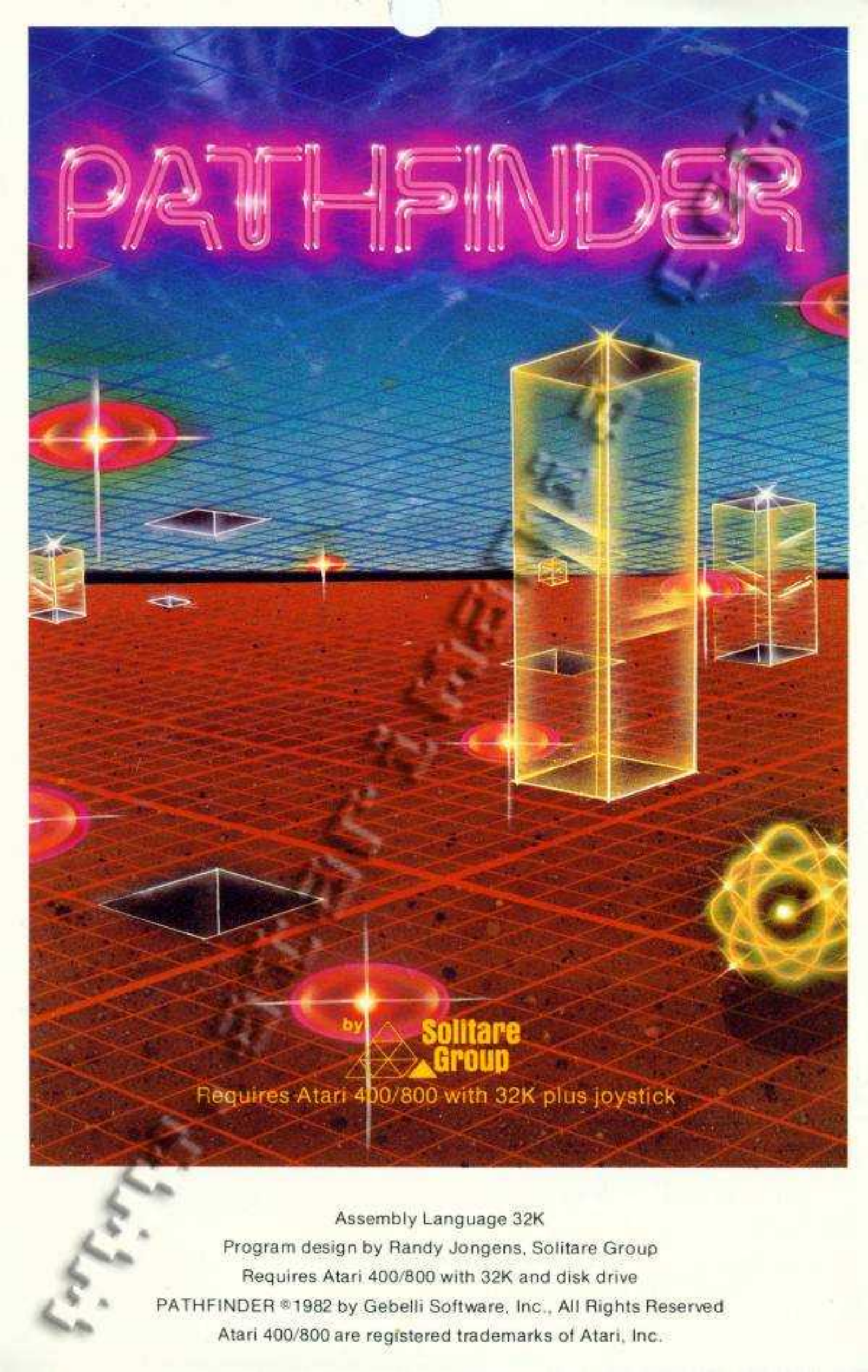


PATHFINDER

The background of the entire page is a surreal landscape. The ground is a red grid that recedes into the distance. The sky is a blue grid. Scattered across the scene are several floating yellow cubes of different sizes, some with bright light at their top corners. There are also several red circles with bright centers, some of which have white crosshairs. The overall effect is one of a digital or virtual environment.

by



**Solitaire
Group**

Requires Atari 400/800 with 32K plus joystick

Assembly Language 32K

Program design by Randy Jongens, Solitaire Group

Requires Atari 400/800 with 32K and disk drive

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PATHFINDER

Pathfinder contains a maze with radioactive waste strewn about. As "Pathfinder" you have to rid the maze of this waste. There are complications, however . . . the maze also contains radioactive entities which try to destroy you.

OBJECTS:



Pathfinder . . . uses power to move and fire weapons. The amount of power available depends upon how much nuclear waste you can absorb. With sufficient power you can destroy a Nuke. You fire plasma blasts and fire retardant pellets in 8 directions: for example, to fire to the right, move right and press the button on your JOYSTICK.



Nuke . . . uses power to protect itself from plasma blasts and to move. It absorbs power from radioactive waste and from destroying Pathfinders. Its maximum strength is set by the level of play. Nuke will pursue Pathfinder if it is strong enough. It destroys Pathfinder on contact.



Minelayer . . . uses no power and is vulnerable to plasma blasts. During play, Minelayer attempts to block Pathfinder by laying mines in the maze. If Nuke is weaker than Pathfinder, Minelayer will block Pathfinder's way to Nuke. Contact with a mine or Minelayer destroys Pathfinder.



Phantom . . . uses no power and is vulnerable to plasma blasts. Unlike other entities, Phantom traverses the maze without regard for obstacles.

ENVIRONMENT:

The Pathfinder moves in a maze which forces it to follow the pathways that are clear. As a last resort, Pathfinder can blast through walls, but only by using extra power. Other obstacles are:



Fire . . . can be extinguished by fire-retardant pellets obtained by contacting the fire station. Contact with fire is fatal to Pathfinder. In higher levels of play the fire spreads.



Fire station . . . the fire station will dispense a number of fire-retardant pellets depending upon the level of play. When all the pellets are used Pathfinder resumes the use of plasma blasts.



Mine . . . blows up upon contact with Pathfinder. Nothing else is affected by them, however. Mines may be destroyed by a plasma blast at the expense of starting a fire.



Barrier . . . may show up anywhere in the maze. They are impervious to plasma blasts.



Radioactive waste canister . . . both Nukes and Pathfinders may absorb them by direct contact.

Corridors appear in higher levels of play. They may be used to move to the other side of the maze. Use with caution, however!

LEVELS:

Each level of play is characterized by color changes, sound warnings, and possibly by changes in the maze itself. The placement of waste, fire stations, corridors, and barriers changes with the destruction of each set of Nukes.

POINTS:

There are no specific point values. The value of each entity from highest to lowest is:

Nuke
Phantom
Minelayer
Mines
Fires
Walls
everything else

LOWER DISPLAY:

The display at the bottom of the screen contains a power indicator and an indicator to show when it is safe to pursue and destroy the Nuke. There is also an indication of the number of Pathfinders remaining and the number of Nukes, Phantoms, and Minelayers opposing you. Finally, the number of Radioactive waste canisters and fire-retardant pellets remaining is indicated.