TOMCAT

BY: Jed Margolin   1/6/82

        The game would be a jet fighter game where the player would be called upon to defend
his airfield and the surrounding areas. The enemies would be other aircraft (fighters and maybe bombers)
and ground vehicles such as tanks (we have some good pictures from ABZ).
The players would have lives and fuel; running out of either would end the game.

CONTROLS: The ABZ control could be used to control attitude and a RUNAWAY type control could be used
to control the engine thrust.

DISPLAY: An area of the screen would display ALTITUDE, AIRSPEED, ENGINE THRUST, and FUEL REMAINING.

        Important messages (like "ENEMY AIRCRAFT APPROACHING THE PERIMETER") would be
put out letter-by-letter, like a Teletype, with an accompanying sound; it would then
flash for a few seconds. It could be accompanied by a voice output.

SCENARIO:
        You put a quarter in the game, the machine prints the message "PRESS START", you press START,
and the game starts with the sound of a jet engine coming up to speed.

        You are located at the beginning of a runway and a message is output "PREPARE FOR AUTOMATIC TAKEOFF"
The aircraft starts down the runway, picking up speed, lifts off the ground, banks left, executes
a climbing left hand turn, and returns to straight and level. (This entire sequence should take about 8 seconds or less)

        At this point the following messages will be put out:

    "PREPARE TO TAKE MANUAL CONTROL"

    "SET THRUST TO 80%"

    "MANUAL CONTROL IN 5 SECONDS"

    "FIVE, FOUR, THREE, TWO, ONE, ZERO"

The player would then have control of his aircraft.

        At the beginning of the game, the enemies would be easy, and the only way to lose a life
will be to fly into the ground. A beginner should be able to fly around and shoot things
and get shot at for a reasonable length of time.
        The player will have to discover for himself that if he lands on the runway he will get more
fuel. If he doesn't, it's ok, he just won't be able to play as long. He will be prohibited from
refueling too often by the hostile forces.

        If a player gets good enough, he will be faced with a flying saucer.
Initially it will be harmless; then it will be hostile; then it will jump through a star gate. If the
player chooses to follow the saucer he will find himself in an abbreviated space game (he will be
called back to defend the base). THE EXISTENCE OF THIS FEATURE SHOULD NOT BE PUBLICIZED.

HARDWARE: Color X-Y with Warp Speed 3-D Math.