

PURSUIT

This is a high-res (320x200) 16 colours arcade game for the CoCo 3, requiring fast reflexes, forward thinking and some strategy, for one player with one joystick.

You are represented by a small round ship, while the enemy are the four bladed spinning ships. The playfield is made from impenetrable brick-patterned walls and a block.

The spinners attack you in waves of 4, 7, and 10, and each wave is divided into two parts.

In the first part, you must destroy them by making the spinners clash against each other and the bricks, as much as possible. With each clash, the spinners liberate sparks, and after a number of clashes they explode. You are armed with a shield which will defend and protect you against clashes with the enemy. It can also be used as a weapon by activating it (with joystick button) and forcing your ship against them.

In the second part, you are given a laser cannon to shoot the enemy. Unfortunately, you no longer have a shield to protect yourself. To use your laser move in the direction you want to fire, and press the button. Sparks will fly from the spot you hit. If you hit the enemy, the screen will flash, and the enemy will be knocked back a bit. Around 10 hits will destroy the enemy.

The gauges on the left monitor time, damage and energy. Time and energy must last for the 2 parts, but are replenished every screen, (2 parts = 1 screen). Damage must last for the 3 screen (1 round), and after this, it is repaired. Every round, the screens are repeated, and the enemy is faster. If you make it past the second round, you're doing very well!!

NOTES

The space bar can be used instead of the joystick button. This may be impractical in the "shield" mode, but you can shoot faster by tapping the space bar in the "laser" mode.

The colours in each screen are chosen for the 64 colours available, so you shouldn't get bored with the colours.

HINTS & TIPS

Certain strategies should be adopted to play this game successfully. Here are a few tips:

In the shield modes, to attack with your shield, wait until the spinner is near stationary, and then activate shield and press into them. Pushing them against the wall is also effective.

Try to get them to clash as much as possible by luring them together and running out of the way, before using your shield, to conserve energy (particularly in the 2nd and 3rd screen).

In the shoot mode, don't fire willy-nilly. Try to line up an enemy, and run towards him, firing rapidly as possible.

If you run out of energy in this mode, the only way to destroy the enemy is to out-run them!!