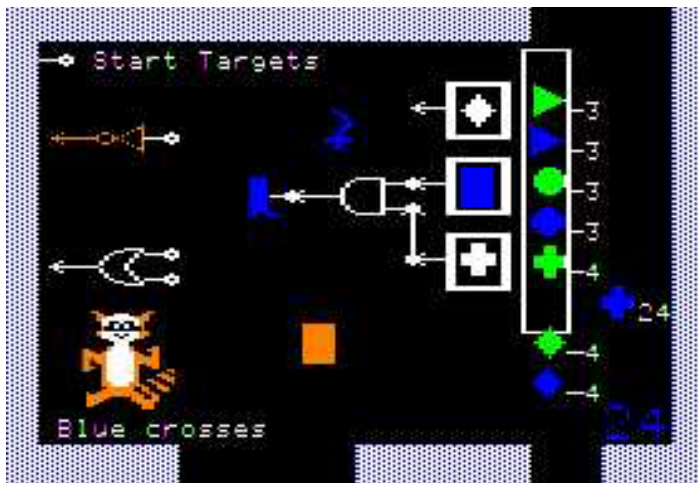


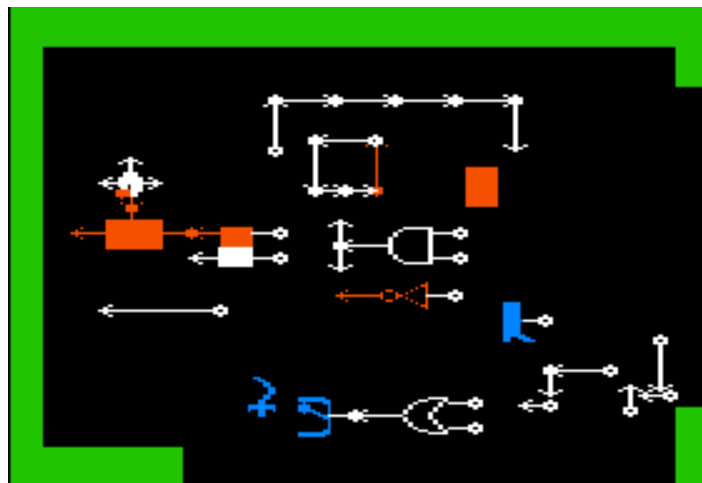
Rocky's Boots

Warren Robinett and Leslie Grimm, 1982

Apple II (and other platforms)



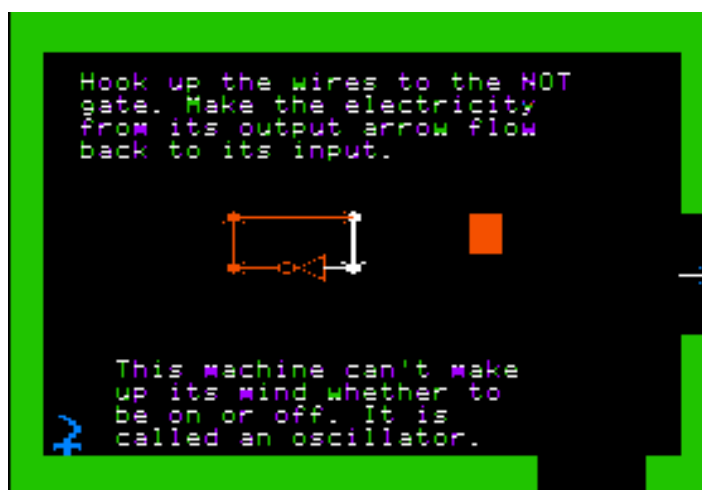
One of the many carnival-like game puzzles. Design a circuit that recognizes blue crosses. When boot is activated it kicks the shapes.



Loose parts create a sandbox effect.



A spatial journey playfully introduces the game.



As in HyperCard, even the explanatory materials can be played with—taken apart, recombined, and transformed.

Highlights:

- Logic circuit construction set.
- Multiple ways to engage:
 - As a spatial world to explore (like Robinett's Adventure)
 - As a sandbox—build and experiment
 - As a game. Build circuits that satisfy recognition constraints.
- Gentle on-ramping; traverse spatial world to learn how to play.
- User interface is hampered by a lack of mouse (even more so in emulation, perhaps.)

