

Star Wars: Base Scout

OVERVIEW

After evacuating Crait, the rebel alliance needs a new base! Search through the million or so star systems to find the most secure underground base. The deeper you can make it underground the better. Resources are scarce for the rebels so try to save as much as fuel as possible. Also hurry as the rebels need a new base. Environment is procedurally generated so a cave will appear the same every time you visit it. Searching for the right planetary system might be essential to the rebel alliance. Each planet will have a different gravity. When running the game, enter the numerical designation for the unknown planetary system to visit. Use the joystick in port 2. Button will thrust up. You can also thrust left or right. Make it to the right side of the cave to explore deeper.

RUNNING THE GAME

In the vice emulator, select FILE->Autostart disk/tape image

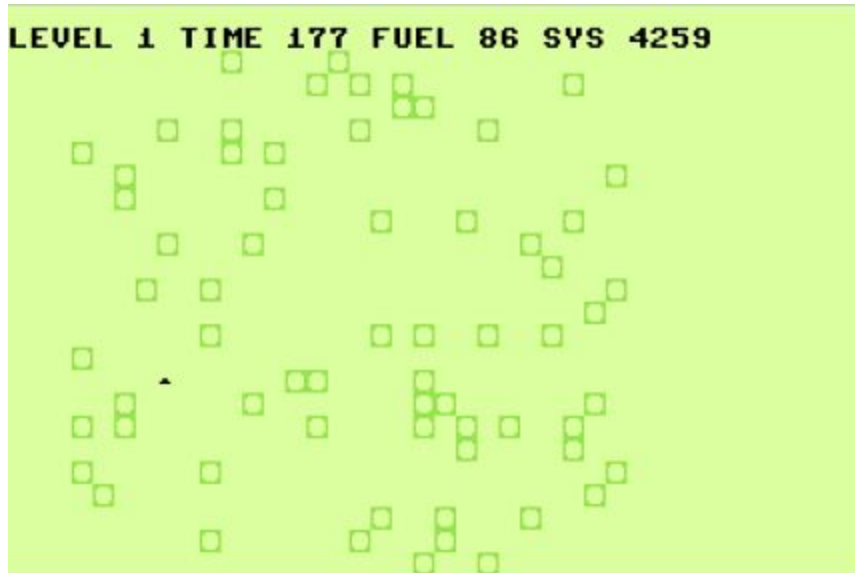
Select the file BaseScout.d64

GAME INSTRUCTIONS

At the prompt, enter a number from 1 - 1000000000 . Note entering a value of 0 will give you a totally randomly generated world. The other values will take you to a repeatable procedurally generated world. Here are some suggested worlds:

Planetary System Designation	Planet / Notes	Alien gravity constant
311	Dagobah - mossy green stones hard to see in grey fog	6.4
113	Tatooine - desert planet	5
659	Hoth - ice planet	8.5
1221	Mars - rusty	3.7
213	Titan - orange smog	1.5
3500	The Moon	0.97
3346	Psychlo	14.75
4259	Endor (you might spot some ewoks in the forest)	3.3

In joystick port 2, use the button to thrust up. Left and right will also take you in those directions. This will use up fuel. The goal is to make it to the right side of the screen so you can continue exploring more cave levels on the planet. Avoid the boulders as well as the top, bottom, and left side of the screen.



Exploring the forest moon of Endor

After game ends, the program will exit to basic. Highest level achieved along with time and fuel spent will still be displayed.

On vice hits the keys Control+Home to clear the screen. (Makes next step easier)

Type RUN to play again.

DEVELOPER'S NOTES

The game was written in 10 lines of basic for the Commodore 64. The following code can be copied here and pasted into a Vice emulator by right clicking on the vice window. (Make sure to hit return after pasting)

Listing:

```
1inputw:dll(3),h(3),v(3):pO2040,255:y=99:fOi=0to2:rEl(i):rEh(i):rEv(i):nE
2s=rN(-w):pO53281,rN(1)*15:c=rN(1)*15:fOz=16321to16382:pOz,0:nE:g=rN(1)*15
3pO646,c:?chr$(147):pO53279,0:x=20:pO16323,15:pO53269,1:pO53248,x:pO53249,y
4nu=int(rN(1)*15)+50+(le*10):fOi=0tonu:ro=int(rN(1)*24)+1:co=int(rN(1)*26)+3
5pO1024+co+ro*40,209:nE:?chr$(19):pO646,0:? "level"le"time"t"fuel"f"sys"w
6pO16320,6:fOi=0to2:if((pE(56320)aNI(i))=0)tHo=o+h(i):p=p+v(i):f=f+1:pO54296,15
7nE:data 4,-8,0,16,0,-16,8,8,0
8pO53248,x:pO53249,y:p=p+g:pO53287,0:if pE(53279)<>0theneN
9ifx<250thenx=x+(o/64):y=y+(p/64):t=t+1:pO54296,0:gO6
10le=le+1:fOi=0to150:pO54296,j:pO54296,0:j=(j+1)aN15:nE:gO3
```

Variable List:

Variable	Description
c	color of boulders
s	random seed
le	level
nu	number of boulders
ro	boulder row
co	boulder column
t	time
f	fuel used
g	gravity
w	world
i,j	general loop counter
x	sprite x position
y	sprite y position
t	time elapsed
l	Joystick direction lookup table
h	delta horizontal movement from joystick
v	delta vertical movement from joystick
o	horizontal velocity
p	vertical velocity

Traveler's Log / High Score Table

System	Notes	Level	Time	Fuel

Tatooine map of 4 levels

