YARS REVENGE ZX

Sinclair ZX Spectrum 48k Game Program © 2015 by Luca Bordoni
Based on Yars Revenge © 1981 Atari, inc.

1. TERMINOLOGY

YAR
Wasp under direct user control.

ENERGY MISSILE
Missile shot by Yar, removes cells.

QOTILE
Laser-base like object on right side of the screen, behind the shield.

QOTILE DEFENDER
Deadly and indestructible vertical-patrolling steel barriers.

SHIELD
Energy shield protecting the Qotile, composed of cells or indestructible steel blocks.

CELLS
Elements of which shield is composed.

DESTROYER DRONE
Guided missiles put out by Qotile to destroy Yars.

ZORLON CANNON
Pulsing, scintillating weapon, appears on left side of screen and traverses the screen horizontally.

SWIRL
Whirling pinwheel fired by the Qotile to destroy Yars.

NEUTRAL ZONE
Colorful and glittering path down the center of the playfield. When in the zone, a Yar cannot operate fire commands, and cannot be harmed by Destroyer Drones. However, the Yar can be destroyed by a Swirl in the zone.

2. GAMEPLAY

The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible. See **Figure 1** for an explanation of the objects on the playfield.

The shield is the red area in front of the Qotile base. Along the various levels, it will appear in various shapes.

The shield could be made up of cells and steel indestructible blocks. The Yar scout can destroy the cells by firing at them with energy missiles, from any location on the playfield, or by **devouring them on direct contact** (the Zorlon Cannon can be used to demolish cells, but this is a waste of a powerful weapon).

Zorlon Cannon   Energy Missile   Qotile

Neutral Zone   Yar   Shield   Swirl   Destroyer Missile
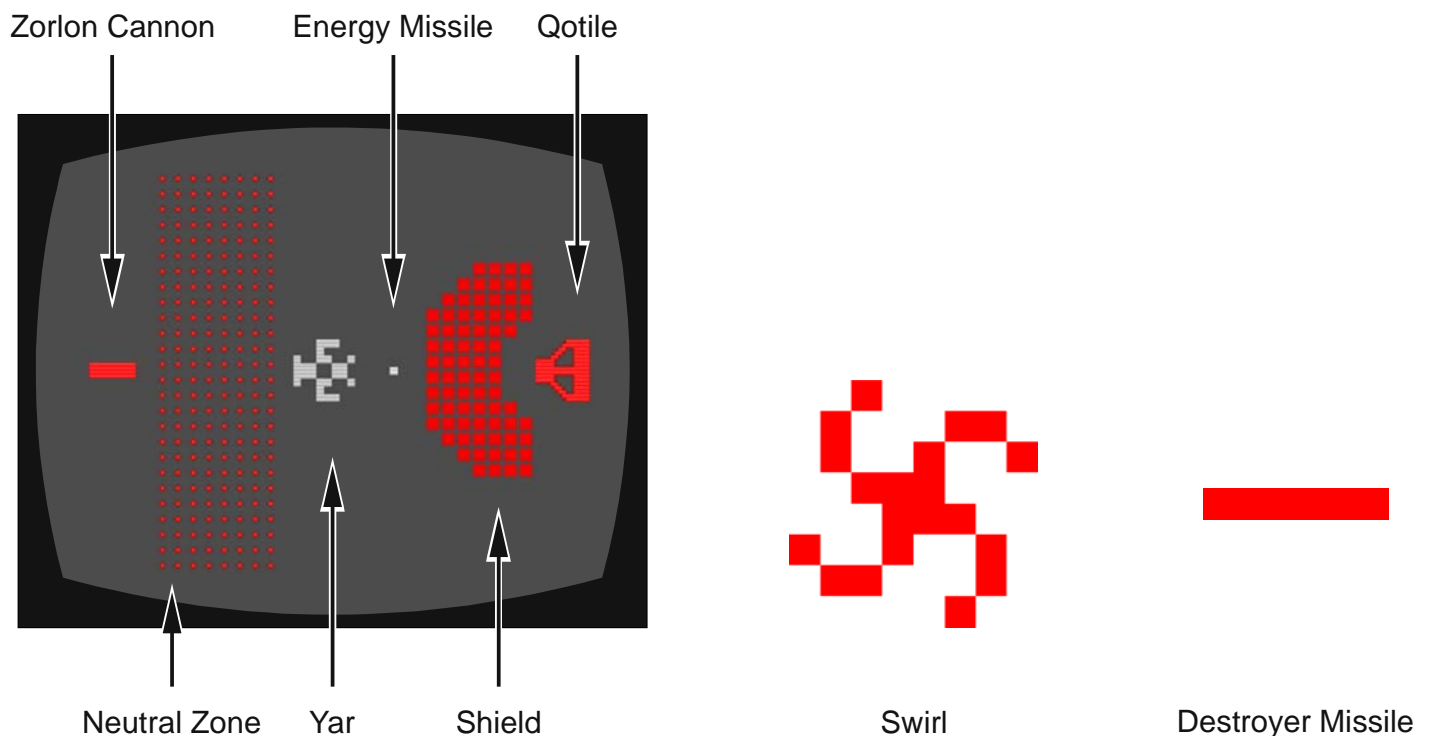
· Figure 1 ·

Once a path has been cleared through the shield, the Zorlon Cannon must be used to destroy the Qotile. **To call up the cannon, the Yar must eat a cell** (or collide with steel blocks in advanced levels) - the cannon won't appear while shooting against the shield!

The Zorlon Cannon appears on the left side of the playfIeld, and moves In a direct line with the Yar. This means the Yar is in its line of fire. It is important therefore, to aim the cannon at the Qotile, fire it, and fly out of the way fast!

The Qotile has two weapons: Destroyer Drones and Swirls.

The Destroyer Drones come in a more or less constant stream, one at a time (except in some advanced levels, where they are more). The Yar must do his best to dodge them. Periodically, the Qotile transforms into a Swirl. This Swirl winds up and rushes off after the Yar. A Swirl can be destroyed with the Zorlon Cannon by hitting it either in its base location, or in midair.

As levels increase, the Destroyer Drones become increasingly dangerous.

The glittering path down the center of the screen is the Neutral Zone. This area will protect a Yar from Destroyer Drones, but not from Swirls. While in the Neutral Zone, a Yar cannot fire any energy missiles of his own.

When a Yar is hit by a Destroyer Drone, a Swirl, or his own Zorlon Cannon, he dies. Each player has three Yars (turns) to play in a game.

3. CONTROLLING THE YAR

5 − Move left
8 − Move right
6 − Move down
7 − Move up
0 − Fire / Launch Zorlon Cannon

Keyboard controls correspond to a cursor joystick. The game uses Kempston & Sinclair Interface II joysticks as well.

The screen "wraps" from top to bottom, bottom to top. This means that if you fly the Yar off the top of the screen, it will appear at the bottom, and vice versa.

The "fire" button has two separate firing functions: it will fire an enemy missile in the direction the Yar is pointed, or operate the Zorlon Cannon when it's on the screen.

Press any key after each turn to start a new "life", or continue a successful one. Press any key at the end of a game to go back to main menu.

4. SCORE

Play starts decreasing a virtual bonus timer. Ending a level in victory, player gains 100 points multiplied by the level number, plus 50 bonus points multiplied by the remaining bonus timer.

5. CREDITS

- Game program & inlay art by **Luca Bordoni**
- Multicolour energy field by **Paul Dunn**
- Music track by **ne7** (license CC Attribution BY-NC-ND
http://chipmusic.org/ne7/music/pylon-zx-beeper-1bit)