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. 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.

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.