

Which J16 comp games have a homepage?

BASIC TRAINING
(no homepage)

Basic Training (upheld version)

[The Train] goal: get off the train.

- seats, front & rear of car (doors), windows (left + right)
- robot (1 robot, 1 robot 3000)
- man in clean plastic with cardboard backing, jumpsuit & cape, something in his hat.

{ knives green } x me: completely green, left entirely from your head? (need mirror)

x robot (plastic). { turn V: bygone-lobby tree close to left windows }

x man { plastic, 'M' on face, grubby hands }

open casket with knife. x hole (string) x left windows (the train is traveling in a circle)

x right windows (white, sharp cliffs) x casket. x label { Marvelous Man; head grubby, looks like a

attack job } x right windows (when in tunnel) => the window acts like a mirror

{ the light is some sort of golden crown } x crown. remove crown.

put crown on hero. { you are now the hero }

put crown on robot. break front door. (engine in front, complex, switch & panel on right)

put crown on angry man. x panel (gap, panel could be pried off)

(can't pry panel with knife) // @ hero: fire complex { engine goes forward & is now parking the

train forward. x engine { direction switch, speed switch, panel }

@ angry: shoot speed: the train slows. shoot direction: the engine comes around and is parking in

reverse. // the tree is a dead tree, also plastic. The hole can't reach it in, but it is within reach.
(robot can take it). @ as angry: pry panel with tree => battery inside. take battery.
(the train slows to a stop!) out. { end } (slightly different endings if escape as hero or robot)

