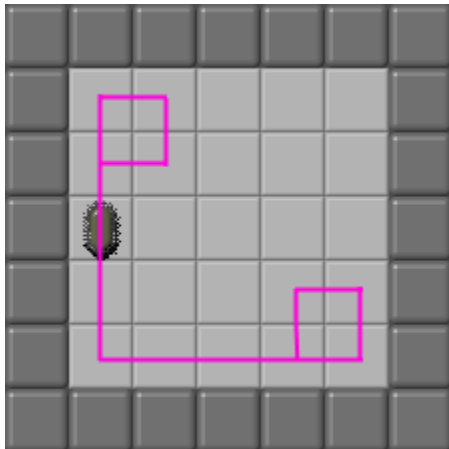


Mini glossary: "Mobs" refers to monsters, blocks, and Chip.

### General

- Movement speed seems to be at 5.5 m/s
- Sockets aren't erased when entered.
  - Monsters cannot cross a socket even if Chip has already entered it.
  - TEST: Blocks and sockets
- No splash/explosion delay
- No block slapping
- Force floors and ice carry you at regular movement speed.
- Sideways force floor overriding can be done at any time, even if it is the first force floor Chip enters or if he just overrode a force floor.
- When a trap button is held the trap disappears and the tile acts as floor. The trap reappears when the trap button is released. The concussion rule does not apply.
- Monsters that start on traps ignore the trap for the rest of the level. This makes LADDER unsolvable and changes STRANGE MAZE a bit.
- Teeth are faster, maybe around 3/4th the speed of Chip.
- If teeth are unable to move toward Chip, they will attempt to move backward.
- Blobs are the same speed as Chip.
- Paramecia have nonsensical movement patterns. I do not fully understand what its rules are, so here is a sample diagram of how it moves:



- Monsters mostly don't interact with force floors or ice. An exception seems to be pink balls which attempt to interact with ice but their behavior is erratic. In the ice section of Mugger Square, two of the balls orbit the ice ring, but reverse on the ice when they get to a certain point. The other ball seems to phase through one of the ice corners, then get stuck bouncing between the ice corner and wall. SHRINKING is more chaotic and cannot be succinctly described.
- There seems to be a monster limit (inc. Chips, blocks) of 64 per level, so some levels have missing monsters, like BLOBNET and THE MARSH. For levels where Chip's position is greater than 64th in reading order, the level will be unplayable and the game is softlocked (i.e. can't restart, running out of time does nothing)

- The edges of the map wrap. This is only a visual effect and you cannot physically cross the edges, as tested on Thanks To. Mobs are not visible in the wrapped portion, so in CASTLE MOAT you're able to see the hidden flippers in plain sight.
- Pausing the game hides mobs, which can be useful for identifying hot blocks in levels like BLOCK N ROLL or SPECIAL.
- Monsters and blocks can pass through other monsters.
- Blue wall slapping is possible but only if walking vertically.
- All clone machines have the same graphic regardless of which mob is on it (kind of looks like a fireball)
- Genesis port only: Only one cloned mob per clone machine is allowed on the map at one time.
- Monsters can cross all keys.
- Blocks can cross no keys.
- Monsters and blocks cannot cross RFFs.
- Walkers aren't random, they act similar to a fireball but sometimes just bounce back like a ball in consistent scenarios.
- RFFs are completely random.
- Thieves steal your keys

Hard to explain glitches:

- Pushing blocks over ice patches is dangerous. It seems Chip moves slightly faster than the block, and even when off the ice patch Chip still moves closer and closer into the block. If you release your current direction, you will die. This makes levels like PING PONG, ON THE ROCKS, and PIER SEVEN frustrating. In PIER SEVEN, it's possible to push a block continuously for enough time that you can phase through it unharmed.
- Pushing blocks over ice corners is also dangerous. Similar to MSCC, if you push a block without waiting through the ICEBERG solution path, you will die at the ice corner.
- In FIRETRAP, the fireballs in the bottom room will ignore a block when it is on a fire tile, which is the normal way to get the fireballs to hit the toggle button. The level is still solvable if you place a block in the top left corner of that room.
- On Genesis, levels with lots of mobs on screen produce lag and sometimes extreme graphical glitches. Examples are OORTO GELD, LEMMINGS, SPOOKS, and METASTABLE TO CHAOS. On SNES, levels with lots of mobs anywhere in the level will lag the game.
- You can reverse a tank when it is mid-tile, but it seems to skip a tile when reversing direction. In PARANOIA, it is possible to get a tank to skip over a wall (and get stuck at 16,7). Reversing tanks when they are completely on the tile works properly, like in REVERSE ALLEY.
- If the exit to a cloner is blocked, you can still clone the monster or block but it will stay stuck on the cloner forever. This strangely also happens in FOUR PLEX with the glider cloner, even though the space in front of the cloner can never be blocked.
- Fireballs in MUGGER SQUARE do not move, perhaps because they start on fire (though they are able to pass through fire in other levels).

#### Unsolvable (17):

- LEMMINGS: since Chip doesn't erase sockets upon entering them, fireball at the end permanently blocks exit
- LADDER: the traps under the tanks either don't exist or the tanks ignore them at the start of the level, so the chip near the top middle of the level is unobtainable.
- PLAYTIME: cloned pink ball at start ignores force floor, so it cannot reach the trap button to allow Chip through. Since the bugs ignore ice and force floors, the ones near the bottom of the level could theoretically escape to help press the button, but the first bug that escapes immediately reverses on the first ice corner and then moves clockwise around the level, so Chip can never safely be in the trap when the bug presses the trap button.
- FOUR PLEX: glider cloner in northeast room does not work.
- BLOCK BUSTER: last room unsolvable since the cloners only create one block each
- ICEHOUSE: monsters interact strangely with ice, and a monster gets stuck on the path Chip takes at the start.
- TORTURECHAMBER: no trap sliding off of sliding tiles, so cannot pass the bottom right room.
- PERFECT MATCH: fireballs ignore force floors, so none can reach the left toggle button.
- SKELIZE: pink balls get stuck in teleports and kill Chip
- ALL FULL: one spawn limit for pink ball cloner at the start means you cannot fill that column up to make the corridor to the right passable. Even if you could, no collisions between monsters would also not allow that column to be filled. But even if that could, thieves steal keys which are needed to reach the exit.
- THE MARSH, PAIN: not enough blocks spawn
- WRITERS BLOCK, SOCIALIST ACTION, CITYBLOCK, BALLS O FIRE, BLOCK N ROLL: no Chip spawn

#### More difficult:

- GRAIL: test
- METASTABLE TO CHAOS: no collisions between monsters plus the graphical glitches.
- MISS DIRECTION: test
- ALPHABET SOUP: test
- THE PRISONER: teeth ignore ice so they will enter the center room while Chip attempts to escape.
- BLOBDANCE: blobs move at double speed

#### Busted for reasons different than MS or Lynx

- LESSON 5 (minor): one spawn limit for cloners means Chip can immediately slip through the fireball stream
- Genesis only: MONSTER LAB: one spawn limit for cloners means Chip can simply dodge the walker on reaction in the bottom left room
- THE LAST LAUGH: teeth monster reverses direction when it's unable to move toward Chip, so the toggle button is continuously pressed.
- SPIRALS: one spawn limit for walker (Genesis) and walker acts like a pink ball

- Genesis only: JUMPING SWARM: one spawn limit for walker, so two total walkers in the level
- Genesis only: FORTUNE FAVOURS THE: one spawn limit for fireball cloner
- Genesis only: OPEN QUESTION: one spawn limit for fireball cloner
- TRUST ME (minor): monsters not colliding with each other means the yellow key in the dense pink ball section is obtainable, however to exit the level you need to take the normal level path anyway.
- THANKS TO... (minor): can continuously override downwards on the RFFs

Graphical glitch levels, Genesis only:

OORTO GELD, LEMMINGS, SPOOKS, METASTABLE TO CHAOS, CATACOMBS

Misc:

- Sound effects are assorted, I think none are from the original Lynx, and three (maybe more) are from TW: teleport, door unlock, death (the MS one). The MSCC splash effect is inside the SNES ROM.
- Music is taken from Lynx, though it seems to be slightly sped up and the sound is obviously dependent on the console's sound chip.
- "Restarting" erases your total score because technically there is no restart button, there's a button to go back to the password entry screen