



Dragonantes

HK

Bitplane Technomantes presents



Dragon Attack developed for CPCRetroDEV2016

Code by Paul Kooistra

Graphics by Harris Kladis

Music & Sfx by Hervé Monchatre

Arkos replayer by Julien Névo used under **MIT license** • Exomizer depacker by Metalbrain used under **LGPL license** • Random number generator by Ronaldo used under **LGPL license** • Classic multiplication routines sourced from **CPCWiki**, no credit provided on page.

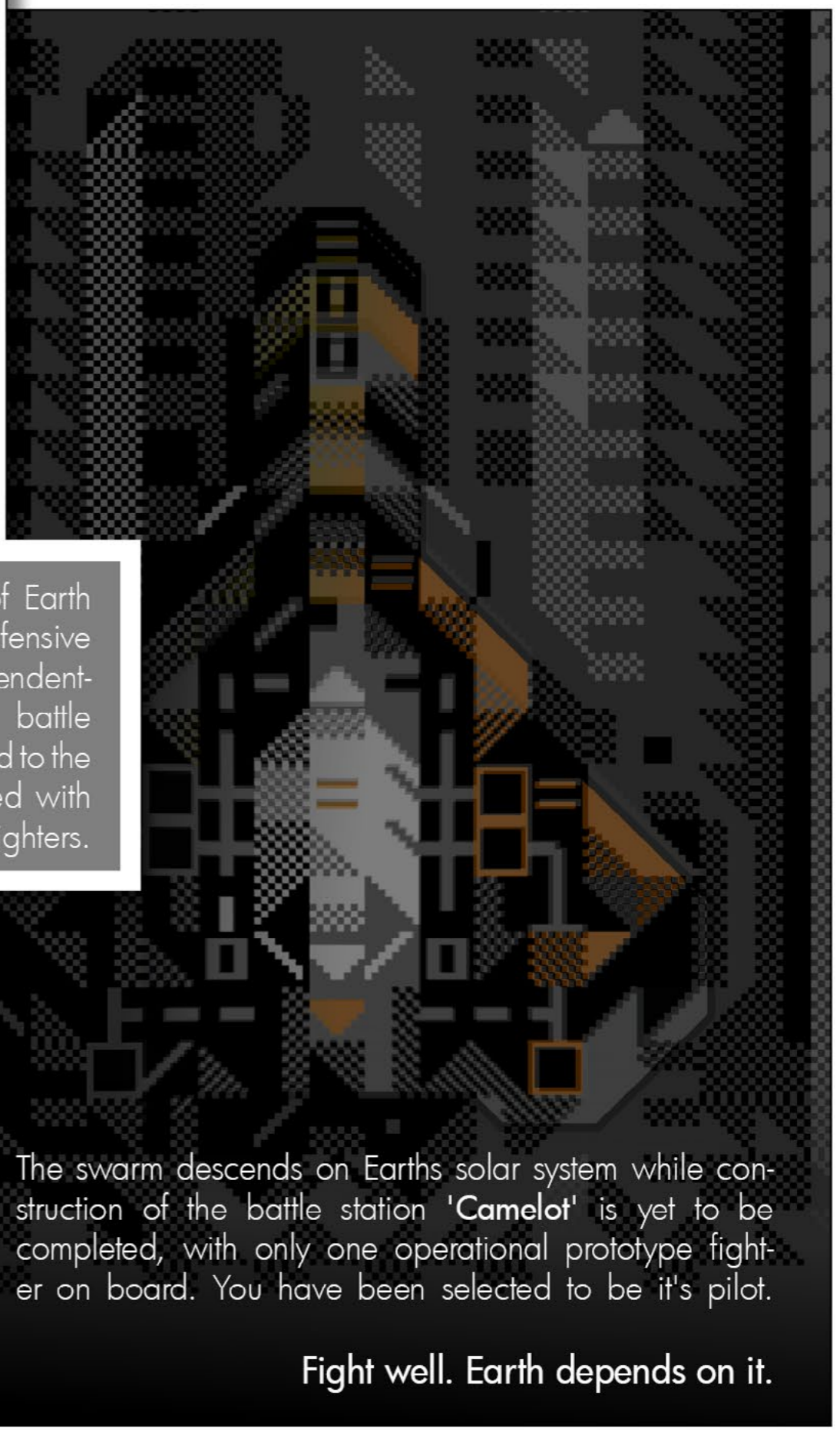
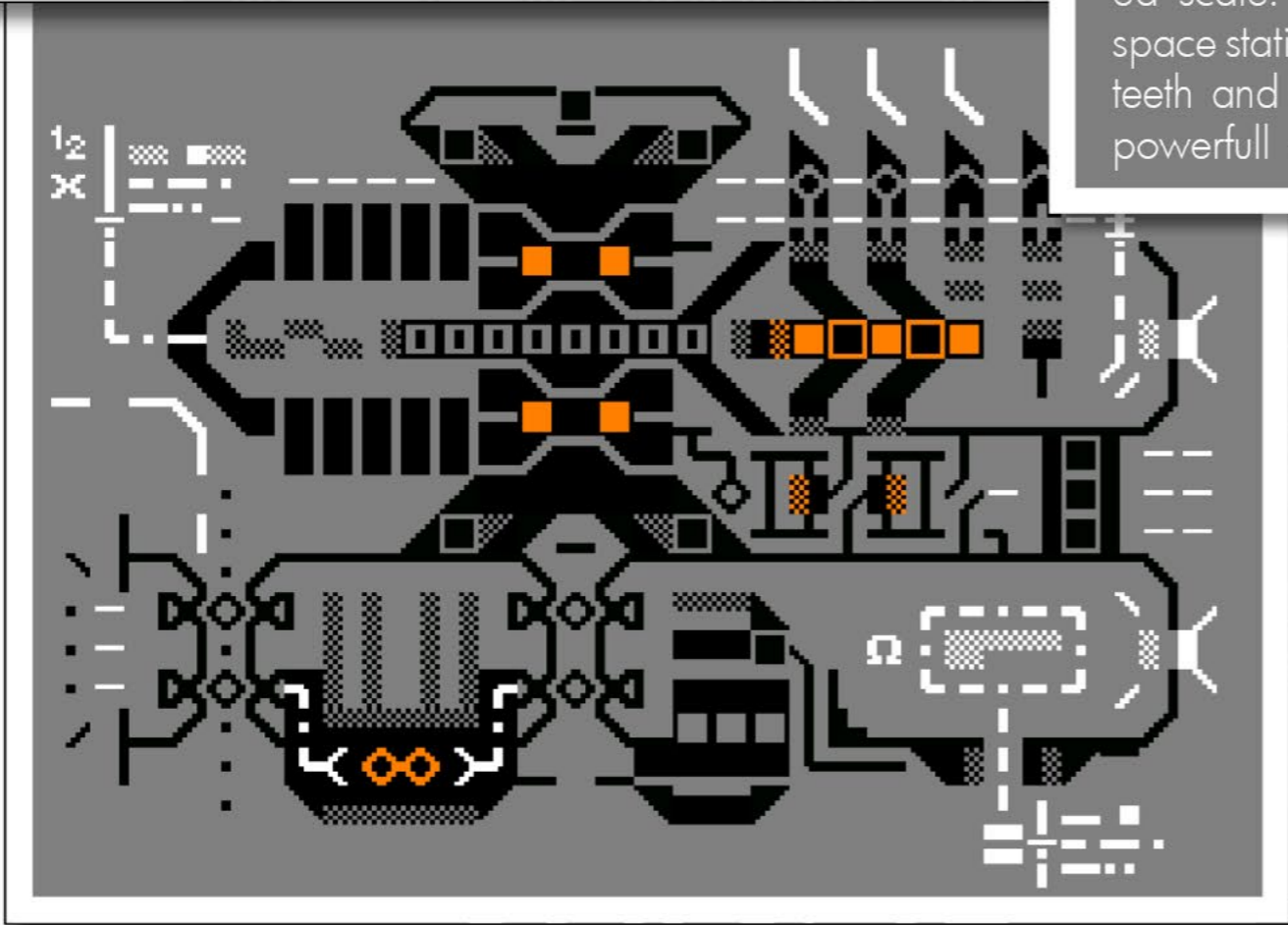
Tools used

Starkos & Arkos by Julien Névo • **Exomizer** compressor by Magnus Lind • **WinAPE** by Richard Wilson
• **ConvImgCPC** by Demoniak • **Tiled** by Thorbjørn Lindeijer • **2cdt** by Kevin Thacker



Scientists detect giant space dwelling creatures dubbed 'Star Dragons' which they observe stripping entire planets of all resources, and a swarm appears headed to Earth.

The Governments of Earth cooperate on a defensive measure of unprecedented scale. A huge battle space station armed to the teeth and equipped with powerful space fighters.



The swarm descends on Earth's solar system while construction of the battle station 'Camelot' is yet to be completed, with only one operational prototype fighter on board. You have been selected to be its pilot.

Fight well. Earth depends on it.

Game Instructions

Loading

Place game cassette in tape deck. If using either an external tape deck on a 664 or 6128, or a 464 with AMSDOS present, issue the **|TAPE** command and press enter. Then hold the control key down and press the small enter key, and follow the on screen instructions.

Game Menu Options

The following game settings can be adjusted:

Control can be selected from:

- Joystick
- Keyboard (Q,A,O,P & Space)
- Cursor (Cursor keys & Space)
- Multiplay Port 1 (if a MultiPlay card is present)

Default control setting on loading is Joystick.

Lives

Select from 01 to 09 lives to have available during the game to adjust the difficulty.

Default lives setting is 3.

Fire Mode can be either:

- Standard (hold fire to shoot)
- Inverted (player autofires, only stopping if fire button held)

Default fire mode is Standard.

Gameplay

Destroy all Dragons to save the Earth. Each Dragon is comprised of multiple segments, but only the destruction of the head will destroy the Dragon. Avoid bullets. Only **the white cockpit** of the player ship is vulnerable to enemy fire.

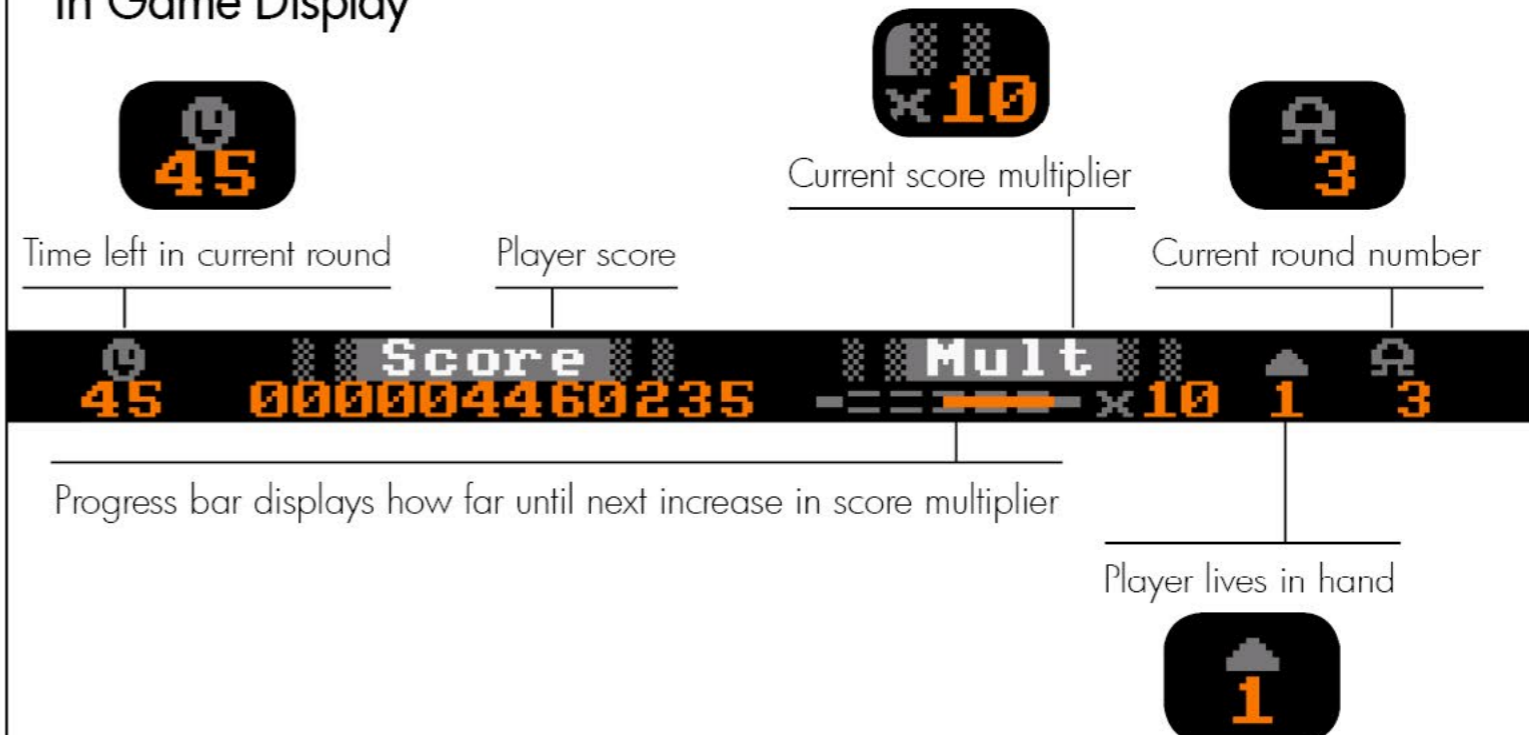
Scoring

Score is awarded for landing shots on a Dragon, and destroying segments. When destroying multiple segments of Dragon, the score is multiplied by the number of segments destroyed simultaneously.

A score bonus is awarded if a Dragon is destroyed before the timer expires. In addition, a score multiplier is present and applied to all of the above scoring. It is increased by shooting dragons, grazing enemy fire, and destroying multiple segments of a Dragon simultaneously.

The loss of a life by the player will halve this score multiplier.

In Game Display



B.S.S. CW-1E "Warrior" Service Manual

Things to know about tomorrow's favorite space fighter.

While crude at first sight, the Argon SC is a civilian space craft with plenty of character. The combination of the muscle profile with sport features left it's competitors light-years behind in speed, power and reliability, making it the definite top-class choice for consumers.

The Argon SC quad engine technology and design was selected by the United Earth Defense as the basis for the most powerful space fighter ever made by human hands, the CW-1E "Warrior".

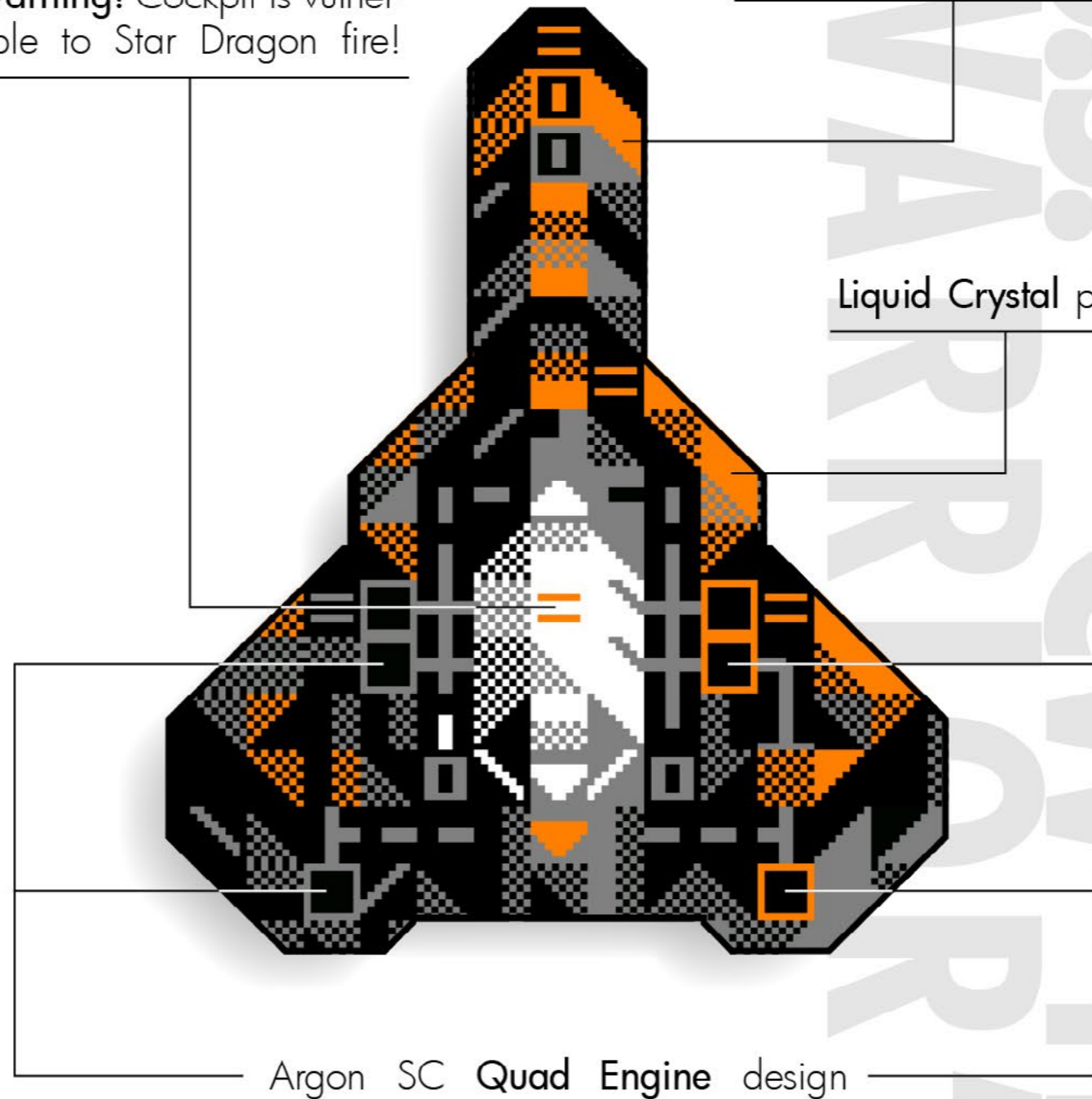
Plated with liquid-crystal tiles (LCT) it's body is practically invulnerable to Star Dragons' plasma pulses leaving the cockpit as the only fragile area. Armed with a powerful 128mm void-materialising rail gun, it can chew through Star Dragon armor like a rat would chew through cheese!

There is currently only one fully operational prototype "Warrior" assigned on board the B.S.S. Camelot.

Warning! Cockpit is vulnerable to Star Dragon fire!

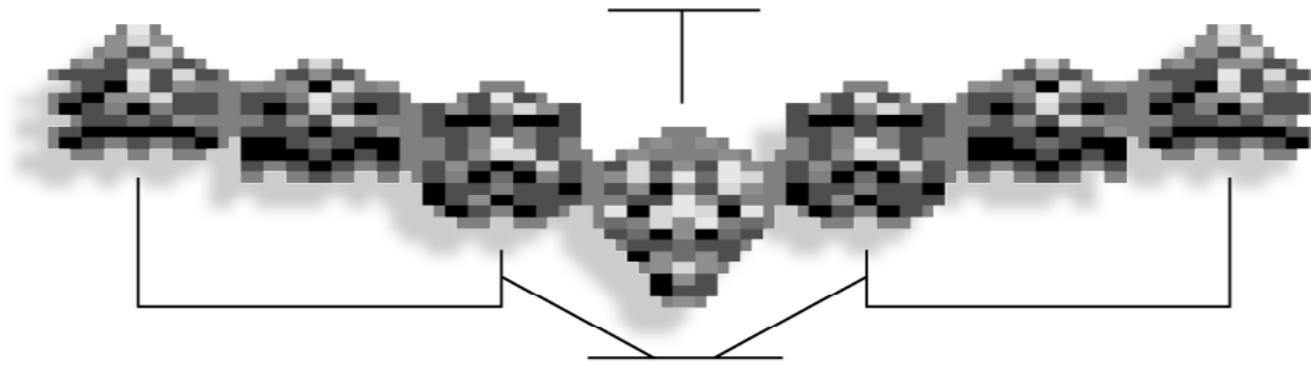
Double function 128mm void-materialising rail gun

Liquid Crystal plating



Scientists have studied the approaching swarm and made some preliminary findings.

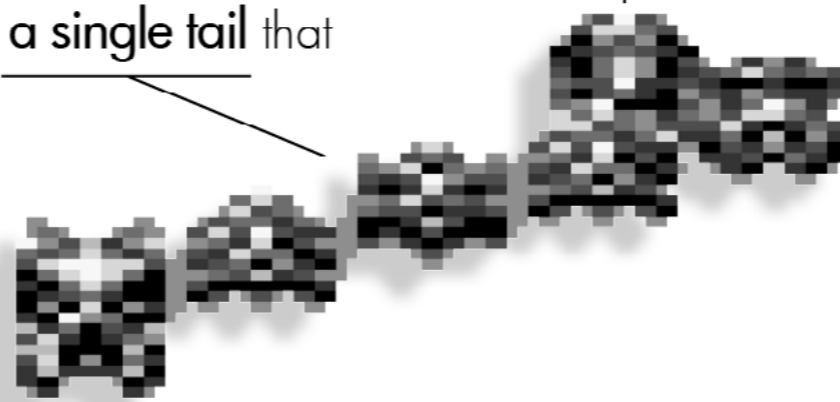
Many of the Dragons take the form of **a head...**



...with **two tails** projecting out to either side.

Destroying one of those tails first should make the destruction of the head easier.

Some of the Dragons have **a single tail** that follows their **head** around.



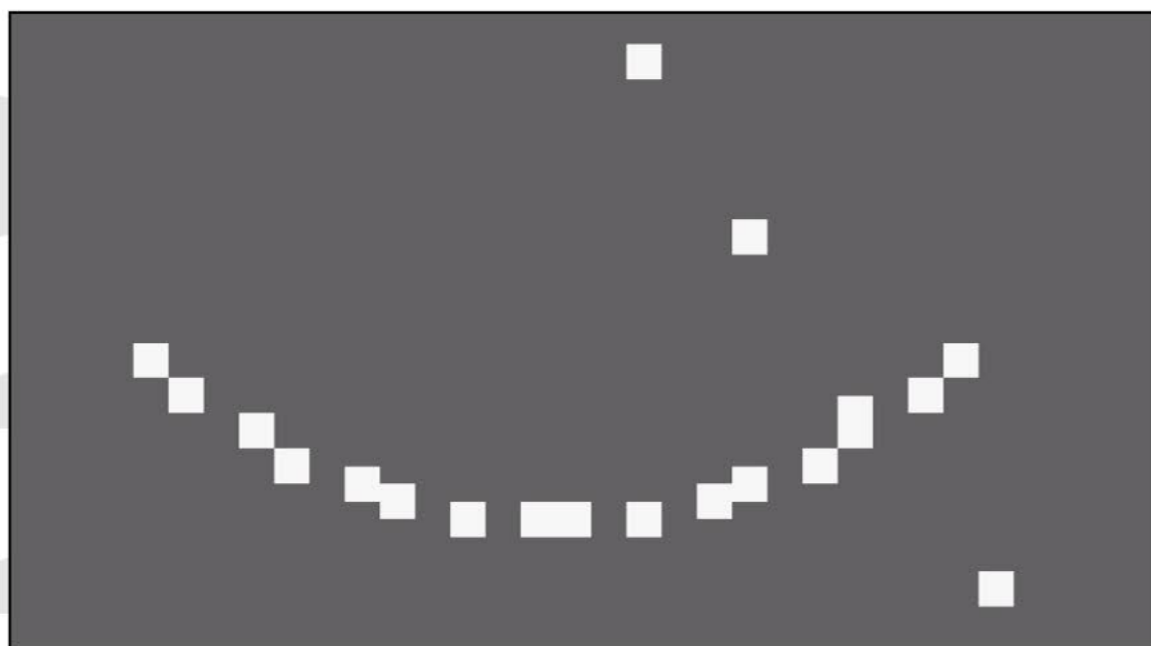
Beware the sting in it's tail!

WARNING!

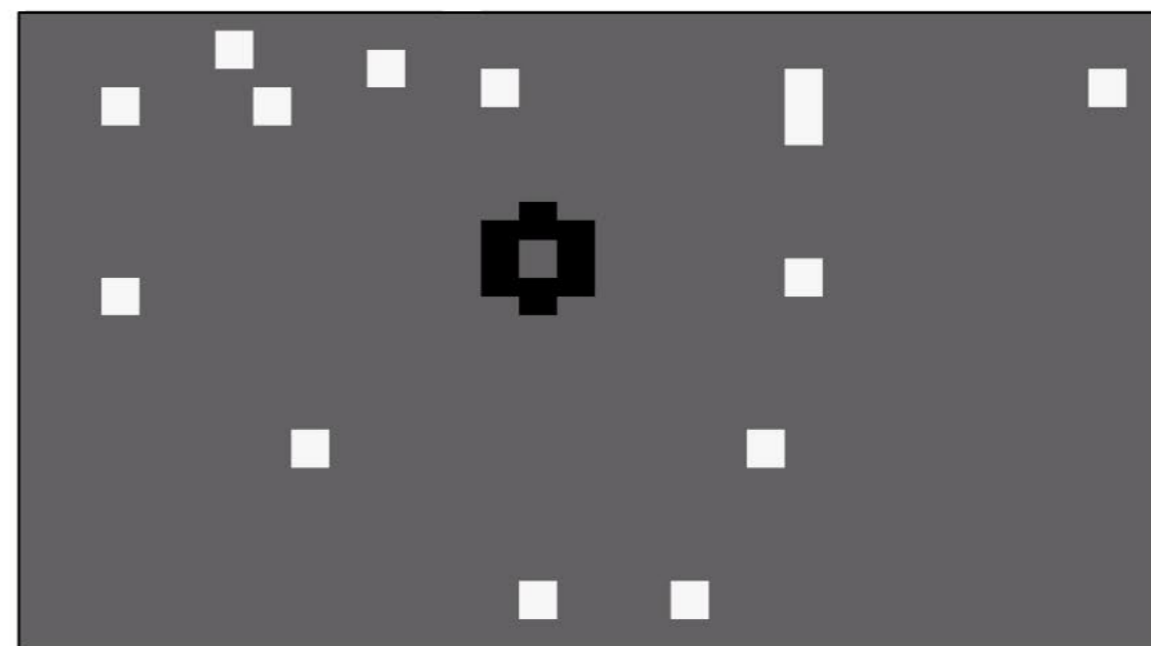
A Dragon with **more than one head** has been sighted. Nothing is known about this form so you will need to determine how this is destroyed should you encounter it.

B.S.S. Camelot Intelligence dept.

The Dragons use various forms of energy attack to destroy any resistance they find.
The following types have been observed.



Plasma Pulses: The primary attack used by the Dragons appears to be balls of plasma fired in waves or streams. **Don't let them touch your cockpit!**



Dark Matter Rings: Some Dragons have been recorded firing small rings of dark matter that collapse on proximity to a target, generating many balls of plasma dispersed over a wide arc in the process. The rings appear unstable and so it may be possible to trigger them prematurely.

WARNING!

There may be other attacks at their disposal, you will have to analyse these as they appear.

B.S.S. Camelot Intelligence dept.

Note down further observations that might be useful in future conflicts with Star Dragons.

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