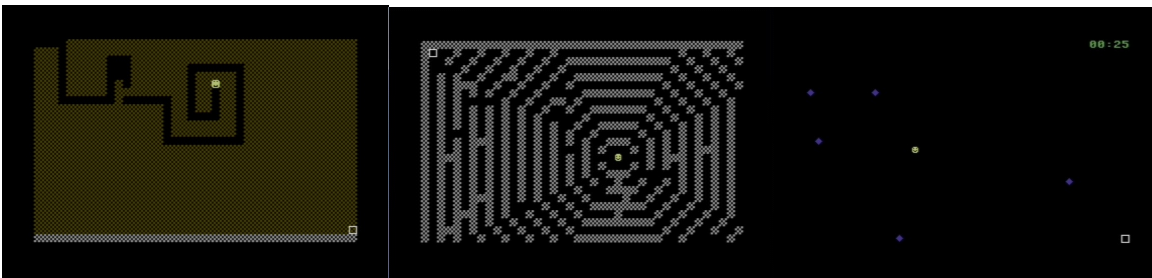


# Genesis

In the late 2010 I met J-Snake when he presented his TrapThem. In the beginning, robots behaved quite differently. Interesting levels did not exist, either. The crystals didn't move. And so forth. However, at that time, the block physics were as they appear today. And I was tempted to show that it also runs on an old computer. After the block physics worked, he agreed to the Commodore 64 port. This was the birth of TrapThem64.

In the 80`s I have programmed in Basic, but this is not the easiest way. So I decided to use cc65, which is a cross compiler. Therewith you can use C and ASM at the same time.

First levels are Sandbox, The Labyrinth and Easy Connect. One engine for each level



The first levels were at first a great success. But later they were no more of interest. Sandbox was used to test the block physic. Labyrinth worked with a scroller and was because of this reason no longer accepted by J-Snake. Easy Connect was more a test of Commodore 64's music skills than anything else.

To design interesting levels you need a level editor. For that reason, I wrote a converter. I thought of making my own level editor, but first engine and editor were the same program which was really useful.

The first step is a challenge to display the levels and the second one was a creation of an engine that enables the user to play. This engine was time and block discrete.



Slow reaction of keyboard-inputs and newer objectspeedrealations J-Snake terminated this developmenttree. Since that time the Continual Engine is in Work. The newest version is downloadable.