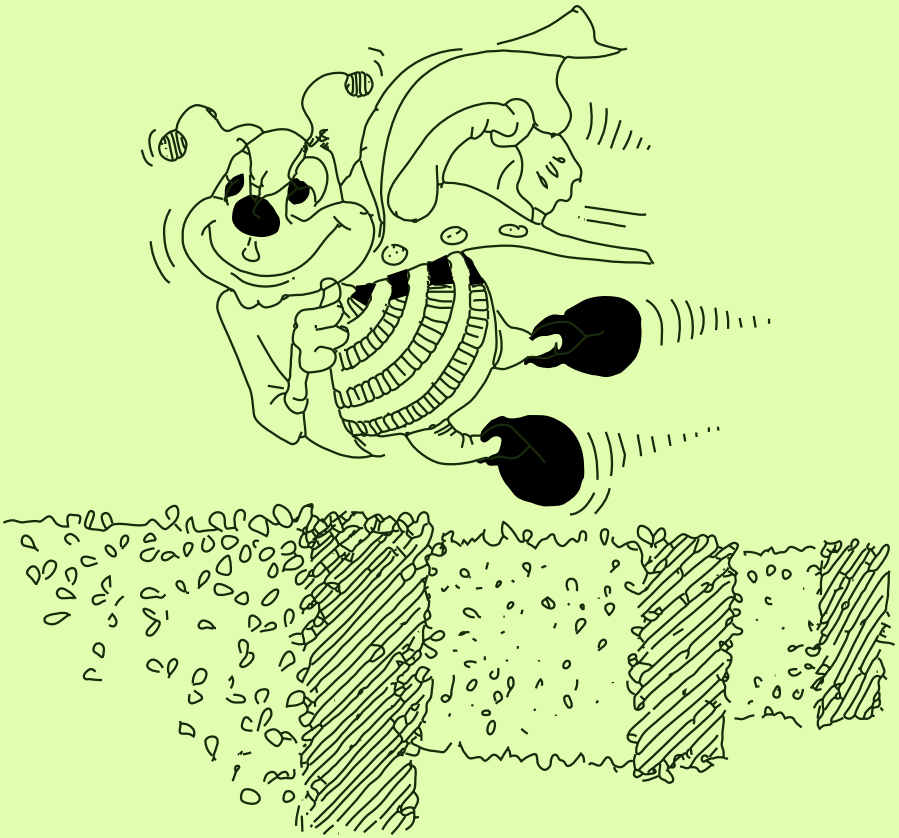


# **Spot Shot**



## **MINIMUM REQUIREMENTS**

- **TI 99/4A Home Computer**

## S P O T - S H O T

GAME DESCRIPTION - You are a giant dragonfly which must defend itself by maneuvering and "shooting" its laser-like tongue at the oncoming enemy. Moving hedges and walls present themselves as interesting obstacles which inhibit the dragonfly's success at staying alive. Blasting through these barriers increases the players chances.

### TITLE AND SELECTION SCREEN -

The following keys can be activated:

- 1 - One player game
- 2 - Two player alternating game

BEGIN (FCTN 5) - forces the game into demo mode immediately.

PROCEED(FCTN 6) - selects cheat mode by displaying "screen?" message at the bottom of the screen. Use the up and down arrow keys to change the screen level (1-8). Press space bar to go on. Next the message "demo mode" will appear. Press "Y" for yes and "N" for no. If no input is made after a certain length of time, the computer will demo the current screen number as selected.

QUIT (FCTN =) - brings the player back to the color-bar screen.

PLAYING THE GAME - The player can move his dragonfly up and down while firing and to the left in order to dodge oncoming creatures. Either joystick or keyboard can be used. The player can shoot and move as much as he wants until a creature collides with your dragonfly. The game is over when a player depletes all extra dragonflies in reserve (as shown at the top of the screen). A player can avoid collision with oncoming creatures by jumping back to the left or destroying them with a single shot. If too much of the enemy is simply let by (the player ts not shooting, just backing out of the way), then the flashing "by-pass" number displayed at the top of the screen decreases to zero and the player is temporarily locked out from any movement to the left.

### KEYBOARD CONTROLS

<u>Action</u>	<u>Right-Handed</u>	<u>Left-Handed</u>	Note: Release the ALPHA LOCK when using the joystick(s).
Up	E	I	
Down	X	M	
Left	S	J	
Fire	. (period)	Q	
Pause		P	
Redo		8	
Back		9	

Spot Shot was written by Jim Dramis (Sofmachine Inc.)

SCORING - More points are scored at one time when your dragonfly hits objects that are positioned further away. A scoring chart for each level of play is given below for attacking creatures and the Bonus Beetle. Points are rewarded as follows:

ATTACKING CREATURES (3 water bugs, 4 frogs, '5 crabs, and 6 snakes)

	Level 1-4	Level 5-8	Level 9-12	Level 13-16	Level 17 & Up
1st Corridor -->	10	20	30	40	50
2nd Corridor -->	20	30	40	50	60
3rd Corridor -->	30	40	50	60	70
4th Corridor -->	40	50	60	70	80
5th Corridor -->	50	60	70	80	90
6th Corridor -->	60	70	80	90	100

<u>Bonus Beetle</u>	Level 1-4	Level 5-8	Level 9-12	Level 13-16	Level 17 & Up
2nd Column ---->	100	200	300	400	500
3rd Column ---->	200	300	400	500	600
4th Column ---->	300	400	500	600	700
5th Column ---->	400	500	600	700	800
6th Column ---->	500	600	700	800	900

At the end of each 4 screen levels of play (6 snakes), bonus points are awarded. Bonus point values increase as the player successfully plays through higher levels of the game. Extra dragonflies are awarded every 5,000 points scored. A maximum of 255 can be accumulated. Also, a maximum of 3 dragonflies will be displayed in reserve at any one time.

GAME PROGRESSION - As the player continues through the game, levels of difficulty are encountered as follows:

- 1) At the start only 3 water bugs attack, then 4 frogs, 5 crabs, and finally 6 snakes. This sequence will continue to repeat throughout the game. Each new attack is initiated by a different type of scenery that "feeds" in. Oncoming creatures will then exhibit different speeds during the progress of each screen level of play -low, medium, and then high.
- 2) The player should also notice the creatures racing toward the dragonfly at closer and closer starting positions instead of always advancing from the back of the maze.
- 3) At higher levels, the scenery becomes harder to blast through in the same period of time.
- 4) At first, scenery notches are placed strategically to aid the beginner in shooting through and reaching the enemy. As the player continues to advance to higher levels of the game, these notches become narrower and finally disappear.
- 5) As the game progresses, the Bonus Beetle becomes a more difficult target to hit.
- 6) Attacking creatures will continue to speed up sooner and sooner.

GAME OVER - Game play continues until the player's dragonfly is hit and no extra dragonflies appear in the reserve.

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