

Solar Fox

Solar Fox is an arcade video game from 1981. The game takes place in space and the player is in command of a space ship. The play area is a grid, containing some powerups that can be picked up by shooting them.

Enemy guns appear on the border of the game area and shoot in a straight line. The player continuously moves forward and must dodge enemy shots. They can also shoot to pick up powerups and intercept enemy shots.

Solar Fox is a dodge and collect game. Many clones added functionalities and speed, making it a classic arcade game.

Core rules

- The game area is split in two: a central walkable area, with a margin of 2 or 3 cells between its limit and the screen border. The rest of the game area is non walkable and contains opponents.
- The player can move around the walkable area in every direction, but cannot turn back directly.
- The player cannot stop and always moves forward. A key lets them move faster.
- The walkable area is filled with powerups that the player must shoot to win.
- Opponents appear on the borders of the walkable area and shoot.
- Shots from the opponents can be destroyed by the player's shots.
- The player's shots only have a range of two cells. Their speed is three or four times faster than that of the player.
- The player loses the game if their spaceship is hit by a shot, special bad powerups or the walkable area's borders.
- The spaceship, lasers and opponents must not move cell per cell, but smoothly.

Bonus ideas

- Opponents with different types of shots.
- Moving opponents.
- Obstacles in the game area.