LOUKOUMAS

THE GREAT SAUSAGE CHASE

ZX SPECTRUM 48K · 128K · CASSETTE

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The title screen. It is also what the tape shows you while it loads.

Ελληνικά: MANUAL.el.md · Booklet: English PDF, Greek PDF

LOADING

48K, or a 128K / +2 in 48 BASIC

1. Rewind the tape to the start of side one.
2. Type **LOAD ""** — that is **J**, then **SYMBOL SHIFT** + **P** twice — and press **ENTER**.

3. Press **PLAY** on the recorder.

128K or +2

1. Rewind the tape.
2. Choose **Tape Loader** from the menu and press **ENTER**.
3. Press **PLAY**.

The loader comes first, then the title picture, drawn line by line while the rest of the game comes in behind it — about three minutes. When the tape is done, the picture simply turns into the title screen, and the music starts — on the beeper, or on a 128K's sound chip.

Do not press **BREAK** while the tape is running. If a load fails, rewind to the start and try again with the volume a little higher or lower.

The same tape is also a .TAP and a .TZX file — in release/, with .Z80 snapshots — for emulators, a divMMC or a tape-player box; see docs/zx-hardware.md.

THE STORY SO FAR

It is a quarter past three in the morning in Mrs Evdokia's flat in Kypseli. Everybody is asleep. Everybody except one.

Loukoumas — a plump, overweight European Shorthair with short legs, enormous eyes and an unappeasable love of cured meats — has been woken by a rumble in his own stomach. Mrs Evdokia has put him on a diet, and the house is no longer his: a robot vacuum patrols the floors all night, and her canary, the **Tweety-Boxer**, has the run of every room.

Loukoumas starts in the basement with one intention: to climb all the way up to the kitchen and open the big two-door Pitsos.

And he finds it empty.

The last one, the big one, went to school in the lunchbox of **Myrto**, Mrs Evdokia's granddaughter. Outside, the school bus is starting its engine.

From there it stops being a raid and becomes a chase, and it lasts another nineteen rooms: out through the back yard, across the neighbourhood, through the whole school, into the vet's — and home over the rooftops and down the chimney into his own fireplace, where

Myrto has left him a bowl of milk.



Act two: out of the flat and into the back yard, in daylight.



Act three: home over the rooftops, by moonlight.

Twenty-nine rooms. Nine lives — or three, if you ask for them. One sausage.

THE CONTROLS

Keyboard or joystick — either, at any time. A Kempston joystick is found by itself when the game starts; a Sinclair joystick in the left-hand port of an Interface 2 is the keys 6 to 0, so it simply works.

Keyboard	Joystick	What it does
O P	left / right	Walk
Q or **SPACE**	up or fire	Jump
A	down	**Roll** — curl into a ball
A + **SPACE** in mid-air	down + fire	**BELLY-FLOP**
M	fire	The same as **SPACE**

Keyboard	Joystick	What it does
L (title screen only)	—	Switch between English, which it starts in, and Greek
SPACE (title screen)	fire	Start
BREAK (**CAPS SHIFT** + **SPACE**)	—	Abandon the game and go back to the title

Rolling is faster than walking *and* shorter than standing. There are gaps in this game that a standing cat does not fit through. There is no dignity in it. There is no dignity in any of this.

★ THE BELLY-FLOP ★

Jump, then hold **A** and hit **SPACE** while you are still in the air. Loukoumas tucks in, drops like a sack of flour and lands flat on his stomach. **The whole room shakes** — and everything at roughly the height he landed at is stunned where it stands, however far along the shelf it happens to be.

This is not a trick. It is the answer to a robot that patrols a whole shelf and will not let you near the sausage on the end of it. Flop, then walk straight through it while it sees stars.

How to do it

- You have to be **in the air** — on the way up, at the top, or falling. Walking off the edge of a shelf counts as much as a jump does. On the ground, **A** is a roll and nothing else.
- Hold **A** first, then **press SPACE** (or fire). Holding fire down from the jump does nothing: it has to be a fresh press while **A** is held. **Q** will not do it — only **SPACE**, **M** or fire.
- Once he has tucked in there is no taking it back. He drops at full speed, straight down, and still drifts left and right if you steer.

Where it reaches

- The stun goes off **on landing**, not when you press the button. Flop in mid-air over a robot and it is the shelf you come down on that counts.
- It reaches **sideways across the whole room**. Distance along the shelf does not matter at all.

- It reaches **up and down by about one shelf**: the shelf you landed on, the one just above it and the one just below. Anything two shelves away keeps coming.
- Things in the air are caught too, if they are inside that band at the moment you land. A canary on its way through stops dead in mid-flight.

What it does, and for how long

- A stunned enemy **stops where it is and cannot hurt you**. Walk through it, stand on its shelf, take the sausage behind it.
- It stays down for **two, three or four seconds**, depending on the difficulty (see *HOW HARD DO YOU WANT IT*). There is no warning when it gets up — it simply starts moving again, and from that moment it is dangerous.
- Flop again and the clock starts again, at full length, for everything in reach.
- **Loukoumas pays for it too**: for about a quarter of a second after landing he lies flat and does not answer the controls. Anything awake and out of reach — a bird two shelves up, say — can still catch him there.

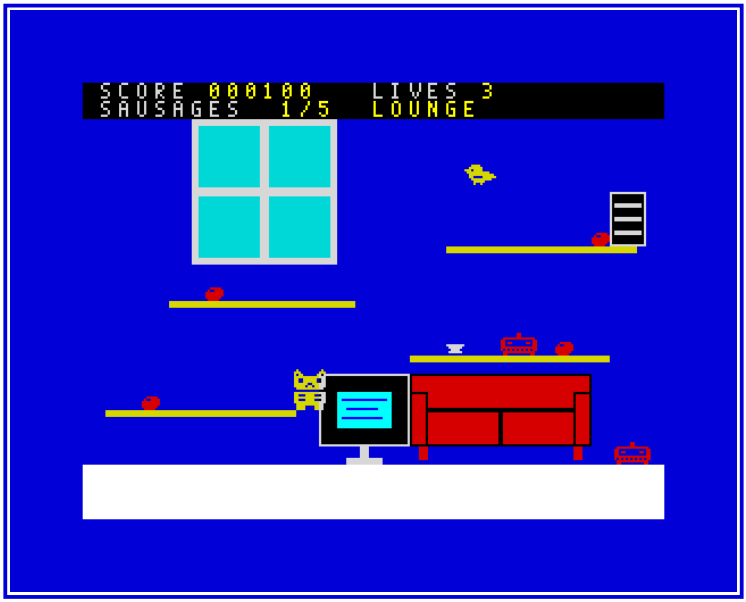
A stunned enemy is harmless scenery — but only until it gets back up.

YOUR SCREEN

Two rows across the top, and they are the only part of the screen that is not the game:

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SCORE 001700    LIVES 9
SAUSAGES  3/5   KITCHEN
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SCORE	Six digits. It does not reset between rooms
LIVES	Nine, six or three, depending on the difficulty you chose. Nine is the most you can hold
SAUSAGES	How many of this room's five you have found
Room name	Where you are. All twenty-nine have one



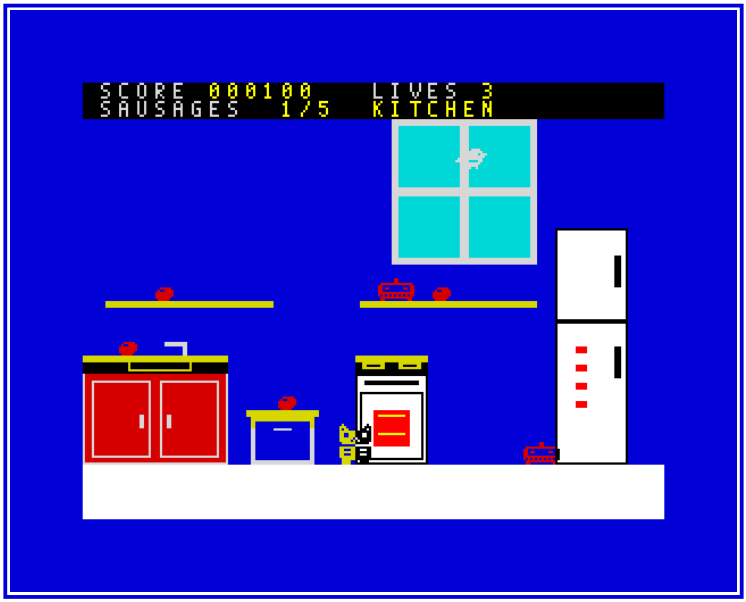
The lounge: the HUD on top, five sausages, and a robot patrolling the shelf.

The **border flashes yellow** when you drink the milk. It is the one thing on the screen you cannot miss while you are being chased.

WHAT YOU ARE AFTER

SAUSAGES — five in every room, 100 points each. Take all five and the way out of the room — a door, a vent, a fridge, a chimney — **changes** and becomes a way through. Until then it is furniture. You do not have to find them in any order, and nothing comes back if you lose a life, so a room only ever gets easier.

THE SAUCER OF MILK — every third room. Rooms 3, 6, 9, 12, 15, 18, 21, 24 and 27 have one, and it is **a life** and 500 points, on every difficulty, up to **nine lives**. On medium and hard that means it can take you past what you started with: drink every saucer on hard and three lives become six. On easy you start on nine, so it only gives back what you have lost. With nine already, it is the 500 points and nothing else.



The kitchen, and the Pitsos at the end of it.

It is always on the most awkward shelf in the room, and usually on the one something is patrolling. The way out does not wait for it: you can finish the room and leave it behind. Whether that is the right call is between you and your remaining lives.

WHAT IS AFTER YOU

Three in every room. Touching any of them costs a life and puts you back at the start of the room with **two seconds of grace** to get out of the way.

Everything in this game either walks a shelf or flies an arc across the room. Learn the two and you have learned all twelve:

	Walks	Flies	Where
Robot vacuum	●		the flat
The canary		●	the flat

	Walks	Flies	Where
Next door's terrier	●		back yard, pavement, the vet's
Pigeon		●	park, street, rooftops
Wasp		●	anywhere with flowers
Football	●		playground, gym, pitch
Paper plane		●	the school
The caretaker's bucket	●		the school
Something green	●		the science lab
Syringe		●	the vet's
Bat		●	rooftops, chimney
The stray tom	●		rooftops, car park

Nothing shoots at you. Nothing follows you. They do not have to — the rooms are small and you are not fast.

HOW HARD DO YOU WANT IT

After the title screen, and before the first room, the game asks. Use **O** and **P** (or the joystick) to change it and **SPACE** to accept.



It borrows the title screen's footer: the question, the answer, and the keys.

	Lives	Enemies	The belly-flop stun lasts
EASY	9	Half speed	Four seconds
MEDIUM	6	Two thirds	Three seconds
HARD	3	Full speed	Two seconds

HARD is the game as it was designed — three lives, and everything moving at the speed it was drawn to move at. Easy and medium do not make Loukoumas faster or the rooms kinder: they give you more lives and longer to think. The jump is the same jump, the shelves are the same distance apart, and every sausage is in the same place.

SCORING

Sausage	100
Saucer of milk	500, and a life if you have fewer than nine

There is no time bonus and no end-of-room bonus. The score is what you picked up.

WHEN IT ENDS

Lose your last life and the room stops where it stands with **GAME OVER** across it. Press **SPACE** (or fire) to start again from the first room at the same difficulty, or **BREAK** to go back to the title screen — and to the language and difficulty with it.



Out of lives. FIRE starts a new game, BREAK goes back to the title.

Get through all twenty-nine and you get **WELL DONE!**, which in 1986 was considered generous.

HINTS FROM THE PLAYTESTERS

- **Look before you jump.** The jump clears about thirty scanlines and the shelves are twenty-four apart, so every shelf is reachable from the one below it — but only from the one below it.
- **Platforms are one-way.** You land on a shelf falling, and you pass straight up through it rising. That is a route, not a bug: go up through the thing you cannot walk around.
- **The flop is a key, not a weapon.** Nothing in this game dies. A shelf you cannot cross is a shelf you have not flopped on yet.
- **On medium and hard, take every saucer.** Each one is a life you did not start with, and lives are what the last rooms are paid for in.
- **Learn where the canary turns.** Everything that flies bounces between the same two walls for ever. Stand where it has just been.
- **Rolling under something is usually faster than jumping over it**, and it is always safer than landing on it.
- **BREAK is not a pause.** There is no pause. It was 1986.

FOR THE TECHNICALLY MINDED

The screen is the Spectrum's own: 256 by 192 pixels, one bit each, and one ink and one paper to every 8×8 cell. Every room is built to that grid — furniture is coloured in whole cells and drawn in pixels — so nothing ever takes on the colour of what it walks past by accident. The sprites are masked and pre-shifted; each one keeps the patch of screen it covers, colour and all, and hands it back before it moves.

There is no double buffer. Instead every sprite is lifted off and put back, top of the screen first, in the four milliseconds after the interrupt while the beam is still in the top border — **fifty pictures a second**, and a script in the build checks that the beam never catches one half-drawn, in every room, on a 48K and on a 128K.

The sound is the beeper, played in whatever is left of each frame and stopped the instant the next one begins. The title tune is the Amstrad version's, note for note: on a 128K the **AY**

plays it with the very same player, and on a 48K the beeper plays a score taken off that player, its fade made the width of the pulse.

The loading screen is not a separate picture: it is the title screen, painted by the game itself and saved off. Both languages are in the one program, and **L** repaints the words, not the picture.

How it was made is in loukspeccy48.md; which machines it has been tried on is in docs/zx-models.md and docs/zx-hardware.md.

CREDITS

Code, graphics and design	**VASPER**
Music	Arkos Tracker 3 (AKG player by Targhan / Arkos)
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Loukoumas is a cat. No sausages were harmed in the making of this game. The same cannot be said for the diet.