

RAADON TRICITY



LYNX



Yastuna Games

ADD ON TRICITY

We are under attack!

In Arcade mode, you must defeat these incoming aliens blocks by shooting them or letting them van when they make a line. Don't let them stack too high.

In Story mode, after a silly and drunken game on Congis Space Station, the aliens want to see who is the best, and the best way to do it is to attack humanity, once again.

You are our last hope, do you have what it takes to save Congis Space Station and the AC2-K11 sector the Galaxy?

Arcade mode

If it moves, you are not supposed to shoot, unless you want to. Your goal is to make the highest score, and high score are made by letting block flow and build lines. You can shoot at blocks in order to keep the flow consistent, and also to remove treats, like bugs, or falling shields and bombs. You can move on every block, but if you fall under the playfield limits, you lose.

-  Standard block.
-  Gives you 1 bullet if you move onto this block.
-  Removes 1 bullet if you move onto this block.
-  Once stacked, a bug will emerge from this one.
-  Destroys 9 blocks when stacked, or 5 when shot.
-  Destroys all blocks on same line when shot.
-  Prevents a line from being removed when stacked.

Leaderboard

The game stores on EEPROM the 10 best scores and the trigram associated.

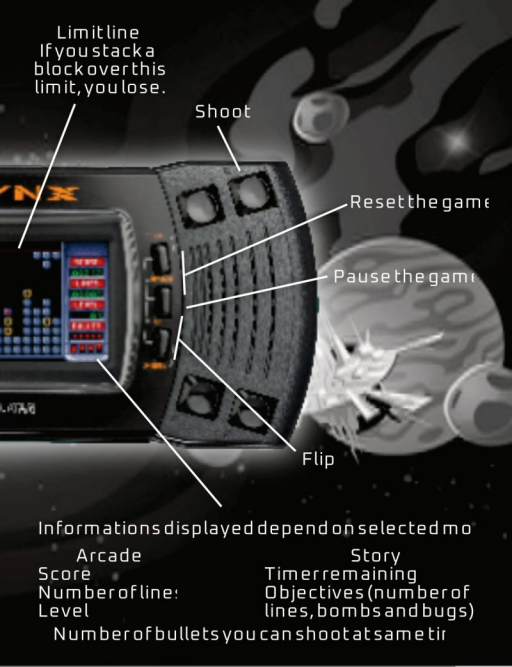
Options

The option menu lets you choose the tint of the palette, hear all music of the game and erase the EEPROM. Erasing the EEPROM will clear the Leaderboard, and remove all Story Mode saves.

Move ship
You ship can move on
every block.
You are not restricted
to the lower line of
blocks.



Playfield



Limitline
If you stack a
block over this
limit, you lose.

Shoot

Reset the game

Pause the game

Flip

Information displayed depend on selected mode

Arcade

Story

Score

Timer remaining

Number of line:

Objectives (number of
lines, bombs and bugs)

Level

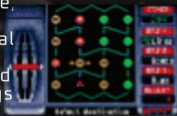
Number of bullets you can shoot at same time

Story Mode and Story Mode ++

The Story Mode is a new take on the Arcade game. Your goal is not to make the highest score, but to complete some challenges, based on 3 kinds of objectives:

- number of lines to make/laser block to shoot,
- number of bombs to shoot before they stack,
- number of bugs to kill after they emerge.

Once you complete a challenge, you can select your next challenge on the map, your goal is to complete final challenge. Each icon is associated to a kind of objective (lines, bombs, bugs) so you can prepare your route.



You have a timer, each remaining seconds are kept to the next challenge, and some time is added at the start of a new challenge.

If timer fall down to zero, or a block stacks over the line or you die, you can retry the challenge.

Your game is saved on EEPROM each time the map is displayed between challenges, so you can continue later.

Once you complete story Mode, you will unlock Story Mode ++. It is the same game but this time, you only have one life.

Use DPAD left or right direction on main menu to select Story Mode ++.

You can have 1 Story Mode save and 1 Story Mode ++ save at the same time on EEPROM.

Credits

Code: Fadest

Graphics: 108 Stars

Music: Der Luchs

Cover Artwork: upklyak, freepik.com

Insert Artwork: investus_std, freepik.com

PCB Template: Karri Kaksonen.

3D cartridge model: Igor Kromin / AtariGamer.com

PCB made in China by PCBWay.

Box and manual printed in Italy by Ludocards.

Cartridges 3D printed in France by Seb Creation 3D

Assembled in France by Yastuna Games.

Made with passion.



Yastuna-Games.com

TM and Copyright 202:
Yastuna Games
All rights reserved