カオBALL

MSX

LIMONERO
PRODUCTIONS

Tuesday, 9:58 a.m.

You are in a video call. Your camera is on, your microphone is muted, and somebody is sharing a spreadsheet.

Then the window shakes. Then the floor. Out over the city something enormous is walking on legs as tall as the towers, and nobody on the call has noticed yet.

Nobody knows why the city is falling apart. Nobody is coming to explain it. Buildings sink, bombs drop out of the sky, a helicopter circles for no reason anyone can see. You do the only sensible thing left: you leave the meeting, and you run.

From here there is only the rooftops. Survive as long as you can. Somewhere out there is your destiny.

Or not.

CONTROLS

Two buttons. That is all you get.

You run on your own and you speed up the further you get. You only decide when to jump and when to slide.

KEYBOARD

SPACE — Jump

↓ — Slide

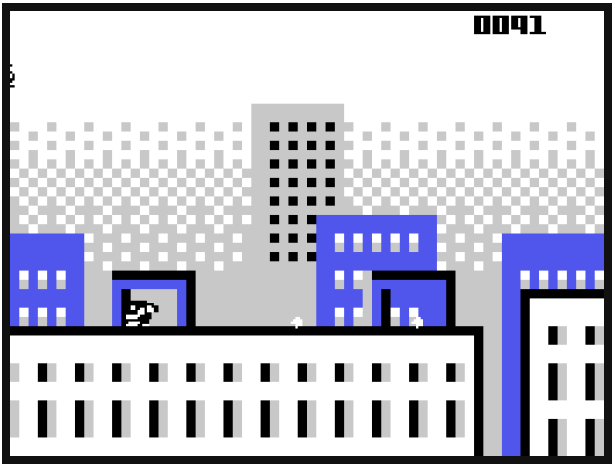
JOYSTICK

1 — Jump

Slide

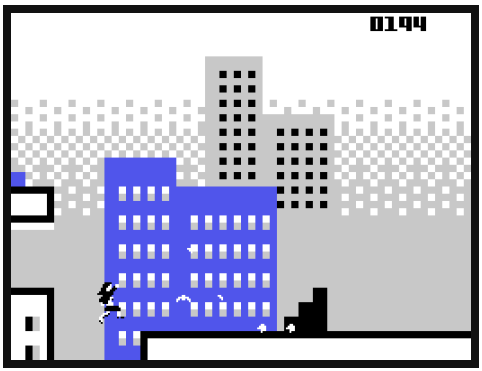
Jump: hold it longer to jump higher and further; a tap is a short hop. **Slide:** drop low for a moment and get under door frames.

Start: press jump on the title screen. **After a fall:** the sign shows your BEST distance; press jump to run again. Each new run builds a new city.



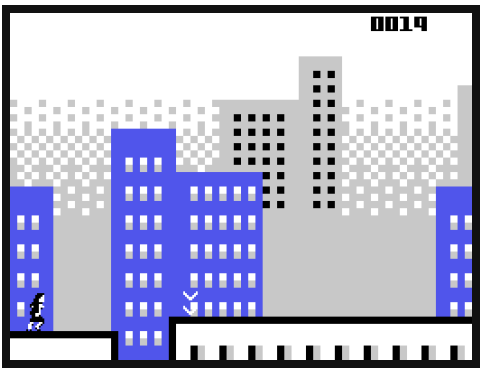
Only two things kill you

> Falling between buildings, and running into the side of one. Everything else only slows you down. All you can do is run and jump.



The gap

Miss the next roof and you drop out of sight. That is the end of the run.



The scroll

Each stumble costs ground, and more of it the faster you go. Stumble enough and the left edge swallows you, for good.

Every 700 metres the city shifts up a gear, up to full speed at 2800. Gaps get wider when you are fast or when the next roof is far below. Jumping up to a higher roof is short and sharp; dropping down is long and floaty.

Hold jump for the full height when you are not sure. A short hop that lands against a wall is the most common way to go.



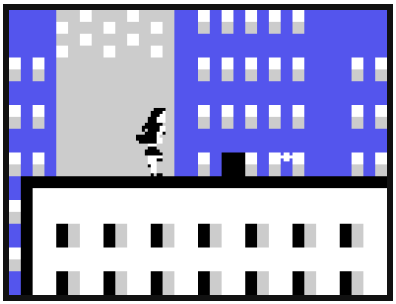
YOUR BEST

Beat it. Then beat it again.

The counter at the top right is your distance in metres. When a run ends, the sign shows your BEST, the longest run so far. Go further and it goes up with you.

Survive a little longer every time.

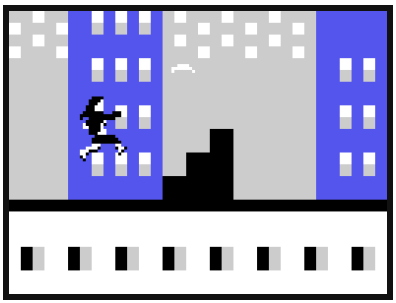
What is in your way



Boxes

Black crates left on the roof. Hit one and you trip and lose speed.

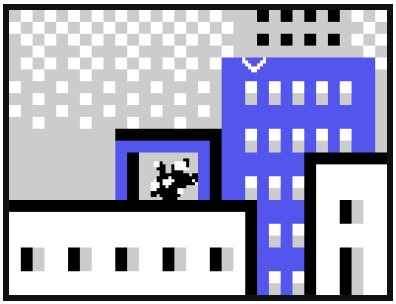
Jump over it.



Box stairs

Three steps of 1, 2 and 3 boxes, built to need a full jump. Clip them and you trip twice as hard.

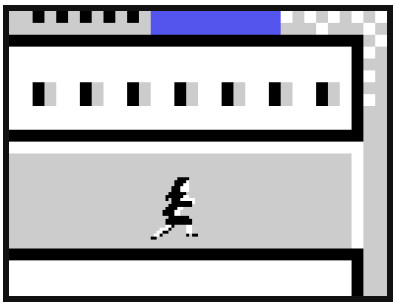
Full-height jump, early.



Doors

A blue frame in front of a gap in the blue buildings behind. Run into its lintel and you trip halfway through. Past the middle you run *behind* the far post.

Slide under it with ↓.

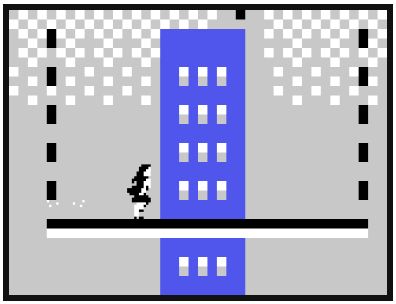


Hallways

Some buildings have a corridor right through them, with floors on top. You go in through one window and out through the other, glass and all. Inside, the ceiling stops any jump.

Press jump just before the window. It waits until you are out.

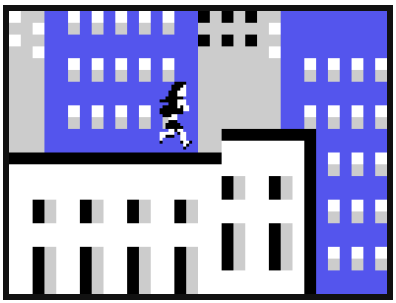
The city fights back



Crane platforms

A long platform on two chains, hanging over a wide gap, and it keeps rising. Reach it early and it is a small hop up. Reach it late and it is out of reach. The roof after it is always lower than the platform.

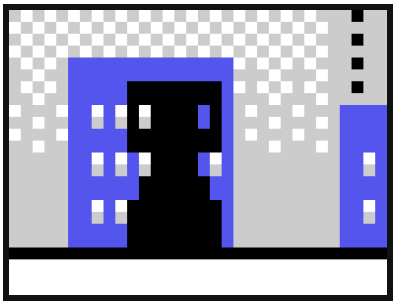
Jump on, ride it up, jump off.



Collapsing buildings

Step on one and it shakes, then sinks a floor at a time. The next roof is always lower, and the building never sinks so far that you cannot make the jump.

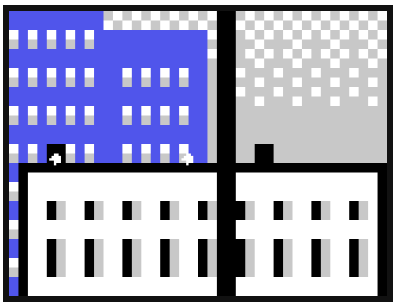
Keep running and jump at the edge.



Bombs

Fat old cartoon bombs, 32 by 64 pixels, fall out of the sky and stick into a roof that is about to collapse. They do not go off. They go down with the building.

Run straight past. You go in front of them.

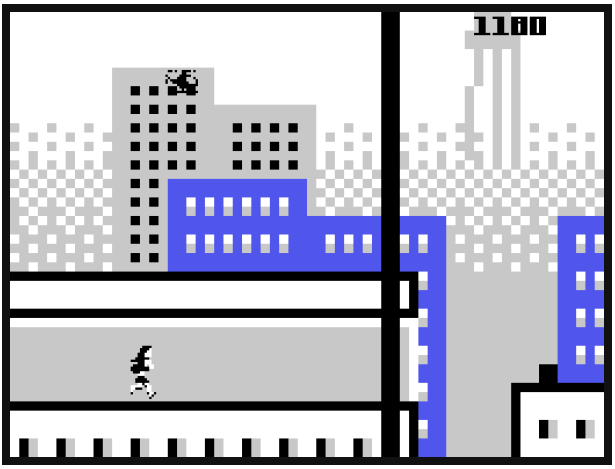


The pole

Every ten seconds or so a pole rushes past in the foreground, right in front of you. Everything goes behind it.

Harmless. Just don't blink.

Five layers on an MSX1



All five at once: the walker's legs on the far right, three skylines, the pole.

	Sky. Fixed and not scrolling, but alive: a giant tripod walker strides across it and gets left behind.	0 ×
	Far city. Grey towers with lit windows.	¼ ×
	Middle city. Blue blocks. Now and then one shakes and sinks.	½ ×
	Rooftops. Where you run.	1 ×
	The pole. Foreground, in pixels, in front of every sprite.	8 ×

Four scrolling parallax planes plus an animated backdrop that does not scroll. Every gap shows the city behind it, all the way back to the sky. None of the scenery is sprites: pole, bombs, boxes, chains and walker are drawn into the screen itself, on a machine with no hardware scrolling at all.

32 KB
ROM, no mapper

8 KB
RAM is all it needs

Plus an original PSG soundtrack, "Azoteas", sound effects, pigeons, flying glass, dust and a helicopter having a very bad day.

ONE MORE THING

This city keeps a few secrets.

A true Konami fan will know what to do. Or what to combine.

LIMONERO PRODUCTIONS

A Limonero Productions game.

Inspired by Canabalt (2009). Thank you, Adam Saltsman, for one hell of a game.