The Making Of Slightly Magic Book - Pdf Activation Code And Serial Key

There were a few things about Slightly that were quite interesting; firstly he could change into other creatures. By using potions and spells he could become a different character with different powers. I think that was quite attractive at the time.

The other thing about the game was the idea of combining spells and objects. That seemed to add a certain element to the game.

One of the things about Slightly Magic was that even though there were obstacles to overcome, you never really come across creatures who were actually evil; most of the time these are pretty friendly creatures. But things happen, things get misunderstood, and things don't always turn out the way you want them to. Slightly had a nice little walk and a nice little crouch when he was trying to hide. That was quite effective.

I think Slightly as a character is quite appealing. I always planned a series of Slightly games and after Slightly Magic I completed the follow-up, Slightly Spooky. Slightly Spooky was a game which as far as I remember was programmed on the 16 bit machines, but which was never released due to the contraction of the UK software industry. Not to worry; a mere twenty-odd years later Slightly Spooky may well see the light of day. More on that later.

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About This Content

I always had a problem when people asked me what I wanted to be when I grew up; I never knew what to say. I would have said astronaut, but I knew that the food was awful. I eventually started saying 'architect', which led to a university course and a good grounding in many design skills, but my heart was never really in it. What I didn't know then, and I didn't realise until recently, was that the very thing I wanted to do to make a living didn't even exist at the time. It might not even exist now.

This is the story of the trainee wizard Slightly; how he came to be, how he almost disappeared forever, and how he returned after 25 years.

Written by Slightly's original creator, the book also showcases the artwork of Chris Graham.

Slightly Magic was a successful 90's computer game written by Colin Jones, author of Rock Star Ate My Hamster. Initially released on the ZX Spectrum, the game was published on a number of 8bit and 16bit formats.

Title: The Making of Slightly Magic Book - pdf
Genre: Indie
Developer:
Colin Jones & The Potassium Frog
Release Date: 29 Sep, 2016

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English

You needed graphics too. Get a sheet of graph paper and fill in 8x8 grids in black and white. Take those grids and make a binary number for each line, putting a 1 for black and a 0 for white. Or vice versa. Then type those into the program. No sweat. The Sinclair Spectrum had the added feature of a colour map, where each 8x8 group of pixels could have one ink and one paper colour. Woohoo.

I don't suppose my first game had a loading screen. I think it had a single screen of gameplay. You might wonder why I don't go on YouTube to check it out. Because it was rubbish is the answer.

'I'm in Shock' got snapped up by the first software house I sent it to, Artic Computing. That tells you something about the games industry at the time. They sent me royalties too, hundreds of pounds.

I'm certainly not ashamed of the game, it did have a nice piece of gameplay. I guess it had a good few hours of entertainment. Still, 'I'm in Shock' was a great title, and I still love the sleeve notes I wrote, 'The moon was the colour of wide frozen shrieks of laughter, the frost line ran down the window. I'm in shock....'

Rock Star Ate My Hamster

Things eventually started to fall into place.

After my first game was released I wrote an adventure game, 'Paradise in Microdot'. That game got me into contact with Mel Croucher at Automata UK, who asked me to program the C64 version (and later MSX) of Mel's ground-breaking computer-opera Deus Ex Machina.

The game featured Ian Dury, Jon Pertwee, Frankie Howerd and others in a mind-bending series of hallucinations with a music soundtrack synced to the game from a music cassette by the player. You should play it.

I then found myself working with Richard and David Darling at Codemasters, who let me off my leash to write and program 'Rock Star Ate My Hamster', a game so good it was banned from the multiples in the UK for a while. Happy days.

Rock Star did very well, and so I had a think about what I'd like to do next. I wanted a change from Rock Star at the time and was very interested in working with

The second part of the game begins after you leave the castle. Towards your right you find Stonehenge. I wasn't consciously building this in when I wrote the game, but it seems to me that this game is really located in places that I was used to and I used to visit when I was younger. So it seems, and I might be stretching it, but it seems like the castle is located in Wales (which does have a high proportion of castles). Then we cross over to the West Country and to Stonehenge. We're outside and we've got the woods, the Spooky Woods. This is where Cheshire the Cat makes his first appearance with a path-blocking yo-yo. It's generally quite a small level compared to the previous one, but includes one of my favorite devices for breaking up a game; we've got a maze down below.

Mazes always were a bit of fun for me, just made people think that every time they left a location they weren't exactly sure where they'd end up. I suppose they make you pay attention, just like energy-draining ghosts, or spikes below ledges.

Once you're through this level you get to the first real transformation of Slightly, which is into a fish in the underwater level.

segment

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