Santa's Sleigh Run

by Amy Bienvenu (NewColeco)

The game is ready: Santa’s Sleigh Run, a Christmas game for ColecoVision, written in Amy with your Amy Studio and your toolbox.

I tested it with a robot in the Amy Studio test emulator. This emulator uses a replacement BIOS, not a real ColecoVision BIOS, and I couldn't listen to the sound. I also haven't tested it on a real console nor with a real BIOS. The robot played several levels. I visually checked the title, the houses, the flight, the presents, the smoke, the wind, the crows, the game over, and the initials entry. The melody and the sounds were only checked regarding their structure.

The game

You pilot Santa's sleigh above 5 snowy houses and you drop a present down each chimney.

Controller: left/right to fly, fire button to drop a present (only one in the air at a time).

Perfect present: a present right in the center of a chimney gives +50 points and an extra present.

Level 1: 8 presents, no obstacles.

Level 2 and later: the wind pushes the present (arrows at the top right, new wind after each present) and crows steal it in flight. There are 7 presents, then 6.

Score: 100 points per house and 25 per remaining present at the end of the level. The high score keeps three initials.

Game Over: when you run out of presents, the game stops.

Music: "Jingle Bells" on the title screen and the beginning of "We Wish You a Merry Christmas" at the end of each level.

Files

santasleigh.rom (9.4 KB): the cartridge. You need your own ColecoVision BIOS to run it.

santasleigh.alexis: the complete source code, which you can open in Amy Studio.

toolbox-games-xm/: the generation scripts, to put in toolbox/games/xm like your other games.

The README gives the compilation commands.

The houses and chimneys are randomized at each level, but the test emulator doesn't randomize truly, so I only saw nearly identical layouts. Tell me what you want to adjust: the difficulty, the colors, other sound effects, or another music