SPACEONATTACK

Bitplane Technomantes presents

Dragon Attack

Dragon Attack developed for **CPCRetroDEV2016**
Code by Paul Kooistra
Graphics by Harris Kladis
Music & Sfx by Hervé Monchatre

Arkos replayer by Julien Névo used under **MIT license** • Exomizer depacker by Metalbrain used under **LGPL license** • Random number generator by Ronaldo used under **LGPL license** • Classic multiplication routines sourced from CPCWiki, no credit provided on page.

Tools used
Starkos & Arkos by Julien Névo • **Exomizer** compressor by Magnus Lind • **WinAPE** by Richard Wilson
• **ConvImgCPC** by Demoniak • **Tiled** by Thorbjørn Lindeijer • **2cdt** by Kevin Thacker

Scientists detect giant space dwelling creatures dubbed 'Star Dragons' which they observe stripping entire planets of all resources, and a swarm appears headed to Earth.

The Goverments of Earth cooperate on a defensive measure of unprecendented scale. A huge battle space station armed to the teeth and equipped with powerfull space fighters.
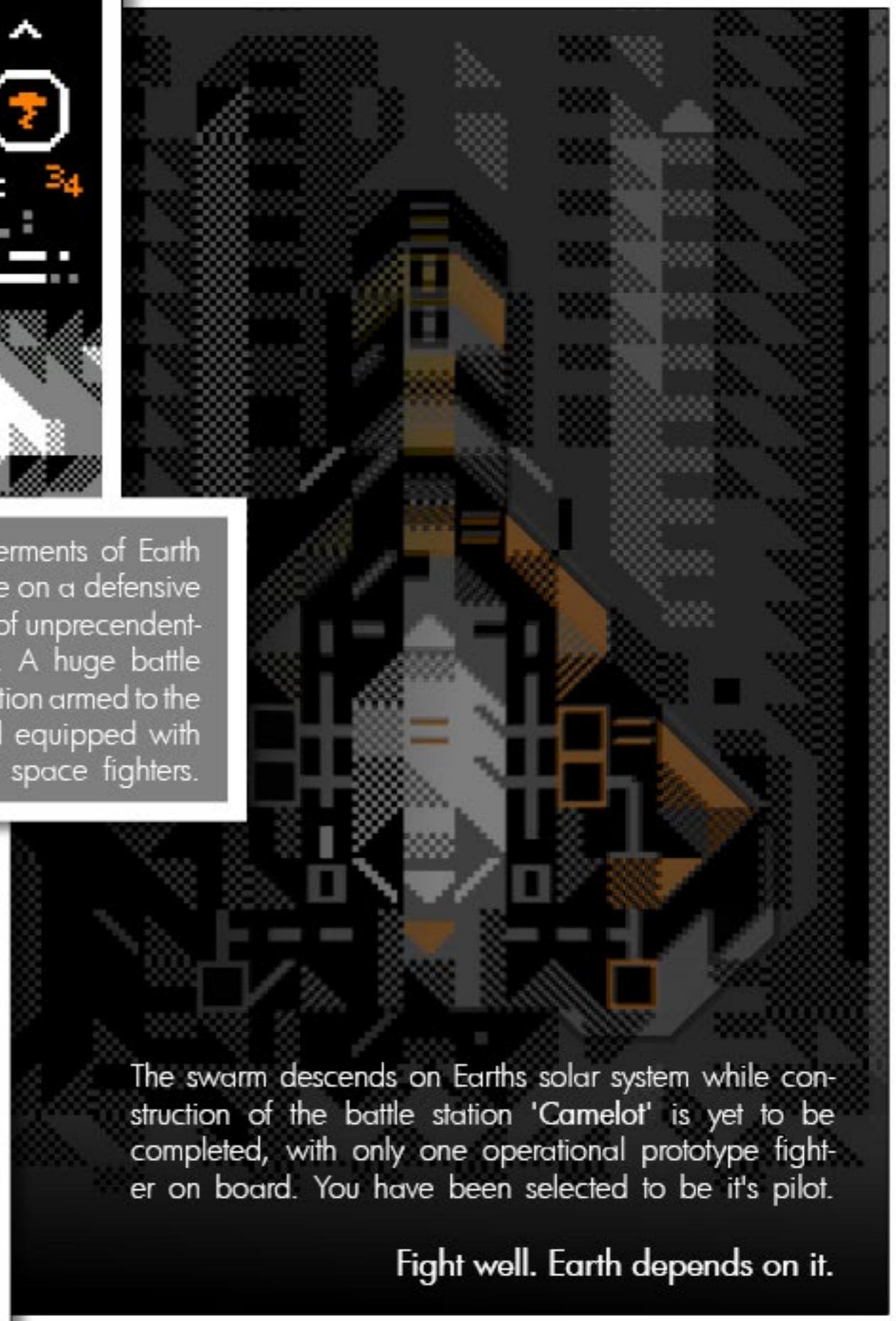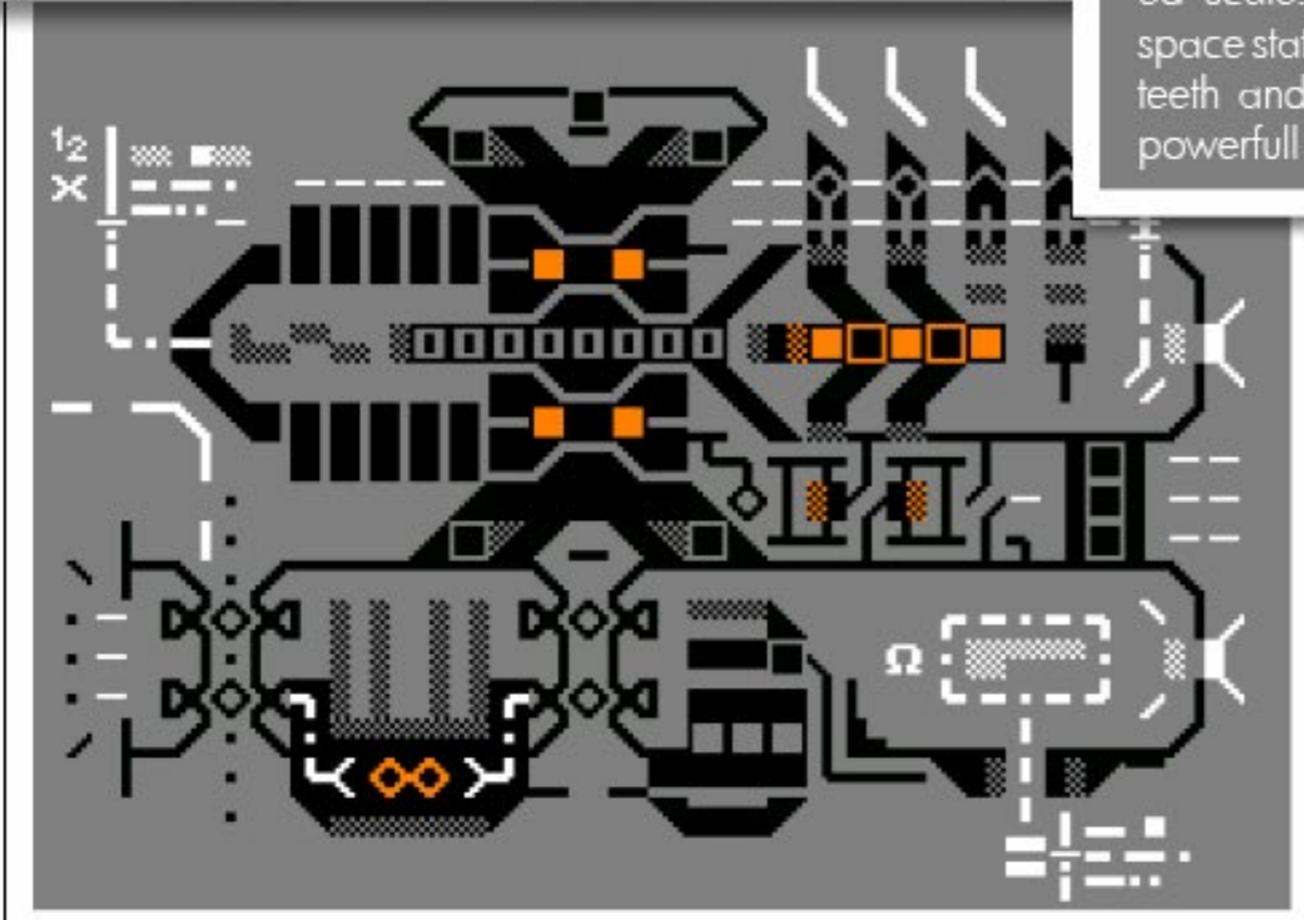
The swarm descends on Earths solar system while construction of the battle station 'Camelot' is yet to be completed, with only one operational prototype fighter on board. You have been selected to be it's pilot.

Fight well. Earth depends on it.

Loading

Place game cassette in tape deck. If using either an external tape deck on a 664 or 6128, or a 464 with AMSDOS present, issue the |TAPE command and press enter. Then hold the control key down and press the small enter key, and follow the on screen instructions.

Game Menu Options

The following game settings can be adjusted:

Control can be selected from:

Joystick
Keyboard (Q,A,O,P & Space)
Cursor (Cursor keys & Space)
Multiplay Port 1 (if a MultiPlay card is present)

Default control setting on loading is Joystick.

Lives

Select from 01 to 09 lives to have available during the game to adjust the difficulty.

Default lives setting is 3.

Fire Mode can be either:

Standard (hold fire to shoot)
Inverted (player autofires, only stopping if fire button held)

Default fire mode is Standard.

Gameplay

Destroy all Dragons to save the Earth. Each Dragon is comprised of multiple segments, but only the destruction of the head will destroy the Dragon. Avoid bullets. Only the white cockpit of the player ship is vulnerable to enemy fire.
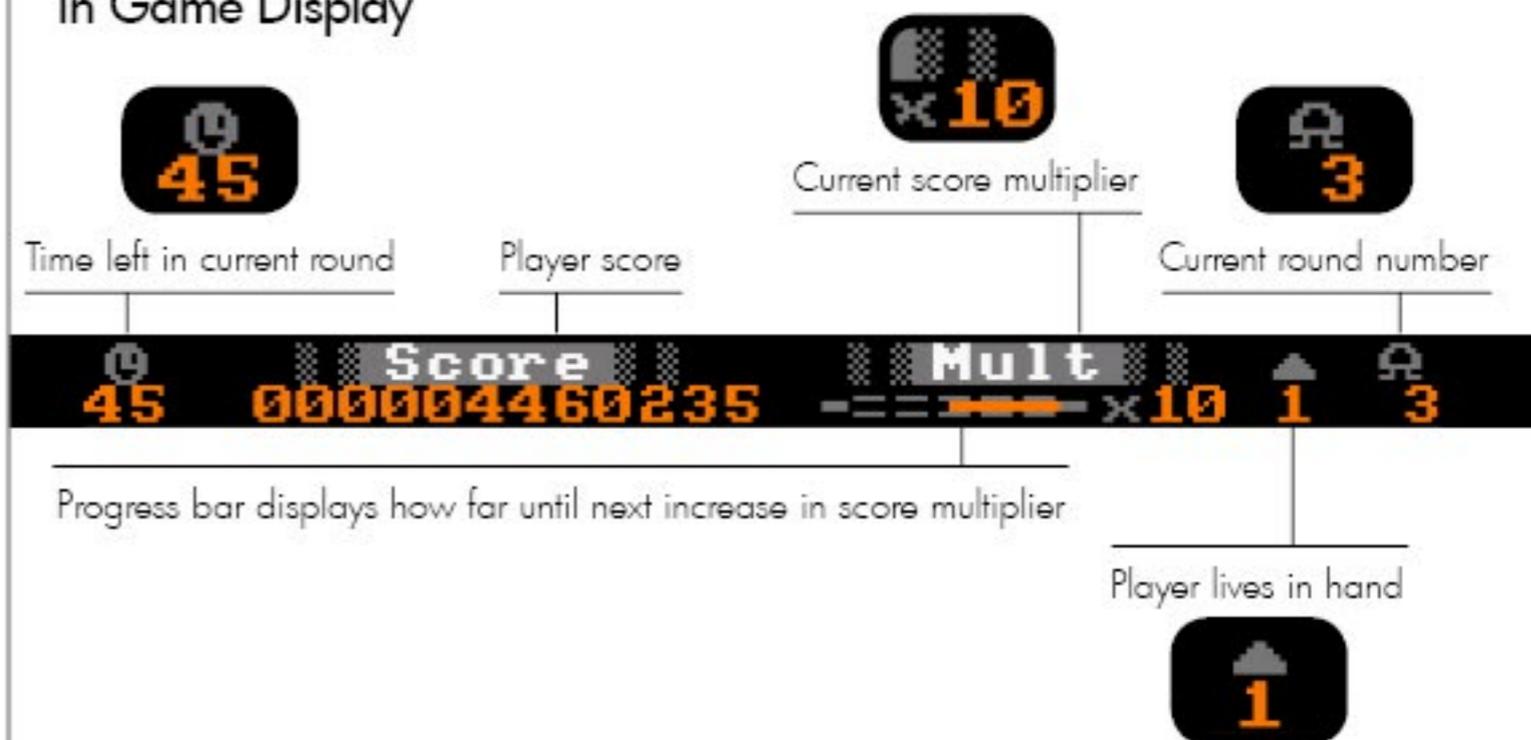
Scoring

Score is awarded for landing shots on a Dragon, and destroying segments. When destroying multiple segments of Dragon, the score is multiplied by the number of segments destroyed simultaneously.

A score bonus is awarded if a Dragon is destroyed before the timer expires. In addition, a score multiplier is present and applied to all of the above scoring. It is increased by shooting dragons, grazing enemy fire, and destroying multiple segments of a Dragon simultaneously.

The loss of a life by the player will halve this score multiplier.

In Game Display

Time left in current round

Player score

Current score multiplier

×10

45

3

Current round number

Score 000000004460235 -==■■■■×10 1 3 **Mult**

Progress bar displays how far until next increase in score multiplier

Player lives in hand

1

Things to know about tomorrow's favorite space fighter.

While crude at first sight, the Argon SC is is a civilian space craft with plenty of character. The combination of the muscle profile with sport features left it's competitors light-years behind in speed, power and reliability, making it the definite top-class choice for consumers.

The Argon SC quad engine technology and design was selected by the United Earth Defense as the basis for the most powerful space fighter ever made by human hands, the CW-1E "Warrior".

Plated with liquid-crystal tiles (LCT) it's body is practically invulnerable to Space Dragons' plasma pulses leaving the cockpit as the only fragile area. Armed with a powerful 128mm void-materialising rail gun, it can chew through Space Dragon armor like a rat would chew through cheese!

There is currently only one fully operational prototype "Warrior" assigned on board the B.S.S. Camelot.
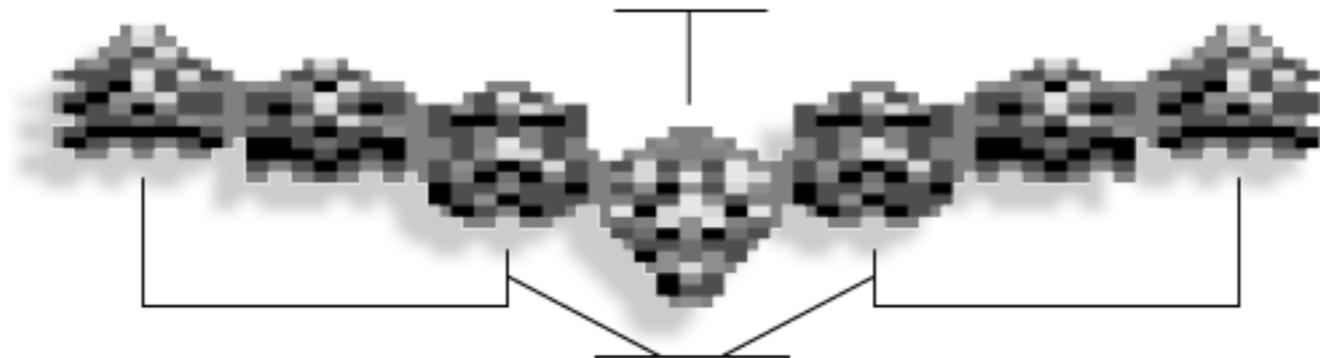
Warning! Cockpit is vulnerable to Star Dragon fire!

Double function 128mm **void-materialising rail gun**

Liquid Crystal plating

Argon SC **Quad Engine** design

CLASSIFIED
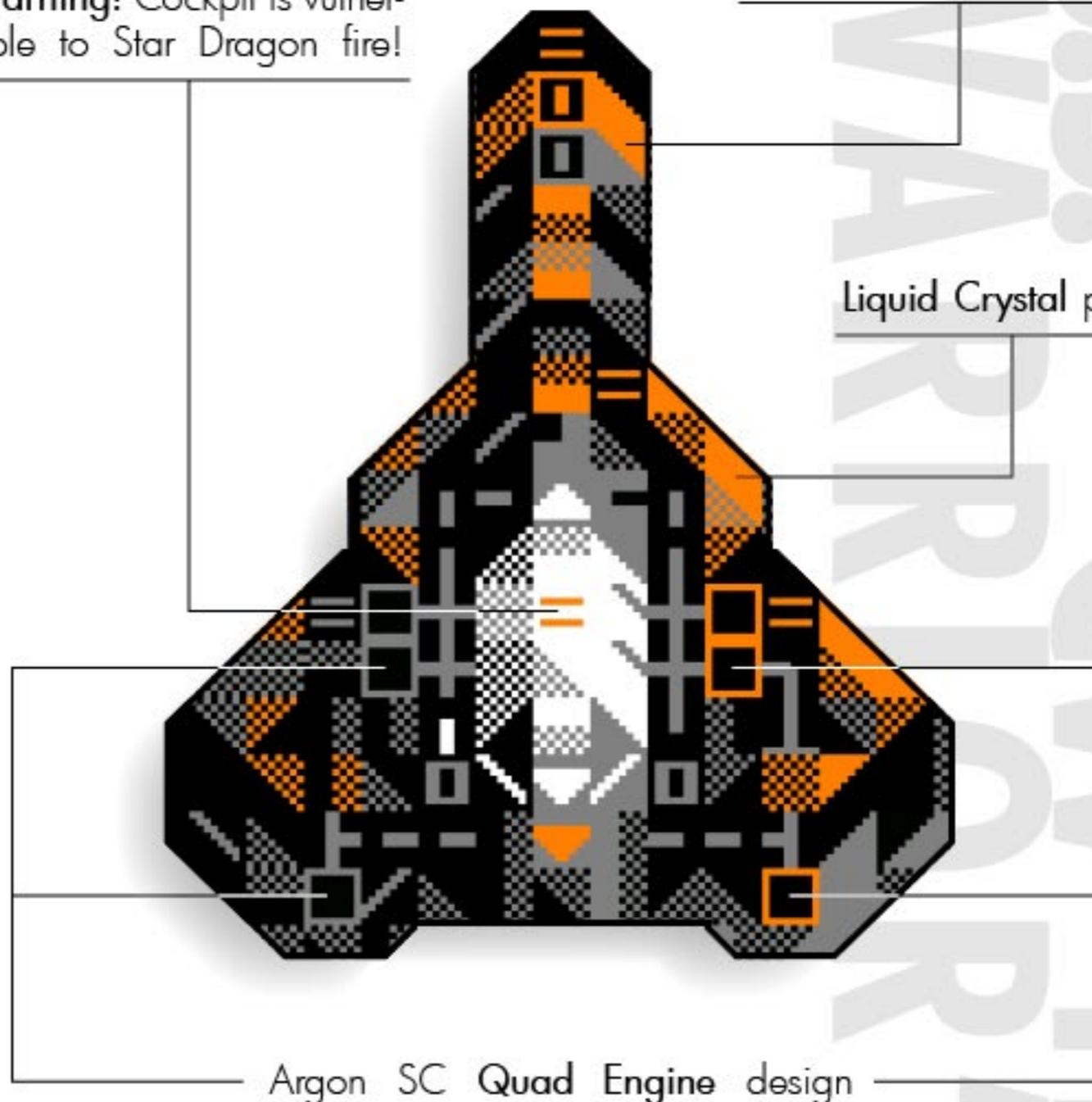
Scientists have studied the approaching swarm and made some preliminary findings.
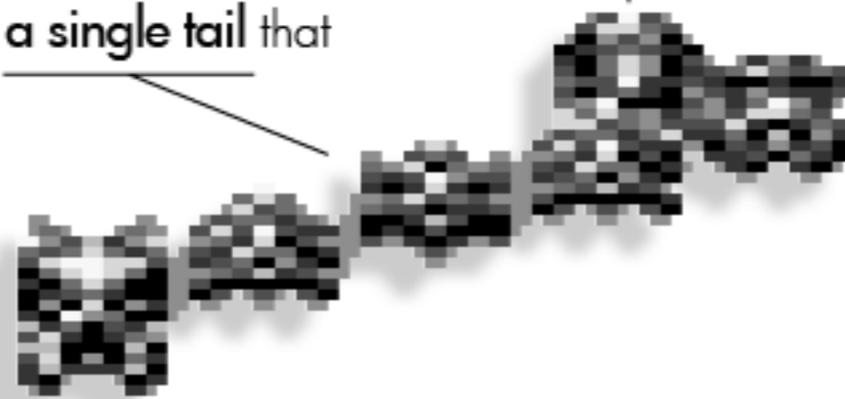
Many of the dragons take the form of **a head**...

...with **two tails** projecting out to either side.

Destroying one of those tails first should make the destruction of the head easier.

Some of the dragons have **a single tail** that follows their **head** around.

Beware the sting in it's tail!

WARNING!

A dragon with **more than one head** has been sighted. Nothing is known about this form so you will need to determine how this is destroyed should you encounter it.

The dragons use various forms of energy attack to destroy any resistance they find.
The following types have been observed.
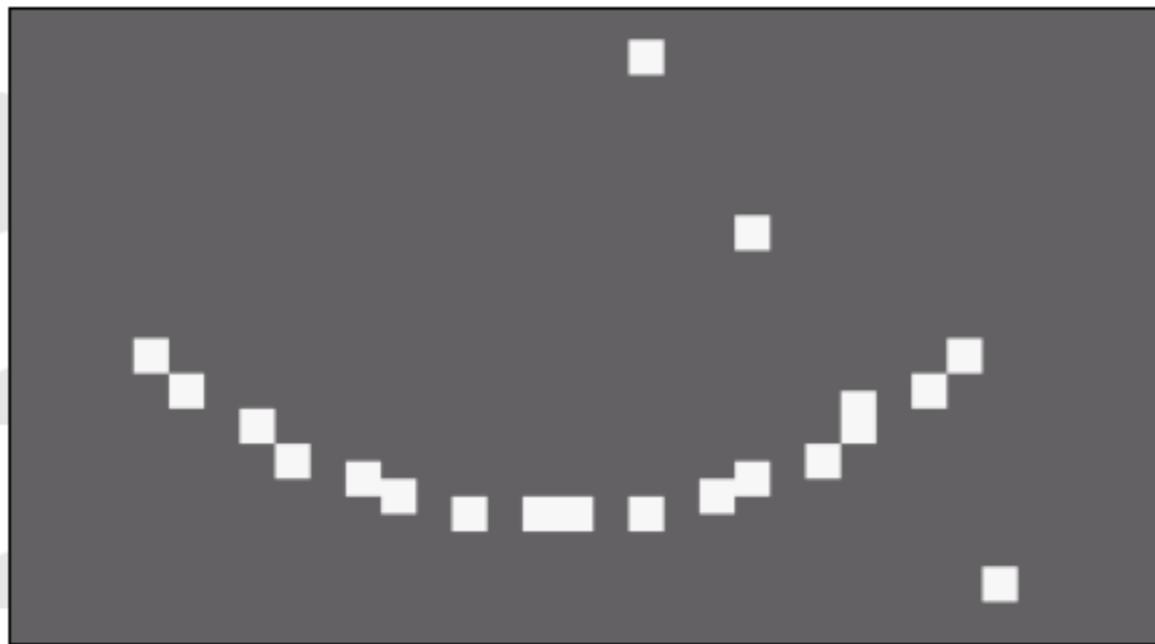
Plasma Pulses: The primary attack used by the dragons appears to be balls of plasma fired in waves or streams. **Dont let them touch your cockpit!**
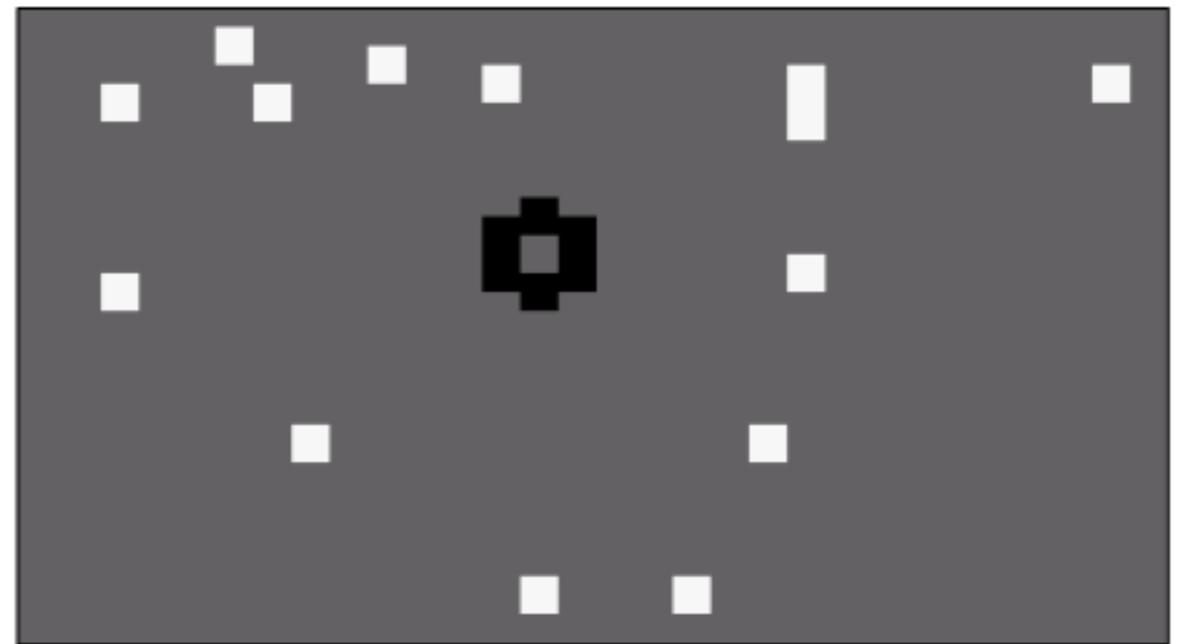
Dark Matter Rings: Some dragons have been recorded firing small rings of dark matter that collapse on proximity to a target, generating many balls of plasma dispersed over a wide arc in the process. The rings appear unstable and so it may be possible to trigger them prematurely.

WARNING!

There may be other attacks at their disposal, you will have to analyse these as they appear.

Note down further observations that might be useful in future conflicts with Star Dragons.

B.S.S. Camelot Intelligence dept.

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