

NORMAL

Instead of the introduction

This game was born from experiment: "Can Pentev do horizontal scroll shooter made on EVO SDK?". As you can see: Pentev does. The idea was born when I have played Contra Hard Corps on Sega Genesis. There was the one level where player ride on the robo-bike through burned and shattered city. Very good and short level. I wanted to realize something similar on Pentev baseconf.

Of course such a level of graphics as on the Sega Genesis, this computer will not be able to show, even if the game developed entirely in assembly language, but the feeling of driving fast with shooting villains, attacking from all sides, as I think, managed to convey.

This game was created for ZX Evolution Baseconf, but "Nomad" will work and on ATM2 Turbo and other compatible computers.

Controls

The game has the three different control types: "Right" and "Left" – the control sets for keyboard, "Mouse" – the control set for mouse and keyboard.

RIGHT

A cursor keys ◀, ▶	Movement to the left or to the right
A "SPACE" key or a cursor key ▲	Jump
A "A", "Q", "W", "E", "D" keys	Shooting in different directions
A "S" key or a cursor key ▼	Use the bomb

LEFT

A "A", "D" keys	Movement to the left or to the right
A "SPACE" key or a "W" key.	Jump
A cursor keys ◀, ▶, ▲ or a numeric keys "4", "7", "8", "9", "6" on a numpad	Shooting in different directions
A "S" key or a cursor key ▼	Use the bomb

MOUSE

A "A", "D" keys	Movement to the left or to the right
A "SPACE" key or a "W" key.	Jump
A left mouse button	Shooting in the cursor direction
A "S" key	Use the bomb

Difficulty levels

The game has three difficulty levels:

EASY	The initial amount of health: 150hp Base points for one enemy: 7 Maximum enemies on the screen: 7
NORMAL	The initial amount of health: 100hp Base points for one enemy: 5 Maximum enemies on the screen: 10
HARD	The initial amount of health: 50hp Base points for one enemy: 3 Maximum enemies on the screen: 13

In game interface

During the game, you can see a panel on bottom of the screen. This panel contain a main information about player's condition.



1. The health bar;
2. Current level of health;
3. The consumed health;
4. A not used health indicators. The additional health the player can buy in the shop;
5. The money;
6. The multiplier (see below);
7. The count of available bombs;
8. The count of player's lives.

The Shop

After finish of every level the player gets to the shop. Here player can buy a various upgrades for a points which he gained on the previous level.



1. A picture of an upgrade;
2. A price of an upgrade;
3. A count of the player's lives (9 max);
4. A count of the bombs (9 max);
5. A maximum player's health (180 max);
6. A money.

If the player cannot buy some item (he already have a maximum amount of this item), then under the picture of this item will be shown "SOLD" text.

Upgrades

	<p>The additional life.</p>
	<p>The bomb. Destroys all enemies on the screen except bosses. Bombs aren't restored when the new level begins.</p>
	<p>The Double jump. Allow to jump twice higher. For use you must hold the jump key or press jump key once again when the hover bike in air.</p>
	<p>The Med kit. Increases the max health by one bulb.</p>
	<p>Makarov's pistol. Is not on sale in the shop. Player have this weapon by default Fire power: ★ Fire rate: ★★★★★ Firing type: One bullet</p>
	<p>Colt Anaconda. Fire power: ★★★★★ Fire rate: ★★★★★ Firing type: One bullet.</p>
	<p>Sawn-off shotgun IJ-43. Fire power: ★★★★★ Fire rate: ★ Firing type: Spread (3 bullets)</p>
	<p>SPAS-12 Fire power: ★★★★★ Fire rate: ★★ Firing type: Spread (3 bullets)</p>
	<p>UZI Fire power: ★★ Fire rate: ★★★★★ Firing type: One bullet.</p>
	<p>AKS-74U Fire power: ★★★★★ Fire rate: ★★★★★ Firing type: One bullet.</p>

Points gathering mechanic

To increase the incentive to play "pure" (without damage) to the game has been added the concept of points multiplier.

When the player killed some enemy (except parts of the boss and "Kamikaze" (mines, bombs etc.)), he gains some points, calculated by this formula:

"Base points for one enemy" * "Multiplier"

Where "Base points for one enemy" determined by the selected difficulty level, and "Multiplier" changes dynamically during gameplay by this rules:

- Multiplier increase on 1 for killing an enemy
- Multiplier become equal 1 when player gain a damage.
- If the player does not kill anyone, after some time Multiplier begins to decrease gradually.

Thus, if a player is playing careful, it will get significantly more points than when not careful / not skillful game. It checked that with careful passing the first level on the Normal difficulty, it is possible to earn about 7000 points.

Credits

- Graphics, code, level design etc. - Valeriy (Hippiman) Surzhenko
- Music - George (Zebra) Terentyev and Ziutek
- Main beta tester - Igor (Flash_ZX) Nasyrov
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