ACORNSOFT GAMES PACK

1

ASTEROIDS / SUB HUNT / BREAKOUT

ASTEROIDS

SUB HUNT

BREAKOUT

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ACORNSOFT GAMES PACK 1
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The INDEX file identifies the cassette, and includes test sequences for setting the correct playback volume on the recorder. It should be star-loaded by typing:

*LOAD "INDEX"

The file will then be loaded directly to the screen, and should appear as shown above. The remainder of the file should appear as a sequence of lines showing the character-set:

```
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]↑←
 !"#$%&'()◆+,-./0123456789:;<=>?
```

The remaining files on the cassette should be loaded and run normally; e.g.:

LOAD "ASTEROIDS"
RUN

ASTEROIDS
Program 5K, graphics 6K; author Steve Furber

Your spaceship is encountering an asteroid storm. You must shoot the asteroids before they collide with your ship; but beware that large asteroids will break into smaller asteroids when hit.

Controls
You have the following controls:

CTRL – turn left	RETURN – move
SHIFT – turn right	REPT – fire.

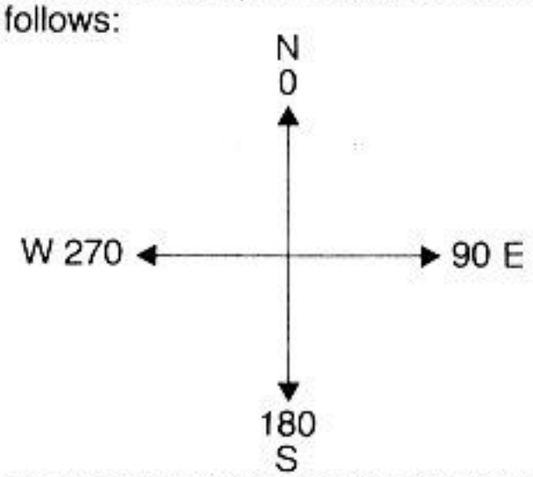
Score
The score is displayed continuously at the lower right of the screen. One point is scored for each large asteroid and two points for each small asteroid. At the start of each game there are four asteroids, so the total possible score per game is 20 points. The game keeps a ladder of the ten best scores, together with the names of the scorers.

SUB HUNT

Program 1K, graphics ½K; needs floating-point.

You are in command of a destroyer tracking a submarine. The submarine moves at a constant 10 knots; the destroyer's speed can be set to between 0 and 30 knots. You are told the submarine's position every 12 minutes, and can either continue on your course, or choose a new course and speed. Your initial speed is zero.

The COURSE is specified as a number between 0 and 360 degrees, as follows:



To destroy the submarine you must come within 1 mile of it.

BREAKOUT

Program 3K, graphics 1–2K; author Chris Howell

This is a version of the popular pub game in which you score points for knocking bricks from a wall. You are given a total of three balls, and these are displayed in the lower left of the screen. If you succeed in completely destroying one wall another will be built in the same place.

The program will run in colour, or 3 shades of grey, if the Atom has at least 2K of graphics memory and an extension ROM; otherwise it will be in black and white, without scores.

Controls

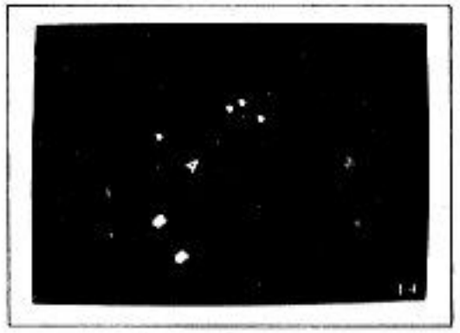
The program uses the following control keys:
CTRL – serve ball
SHIFT – bat left REPT – bat right

Score

The score for knocking out each brick varies from ten points for each brick in the front row to forty points for each brick in the back row. The current score is displayed at the top left of the screen, and the highest score so far is displayed at the top right.

Ball Speeds and Angles

The ball travels at different angles depending on what part of the bat hits it. The tip of the bat will send the ball at a shallow angle, whereas the centre of the bat will send it at a steep angle. When you first hit a brick in the upper half of the wall the speed of the ball will be increased. If you make a hole in the wall, the ball can pass behind the wall, and the bat size will be decreased.

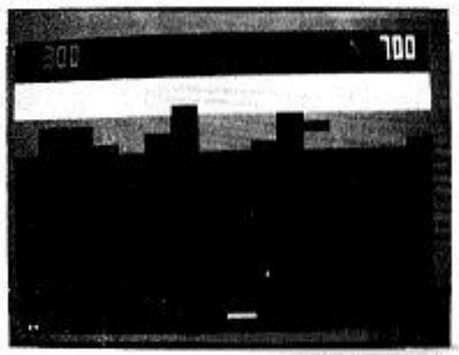


ASTEROIDS

Your spaceship is encountering an asteroid storm; you must shoot the asteroids before they collide with your ship; but beware that large asteroids will break into smaller asteroids when hit. As in the popular pub version the game keeps a ladder of the ten best scores, together with the names of the scorers. Program 5K, graphics 6K.

SUB HUNT

You are in command of a destroyer tracking a submarine; knowing the submarine's course and position you must choose your course and speed to catch it. Program 1K, graphics ½K, needs floating-point.



BREAKOUT

Breakout is a version of the popular pub game in which you score points for knocking bricks from a wall. Balls can get trapped behind the wall and knock out a great many bricks. To add to the skill the balls undergo two changes of angle and speed, and when hitting a ball two angles of reflection are possible. The game keeps a record of the highest score. Program 3K, graphics 1 – 2K.

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