Table of Contents

Overview

Tempest: Event Horizon is a remake of the classic 80's Atari game of the same name. Guide a ship around geometric tunnel shapes and blast away at incoming aliens. This version includes a Level Editor to create your own levels. You can even replace all standard maps in the game to create a whole new game.

Game Play

The game is played in unending levels, through 16 maps. Your ship will move along the outside vertices of the play area as the different aliens approach from the center. Shoot them down with your main gun or with your Super-Zapper. The level ends when all aliens have been defeated. The Super-Zapper can only be used twice during a life on each Map; once will destroy all enemies and the second time will destroy the enemy nearest to you.

Key Controls

Right Arrow or 'L' Key…….....Move clockwise around the map
Left Arrow or 'J' Key…………Move counter-clockwise around the map
'Z' key………………………...Fire main gun
'X' key…………...………….Use Super-Zapper
'Space' bar……………………Switch the keys to control your ship.
'Escape' key…………………..Exit game play and return to the title screen.

The 'Space' bar can be used to switch how your ship will move around the maps. Choose which ever way is most comfortable for you.

Enemies

The Flipper is the first enemy encountered. The first couple of levels it will simply move up towards the player. After that it will flip between sectors. When it reaches the top it will move around the Rim. When this happens, wait and fire your gun just as it moves onto you. If done right, the Flipper will be destroyed.

Tankers rise from the depths, occasionally moving between the sectors. When hit, they will deploy a set of enemies, usually Flippers, before being destroyed. If they reach the Rim, they deploy the enemies directly to the Rim and then disappear. In later levels the Tanker can deploy Pulsars and Fuseballs.

Spikers move outwards, leaving a trail of green spikes behind them. They never reach the Rim, but move back and forth, using the spikes as armour. Destroy the Spikers when they are at the head of the spikes, then take out the spikes to clear your path.

Warning: Hitting spikes as you warp at the end of a level will cost you a ship. Ensure your way is clear before destroying the last ship and leaving a level.

Pulsars move up and down the sectors, but never reach the Rim. They can build up a pulse and electrify a sector. If your ship happens to be on the same sector, it will be destroyed. Watch for the tell-tale signs of build-up in charge and steer clear when it happens.

Fuseballs are one of the games most deadly enemies. They travel the lines between the sectors, meaning you can't hit them there. Occasionally they will jump to the middle of the sector to fire at you; destroy them then. A Fuseball that reaches the edge of the Rim will move around the outside of it. Only a Super-Zapper charge can destroy it then so be careful.

Saving / Loading

When beginning a new game you will be asked for a filename. After the completion of each stage your game will be saved there. Options such as difficulty, music, full screen, etc will not be saved.

To load a game, find the file on your computer and the game will automatically begin at the end of the last level completed.

Options

Pressing the Options button will take you to the options screen. The following options are available…

- **Difficulty**: Choose between a normal and a hard game. Default is normal.
- **Music**: Choose to have the background music on or off during game play. The title and end music is played regardless of the option choice.
- **Display**: Choose between window or full screen. Choosing full screen only scales the play area to fit your current resolution. It <u>does not</u> change the actual resolution of your display.
- **Priority**: Choose between a normal or a high priority for the game. If you find the game lagging choose high to allow more processing time. Choosing high <u>does not </u>allow real-time for the game meaning other processes will not be stopped.
- **Effects**: Choose to show background effects, such as stars and planets. If your game is lagging turn effects off to speed it up.
- **Frequency**: Choose between the normal frequency of your monitor or to change it to 60 Hertz refresh rate to match the frames per second of the game. This will present a smoother look to the graphics.

Building Custom Levels

After choosing 'Build Custom Levels' from the main screen the level editor will appear. In it is a grid of 16 X 16 squares as well as the score display from the actual game. This is only there so that you don't accidentally create a map over top. The editor is entirely controlled from the mouse, with the right mouse allowing you to choose from the option menu and the left mouse actually creating the level.

Right clicking on the mouse will bring up the following options…

- **Set Midpoint**: Choose this and then left click on the grid to set the mid point of the map. This is the spot where the lines of the map will fade towards. Initially set to the middle of the grid.
- **Set Vectors**: Choose this and the left click on the map to create the actual vectors. As you left click blue lines will appear from the midpoint to the closest 16 X 16 intersect to where you clicked.
- **Open Map**: Choose this to create an open ended map that the player cannot go completely around.
- **Closed Map**: Choose this to create a closed map that the player can go completely around. You will see a line appear connecting the first sector to the last sector created.

- **Delete Vector**: Choose this then left click to delete the last vector set. Continue left clicking to delete more vectors. You will need to re-select 'Set Vectors' to stop deleting and start rebuilding your map.
- **Reset All**: Remove all vectors and reset the mid point back to the middle of the grid.
- **Save**: Choose this to save your map. You will be asked for a name and the map will be saved to the same folder as the game itself.
- **Load**: Choose this to load a pre-existing map for further editing. You can browse the directories outside the game folder for any map files.
- **Exit:** Choose this to return to the main menu.

Points to Remember when Creating Levels

- Try to create a map in a clockwise motion or, if it's a straight, open map, from <u>left to right </u>as much as possible. When the game generates a map from a file it reads the vectors as they were placed. This will in turn affect which way the player moves around the map. Don't worry if you find your ship going backwards to the normal way; just press the Space Bar to reverse the controls of your ship.
- Try not to place vectors directly behind or in front of one another. You won't be able to tell which vector the enemies are on. Partial over lapping is fine and can even create some interesting maps, but don't over do it.
- Try not to create vectors of more than 3 or 4 grid spaces in any direction. You can if you wish (it won't affect game play) but it just doesn't look very good.
- Try not place the mid point too close to the vectors. Give the player at least some time to destroy the enemies. Remember, you can always create the level first and then place the mid point where you believe it will look best. The lines of the vectors will automatically adjust.

Playing custom Levels

To play custom levels choose 'Load Custom Levels' from the main menu. You will be allowed to browse through your directories for map files ending in '.dat'. Once selected you will be prompted to choose which of the 16 current levels that you wish to replace. You can continue replacing all 16 levels and create a new game.

Choosing 'Reset to Original Levels' will reset all the levels in the game, removing any custom levels. You will be prompted before this actually happens.

Credits

Programming, sprites by D. Eugene Perry
http://www.blackratstudios.com/

Background Galaxies created with a script by KCLC
http://www.flyingbanjo.com/

Music by Calpomatt
http://www.calpoly.edu/~mghanson/flash/spacegrid.html

Created with Game Maker by Mark Overmars
http://www.gamemaker.nl/

Disclaimer

This game is presented as is and the responsibility for the running the game rests solely with the user.

The game is freeware: it may be distributed so long as all files remain intact and the game is not changed. This game may not be sold.