

## THE QUADRON STATUS SCREEN

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A special feature of the game, Quadron, is the status screen which can be called up at any time by the player by pressing the space bar. This is to perform some function that will subsequently occur in the game once the space bar is pressed for a second time. While the status screen is displayed, the main game halts, and so this feature can also be used to freeze the game at any point.

The status screen displays useful information to the player. A **Scanner** is provided which maps out the Quadron complex as a square in the screen's centre. The screen that the player's robot is on is displayed in magenta, while the rest of the base is in red. Aliens within the base are displayed as dots. Unfortunately the Spectrum will normally only allow one ink colour within a character square at a time and so aliens cannot be distinguished by different colours on the Scanner. This problem is overcome by displaying each of the alien types in turn. The current type displayed is shown in the centre of the Scanner map.

The player has a pointer at his control to perform many actions on the status screen. The controls are the same as those used for the robot in the game proper, except that the fire keys are used to select or de-select an action.

The alien type currently displayed on the Scanner will step through each type at a steady rate, repeating the sequence indefinitely. The process can be halted or speeded up by the player, using the pointer. This is achieved by pointing the pointer at the displayed alien in the centre of the Scanner, and holding the fire key. This halts the sequence. Releasing fire allows the cycle to continue. Repeatedly pressing fire will step through the sequence at the player's desired rate.

Also displayed on the status screen is the player's current score along with the number of robots he has left to play with. If the number of robots left is more than three, then a digit representing the number that cannot be shown graphically is displayed below the score.

The number of crystals being carried by the robot is shown graphically. Since there are initially eight of them within the Quadron, the maximum number that the robot can hold is also eight.

There are four types of energy that the robot can accumulate in the game, and the individual amounts of each are shown in the form of four meters.

At the start of each game, the robot carries a simple laser, and this is displayed on the status screen. There are twelve such objects that the robot can pick up. At the start of each wave, three objects are distributed at random positions around the Quadron. Should the player find these, then the robot can be made to pick them up simply by colliding with them. Certain objects will only appear after a predetermined number of waves, and the order of object distribution is random. Objects not collected by



the end of one wave will be carried over to the next.

Each object requires one of the four distinct forms of energy, and will not operate without it. As each object is collected, it is displayed on the status screen next to the appropriate energy type required to run it.

One exception to the above rules is the "Energy Converter". This performs the function of conversion of one energy type to another, and its use is immediately apparent. It is displayed at the bottom centre of the status screen, and has an energy meter attributed to it. For energy to be converted, it must first be transferred into the Energy Converter's storage meter. Incidentally, energy can be stored here for later use, even if the main game continues with energy in the Energy Converter's meter.

To use the Energy Converter, first point to it. It will then become highlighted. Now press fire. This selects it, and it will become brighter, with a blue background. (*This is how all objects are activated on the status screen*). Now move the pointer over to the energy type you wish to convert from (the *source*). This is a pictorial representation displayed below the energy meters. Press and hold fire to transfer energy from here to the Energy Converter's meter. Any amount can be transferred, depending on how long the fire button is held. There is no reason why energy cannot be pulled in from any other source at this stage. Next, deactivate the Energy Converter using the same procedure used to activate it. Now point to the energy type you want to transfer it to i.e. *the destination*. Pressing fire now transfers energy to the chosen destination. The energy converting process is complete. Note that energy can be freely distributed among the four energy types from the Energy Converter. Of course none of the above is possible if it has not been collected by the robot beforehand..

Note that any or all of weapons may be activated at once. If the two lasers be activated together, they can be fired simultaneously in opposite directions, or in the second more powerful laser firing in the direction of the robot's movement, and the first weaker laser firing behind.

The maximum number of laser beams and missiles that can be fired is usually limited to four, but this can be increased using special POWAR bonuses described later.

Should the weapon Energy decrease to nothing, the first laser is automatically selected due to its ability to fire without energy. This avoids the need to select it on the status screen every time the energy runs out, and also avoids situations where all of a sudden the fire key seems to stop working for no apparent reason.

### The Shields and Regeneration

The first shield attachment, when activated, allows the robot to collide with aliens and absorb the usual effect of an energy drain that could lead to its destruction. This has several advantages for the robot. For example, in a particularly dangerous area of the screen being attacked by vicious aliens, and unable to be controlled, the shield can be activated until

## THE OBJECTS

Once collected, the objects can aid the robot by effectively increasing it's power if put to good use. A detailed description of each is given below.

### The Weapons

The first laser is automatically held by the robot at the start of each game. It cannot again be dropped (most other objects cannot be either), and does not require energy to operate. This is to ensure that the robot is never in a position where it is defenceless, and although use of the first laser is possible without energy, it is limited. ie. only two beams can be fired at a time. Should the robot possess some Weapon Energy, then a small amount is deducted with each laser beam fired, but four beams are permitted at once. The beams shoot horizontally, and fire in the direction of the last direction moved by the robot.

The second laser is much more powerful, and subsequently requires more energy to operate. The laser beams travel twice as fast as those of the first laser, and again are horizontally fired.

The third weapon is a cannon, which fires individual shots or projectiles vertically in the last vertical direction moved. The energy requirements are similar to those of the second laser.

Note that any or all of weapons may be activated at once. Should the two lasers be activated together, firing occurs simultaneously in opposite directions with the second (more powerful) laser firing in the direction of the robots movement, and the first (weaker) laser firing behind.

The maximum number of laser beams and projectiles on screen is usually limited to four, but this can be increased using special POWER bonuses described later.

Should the Weapon Energy decrease to nothing, the first laser is automatically selected due to it's ability to fire without energy. This avoids the need to select it on the status screen every time the energy runs out, and also avoids situations where all of a sudden the fire key seems to stop working for no apparent reason!

### The Shield and Speed-Up Accessories

The first shield attachment, when activated, allows the robot to collide with aliens and shots without the usual effect of an energy drain that could lead to it's destruction. This has obvious advantages if the robot is, for example, in a particularly dangerous area of the Quadron being attacked by vicious aliens, and is about to be annihilated. The shield can be activated until



the robot is out of immediate danger.

While activated, the robot's colour becomes green as an extra visual indication to the player of the robot's new status. As the Shield Energy depletes to near zero, the robot flashes alternately between green and the usual colour, white. This warns the player of the impending loss of shielding ability.

The second shield has a greater ability than the first, and thus uses more energy. Any contact with an alien or alien fire results in it's destruction. Points are awarded for alien destruction using this method, but POWER bonuses will not be awarded (see later). The robot becomes magenta when this shield is activated, and the same flashing effect will result if the Shield Energy should run low. Note that energy is also lost on impact with an alien with this shield.

The third object in this section is not a shield, but uses the same type of energy. It will speed up the robot's movements by a factor of two. As the Shield Energy is used up, the robot will become progressively slower, until normal speed is resumed. The robot becomes yellow when the Speed-Up Accessory is on.

Note that any combination of accessories in this category can be activated at once, and the robot will cycle through each colour in respect of what accessory is on.

### The Remote Devices

These are special objects which are actually dropped onto the screen that the robot is on when activated. Any combination of the three can be dropped on one screen, or put on separate screens. The Remote Devices become active only when the robot is on the screen with the Device on it, and if there is sufficient Remote Device Energy. Their activity is indicated by their pulsating colours, which becomes progressively duller as the Energy drops. When the energy returns to zero, the Device becomes cyan once more, and can be picked up again for later use.

The first Remote Object has the ability to stop time on the screen it is activated on. As the energy drops, the aliens will be seen to gradually start moving again until full speed is resumed when the Device energy returns to zero. The player's robot remains unaffected by the Time-Stopping Device.

The second Device has an extremely talented ability of destroying the alien contents of a screen systematically. The Device predicts where each moving alien will be by the time it's shot intercepts it, and fires sequentially at each alien. The player's robot cannot be damaged by the Device's shots.

The third Device allows the robot to pass through all aliens and alien shots unaffected. Of course, this only applies to the screen the Device is dropped on.

### The Transporters

When the robot is required to be in a particular part of the

Quadron, and time is short, the Transporters are required.

The first Transporter can only transport the robot to one of the four corners. To use it, activate it, then point to the area you want the robot to go to on the Scanner, and press fire. You will see the robot arriving in the chosen area.

Using the second Transporter, the robot can travel to any part of the Quadron, although this Transporter requires a greater amount of energy to operate.

Once generated, the POWER bonus will repeatedly alternate between "POWER" and it's mirror image "REWOP". Making the robot collide while in the "POWER" state results in an increased power of the robot's, described below.

Should the player miss the collision, and collide with it in the "REWOP" state, then the robot will lose an ability.

### The Extra Powers

The type of extra power added to the robot's abilities is chosen sequentially from a list:

Increased range of the first laser. The length of the beams fired by the first laser are increased. The length may be increased using this method by up to three times.

Maximum fire power increased. The total number of robot shots and laser beams that can be fired is increased by two from the usual four. This effect is also progressive, and thus the number of shots and beams allowed on screen can be increased to formidable amounts.

Robot's movement decreased. This has the useful effect of allowing the robot to respond to velocity changes more quickly, and is especially useful if used in conjunction with the Speed-up accessory.

Auto-Fire/Lock firing. There is now no need to repeatedly tap the fire button. Firing will repeat automatically if fire is held. The fire rate increases each time this POWER is gained.

Faster shots collected from the third weapon. The cannon will fire faster shots vertically. The effect of gaining extra POWERS of this type is also progressive, and may be carried out for up to three times maximum.

The gaining effect is reversed if the player guides the robot into the REWOP condition. The robot may still become less powerful than it was before the collision, but there is the risk of the power gaining process, and does not make the robot

Should the player decide, the POWER bonus may be given as in which case the word "POWER" appears. Subsequent winning of this will



## THE POWER BONUSES

As the player becomes more proficient at playing Quadron, the rate that the aliens are eliminated will naturally increase. The POWER bonuses are designed as a reward for such actions.

To generate a POWER bonus, the player must destroy three aliens of the same type in a given amount of time. This time limit never alters, and is fairly short, so speed is important. Failure to destroy three aliens in the time limit does not result in any form of penalty.

Once generated, the POWER bonus will repeatedly alternate between "POWER" and it's mirror image: "REWOP". Making the robot collide while in the "POWER" state results in an increased power of the robot's, described below.

Should the player mis-time the collision, and collide with it in the "REWOP" state, then the robot will lose an ability.

### The Extra Powers

The type of extra power added to the robot's abilities is chosen sequentially from a list:

Increased range of the first laser. The length of the beams fired by the first laser are increased. The length may be increased using this method by up to three times.

Maximum fire power increased. The total number of robot shots and laser beams that can be fired by the robot is increased by two from the usual four. This effect is also progressive, and thus the numbers of shots and beams allowed on screen can be increased to formidable amounts.

Robot's momentum decreased. This has the useful effect of allowing the robot to respond to velocity changes more quickly, and is especially useful if used in conjunction with the Speed-Up accessory.

Auto-Repeat firing. There is now no need to repeatedly tap the fire button. Firing will repeat automatically if fire is held. The fire rate increases each time this POWER is gained.

Faster shots projected from the third weapon. The cannon will fire faster shots vertically. The effect of gaining extra POWERS of this type is also progressive, and may be carried out for up to three times maximum.

The gaining effect is reversed if the player guides the robot into the REWOP condition. The robot may well become less powerful than it was before the collision, but this is the risk of the power gaining process, and does not have to be taken.

Should the player decide, the POWER bonus may be shot at in which case the word BONUS appears. Subsequent shooting of this will

alternate the bonus between a certain points value and the word BONUS. The player may choose to collide the robot with the points value to gain that number to points which will be added to his score. No points are awarded if the robot collides with it in the BONUS state. The player can shoot the BONUS to obtain the best points value, but only has a short time before it disappears. POWER bonuses also disappear in the same manner should they not be collected.

POWER and BONUS are only available on the screen that they were generated on, and should the robot leave the screen and return, the bonus will have gone.