**The Bearded Programmers
proudly present**

# Canadian
# Minigames
# Volume 1
# for ColecoVision

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## Games by Daniel Bienvenu

## Game by Guy Foster and team

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# Diamond Dash

*by Daniel Bienvenu, 2004*

## Story and Goal

You are the new super miner and your goal is to extract enough diamonds in abandoned mines to keep your title of super miner. When you get enough diamonds, a signal alerts you to go back quickly to the exit at the top right of the screen. Each explosion generates cave-ins that can block the exit.

## Controls

Use joystick in port#1. Move in all directions. Press fire to use dynamite to blast out new caverns, dig the diamonds and blow up barrels of powder.

## Minimum jewels to extract per mountain

| | |
|---|---|
| 1st mountain | 35 |
| 2nd mountain | 45 |
| 3rd mountain | 60 |
| 4th mountain | 75 |
| next mountains | ALL |

## Items

| | |
|---|---|
| Emerald (green) | 1 point |
| Ruby (red) | 3 points |
| Diamonds (cyan+white) | 5 points |

Barrel of powder : ignite by puting a dynamite beside it. Run away to stay alive.

Dynamite packs : give you 3 more dynamites or ignite them like a barrel.

A timer is counting down from 199, it's only for bonus points, no bad effect.

## Fun Fact

*Diamond Dash* was the first ColecoVision entry at the *Minigame Compo* web site and the title name was suggested by Joe from *AtariAge*. The game itself is vaguely inspired from *Gold Rush* or *Gold Miner*, originaly programmed by Joseph Weber ( reference : *Compute! Magazine – issue of July 1982* ).

# Easter Bunny

*by Daniel Bienvenu, 2007*

## Story and Goal

Each year, the Easter Bunny (E.B. For short) is hiding decorated eggs for the kids. Before this happens, E.B. needs to collect the eggs in his magical world. This year, Mother Bird decided to teach E.B. a lesson. To save the day, help E.B. avoid Mother Bird's attacks and collect all the eggs on the screen.

## Speed and Adventure Selection

At the title screen, you have to press 1, 2 or 3 on the keypad to select the game speed: speed one is normal, speed two is arcade, speed three is insane. After selecting the speed, you have to press 1, 2 or 3 to select the adventure : adventure one is easy, adventure two is harder, adventure three is for experts only. Each adventure is divided into four screens, a total of 10 unique screens to discover.

## Controls

Use joystick in port 1. Move left and right. Press fire to jump. Hold fire to jump constantly.

## Items

Mother bird: You can't kill mother bird without compromising next year eggs hunting. If you hit Mother Bird accidently, the screen will magically reset to give you another chance to collect the eggs.

Platforms: There are five types of platforms: normal grass, unstable grass, slippery ice, sticky sand and lava. Like in cartoons, lava doesn't kill you but makes you jump very high, use this special ability to reach some high platforms. Walk on unstable grass to make them disappear or quickly jump off them to not fall.

Eggs: The eggs are in nests, you can jump to collect them, but you can't catch them with your ears or your  tail. Some eggs seems unreachable, try jumping on lava or find unstable grass.

## Fun Fact

At the last moment, a simple platform engine was made in a day under the name *Jump or Die* for the *Minigame Compo 2006*. The result was so smooth, re-using the engine was inevitable. After talking with Dale Wick about creativity and game balancing, the minigame Easter Bunny was born.

# Joystick Test

*by Daniel Bienvenu, 2007*

## Controls

Use joystick in port 1 and port 2.

## Screen Details

On screen, you see two standard Coleco joysticks, press keypad numbers and test all directions and the fire buttons to detect any glitches and problems. The numeral keys stay hilighted; to turn them off again, hold the 2 fire buttons at the same time.

## Problems detection and solution

*If you notice any blinking hilights on the fire buttons icons or lack of responsiveness, try again with the same controller in the other joystick port. If the problem persists, your controller may need a clean up. Generaly, a simple cleaning with a can of compressed air and TV tuner cleaner kit can* greatly improve the responsiveness of the standard controllers.

*If the problem is not the same depending on the joystick port you are using, or even depending on the console you are using, the problem is inside the console. You need then to open carefully your console and clean up the inside. Then, if the problem persists, one possible piece which can be blown by static electricity at the controller ports is the SN74LS541N chip, a 3-to-8 decoder. Replacing this chip, a generic component, available at any good electronics store, can solve the problem.*

*Reference : Coleco FAQ version 3.6, article written by Geoff Oltmans and Allan Liscum.*

## Fun Fact

In year 2007, this Coleco joystick test utility was used for the first time at the Arcadia festival in Montreal, alone in a single cartridge. This simple software revealed to be very useful and was then added in the minigames cartridge project as a very useful bonus feature.

# Space Hunter

*program by Guy Foster, 2006*
*music by Frank Emanuelle*
*graphics by Sandra Tirone*

## Story and Goal

In this game, you are a heroic space fighter who has unfortunately stumbled into an unfriendly area of space. You are being attacked and need to defend yourself quickly. The game starts off slowly, but don't be fooled. Using all of your skills and wit you have to destroy the oncoming enemies. The waves of enemies seem to come from all directions at a faster and faster pace. What lies after the 13 waves of enemies? Only one way to find out!

## Details

13 different waves of enemies, with the last one repeating constantly. Enemy generation rate increases at waves 2, 4 and 10. Four types of enemy:

- green: just goes down
- blue: bounce on the left
- red: bounce on the right
- grey: targetting you

100 points per kill.

Start with four lives (or ships)

Watch out, an enemy explosion can kill you.

## Fun Fact

I was experimenting with scrolling and originally this game was supposed to have two borders that would scroll at different rates. In fact, the two scrolling effect code still there but the ColecoVision wasn't powerful enough, so I stuck with only 1 scrolling background.

# Get Booty

*by Dale Wick, 2006*

## Story and Goal

The year is 1780 and adventure is afoot. You've just signed on to the pirate ship "Mermaid's Choice" as a gunner. Your job when a ship comes near is to use your precision gunning skills to disable the ship by hitting the base of their masts. The tall ships that you encounter in the Carribean Sea are generally of the two mast variety, and as you'd expect carry varying amounts of coins and jewels. Hit the ship sooner, and haul in more booty.

## Difficulty

Difficulty 1 is for novices only. Once you've played and get the idea, difficulty 2 is the one to play, where the ship is a varying distance away.

## Details

Move the cannon on the deck of the ship from left to right to position it using the joystick. Control the amount of black powder used with the green gage on the left hand side of the screen with up and down. Use the left fire button to send off a shot. Each shot leaves a trace of where it landed.

You initially get 8 cannon balls, but cannon balls are scarce out on the high seas, so use them sparingly. For every ship you capture, you can replenish at least a little of your ammo. At the top of the screen there are the stats on how the game is going. The score is the Booty indicator in dubloons ('$'). The Ammo indicator displays the amount of cannon balls left. The Masts indicator counts the number of masts that you need to target before a boarding party will raid the other ship.

If you use up the cannon balls, and don't disable the other ship, they rally and defeat your whole ship. You are arrested by the Spanish and tried and executed for piracy. A harsh sentence that you want to avoid as long as possible.

## Fun Fact

This game was created as a result of reading pirate story books to my son Jeffrey night after night. I was thinking about balistics anyway for an incomplete Choplifter game, and wondering if I could take that game mechanic and make a whole game with it. And Get Booty was born, so that you too could become a pirate gunner.