

ENCOUNTER AT QUESTAR IV

Artworx

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ENCOUNTER AT QUESTAR IV

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Welcome to Questar Sector IV. As helmsman of a Rikar Starship, your mission is to protect your star space from the dreaded Zentarians. Use your hyperspace engines and phasers to destroy the aliens. Caution must be taken to avoid the Zentarian mines and cross-fire. Good Luck!

GAME PLAY:

Plug your joystick into slot #1, CLOAD and RUN the cassette or autoboot the diskette version of the program. ENCOUNTER AT QUESTAR IV will begin when the 'START' key is depressed. If, at any time, you wish to restart the game, depress and hold down this key until the game recycles. You may also start to play when the game enters the 'Attract' mode.

Although there is no "difficulty level" selection, the game will become more difficult after each "board" is cleared. The shape of the adversaries will get smaller and the rate of fire will increase.

To clear a board, you must destroy 10 of the moving adversaries (blue color). The moving adversaries should not be confused with the bonus ships (red) which are stationary on the screen. You will be awarded points for each hit on either ship (see scoring table).

Each time an adversary fires, it leaves a mine on the screen. If you come into contact with a mine, you will be destroyed. You are also destroyed after three phaser pulses hit you (a buzz will occur when you are hit). If a bonus ship is on the screen at the time you are hit, it will disappear.

If you get too close to the edges of the screen, you will go into hyperspace and rematerialize at a random position on the screen. If you rematerialize on top of a mine, you will be destroyed.

SCORING:

Points are awarded according to the following table:

Board Level	Adversary	Bonus Ship
1	100	100
2	200	400
3	300	700
4 and above	400	900

No points are deducted from your score; however, you are initially given five ships (indicated by the 'boxed' numbers on the right side of the screen). You will get an additional ship for each 3000 points you score. Your score is indicated by the numbers on the lower right of the screen. The high score will be retained and shown in the box after the game is over.

PROGRAM NOTES:

If you wish to make ENCOUNTER AT QUESTAR IV either easier or more difficult, change the IF statement in line 1030. 'KILLS' equals the total number of adversary kills before a new board is presented. Also on Line 22, FR = fire rate of the adversary and MR = fire rate of the bonus ship. The "IF PEEK (53770)<40" at Line 1060 determines the frequency of the bonus ship's occurrence. The rate can be changed by using a number other than 40.

The adversaries' phasers are drawn in Graphics Mode 7 by a machine level routine that calls the IOCB draw command directly. The mines are also plotted during this call. All phaser sounds (Q = USR(Z1) and Q = USR(Z2)) are done with an assembly program. These sounds can be used by extracting Lines 31010 and 31020. Then by executing these lines during program initialization, Z1 and Z2 will equal the addresses of the phaser sounds. By executing Q = USR(Z1) or Q = USR(Z2) you will hear the phaser sound.

All Player/Missile Graphics for this program were generated using the Artworx PM EDITOR program.