

# UNATRON

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## UNATRON

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### Tape contents:

1. UNATRON
2. BIRD13X
3. FWRK12X

## PLAYING UNATRON

Connect the right joystick to your computer and power-up. Rewind the cassette to the beginning and set your recorder to 'play'. Enter CLOADM <cr>. UNATRON and all of it's data tables are loaded into memory. When the computer responds 'OK' enter EXEC <cr> to start the game.

There are two ways to play it. You can try to see as many screens as possible or you can play for a score. Either way, you will find UNATRON a challenge which will take time to learn.

**ATOMS:** As you start a round of UNATRON you and one large atom are alone on the screen. As you might have guessed, your job is to split the atom. The atom splits and two totally different atoms result. This will keep up until there are 32 small atoms. They will disappear when hit. You cannot split any atoms of a given type until all atoms of the previous type are gone.

**NEUTRONS:** As the atoms progress to smaller types they give out neutrons when fissioned. A neighboring atom, if hit by a neutron, will split and also release neutrons. You can see how chain reactions start. When an atom splits from a hit with a neutron, you don't receive any points. The credit instead goes to a chain reaction total.

**COMPUTER GUNS:** On each of the different screens you will notice two stationary objects appear and emit a stream of particles. These are the computer's guns. The particles are the computer's shots. A fission caused by the computer is credited to the computer. That gives us a total of three scoring parties: you, chain reactions and the computer.

**MINES:** You may think of the mines as ions if you wish. They have a negative charge, you have a positive one. Mines have a great affinity towards you. In fact, interaction between you and a mine is explosive. If you are hit you lose one of your spares. The game will pause and show you how many you have left. That number includes the one you are about to use. The game is over when you lose your last spare. The best protection is to shoot them. There is a catch though. You don't receive any points and the pieces that splinter away as the mine explodes are more computer shots like the ones coming from the guns. The birth of a mine is noted by a sharp whining sound and the appearance of a cross shaped object. Mines are always born at the exact same spot for a given round.

**HOLEMAKER:** After a number of mines are born, a holemaker will appear. It aimlessly wanders around cutting jagged holes into the walls. The holes can sometimes be a help, sometimes a hinderance. In the later rounds you actually have to depend on the holemaker to free you. You cannot kill the holemaker.

**SCREENS:** There are nine screens in this version of UNATRON. In general, they become more difficult for you as the game progresses. After the ninth screen (if you make it that far) play returns to screen 4.

**THINGS TO NOTE:** Only one type of atom is reactive at a time. These atoms will travel erratically across the screen. They are attracted to the point between the computer's guns. They are also smart enough to run away from you while you are firing. The transition from one type of atom to another will cause atoms to swarm around the computer's guns.

After you are hit by a mine the screen is re-drawn and all the mines and neutrons are removed.

The shots you fire move in the same direction as you and at twice your speed. If you are moving too quickly you can fire shots right over an object immediately in front of you.

Every atom you fission adds 200 points to your score. Chain reactions and computer hits receive 300 and 600 points respectively.

If you are hit by someone's shot there will be an explosion but you won't be damaged.

An atom or mine need not be hit directly by somebody's shot. It's involvement in the explosion is sufficient to cause a reaction.

Starting with the third round, for every second one you complete you are given another spare.

Whenever there has been a pause in the game, pressing the fire button will move you back into play.

A round is over when all of the 63 possible fissions have taken place.

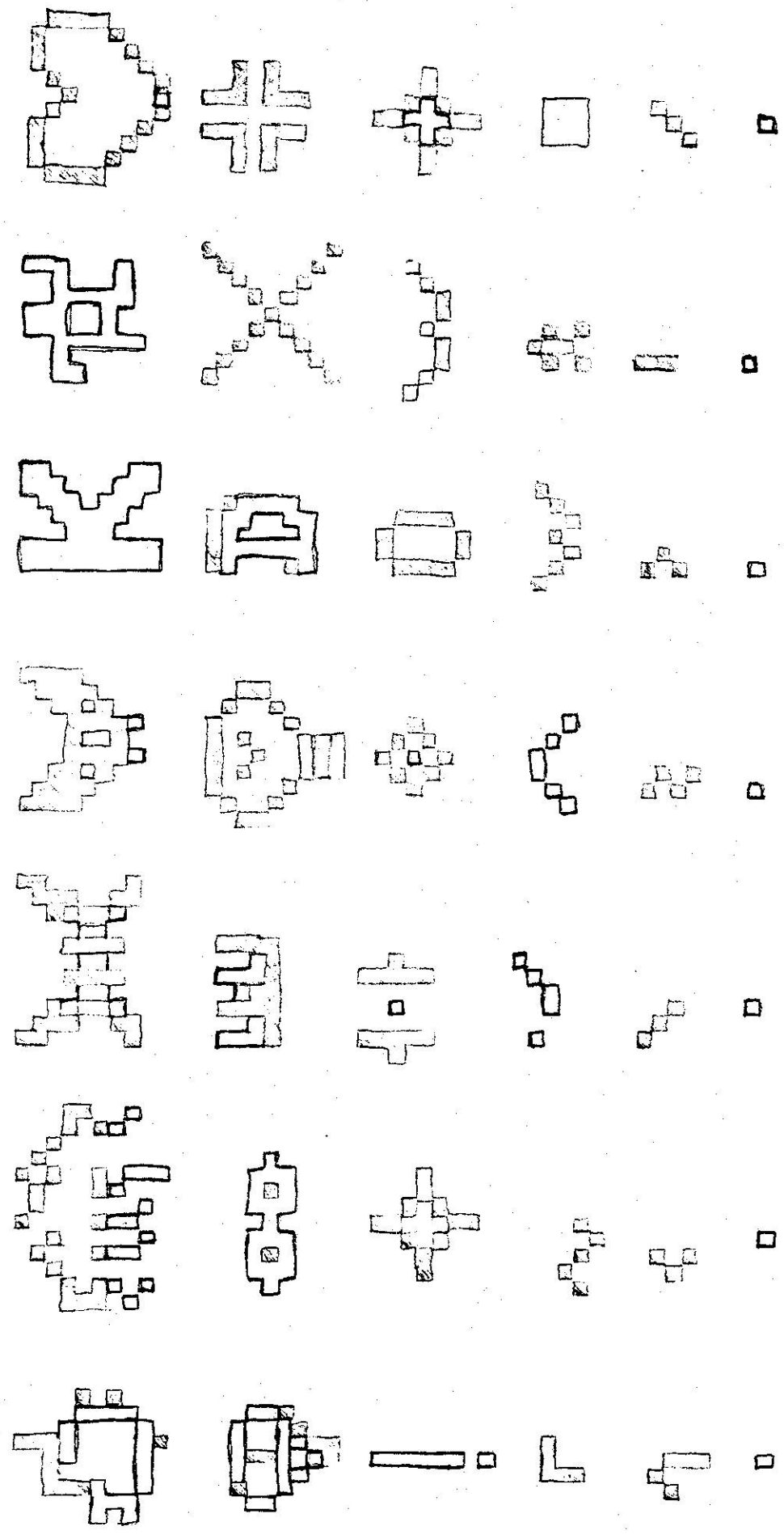
**THE SCOREBOARD:** The scoreboard shows how each of the 63 fissions for this round were distributed. Also shown are the scores for the game so far and the player's high score. When the last spare is used up, the scoreboard is put up and play is over.

**OTHER GAMES:** Two other programs are included on the tape with UNATRON. To run them, UNATRON must be loaded FIRST as if it were to be played. Typing CLOADM <cr> again will load the first first of the two programs. A third CLOADM <cr> will load the second. These other programs use all the same graphics routines, graphics data and data structures as UNATRON. The main loop of UNATRON is merely replaced with something else. The two other programs are:

1) BIRD13X - The object of the game is to jump off one of the mountains onto a bird and fly it all the way to the top of the screen. If you fall off, you go splat.

2) FWRK12X - Pushing the fire button gives a fireworks display. If you time it wrong, the firework blows up on the ground.

*Atoms*



Round 1, 5

Round 2

Rounds 3, 8

Round 4

Round 7

Round 9

Round 6

*Round sketches of atoms.*