Outzone

1990 Toplan

CPU:

M68000 10MHz

Z80 3.5MHz

Sound:

YM3812 3.5MHz

Video:

320x240(Resolution) 55.161545Hz

Gameplay MECHANICS:

The player starts with a blaster-like weapon, it’s automatic and shoots only one bullet, in the direction the player is facing. The player can shoot at 16 different directions and move in 8 different directions. While playing the game you’ll find items with a C written on them, this items change your weapon.

The second weapon shoots 3 bullets in a cone in front of the player, this weapon does less damage per-shot but it has the advantage of being able to kill many enemies at once. The player cannot look in other directions while wielding this weapon.

Each time you shoot, you consume your ENERGY bar, this bar is constantly decreasing, and when it’s depleted the character dies. You can recharge this bar with 2 items (see below).

There are two types of items:

Basic items:

The C item, as we explained above switches your weapon between the blaster and the triple-shot weapon.

The P item, increases the damage of your weapon, you can upgrade it 2 times, once you have maxed the damage of the weapon you will no longer get P item.

The B item, this power up lets you use your secondary key, this key lets you throw a bomb that deals damage to all enemies that are on the screen, the maximum number of bombs is 10.

The E item, this item restores the energy of the character. The character current energy can be seen at the top left corner of the screen.

Special Items:

RED: This item will give the player one extra life.

WHITE: This item will grant the player a shield, the character will be able to take one additional hit.

GREEN: The player maximum energy will be increased by 30%.

BLUE: The character speed will increase by 50%.

YELLOW: This item will give a new weapon called “SUPER BURNER”. This item is a flame thrower that has a great area of damage and deals a lot of damage to enemies.

PINK: This item will give the player a weapon called “SUPER BALL”. This weapon might be the best in the game, what it does is rotate around the player while you are pressing the shoot button, when you release it the ball will quickly be released forward.

Level 1 mechanics:

Enemies:



·Basic Unit:

This is the most basic unit in the game. This enemy, like many others that appear later has a fixed path, the “only” thing the AI does is making them shoot at the player. Some of them are spawned in a stationary position, in this case the enemy won’t move either, but it will act as a turret that tries to shoot the player. When it shoots, the projectile will travel in a straight line from the direction that is shot from. You die if you touch it.

Hit Points:

Blaster: 1 hit without any upgrades.

Triple-shot: 2 hits if not upgraded, 1 hit with any upgrade.

Special Power-ups: 1 hit with any of them.

Drops: No drops



·Commander Unit:

This is the second unit we see in this level, it will appear many times later. This enemy acts the same as the basic one.

Hit Points:

Blaster: 1 hit without any upgrades.

Triple-shot: 2 hits if not upgraded, 1 hit with any upgrade.

Special Power-ups: 1 hit with any of them.

Drops: This unit can drop any item, it commonly drops P and B. As explained in the basic items section, if your weapon is fully upgraded it won’t drop P items. The most common drop is B. It has a very small chance of dropping Special Items, it can drop any of them.



·Small\_Turret:

This is the third type of enemy we find as we progress through the first level. It acts as a basic unit, but it cannot move.

Hit Points:

Blaster: 0 upgrades 2 hit/ 1 Upgrade 2 hit /2 Upgrade 1 hit

Triple-Shot: 0 upgrades 3 hit/ 1 Upgrade 3 hit /2 Upgrade 2 hit

Specials: 1 hit with all of them.

Drops: No drops