

TROLLEY FOLLIES

This manual is written for game version 1.3 and may be applicable to later versions.

WELCOME TO TROLLEY FOLLIES!

Welcome new hire to the Trolley division of Convolved Rail Road (CRR) Incorporated!

This new employee packet will help you familiarize yourself with the day to day operations of the company and your role as a conductor of one of our trolleys!

YOUR JOB

Your job here at CRR is to operate one of our trolleys to pick up awaiting passengers and deliver them to their desired destinations.



PASSENGERS AND DESTINATIONS

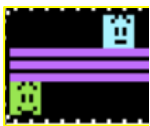
There are five types of people in this world: Green People, Yellow People, Cyan People, Purple People, and Pink People. Green people always want to go to green stations and yellow people always want to go to yellow stations. Can you guess where cyan, purple, and pink people want to go? Yes, that's right they want to go to cyan, purple, and pink stations (respectively).

Amazingly a traveler of a particular color will be happy arriving at any station of the matching color even if there are other stations of the same color. For example, a cyan person will disembark when you pull into a cyan station, any cyan station.



STATION PLATFORMS

The station platforms are where passengers disembark (get off) the trolley and new passengers wait to get on to a trolley. To allow this pick-up and drop-off process to happen you must stop your trolley at a platform. You cannot expect people to jump off or onto a moving trolley! Pull into a station and come to a full stop.



OUR CUSTOMER HAPPINESS GUARANTEE

Unlike most public transportation entities, we only collect payments from passengers as they disembark the trolley. They are asked to pay the full fare if they are completely

satisfied with their trolley ride. If they are less than completely satisfied then they may opt to pay less than the full fare.

Our crack research team has determined that the happiness of our passengers is directly related to how quickly they get to where they are going. A customer waiting at a station platform may become dissatisfied with the wait and if left waiting long enough may even leave before the trolley arrives. However, once they board the trolley their mood typically improves and you have ample time to deliver them to their destination before they start to feel impatient.

Customers left waiting at a station for too long will eventually give up and leave. Our station monitoring system will be made aware of this and if it happens during your shift your pay will be docked! (Your score will go down).

GOALS

Each neighborhood we operate in (game level) has a set goal (amount of money we'd like to collect, reflected by your score) and a time limit to collect that amount of money. Pick up awaiting passengers and deliver them to their corresponding destinations in a safe and timely manner.

Once you have reached the goal amount you may continue on to the next neighborhood. If there is time remaining you may stay in the current neighborhood and try to earn a few extra bucks. Be warned, however, if you have not progressed to the next neighborhood before the time limit expires you will be reprimanded! (You will have to play the level again).



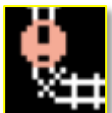
HOW TO DRIVE A TROLLEY

Trolleys are very easy to drive! All you need to do is push the joystick in the direction you want the trolley to go. If you release the joystick, or if you are pushing it in a direction the trolley cannot move, then the trolley will remain stationary.



SWITCHES

You may notice that some of the track pieces are red. These are called switches. They can be rotated to connect to different parts of the track and allow the trolley to travel along different lines. To operate switches stop the trolley near the switch and hold the fire button on your joystick until the switch is in the desired position. Be careful that the switch is connected to another track segment otherwise when you try to drive over it your trolley will de-rail!



DAMAGED SECTIONS

These rail lines are very old and often need repairs. Occasionally you may notice this icon on the track. This indicates that this section of track is damaged and attempting to drive on

it will de-rail your trolley. Don't worry we do have a repair crew that will get around to fixing it eventually but this may take a while.

If you do de-rail your trolley on a damaged track piece, however, the team which comes to fix up your trolley, help the traumatized passengers disembark, and deduct your pay, will also repair the broken track piece at that time.

Also note that, because of the age of our rail lines, **switches sometimes have a tendency to randomly switch on their own**, usually when you least expect it.



DE-RAILINGS

De-railing (crashing) the trolley is very bad for business. It costs money to repair the trolley and get it back on the track. This money will come out of the funds you have collected so far.

Additionally each passenger on board will become uncomfortable with the idea of continuing their journey on the trolley and will disembark. Since you're new here we've allocated three spare trolleys for you. If you manage to derail all of your trolleys you will be subject to disciplinary action up-to and including termination! (Game Over!)

De-railings can happen in three different ways: You drive the trolley off the rails at a switch which is not connected to the line you're on, you collide with your opponent (in a two player game), or you run into a damaged section of track.

SELF-IMPROVEMENT

We like employees dedicated to self-improvement. Each time you exit a particular neighborhood (game level) your score for that level will be recorded. In the future you will need to exceed your previous best score in order to achieve the goal for that level.

The ledger of your achievements will be kept safely on the floppy disk. If you want to reset this back to default there is an option to do that from the main menu.

NOTES ON THE SCORES FILE

The scores file which records your best score for each level is only used in single player games. It requires that the disk not be write-protected. This feature can be temporarily disabled by setting "High Scores" to "Off" on the main menu.

In testing we found that playing this game on an SD2IEC device the scores file will not work properly if the game is in a .d64 image. This can be resolved by moving the contents of the disk image out of the image file and into a subfolder on your SD card.

The floppy disk version of this game is not write-protected for this reason and to allow the included Level Editor to work. As a convenience a back-up copy of the game is on the write-protected back side of the floppy.

LOAD "LEVEL EDITOR",8
SEARCHING FOR LEVEL EDITOR
LOADING
READY.
RUN

WE ARE AN EXPANDING COMPANY! (LEVEL EDITOR)

In addition to the neighborhoods (game levels) we are currently servicing we are always looking to expand into new territories. If you would like to help us do that there is a level editor which you may use to help us grow!

You may upload your custom levels, and download others', on our web site www.BlackCastleSoftware.com or look for custom levels on your favorite Commodore Bulletin Board Systems (BBS)!

The level editor is a separate program which can be loaded and will allow you to edit existing levels and create new ones. The tool is fairly basic so it won't take long to explain how to use it but how to build a *good* level will take a bit more explanation.

PLAYING CUSTOM LEVELS

If you have downloaded custom designed levels from others around the world it's easy to play them but you may have to do a little renaming. This can be done on the C64 or in DirMaster on your PC.

The game supports levels numbered between 1 and 99. The game comes with 19 levels named "lvl01" through "lvl19". The game will look for more levels sequentially. The easiest way to get started playing your newly acquired level is to put it on the Trolley Follies floppy disk with the name "lvl20".

You may, however, wish to keep all of your custom level on separate disk(s). You can load up Trolley Follies and swap out disks once the menu screen has appeared. Just be sure to start your levels with the name "lvl01" and go up sequentially without any gaps.

Let's assume you downloaded a level and its filename is "foobar" (in reality the filenames could be anything). To rename the file on your C64 execute the following command:

```
OPEN 15,8,15,"R0:LVL20=FOOBAR":CLOSE 15
```

If necessary replace 8 with your drive number (typically it's 8 but you may have your floppy drive configured differently). Replace "lvl20" with whatever level number you want to assign it. Replace "foobar" with the current name of the file.

Levels 1 through 9 should be named "lvl01", "lvl02", etc. Be sure to include the "0". Also be sure the filename does not have an extension, for example name it "lvl20" **not** "lvl20.seq".

USING THE LEVEL EDITOR

Make backups of the existing levels before going into the level editor! The level editor allows you to overwrite existing levels!

Trolley Follies (the game) is operated entirely with joystick. Even the menu in Trolley Follies uses only the joystick. This was done in consideration of emulated C64 platforms where keyboard support is limited or non-existent.

The level editor, however, will require use of the keyboard. Here are the keys you will need to use:

Key	Usage
1 or Left Arrow	Select previous piece
2 or Right Arrow	Select next piece
F1	Load a level from disk – You will be asked for the level number and drive number
F2	Clear the scene (you will be asked to confirm)
F3	Set the goal and time to achieve goal for this level
F5	Cycle through information text shown at the bottom of the screen
F7	Save level to disk (overwriting if level already exists) – You will be asked for the level number and drive number
S	When the cursor is positioned over a track piece this toggles whether or not that track piece is white (not a switch) or red (a switch)
C	Cycles through station platform colors or dirt colors (depending on whether the selected piece is a platform or dirt)
Shift + C	Cycles through station/dirt colors but in reverse order
F	Fills all empty spaces with dirt (of the selected color)
Shift + F	Removes all dirt

Use the joystick in port 2 to position the cursor on the map. Press fire to place the selected piece (whether track piece, scenery, or player starting position). Note that the left-most piece on the selection panel (at the bottom of the screen) is an empty icon which allows you to remove the current piece from the map.



BUILDING A GOOD LEVEL

Knowing the mechanics of using the level editor (as described above) is enough to get you started but there are some important considerations in the design of your level:

STATION PLATFORMS

- **(Required)** At least one platform of each of the five colors must be placed somewhere. This is because the game will generate passengers of each color and each passenger will need to be able to disembark. For example if you omit a purple station then a purple passenger will never be able to get off the trolley (unless you de-rail).
- (Suggested) Make stations about 5 segments long. This allows for more passengers to show up at that station. It also makes it easier for a trolley to pull into the station.
- (Suggested) Leave empty space adjacent to platforms. Passengers awaiting pickup will only show up if there is an empty space adjacent to a platform. By adjacent I mean above or below a horizontal platform or to the left and right of a vertical platform. **NOTE: Scenery also prevents passengers from showing up at that location. Do not put scenery directly next to station platforms.**
- (Suggested) Don't make it too easy to get from one station to another. For example if you have a green station and just down the track is a yellow station, then the player may achieve their goal just by shuttling between these two stations and ignoring all other travelers. Try to make travel from one station to another require


traversing some convoluted track pattern, switching one or more switches, and possibly require finding an alternate route if the main route is blocked by a damaged track piece or your opponent.

- (Suggested) Make each platform segment in a station the same color. This is for the same reason as the bullet point above.
- (Suggested) Try to have only one station for each color. Although the levels that come with the game break this suggestion, and in your levels you may deem it best to break this suggestion as well, in general it's typically better if a particular passenger has only one station he will want to disembark at. This can only happen if there is only one station matching his color. Having multiple stations of the same color makes the game less challenging. Having said that, having a second green station (for example) can be an alternative to having a secondary route to the one and only green station.

TROLLEY STARTING POSITIONS

- **(Required)** The two trolley pieces must be placed somewhere on the track. This tells the game where the two players will start. Do not include more than one starting place for each trolley: there must be exactly one yellow trolley on the track and exactly one cyan trolley. Even if you typically play in single player mode you should include a starting place for player 2.
- **(Required)** The trolley starting pieces are horizontal only. If placed on a vertical track piece or a bend in the track then the trolley will not be able to move.
- (Suggested) Try to make the starting locations equally fair for players 1 and 2. At the same time, try not to put the two trolleys directly next to each other.

TRACK LAYOUT

- **(Required)** You cannot have more than 20 switchable track pieces in a level.
- **(Required)** Exactly one exit piece () must be present and connected to the rest of the track. Because it's pointing to the right it makes sense that it should be on the right side of the screen but it will work regardless of where it is located.
- (Suggested) The more convoluted, confusing, and crisscrossing your railway is the more challenging and fun the level will be. One technique is to have a track leading to a station to the north run mostly south of a track which leads to a station to the south. A player will typically assume if they want to go north then they should get on the northern-most track. Try to contradict that assumption with your layout.
- (Suggested) Try to make sure there are at least two ways to get to each station. Often one path is blocked by the opponent or a damaged track segment so trying to find an alternative route is another challenge which makes the game more exciting.

SHARE YOUR MAPS

As mentioned earlier your custom designed levels can be uploaded to our web site (www.BlackCastleSoftware.com), and you can download others' there as well. We also try

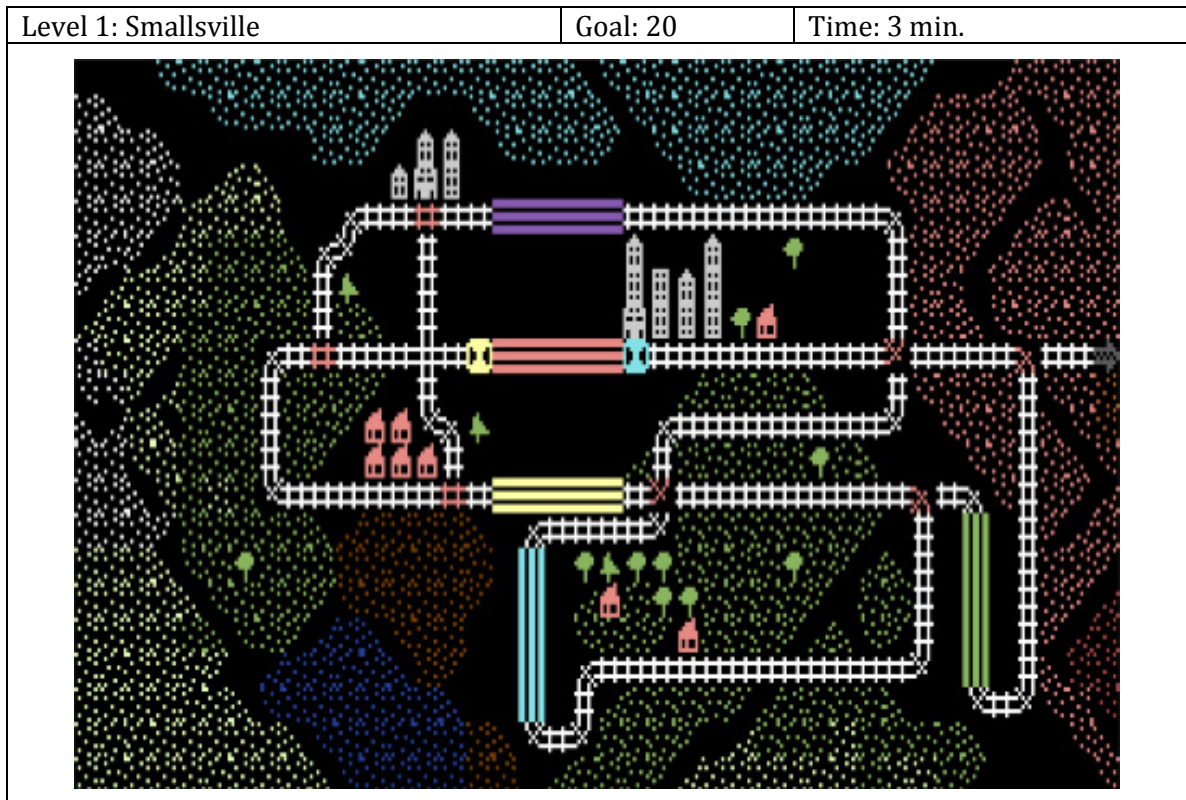
to publish custom map levels to popular Commodore Bulletin Board Systems (BBSs) because it makes it easier to acquire these levels when operating on a real Commodore 64.

Try these Commodore BBSs

BBS Name	Telnet Address:Port	Modem #
Particles	particlesbbs.dyndns.org:6400	
Cottonwood	cottonwoodbbs.dyndns.org:6502	1-951-652-1690

MAPS

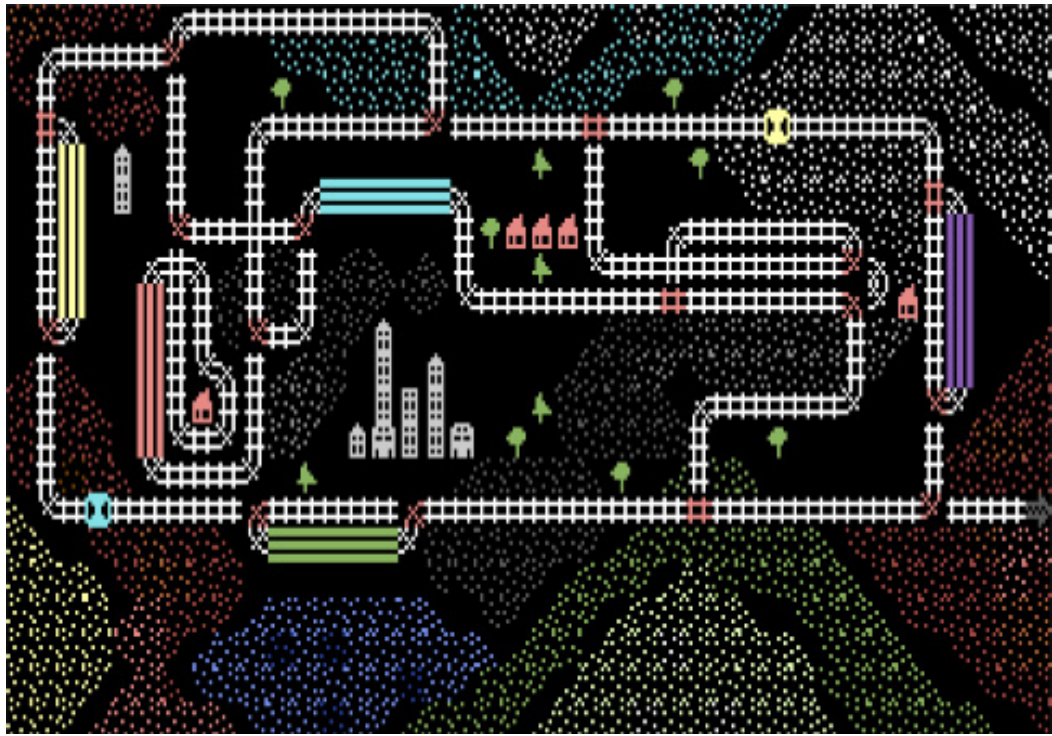
Here are the maps that come with Trolley Follies. All levels are by Black Castle Software (BCS) unless otherwise stated.



Level 2: Protropolis

Goal: 20

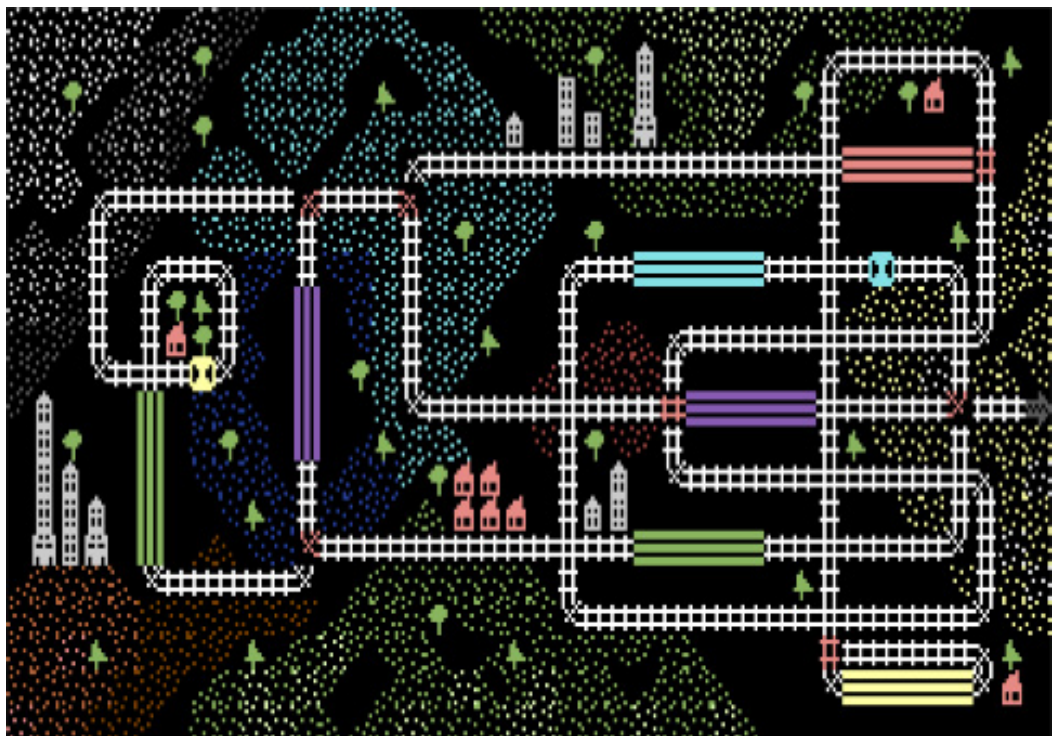
Time: 3 min.



Level 3: The Burbs

Goal: 20

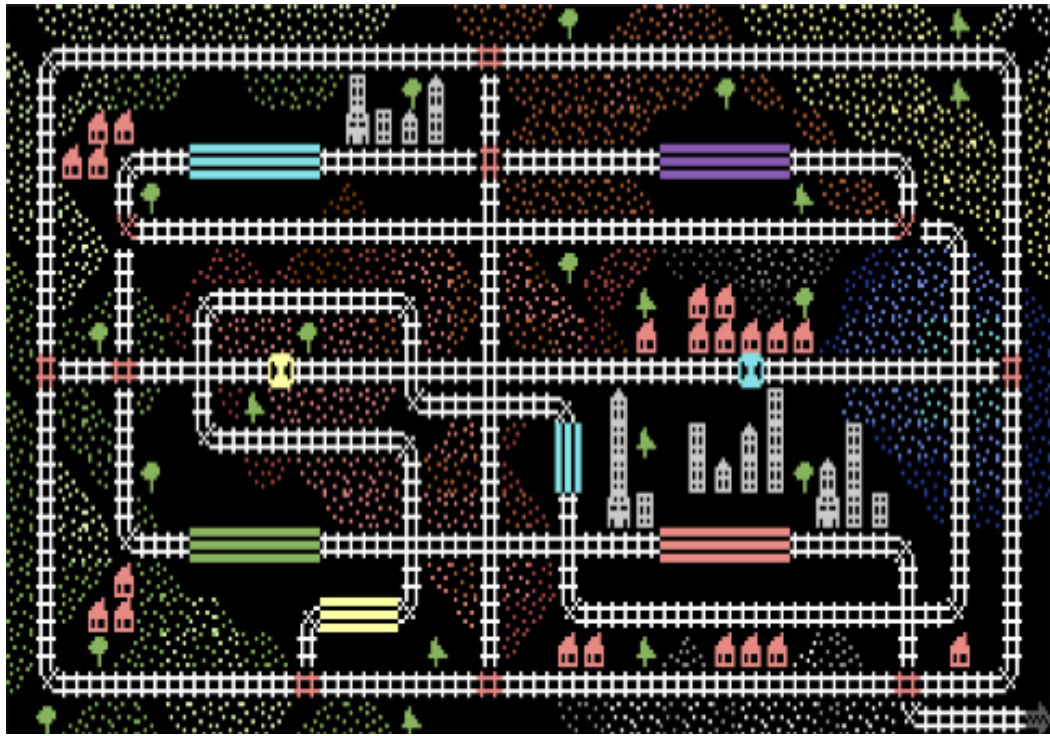
Time: 3 min.



Level 4: Squaresville

Goal: 20

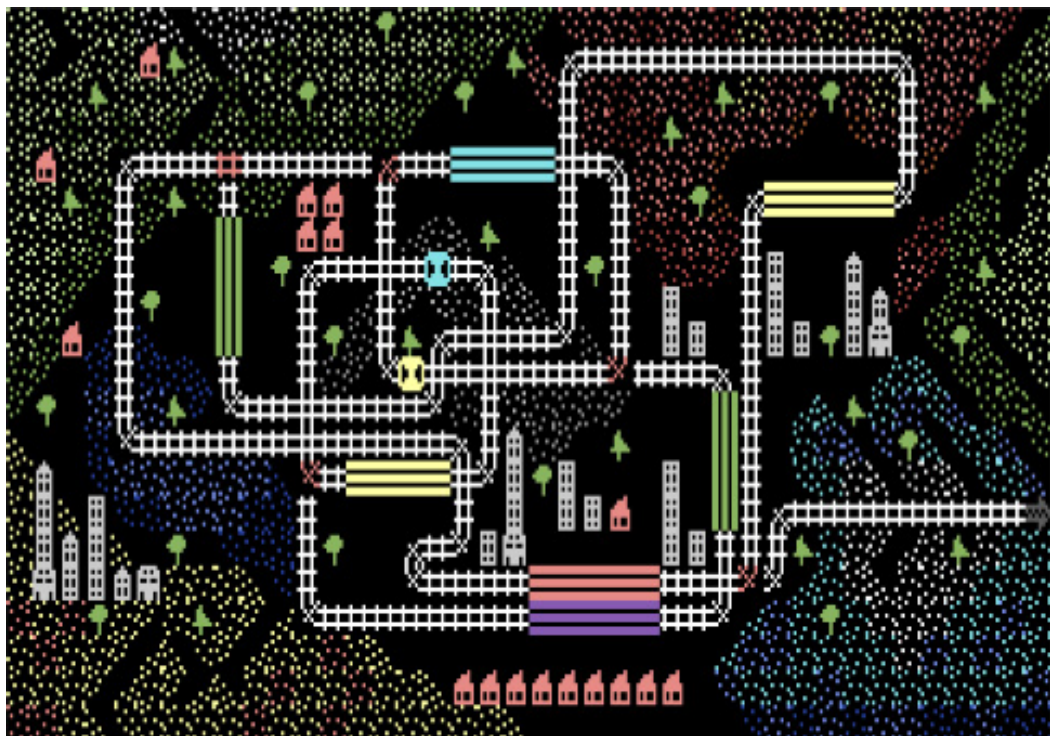
Time: 3 min.



Level 5: Andalla

Goal: 20

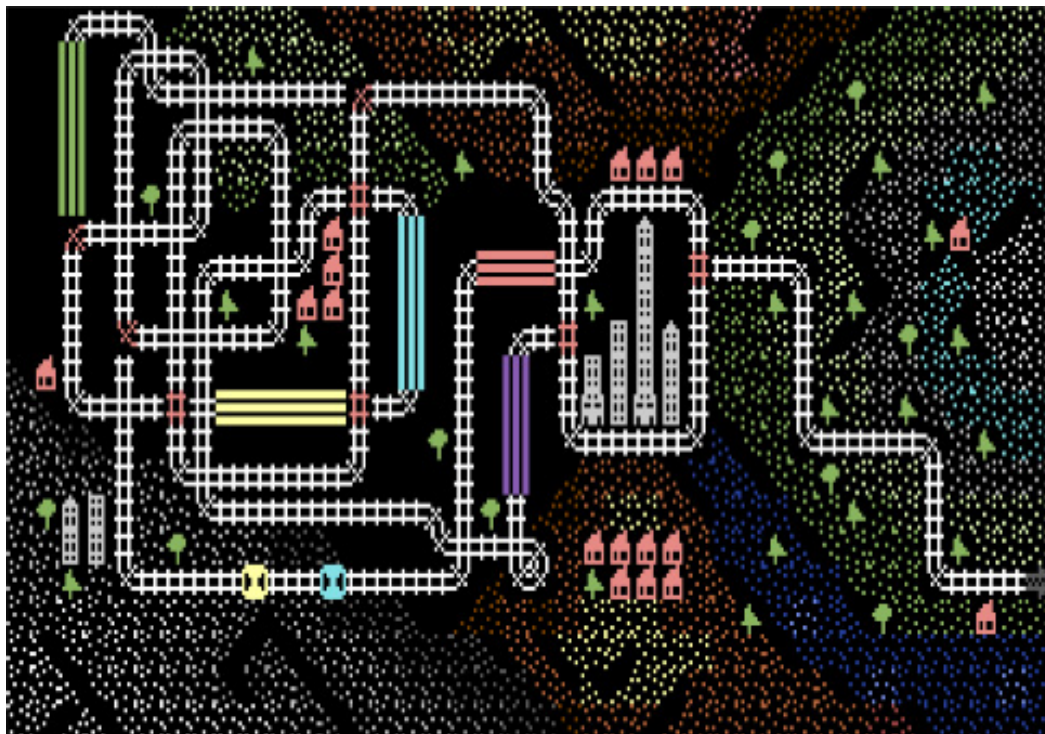
Time: 3 min.



Level 6: Cleveland

Goal: 20

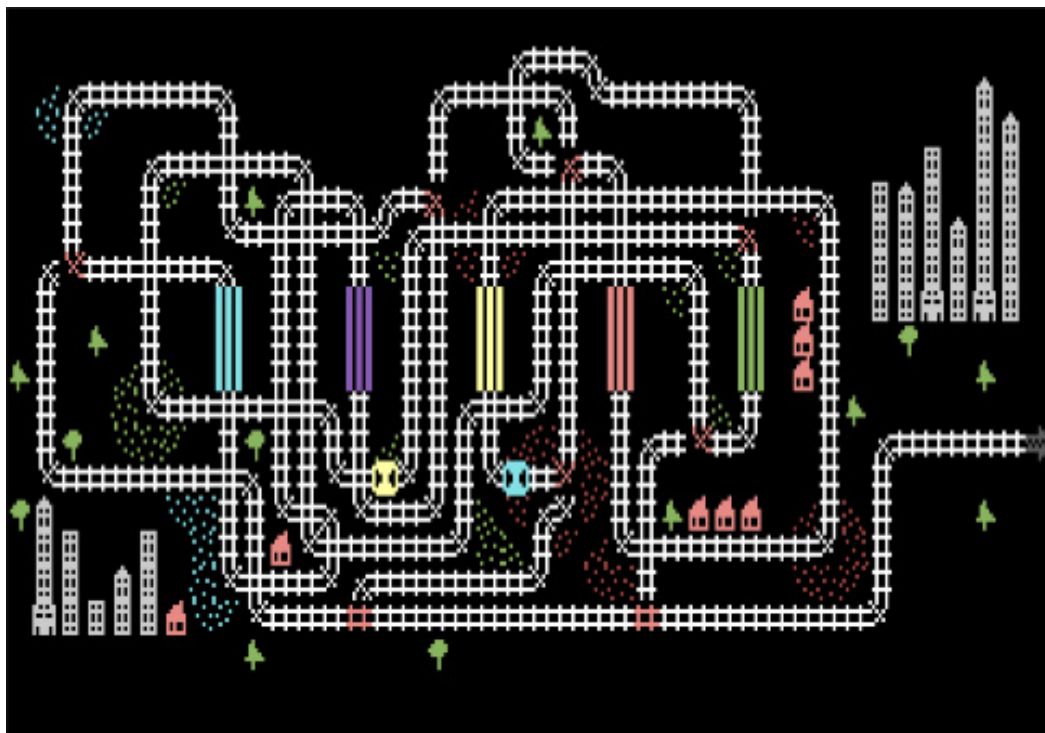
Time: 3 min.

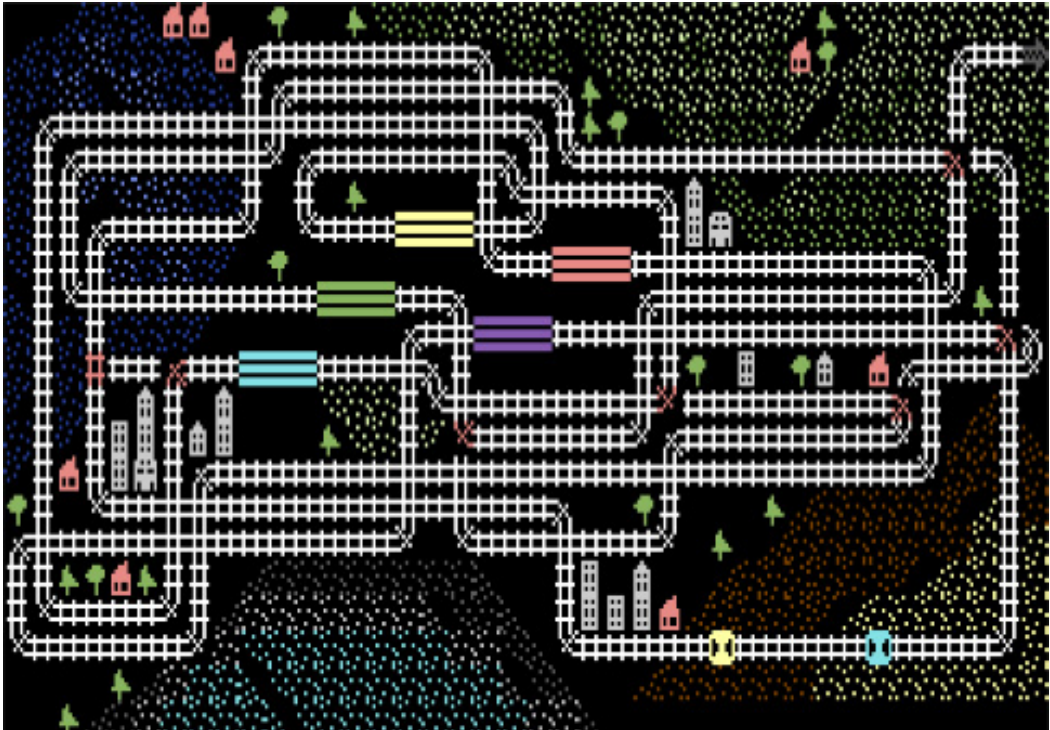


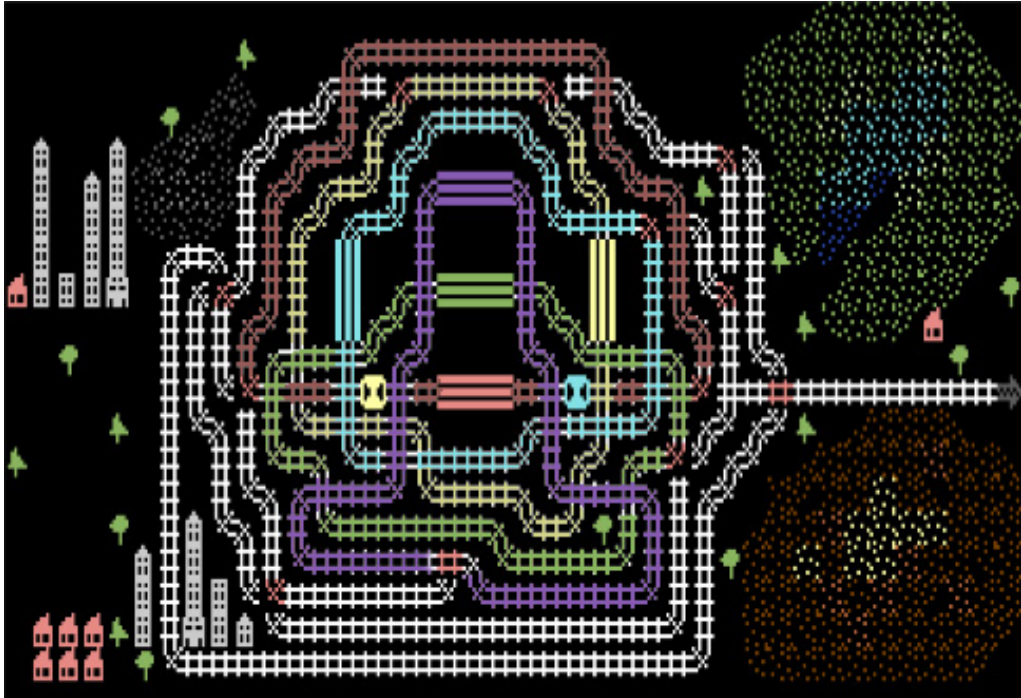
Level 7: Alignment City

Goal: 20

Time: 5 min.



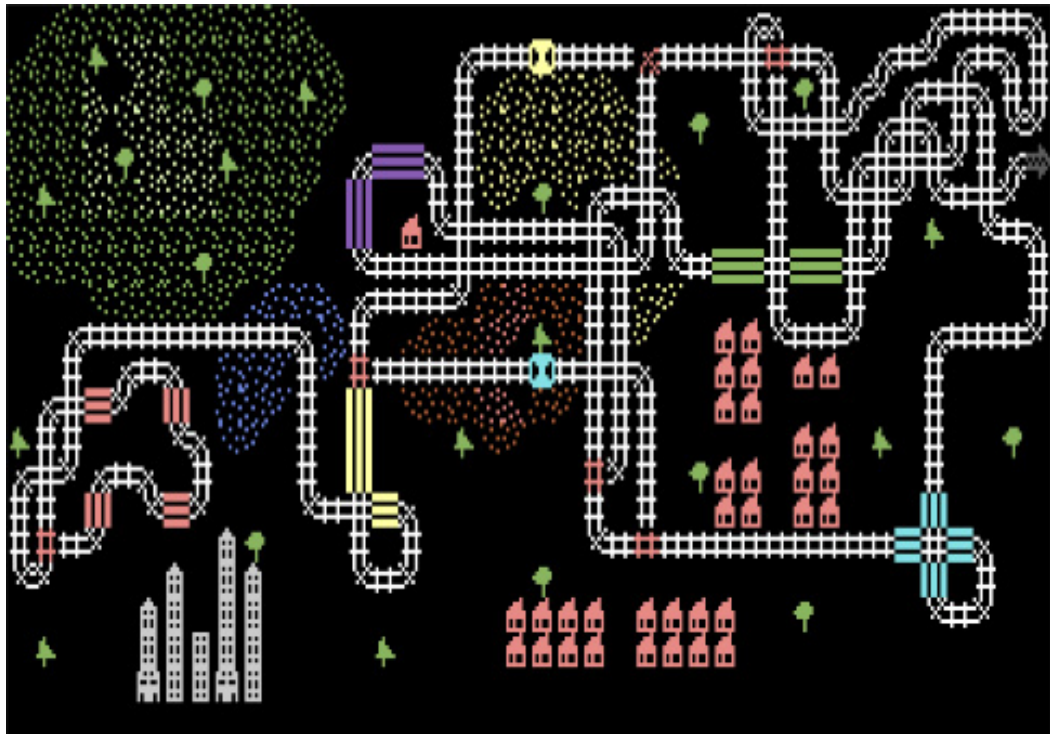
Level 8: East Cleveland	Goal: 10	Time: 5 min.
		

Level 9: Painesville	Goal: 5	Time: 10 min.
		
<p><i>We offer this color-coded map as an apology for this absolutely brutal level.</i></p>		

Level 10: More Burbs

Goal: 25

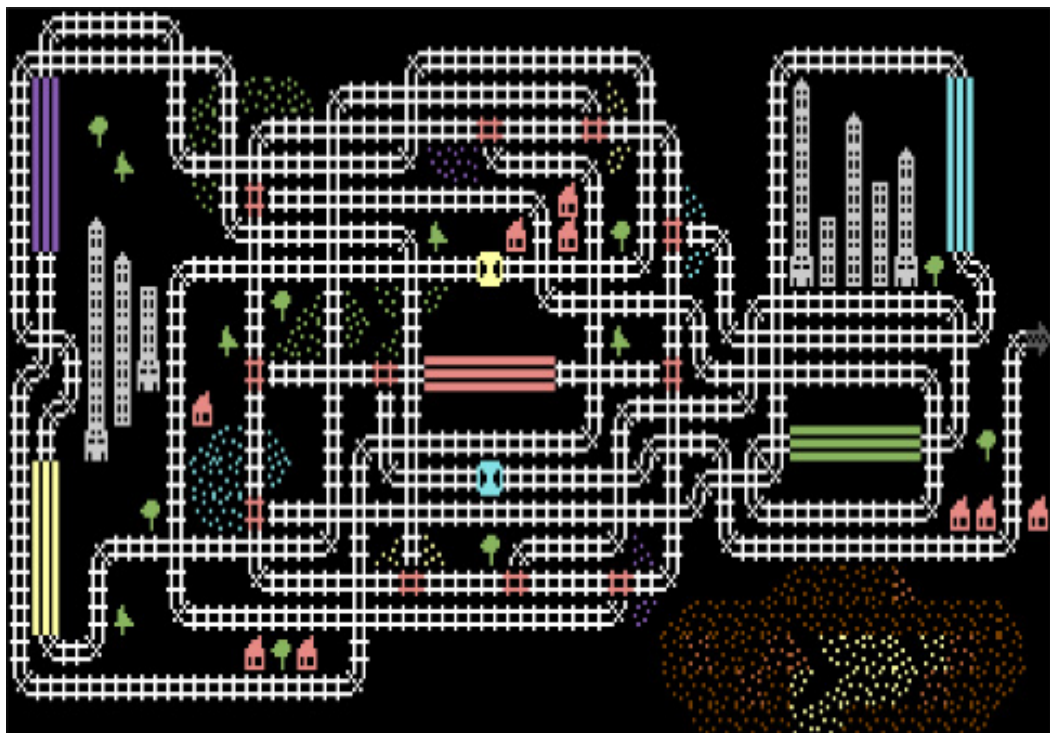
Time: 3 min.



Level 11: Twin Cities

Goal: 10

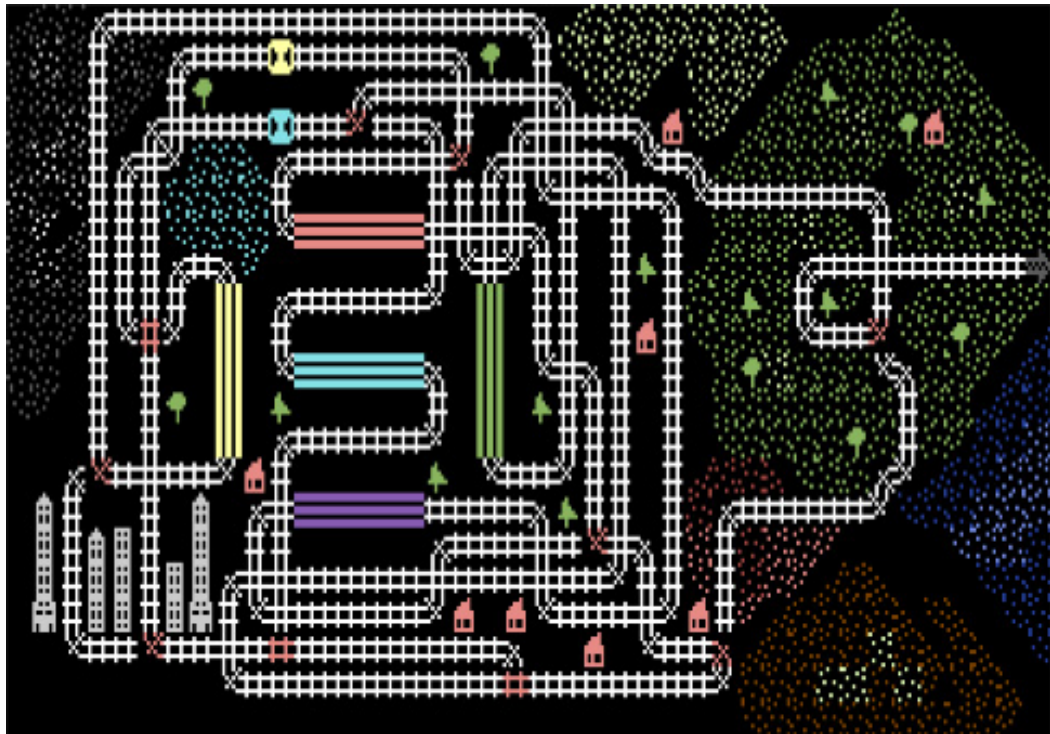
Time: 5 min.



Level 12: The Other Side of the Tracks

Goal: 20

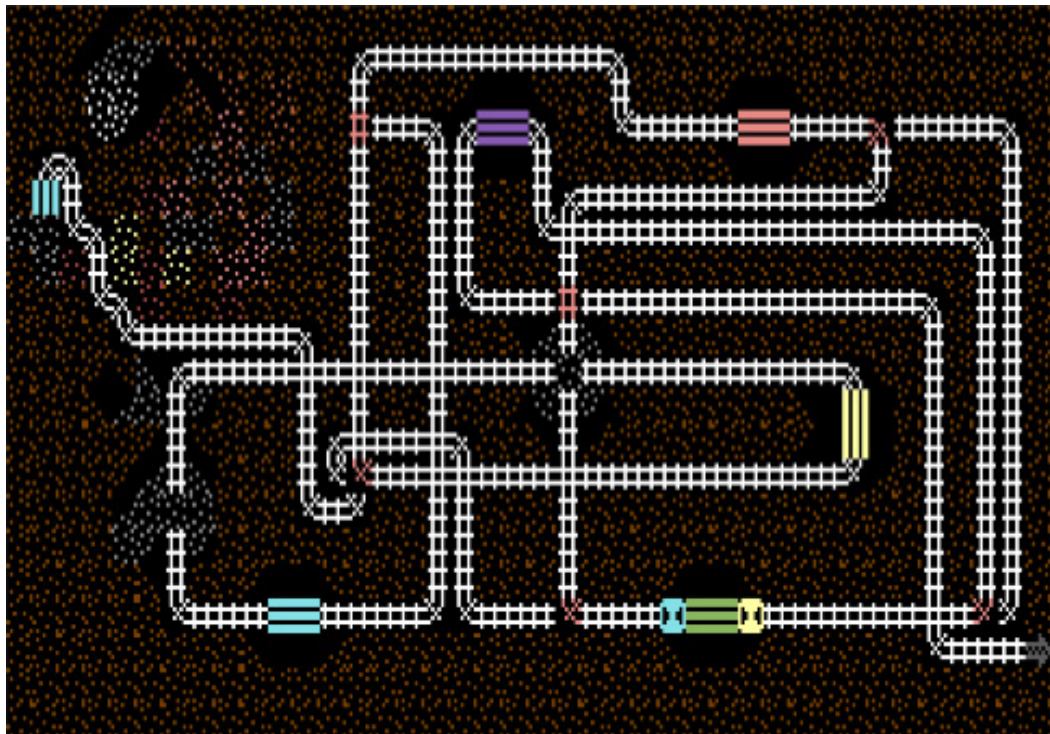
Time: 5 min.



Level 13: Underground Collapse

Goal: 20

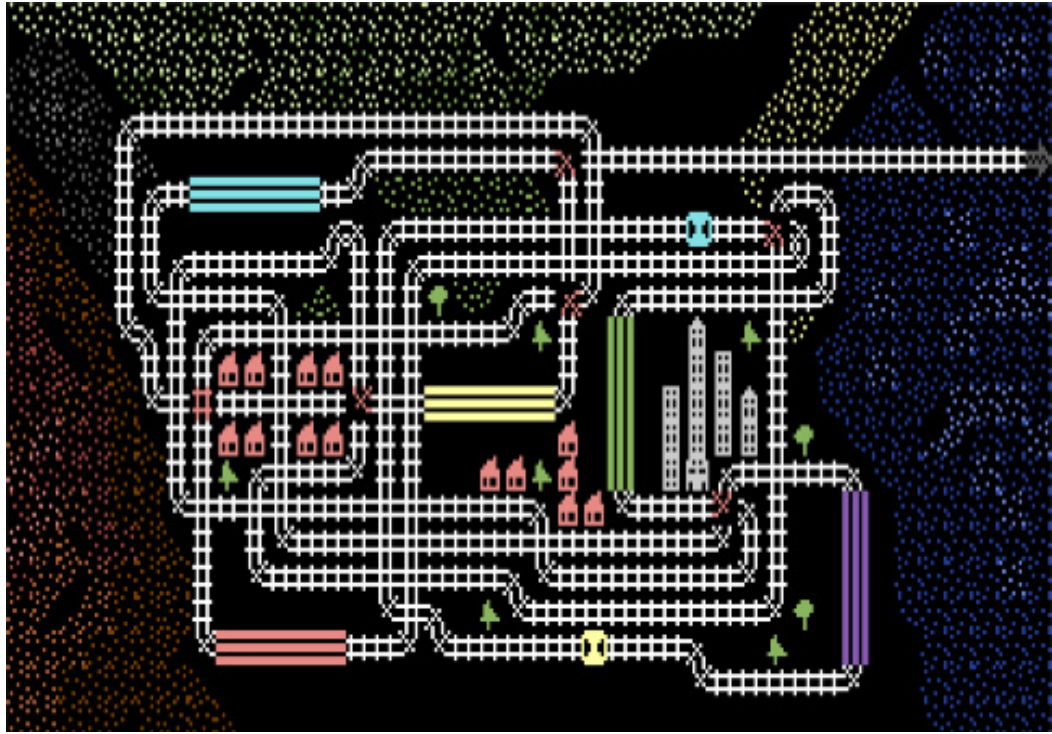
Time: 3 min.



Level 14: The Beach

Goal: 20

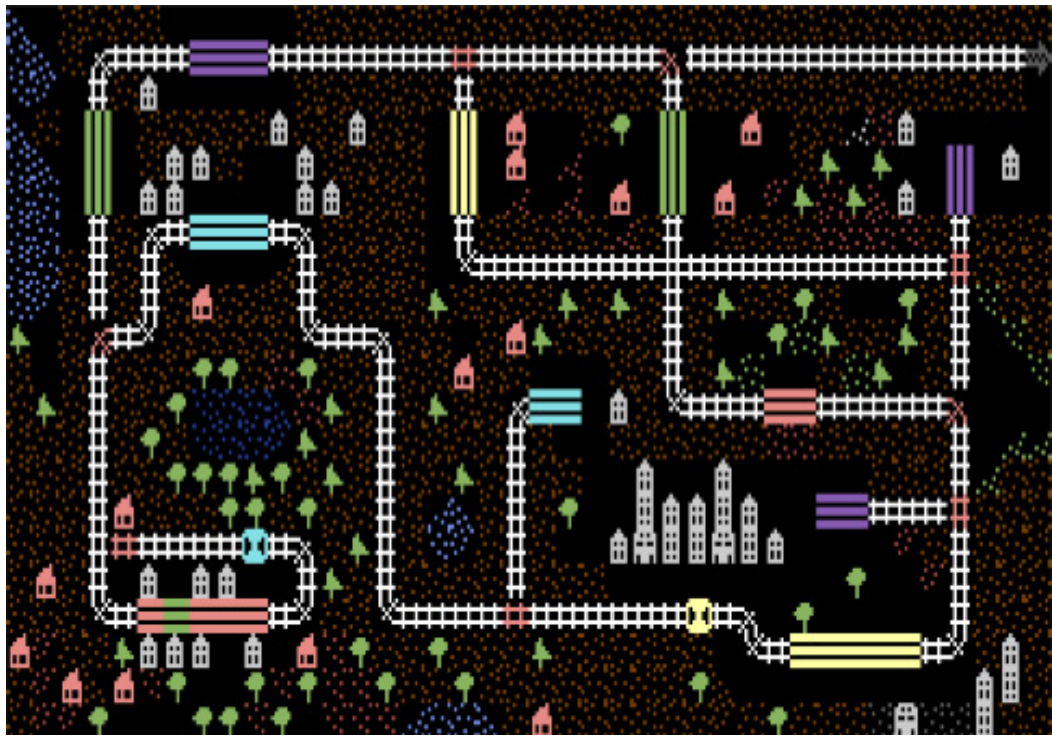
Time: 3 min.



Level 15: Cabin Town by Mo

Goal: 100

Time: 12 min.



Level 16: Da Loop by Mo

Goal: 100

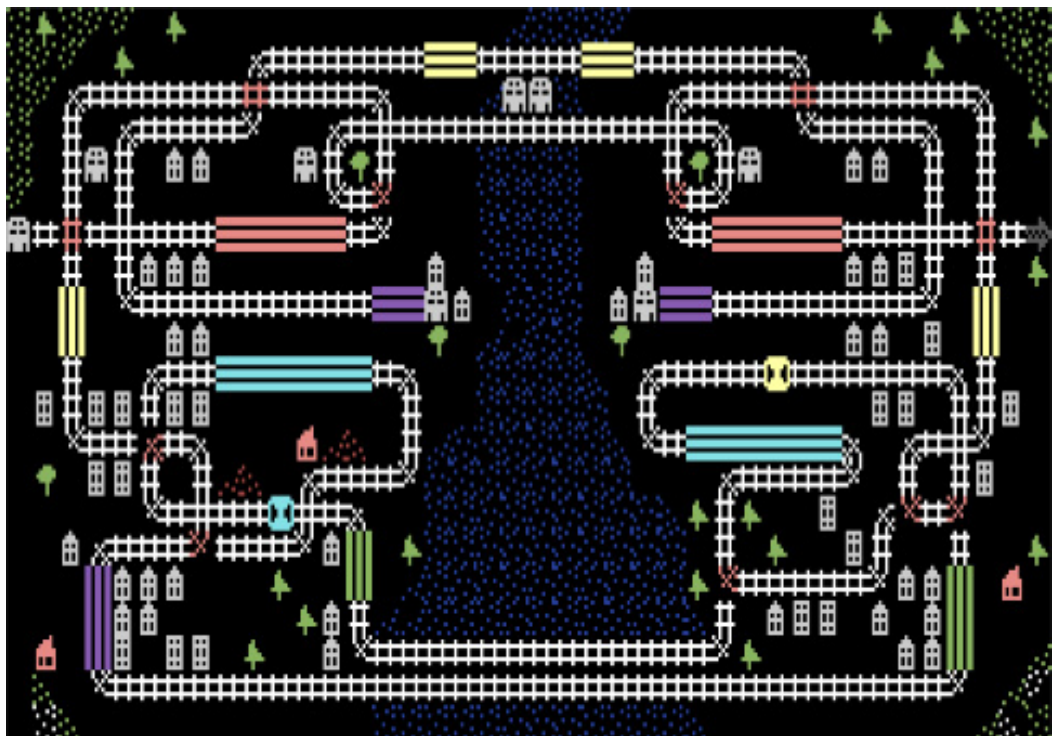
Time: 30 min.



Level 17: Duck City by Mo

Goal: 200

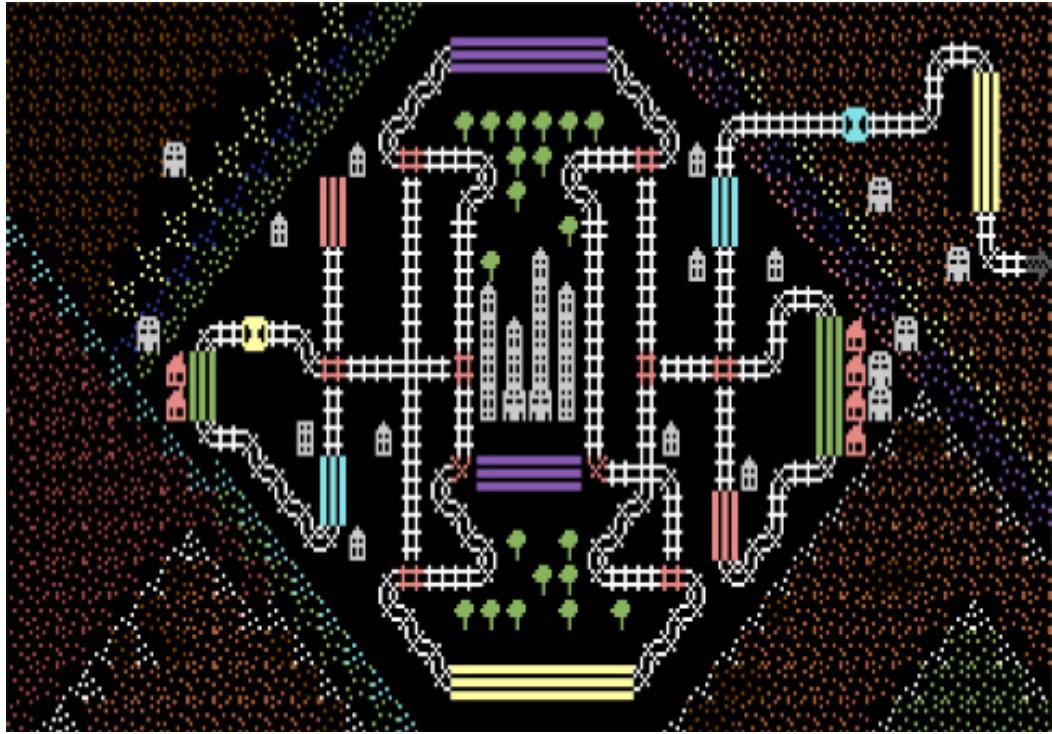
Time: 36 min.



Level 18: Space Mountain by Mo

Goal: 120

Time: 18 min.



Level 19: Wiglyworld by Lucki Luke

Goal: 75

Time: 7 min.

