

I.N.E.R.T.I.A.

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1 The Game Story

1.1 AUTOMATIC MESSAGE FROM HUBBLE TELESCOPE (Jan 1, 2016)

ALARM: alien spacecrafts have been detected at 5.8 parsec, and they are approaching fast. Our observations confirm that they are equipped with nuclear missiles.

1.2 HOUSTON (Jan 15, 2016) - WORLD COMMITTE HEADQUARTERS



Figure 1: a fighter waiting for you in the arena

"Good morning everyone. Governments of all the World have been informed about the emergency. Mr.Rossetti has been selected as the main responsible for the I.N.E.R.T.I.A. Project, he'll now explain some technical details. OK, here's the microphone Andrea."

"Thanks Sir. In the first phase of this project we modeled a new plasma missile for our starships; we can now concentrate on second phase. I.N.E.R.T.I.A. stands for Inertial

Navigation Experience Reaction Test Inside Arena, i.e. a simulation environment to train the best space pilots of the world; they can fight each other to improve their skills and confidence with inertial effects."



Figure 2: fighters are choosing the rules

work, the world is in our hands. The first two pilots are already entering the Arena..."

2 Game Instructions

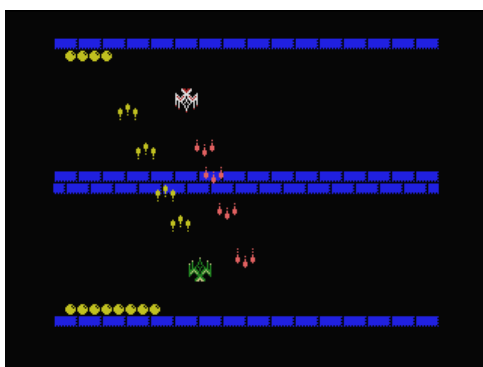


Figure 3: fighters shooting like crazy :-)

"Mr. Rossetti, do you think we have chances to win against the aliens?", asked the Defense Minister.

"If we do wrong, we won't have time to regret. Our plasma missiles can destroy any existing material, but they must hit the target! So, training will be the crucial phase of this mission. OK, 5 minutes coffee break and then all at

Game concept is simple: shoot at your enemy and kill him!, but avoid to be killed by his missiles. At startup, navigating with joysticks or keyboard, you can configure some details: dimensions, speed and energy of starships. Experiment a bit and choose your preferred options profile.

You need at least one joystick to play. Controls are

Joystick1 (upper player) and Joystick2 or cursor keys + space (lower player). At most 5 missiles per player can fly at the same

time inside the Arena; when one of them hits enemy or exits from screen, you can shoot again (experiment a bit).

How to reset the score counter: go on the **Credits / Reset score** menu options, hold down **FIRE**, hold **RIGHT** direction, release **FIRE**.

3 How to compile the source code

The building environment is pretty similar to a typical Unix gcc+makefile project, except you will use SDCC instead of gcc.

You will need to install a fairly recent version of SDCC, and some Unix utilities: **make**, **dd**, **rm**. Windows users needing them can perform a Google search for the "UnxUtils" package or the "MSYS2" Unix-like environment.

Configure your environment so that **sdcc**, **make**, **dd** and **rm** are in your **PATH** and you can invoke them from the **I.N.E.R.T.I.A.** directory. Then you will be able to run one of these commands:

- **make clean** to remove all output and intermediate files
- **make build** or **make inertia.rom** to build the ROM file

4 Last words about this project

The code is crappier than I wanted, sorry. But it's waiting for you, the MSX fan and hobbyist, to polish it if you have the time, interest and energy to do it.

Happy hacking!