

CITY HUNTER



Written in Basic for the TI99/4a

Quick reference guide

Note this software is designed to be used on the TI99/4a computer. Game control keys are listed here for your convenience. SET CAPS LOCK TO OFF.

S, D Moves your scramjet left and right

E, X Moves your scramjet up and down

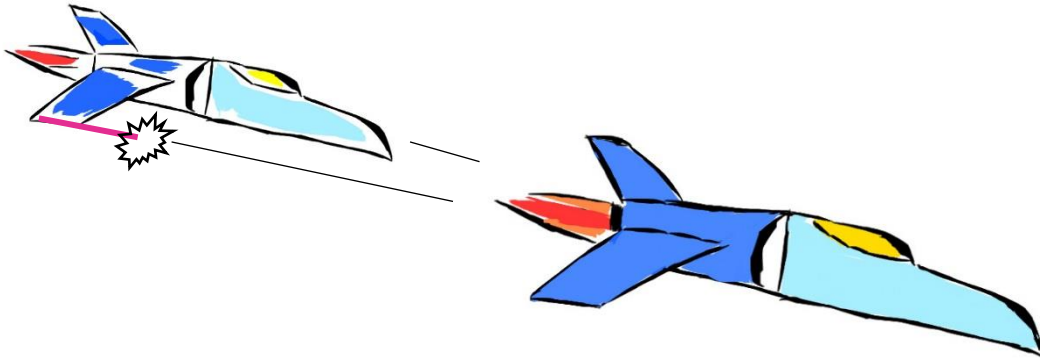
B, H Moves your scramjet sideways, out or into the screen

SPACE BAR Launches your scramjet to rescue a citizen

ANY KEY to play again after the game ends

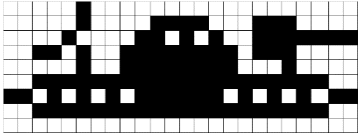
Wired Remote Controllers are not supported.

CITY HUNTER A CAPTAIN SCRAM GAME



Hunt and be hunted as you navigate Captain Scram around city buildings looking for citizens to rescue. Outmanoeuvre an enemy chase ship that's always present and its mothership that occasionally swoops down from the sky.

This game is written in TI Basic, for the unexpanded TI99/4a. Full use is made of colour, character redefinitions and the parallax effect to generate the illusion of three dimensions.



GETTING STARTED

After the title screen and screen showing the control keys the game will begin. The Captain's scramjet and the chase ship will appear hovering above the city. The score will be shown in the top right corner and the number of scramjets remaining in the top left corner.

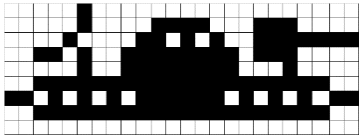
A point is awarded each time Captain Scram saves a citizen from a building. A ship is lost if your scramjet collides with a building or if the chase ship or mothership, that occasionally swoops down, shoots you. The game ends when all the scramjets have been destroyed.

CONTROLLING THE SCRAMJET

The scramjet can be steered in three dimensions, vertically, horizontally and sideways into the screen. To move the scramjet forwards press D and in the reverse direction press S. Up and down use E and X. To move sideways into the screen press H and to move out of the screen press B. To attempt a rescue press the SPACE BAR.

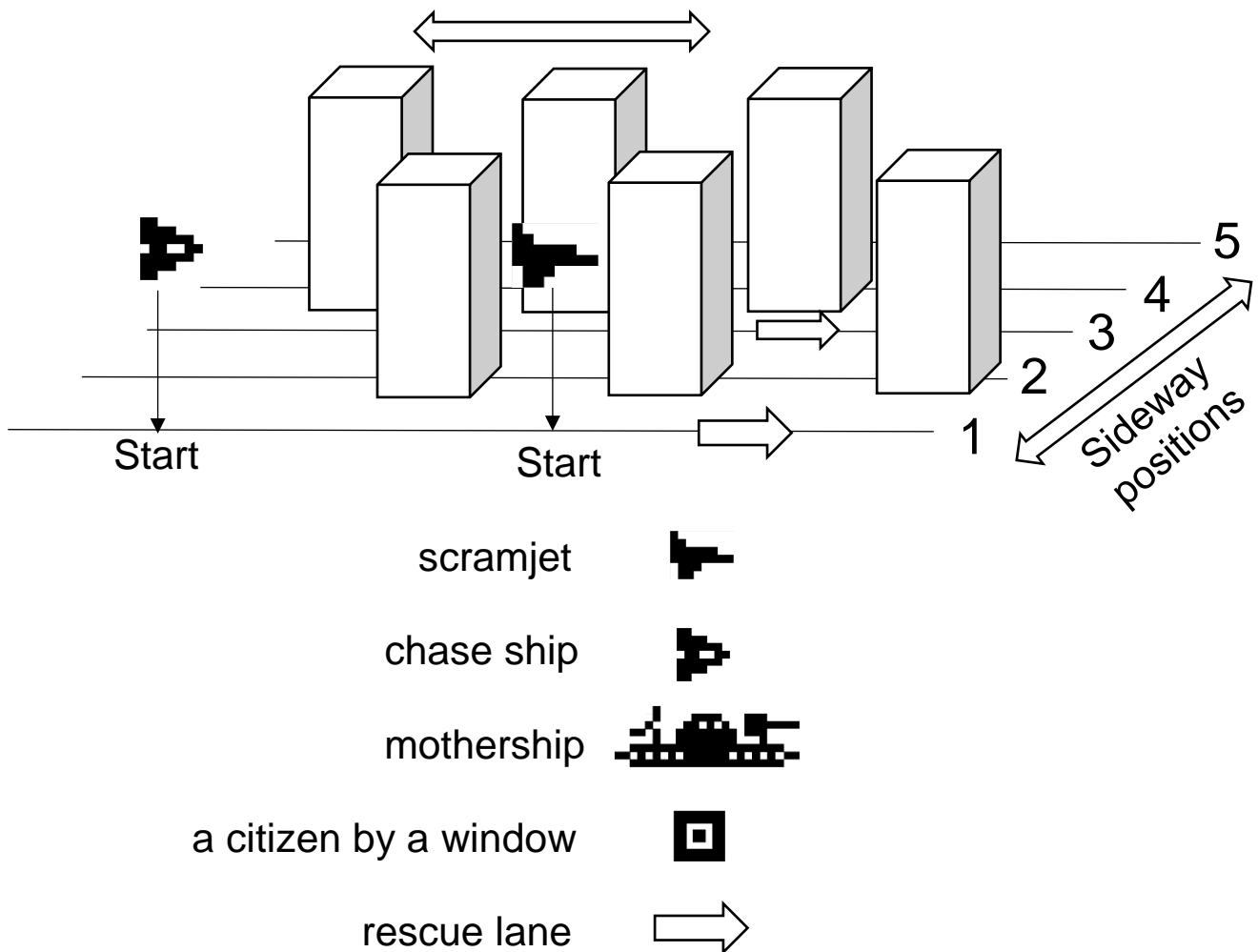
It is important to note that manoeuvring the ship into or out of the screen is the only way you can avoid the mothership which will otherwise hover above you until it is ready to shoot. The chase ship can be avoided this way and also by moving vertically.

To rescue a citizen the ship has to be manoeuvred into the correct position into the screen. There are five possible 'lanes' depth-wise in the screen that can be occupied by the scramjet. Two of these lanes allow a rescue to take place. These are the first lane where the ship appears closest and lane three where the ship is mid-way to the furthest point possible into the screen.



PLAYING THE GAME

Schematic of the city with game elements



scramjet 

chase ship 

mothership 

a citizen by a window 

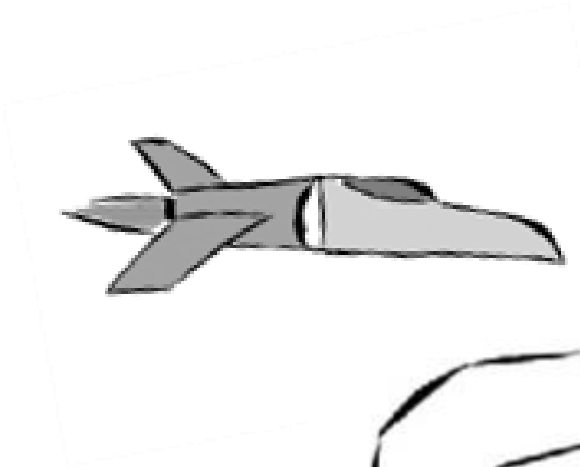
rescue lane 

When the game starts your scramjet will be positioned as shown in the schematic above with a **chase ship** on your tail. You can avoid the chase ship by pressing H to move sideways into the screen or move vertically (E or X). The chase ship will fire at you at random intervals however it is not very good at locating your position so by moving to a new position you may be immune to its fire for a while.

From time to time a **mothership** which will swoop down to help the chase ship destroy your ship. The mothership will fire on you after a set amount of time. Again it is possible to avoid its fire but only by moving sideways. Be careful you do not move into the path of the chase ship which may be hiding behind a building. After losing five ships the game will end. Press any key to play again.

To score points you need to rescue **citizens**. They will be waiting for you by a window in a building. To rescue a citizen from a building first you need to be located sideways in position 1 or 3. Then your vertical position needs to be the same as the citizen in the window. After you are lined up press the space bar. You will be awarded one point for each rescued citizen. After rescuing 5 citizens you will advance onto a more difficult level.

Game and manual by "tibasic" from the AtariAge forums



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