, turn on your Apple and choose between keyboard or joystick by pressing the SPACE or J key.

BACKSTORY

The main character is GENIUS, a young and clever drummer who accidently finds a secret passage to the world of dreams and discovers what's behind the dream-creation process. He finds himself in an alternative world where he discovers that dreams are created and conducted by entities called Twinspirits, spiritual guides who allow fantasies to flow into human minds during their sleep. Detailed info about the backstory and concept can be found at: www.geniusrockopera.com

The game refers to an aspect of the story: the toy warehouses. The toy warehouses are secret places where all the toy fantasies are stored, ready to be used for the creation of childrens' dreams. There are many of these toys warehouses all around this alternative world of dreams, and Genius will have to runs through eight of these in the first game episode: "Into the toy warehouses".

This first episode runs through eight different toy warehouses, each divided into 10 level of increasing difficulty, for a grand total of 80 levels. All eight warehouses also increase in difficulty in terms of enemies and playability. Genius will need to find the right key sequence to unlock the chamber doors and grab all of the toys.

Each level has a target toy room, which is the biggest one, with bigger doors that contain the final target toy that lets Genius advance to the next level. The player's final goal is to find and free the little prince, who is imprisoned in the target toy room of level 80, in the European toy warehouses.

CONTROL OF MOVEMENT

The game can be played with either keyboard or joystick, here's a list of Genius movement keys:

I/A/Q: UP

J: LEFT

K: RIGHT

M/Z/W/,/? : DOWN

ARROWS: ARROW DIRECTION

VARIOUS KEY FUNCTIONS

SPACE : Start a new game or resume a suspended game (play with keyboard)

J: Start or resume a game (play with joystick)

ESCAPE: Pause the game

Any motion keys, joystick move or SPACE: Resume a paused game

Ctrl-S: Sound ON

Ctrl-D: Sound OFF

Ctrl-W: Change the color of openable doors to White

Ctrl-G: Change the color of openable doors to Green

Ctrl-P: Suspend the game

Ctrl-Q: Quits the game

KEYSEQUENCES LIST

The game is divided in 8 different key sequences of 10 levels each:

KS1 Lvl 1 - 10 ANTARCTIC TOY WAREHOUSE

KS2 Lvl 11 - 20 RUSSIAN TOY WAREHOUSE

KS3 Lvl 21 - 30 JAPANESE TOY WAREHOUSE

KS4 Lvl 31 - 40 CHINESE TOY WAREHOUSE

KS5 Lvl 41 - 50 AMERICAN TOY WAREHOUSE

KS6 Lvl 51 - 60 AFRICAN TOY WAREHOUSE

KS7 Lvl 61 - 70 AUSTRALIAN TOY WAREHOUSE

KS8 Lvl 71 - 80 EUROPEAN TOY WAREHOUSE

LEVEL GAMEPLAY

Each of the 10 levels within each warehouse has an increasing difficulty due to an increasing number of keys and doors to unlock, increasing number of enemies and various difficulty. You advance to the next level when you grab the final target toy, placed in the big target room.

To get the the final target toy you must open all of the other doors and catch all of the keys, following the sequence. The first key is placed on top of the target room, you should start from there. For the first 40 levels, catching a key highlights the door associated with that key, making it easy to find. From level 41 onwards, this help won't be there, and you'll have to guess (and hopefully remember for the next level) the associated door.

While collecting keys and opening doors, you can collect toys for points, while avoiding killer enemies that float around the level. As you progress to higher key sequences, you will encounter toys worth more points, but also deadlier enemies.

At the highest levels of each key sequence, you may find bonus lives within the target room. Be careful to catch the bonus life before catching the target toy for that level. But you must be quick! Each level has a maximum time limit, which increases with the number of doors that have to be opened and the level difficulty. When your time is up, one life is taken and your score is reset back for that level.

Note that even if you gain a life during the level (by finding the bonus life), this won't be counted at restart. This prevents you from gaining infinite points by simply catching the

bonus life and letting the timer run out. Note also that there is a slight delay between taking the final target toy and the level advance. During this delay, time continues to tick and enemies are still deadly.

POINTS SCORING

Genius collects points by catching the small toys, the final target toys in the target room, the keys and the jolly objects (except the HOURGLASS and PADLOCK).

The time remaining when a level is completed is transformed into points, so the faster you complete the level, the more points you earn.

At the end of the game, lives left are turned in bonus points. Each key sequence has different toys with increasing point values.

TOYS

Here's the full list of toys objects with their score for each of the 8 key sequences:

| | | | |
|---|---------|---|----------|
|     | 100 pts |     | 150 pts |
|     | 100 pts |     | 150 pts |
|     | 150 pts |     | 250 pts |
|     | 150 pts |     | 250 pts |
|     | 250 pts |     | 500 pts |
|     | 250 pts |     | 500 pts |
|     | 500 pts |     | 1000 pts |
|     | 500 pts |     | 1000 pts |



DETONATOR 2500 pts



BIGKEY 2500 pts



PADLOCK



HOURGLASS

BONUS POINTS

When you complete a level, every second of time left is converted to 100 points. At the end of level 80, every life that you have remaining is worth an extra 100 points. So the faster you remember the key sequence and the more seconds you save, the more points you'll collect!

GAME SUSPENSION AND RESUME

It is possible to save the game state at any time by pressing Ctrl+P. When the game is suspended, your score, lives left, and current game state is saved relative to the BEGINNING of your current level.

It is suggested that you complete a level and then save the game when you are at the beginning of the next level. When you press Ctrl+P, please allow time for the game to save to disk. When you are back at the main logo page, you can then safely turn off your computer.

GAME SECRETS

Like many arcade games, Genius is filled with secret features to discover along the way, including invisible toys, bonus lives, immortality and many more!

SPECIAL THANKS to the "Little Prince" and to all beta testers friends for their precious help (in no particular order):

Mom, Giorgio Assirelli, Jim McClellan, Bill Martens, Brian Wiser, Jayson Elliot, Didier Vallet, Chris Torrence, Stephen Collins, David Laffineuse, Aj Cohen, Marko Ruokangas, Tony Bogan, Antoine Vignau, David Rainer, Doug Jaye, Henry Pedro, David Maulik, Petar Puskarich, Joseph D'Amico, Alex Shackelford, Andrea Montanari, Simone Rabotti, Eduardo Correa Lima, Jorma Honkanen, Marko Laaksonen, Garrett Meiers, Dagen Brock, Jan Polandski, Alex Scott, Patrick Cardon, David Plougoulm, Valentin Kirov, Philippe Fernandez, Karl Lillrud, Tony Diaz, Nicolas Djurovic, Olivier Cagarel, Георги Генов, Mark Fernandez, Michael Packard, Jan Saggiori, Egan Ford, Al Fulton, Ronaldo Gazel, Jan Rykena, Sérgio Nuno Azeredo, Char Kbayt, Bill Welch, Sébastien Pourcel, Nik Ingrassia, Éric Bert, Tom Porter, Rob Obsolete, Louis-David Ste-Marie, Brian Vacha, Marc A. Golombeck, Alain Zanchetta, Vic Belial, Chris Morrison, Svetlin Grancharov, Georgi Taushanov, Yvon Létourneau, Sean Fahey, Cory Amey, Ilya Dreytser, Francisco Javier, Rodriguez Alvarez, David Jones, Fabri Alexandre, Claudio Carlquist, Rich Walter, Don Edmonds, Apple II Enthusiasts group, 6502 Programming group, all Apple II facebook groups & everyone I might have forgotten.

An extra special thanks to all Apple II lovers who will give GENIUS a try!



Into the toy warehouses

by Daniele Liverani



Genius is a fast-action high-res arcade game that will require reflexes and smart strategic thinking to complete all 80 levels. Trapped in a world of dreams, a parallel dimension where fantasies are created and transmitted to sleeping minds, Genius needs to run through the eight magic toy warehouses from all around the world. As Genius, you'll have to follow the key sequences and unlock all the secret chambers of the toy warehouses, grab the toys, and avoid killer enemies. Your goal is to get to the last warehouse where the little European Prince is imprisoned, and save him from his sad fate of being used for a child's fantasy creation and then destroyed. Inspired by Daniele Liverani's rock opera GENIUS, the game will lead you through a magic dream factory in a parallel dimension discovered by the young drummer Genius. For a complete backstory concept of the Genius saga please visit www.geniusrockopera.com. To add fun to the ride, see if you can discover the undocumented secrets, including secret passages, invisible toys, extra bonus lives, immortality, and much more! Will you be able to save the little Prince in time?

Minimum requirements:

Apple II+ with 48K, DOS 3.3. A joystick is optional but recommended.



LIVEARCADE

Copyright © 2016