



bombs have to be found - carry max of 3 bombs  
 dropped near destructable walls will take out pieces of  
 the wall until you can break through

End of level guardians - lots of blasting  
 (Go back to levels to retrieve objects?)

Extra strength weapons (increase/decrease strength)

Smart bombs - carry 1 at a time destroys all nasties on  
 screen

(Find teleport where prisoners are collected in  
 Find teleport control & teleport them out) ①

(Set up a destruct sequence then run to the  
 level exit 1 - <sup>which appears momentarily</sup> level explodes)

gets harder to find exit quickly - further away / more  
 random

3D Tortoise simulator  
 with Grannies



# "Ninja Grannies" Notes:

Frames of grans / actions : Uddhis (X)

OPA1 granwalk 1 (4)

OPA2 " 2 (4)

OPA3 " 3 (4)

OPA4 Granbag (5)

OPA5 granpunch (5)

OPA6 granduck (7)

OPA7 granjump (4)

OPA8 granhis (4)

OPA9 grankick (5)

OPA10 granblock1 (4)

OPA11 " 2 (4)

OPA12 granlow (5)

OPA13 granh 1 (4)

OPA14 " 2 (5) (4)

OPA15 " 3 (5)

OPA16 granouch 1 (4)

OPA17 " 2 (4)

~~OPA18~~ granwin 1 (4)

~~OPA19~~ " 2 (5) 2

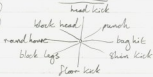
~~OPA20~~ granlots (6)

Movements:

No fire pressed



With Fire



Key / Tag release for actions



grand

D

b

max

D

a

ac >

c <

## Attack Attack/defend logic

Computer: attack or defend depending on skill factor

Defend: check your move & defend accordingly

Attack: Random choose actions

	<u>Attack values</u>	<u>value</u>	<u>Defense needed</u>	<u>value</u>
AT1	Round house	18	duck	4
AT2	chin kick	24	head block	26
AT3	waich kick	20	<del>body</del> <sup>leap</sup> block	28
AT4	punch	25	head block	26
AT5	wreaper hit	17	head block	26
AT6	chin kick	21	body block	22

Check roundhouse - both -  
no hit or leap

26 head block - steps      25 punch / ~~big~~ hit / head kick / roundhouse  
 22 block body / steps      20 - floor kick / shin kick      21

Leap - steps all

4 duck - steps - 18 roundhouse / punch / weapon hit / head kick

28000 each nasty 5015 <sup>at</sup> = 20060  
 leaves 5000 odd for backdrops

Total backdrops = 12096 = ~~4~~ 3024 x 4 <sup>(plus 400)</sup> held + 336  
 Total spirit's nasty = 1,0030  
 = 22126

ON OPA1 → spirit's loaded at  
 0000 → backdrop loaded at .....

flying kick try  
 step multiple reach actions to win  
 press



Score reset all digits  
 Teach counter to reset



bart, edich, ~~best~~, ralph, roxie, hugh, edna, joe  
 dot, bill, amos, rere

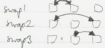
Using



rest is level 1



- ① {
  - Bart (none) ①
  - edich (stick) 2
  - berry (bag) 3
- ② {
  - ralph (none) ④
  - roxie (hammer) 5
  - hugh (chain) 6
- ③ {
  - ~~Monty~~ (dog) ⑦
  - Joe (batricar) 8
- ④ {
  - ~~amos~~ (shopper) 9
  - bill scoutfy (wade) ⑩
  - ~~dot~~ (shopper) 11
  - rene (shopper) 12



shopper  
 12 finish wheelchair (pot)

ix, start  
dx, length  
scf  
ld a, #FF (short)

call #0556 / #04C2  
load save

jr cc, error

carry flag reset if ~~error~~  
set if ~~error~~

"Lone"  
"Ltwo"  
"Lthree"  
"Lfour"

Bugs no reload level 2 if on level 1



②



Print Routine needs spaces ✓  
Names wrong order (names/dot) ✓

Congratulations

You have successfully completed the  
ninja training challenge

You can now claim to be the world's best  
Martial arts person  
Well done



clashes { ends... }



Mabel was awarded the internationally  
renowned trophy upon her triumphs \*

This even was highlighted in her  
local evening news paper



Mabel is the New Ninja Grandma  
STORY BY R. SWIFE

Local practicing ninja person Mrs Mabel Smith has  
become the reigning world ninja Grandma

She defeated many opponents including stunt  
balloon entrepreneur Joe Brown, and also  
above Molly Davidson and her rabbit terror spike

26000,  
last bit length ~~12752~~ 12752

main game so far 26000<sup>To</sup> 54651

1 N Ni Ni-

N 1 N N

1 1

Ni

GRANNIES

GRANNIES

GRANNIES



336 bytes

336