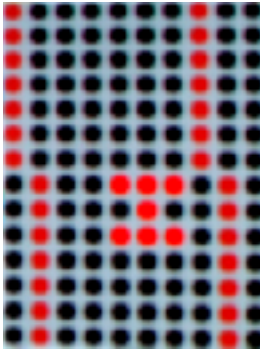


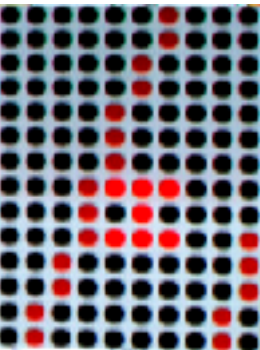
1. Become a "Nylon Racing" machine! **A game needs a strong theme to become popular.** Everybody likes to drive fast. Only those with true skill can handle the curves at this minute scale.



2. The road bends sharply. Can you keep up? Being a good driver requires fast reflexes. **Every good game maintains a high level of tension.**

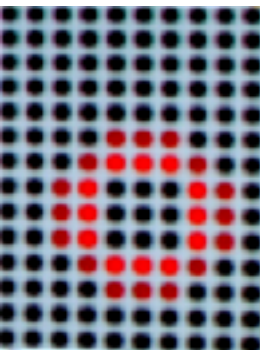
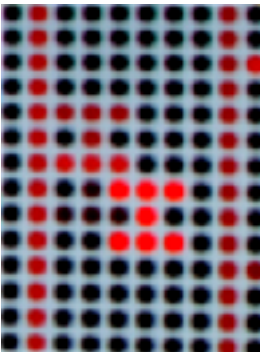
RACER

3. It swirves! "Nylon Racing" can be unpredictable. Keep your eyes on the road. **You never know what to expect from a truly great video game.**



4. Don't be a road hog. There are other drivers on the road. **Strong opponents are important for inspiring heroism in players.**

5. Watch out. High speed driving can be dangerous! **Not all great video games are violent, but danger is a proven way to raise the blood pressure of players.**



PACER

This is the next device in a series of nylon measuring instruments. A nylon push sensor is embedded in the sole of a standard shoe. When this switch is activated, Nylon counts one step. **By pacing one can record distances on Nylon.**

```
// nylon 009
// 4.17.2002
//PACER
```

```
//declare variables
int in;
int x;
int y;
int count;
```

```
//counting function
void advance()
{
  line (0,y,x,y);
  if (x>9)
  {
    y++;
    x=0;
  }
  else
  {
    x++;
  }
}
```

```
//sensor loop
while (true)
{
  in=@1;
  if (in==0)
  {
    count++;
    advance();
  }
  else
  {
    stroke(0);
    point (x,y);
    pause(20);
    stroke(1);
    point (x,y);
  }
  pause(100);
}
```

