

A GREAT NEW WORLD

This game is inspired by the chapter one of the book "Brave New World". The book tells about a dystopian future in which all lives are predetermined and controlled by the system, so that a class-based society is maintained in the illusion that this artificial community can generate stability and well-being (obviously, only for the highest classes).

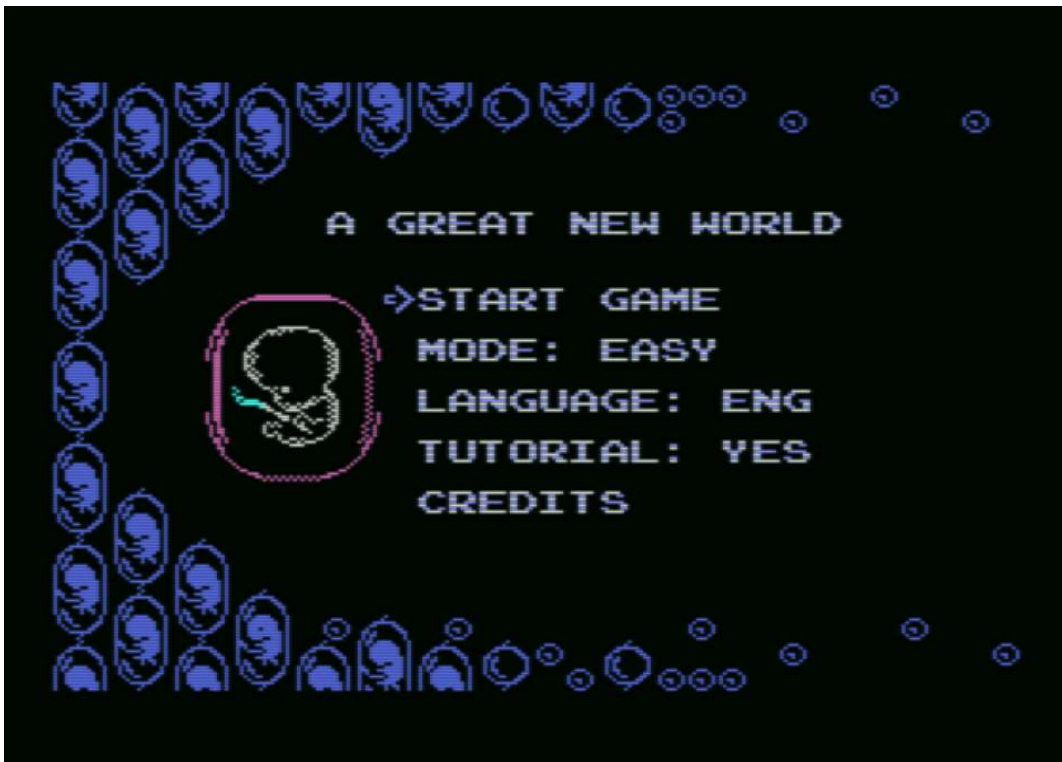
The first chapter of the book, infact, tells us how eggs, embryos and fetuses are multiplied and conditioned to create classes, from the elite to the lowest.

These processes of selection, conditioning and predestination are what the game tries to reproduce, in a playful version born (and then genetically modified?) by the minds of our team...



LET'S START

The main game screen features five options:



You can use (as in the whole game) either the cursor keys or the joystick in port 1 and the space bar (or the fire button 1) as game controls. You can also switch between them during the game. During the gameplay phases, press "P" to pause the game.

Move the arrow up or down and press fire to select the desired option.

START GAME - is used, obviously, to start the game.

MODE - allows you to select the difficulty level between easy, normal and hard. Changing the difficulty level changes the speed of the games (except for the Bokanovsky process whose speed is the same for all difficulty levels)

LANGUAGE - allows you to switch from English to Italian and vice versa.

TUTORIAL - enables and disables the game tutorial (it automatically deactivates after showing all the game phases)

CREDITS - shows the people who collaborated on this project.

After about 15 seconds of inactivity, the current highscore will be displayed on screen and immediately after a slideshow will start with brief references to the book the game is inspired by (press fire to return to the menu)



At the start of the game you will be asked to enter your name (which will be used if you set a new record and for some in-game messages). Slide the letters and numbers left and right and press fire when the desired symbol is under the arrow. Once finished you can press the "DOWN" cursor key or move the joystick down to immediately display the "ENTER" symbol. The name has a maximum length of 8 characters.



From this moment the game begins. The player impersonates an Alpha Plus Main Director. The aim of the game is to manage the community, so as to make it prosper. For this reason, none of the classes must ever reach the value zero, otherwise the game will end. On the contrary, it is possible to successfully finish the game by bringing all the classes to the maximum value (240). The game is cyclical: each cycle corresponds to a "After Ford year" (in the book, time is divided into before and after Ford, the creator of the system in force. During each year we will therefore have phases that will repeat until game over or final victory. If you have selected the tutorial as an active option, before each phase you will be briefly explained on video what your task consists of.

CATASTROPHES

The first phase of the game is completely passive. Every year in the world there are some disasters (natural or man-made) that cause, each, victims in three of the five classes. The number of disasters that will hit the Earth will be determined randomly (from 1 to 3) as well as the number of victims (and which classes they will belong to) will be determined randomly.

This is the only phase of the game in which citizens are lost, and is therefore the only one that can lead to game over. In practice, the aim of the game is to counteract the loss of human lives in this phase. So be very careful because it is enough for just one of the classes to become extinct to decree your failure!



THE BOKANOVSKY PROCESS

From here on it is your turn to assert yourself! Huxley's novel informs us that through this process it is possible to grow from a minimum of 8 to a maximum of 96 individuals where previously only one person could grow. Our goal will therefore be to press the fire button at the right time in two distinct phases to try to obtain the highest possible production. Initially we will have an arrow that moves along the base of a Gaussian curve representing production: where it is higher we will have greater production. By pressing fire we will stop the arrow under one of the columns that make up the curve and the column itself will begin a growth/degrowth cycle that we ourselves will stop with a subsequent press of the fire button.



As soon as you start the mini game, time will start ticking away and you only have 10 seconds for this phase! Well, 10 seconds for each Soma pill you have, to be honest. What are Soma pills and what is their purpose in this game?

In Huxley's book, the State produces and distributes a synthetic drug, called Soma, for free that allows them to keep the population under control. The pills bring about a state of satisfaction and happiness where you no longer think about your possible failures, nor how squalid your life can be (for the lower social classes). It is even used in aerosol to calm any agitation...

«...half a gramme for a half-holiday, a gramme for a week-end, two grammes for a trip to the gorgeous East, three for a dark eternity on the moon...»

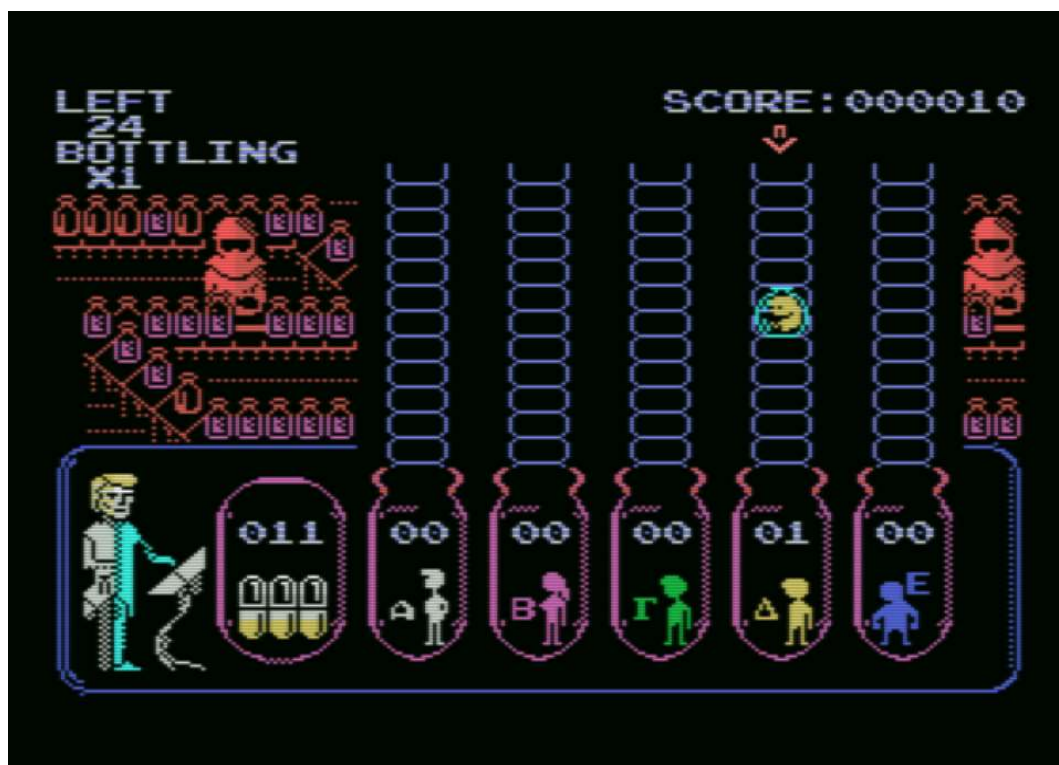
In the game we can take our pill too, and forget about any issues we have just caused and continue our work, heartened by synthetic happiness. We will be forced to take a Soma pill every time we fail in our tasks. During the Bokanovsky process this happens if the time runs out (we are working with genetic material, we wouldn't want to let it get contaminated by external agents, right?)

So, if we let the 10 seconds expire without completing our task we lose a Soma pill, our 10 seconds are reloaded and the countdown starts again. If the time runs out and we have no more Soma available, and we have not completed the task, we will be awarded the minimum production foreseen by the Bokanovsky process, that is 8 embryos.

With a production of at least 90 embryos you get an extra Soma pill, if you do not already have the maximum amount. In this case you will instead get a bonus of 1000 points.

THE BOTTLING ROOM

And here we are at the next stage. The embryos produced must now be bottled and stored. To do this we will have to make them slide down through five conveyor belts (one for each class, in descending order from left to right).



To store them correctly we will have to follow the instructions of the arrow at the top, which will gradually indicate to which class we will have to assign the embryos we are transporting. But since the computer system receives data updated in real time it is possible that often, during the movement of the embryos downwards, it gives new indications on the destination. We can use the cursor keys or the joystick in port 1 to move the transported embryos to the right and left. We can also press down to accelerate the conveyor belts and speed up storage.

With the fire key (or the space bar) we can decide how many embryos to transport at a time, changing the quantity cyclically: x1, x2, x4 and then again x1 and so on. This will help us speed up the operation. Keep in mind, in fact, that the time available for this phase is calculated each time based on how many embryos were produced by the Bokanovsky process and any remaining time of the latter.

So this time too, the time will be limited. When the time runs out, we will lose a Soma pill and the timer will be reset to the same value calculated initially. If we follow the arrow's indications, without making mistakes, we will be rewarded with extra time (it is necessary to do the operation seven times in a row). If the bonus is collected consecutively, it doubles (up to a maximum of 4 bonus seconds).

If, however, we mistakenly store the embryos in an unexpected destination, half of those transported will be lost (the automatic receptors need a certain amount of time to move from the designated position to an unexpected one, so some bottles will certainly fall, causing the loss of the embryos). If we persist in the error, the lost embryos, in a desperate attempt to survive, will combine with each other, giving life to a mutant that will try to devour the incoming embryos. Fortunately, this aberration is blind, so it will move completely randomly at the base of the conveyor belts..

But there is no end to the problems. If we persist in our mistakes, there will be no other solution, for the good of the embryos, than to release a controlled radioactivity to kill the mutant. However, this will also cause temporary problems to your nervous system and you will have great difficulty in the controls managing: the right will become the left and vice versa, and trying to change the amount of embryos transported will accelerate their descent..

If instead you are virtuous and follow the system's instructions to fully complete the objective, not only will you be able to work on a greater number of embryos to increase the population, but you will also receive an extra Soma pill (if you do not already have the maximum number allowed, in which case you will have 1000 bonus points).

PREDESTINATION ROOM

Here at last is the fulfillment of all the efforts of every good director of the incubation and conditioning centers scattered around the world! Now all our efforts will produce results useful to the community! Will all the work done so far be crowned by the birth of new individuals to add to our population? It is up to us to make sure that this happens!

In this laboratory, the Predestination Room, we will have to condition the embryos one by one to finalize what has been done up to now. The embryos stored as Alpha will have to be conditioned to be so, as well as those of the other classes.

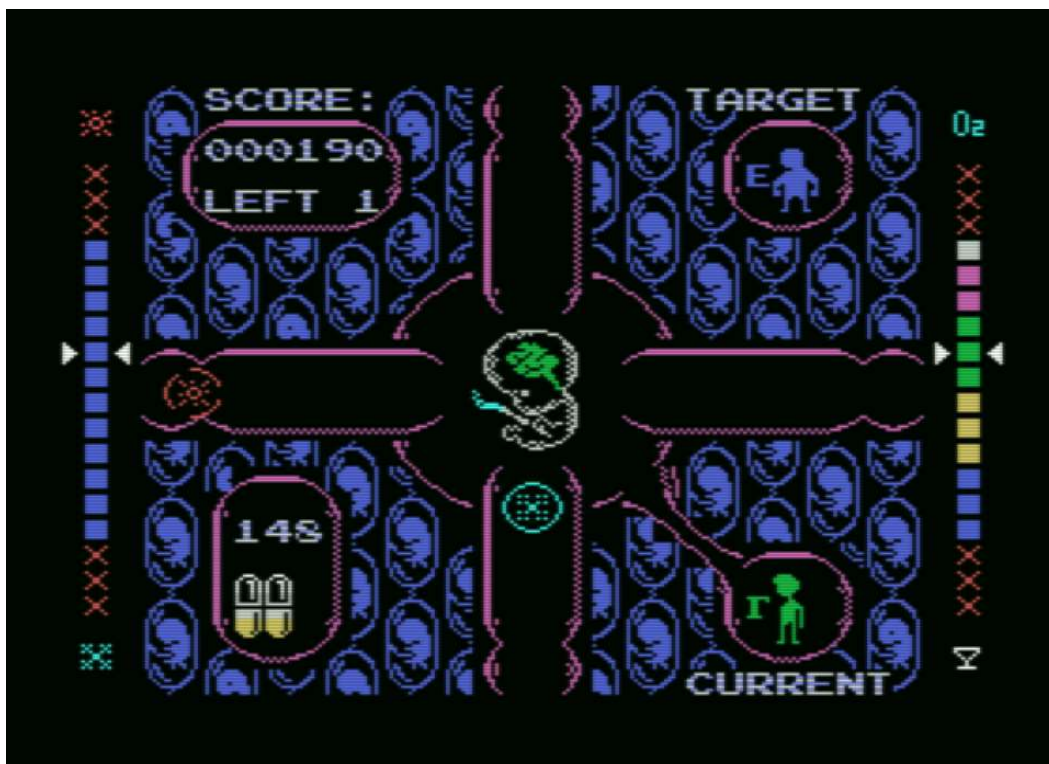
The system foresees, before starting the automated production process, that 10% of the bottled fetuses (rounded up, and for each class) are produced manually.

The embryos are conditioned by external elements: heat, cold, oxygen, alcohol, radio. Our task will be to make sure that the elements come into contact (or not) with the fetus, in order to condition it towards the required class. The elements are released freely by the system and we will decide which ones to pass towards the fetus, and which ones not, through the aid of disintegrating barriers that will dissolve them upon contact.

Barriers are activated by cursor keys, or by the joystick, in the chosen direction.

Keep an eye on the side indicators, which will move on bars in which the needed range for the embryo to belong to the specific class are visually indicated, by color.

The bar located on the left is influenced by the hot and cold elements, while the right one depends on the influx of oxygen and alcohol.



The radioactive element always has an effect, but in a different way depending on whether or not it collides with the fetus. In fact, when it comes into contact with the embryo, it will upset all its vital values, shifting them to values that our technicians believe to be random. This could ruin the work done so far on this fetus. But it could also bring us closer to the objective (and in some cases, even hit it right on target!). It is up to us whether to risk contact. If, on the other hand, the element collides with the barriers, it will affect their functioning: they will work with the opposite behavior to the usual one: they will light up in all directions except the chosen one.

Whenever the pointers in the two sidebars are both within the color range of the target class, an embryo will have been completed and we will immediately move on to conditioning the next one.

Be careful, if the left or right indicators go off scale (for example, you have the left indicator in the lowest possible position and the embryo comes into contact with a cold element) you will lose a Soma pill. Such a mistake in fact risks to kill the fetus and you will need to cheer yourself up with your little pill...

Even the time running out will result in the loss of a Soma pill. The time available, for each attempt granted by the Soma pills, is 150 seconds. Fortunately, occasionally some small Soma pills are released by the system and upon contact with the fetus will galvanise it, granting you a few extra seconds. You will also receive extra time for completing each individual fetus.

Every time we complete the total objective of a class, all the fetuses we had bottled for that class will be produced and added to the population. However, embryos belonging to classes whose objectives have not been completed within the time limit (after running out of Soma pills, which is why it is important to try to have as many as possible) will not be produced or added. So, for example, if you have previously bottled 15 Alphas and 29 Epsilons, the system will ask you to produce 2 Alphas and 3 Epsilons. If you manage to produce only 1 Alpha and 3 Epsilons, only the 29 Epsilons will be added to your population (because you will have completed the objective of the Epsilon class only). Therefore, you will have to force yourself to complete as many objectives as possible or you will risk invalidating the work done so far.

If you complete all the required objectives you will receive an extra Soma pill or 1000 bonus points, just like in the other trials.

Production always starts from the lowest class among those requested, so the risk is not to increase the population of the higher classes that can be gradually decimated by the catastrophes at the beginning of each year!

It will be up to you, therefore, to play impeccably to reach all the objectives or bottle strategically so as to have individuals to produce in a specific class in which perhaps the population is low, even suffering malus and/or losing Soma pills in that phase. In short, you decide which strategy to use!

A GREAT NEW WORLD

Freely inspired by the novel "Brave New World" by **Aldous Huxley**

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Phaze101

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Gfx data are compressed with Pletter, by **XL2S Entertainment**
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