Tempest 3000

NUON™
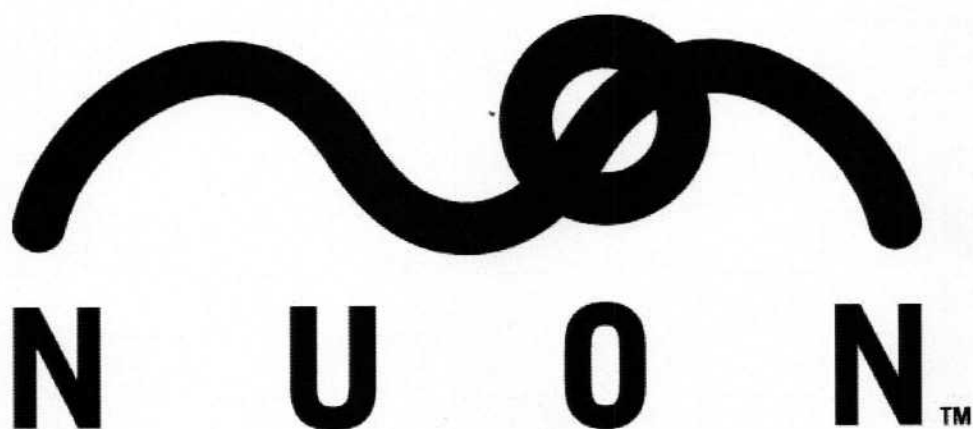
I.   HISTORY

In 1981 Dave Theurer set out to create a 3D version of *Space Invaders*. What he ultimately ended up with however, was much more. He named his creation *Tempest* and it was an instant hit at arcades everywhere.

More than 20 years later, *Tempest* was still a favorite of many video game enthusiasts worldwide. One of these enthusiasts was Jeff Minter. Unlike most other fans, Minter had also made quite a name for himself as President of Llamasoft and creator of games such as *Llamatron* and *Attack of the Mutant Camels*. While these games never garnered the success of a *Doom* or *Quake*, they did create quite a cult following of devote fans who enjoy Minter's psychedelic style.

Minter decided to create a new version of *Tempest* for the short lived *Atari Jaguar*. Instead of simply updating the sound and graphics of the original title, Minter set out to make the game his own by adding his trademark psychedelic flair. Couple that with a mind numbing techno soundtrack and you have an instant hit. .*Tempest 2000* was not only critically acclaimed, but sold well, and even prompted many to purchase a *Jaguar* just to play it.

It is now 1999, and Jeff Minter has ventured into some of the most twisted recesses of his mind, to once again re-create *Tempest*. Available exclusively for NUON, *Tempest 3000* utilizes the latest technological advances, as well as years of game design experience. Prepare to experience the wonder one more time.


Tempest 2000

Original Arcade Tempest

II. FEATURES

Tempest 3000 offers much more to the consumer than any previous incarnations of *Tempest*. Below is a list of planned features, and while not all of these features have been finalized due to gameplay balancing issues, expect to see most in the final release.

- A minimum of 128 unique webs

- All the "classic" *Tempest* enemies, as well as many new ones.

- No source artwork! -- All game graphics are created "in real time" algorithmically – a first!

- Musically reactive -- A "Virtual Light Machine" as the webs color cycle and pulse in time with game music.

- User defined music -- The user can eject the game disc and replace the music by inserting their own music CD!

- Cool 3D particle explosions -- New explosions that seem to jump right out of the screen and into the living room!

- New power ups such as Hover, Guided missiles, Rapid Fire, A.I. Droid.

- Bonus levels -- Surreal and psychedelic bonus levels to challenge even the most hard core gamers.

- Multiple difficulty levels -- *Tempest 3000* will cater to both the novice gamer as well as the expert by allowing the user to choose from Easy (A.I. Droid assists player) to Insane mode (available after completion of a yet to be determined game milestone).

- Multiplayer -- *Tempest 3000* will feature both two player simultaneous and two player alternate modes for double the fun!
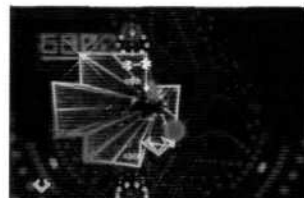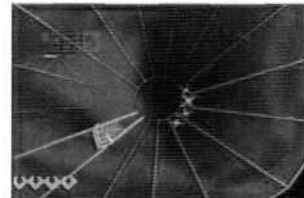
III. CHARACTERS

While *Tempest 3000* does have game characters, they are not the average characters one would expect, that is, they are not humanoid. Instead, the characters are an eclectic mix of elemental and mechanical type beings.

The game begins by pitting the user against the most benign of enemies. As the game progresses, the enemies of course become more and more difficult. This is standard fare for a video game, but just when the player thinks he has seen it all, the enemies begin to change and evolve. Each enemy will have multiple states. For example, when the player first behave exactly like spikers in "classic" *Tempest*. Later the user will encounter level-2 spikers, which will still have the look of a Spiker but with graphic changes to distinguish them, and perhaps they can build spikes that go out above the rim of the web (so the player has to use the Hover to jump over them). Level-3 might be faster more aggressive versions of level-1, and level-4 could be faster versions of level 2, etc... This ensures the same recognizable *Tempest* enemies, but they will exhibit progressively trickier behavior as the game progresses

Below is the current list of enemies, with more being added on a frequent basis.

- Flippers – The most basic of enemies. Flippers travel up the web firing at the player. Once they reach the top, they begin to "flip" end over end as they travel the rim of the web seeking out the player. Once they grab him, they pull him down the web to the bottom. Flippers will come in four varieties, each more deadly than the last.

- Spikers – This next enemy builds spikes in the columns of the webs. The player can blast the spikes, but very often the Spiker will build it up again before the end of the level. If the player has not cleared the column, he will hit the spike and die as he exits the level, and then must start over. Spikers will come in four varieties.

- Pulsars – The Pulsar looks like a bolt of lightning and that's pretty close to what it really is. This enemy travels around the web as it moves up the web. Occasionally, it will charge up and electrify the column that it is presently occupying. If the user happens to move into that column, he becomes electrocuted. Pulsars will come in a number of varieties also.

- Fuseballs – These seemingly innocuous little guys are hardly harmless. They only appear to be because they move up the web slowly and do not fire at the player. They are not just sitting ducks however, Fuseballs have an ability to hide between columns on the web, allowing them to avoid the player's fire. Once they reach the top, they find the player and destroy him. Fuseballs will come in multiple varieties.

- Flipper Tanker – The Flipper Tanker is essential a transport system for two Flippers. Once the player shoots the Flipper Tanker, it splits into two separate Flippers. Once this occurs, the two Flippers act just as normal Flippers normally would.
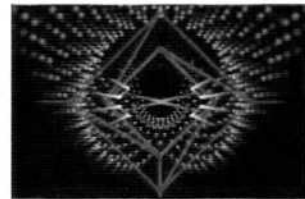
- Pulsar Tankers – The Pulsar Tanker is virtually identical to the Flipper Tanker with the exception that it transports two Pulsars instead of Flippers. Once the player shoots the Pulsar Tanker, it splits into two separate Pulsars that then behave exactly as described above.

- Fuseball Tankers – The Fuseball Tanker is once again a transport system for two normal Fuseballs. Once the player shoots the Fuseball Tanker, it splits into two separate Fuseball that then behave exactly as described above.

- Rotors – The Rotor is a new enemy type not found in any other incarnation of *Tempest*. This enemy is a tricky one indeed. When a Rotor appears on the web, it causes the web to rotate. This really heats up the action! The only way to stop the web from spinning is to destroy all the Rotors, not an easy task when the web is spinning madly around.
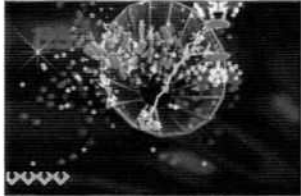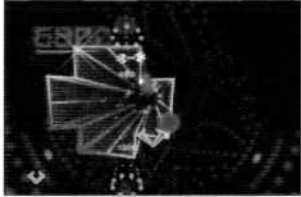
- Stealth Flippers – These Flippers are exclusive to *Tempest 3000* and they are very cool! At first glance they appear to be just like normal Flippers, but after the initial impression, the user should notice that the Flipper begins to fade out, and then fades back in to view.

IV. GAMEPLAY

In the original *Tempest*, players controlled a little yellow claw that rested on the edge of the web. This claw only had only two weapons with which to fight the endless (literally) hordes of enemies. In *Tempest 3000,* the user will have a few more weapons as well as other goodies to help them fight the bad guys.

Below is a short list of some of the gadgets that may be available (pending final game balancing) to the player during a game of *Tempest 3000.*

- Standard Blaster – This is the default weapon. In the early stages of each level, the user must make do with this rudimentary weapon. This weapon will fire in short bursts indefinitely as long as the user holds down the fire button

- Super Zapper – The player is given one Super Zapper per level (unless a Super Zapper recharge power up is seized) which allows the player to eradicate all enemies on screen very quickly by sending out bolts of lightning in rapid succession to each enemy. However, this is not a "smart bomb" that will instantly save the player from all enemies. The Super Zapper will destroy all the enemies on screen, but since it does not happen instantly, there is still a chance that the user will be shot or grabbed by an enemy that is in close proximity.

- Guided Missiles – This power up allows the user to switch between the regular Standard Blaster and Guided Missiles. If the player chooses Guided Missiles, his shots are able to cross over columns in order to reach enemies that are nearby. This is especially helpful when targeting Fuseballs. There are a couple of drawbacks to using the Guided Missiles however, they are only half as effective on the spikes left behind by the Spikers, and Fuse Balls throw their tracking off. **(Note: For clarification purposes, the Guided Missiles are blue in color, while the regular shots fired by the Standard Blaster are purple.)**

- Hover – The Hover power up is a bit different from the Jump power up found in *Tempest 2000*. The Jump power up allowed the user to constantly jump off the edge of the web to avoid enemies. Many people over utilized this ability and simply jump, jump, jumped their way to a high score. In *Tempest 3000* the user will have to be a bit more careful. The Hover is like the Jump in that it allows the user to leave the edge of the web, but that is where the similarity ends. When the user picks up a Hover power up, he is given a fuel meter. The fuel accumulates as the user plays and he may use the fuel to hover off the web. Once the fuel is depleted, he returns to the edge. The fuel will then accumulate once again. This prohibits players from jumping constantly, but also adds a new dimension to the game – flight.

- A.I. Droid – The A.I. Droid power up is an assistant that shares the enemy blasting responsibilities with the user. The Droid will fly around the edge of the web blasting enemies and often swoop down into the web and smash into enemies. As the Droid flies around the web, it leaves a trail of particles and looks similar to *Peter Pan's Tinker Bell* – an incredibly stunning effect!

Close up of
A.I. Droid
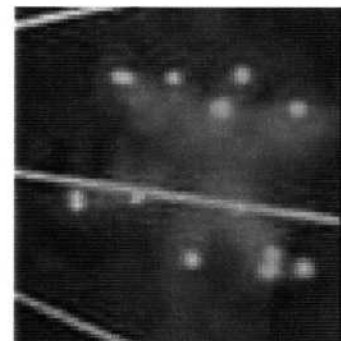
- Rapid Fire – The rapid power up allows the user to fire more shots with a shorter pause between shots. This is very helpful simply because if the user can fire more shots, he can destroy more enemies. The more of these power ups picked up, the shorter the pause becomes, to the point to where there is almost discernible pause at all.

Tempest 3000 begins as the other *Tempest* games have in the past. The user is given the choice of starting points. If the user chooses the default starting point (i.e. the very first level) he does not receive a bonus for clearing it. However, if the user chooses to start at a higher level, he not only receives a pre-determined bonus, but also receives a one up.

As mentioned earlier, *Tempest 3000* will contain at least 128 unique webs. However, this may likely increase as Minter is planning to create webs algorithmically so that the user will never encounter the same web twice! Since the game will not "end", there will be some sort of reward for those players who actually reach this stage so that there is another form of initiative other than just reaching a high score.

Every so often the user will earn the right to enter a bonus level. These bonus levels will change up the gameplay from a frenetic fire fest to more mellow test of dexterity. This not only gives the player a chance to rest a bit, but it also changes the style of graphics from an "in your face" blast-o-rama, to a surreal dream world. There will be multiple bonus levels throughout the game, and each one will have a unique look and feel to it, in order to add variety and replay value to the game. In fact, many people played *Tempest 2000* for the sole purpose of reaching the bonus levels to see what would come next!

The music and sound effects in *Tempest 2000* were unparalleled and *Tempest 3000* will not disappoint. In fact, the music was so well received, that a *Tempest 2000* Sound Track was released on CD. *Tempest 3000* will feature the same outrageous techno style music, but with all the enhancements that DVD audio has to offer over simple .mod files.

V.   TECHNICAL

Tempest 3000 features extensive use of per-pixel processing with read-modified-write techniques to yield a look that is virtually independent of the physical resolution. This allows the onscreen objects to look completely smooth despite the fact that they are being displayed at broadcast (NTSC/PAL) resolutions. These techniques, combined with the ability to position graphic elements to subpixel accuracy, produce a display that is quite unlike conventional polygonal game graphics, which still have a hard-edged look, even with higher resolutions.

LLAMASOFT

Jeff Minter started his company known as Llamasoft in 1982. Based in Wales, Llamasoft initially supported the Commodore Vic 20 by releasing a very *Defender* like game entitled *Andes Attack*. In this game, the user resuced little Llamas instead of the small humans of *Defender*. Llamasoft's signature look was that all of its games featured furry animals and psychedelic visuals, a trend Minter continues to this day.

As the years went by, Minter and Llamasoft continued to produce games for other platforms such as the Commodore 64, Atari ST and Commodore Amiga – all with furry creatures, psychedelic visuals and blistering game play. Below is a rather comprehensive list of Llamasoft's releases sorted by system.

VIC 20

- Defenda/Andes Attack
- Rat Man
- Headbanger's Heaven
- Abductor
- Traxx
- Gridrunner
- Laser Zone
- Matrix
- Metagalactic Llamas Battle at the Edge of Time
- Hell Gate
- Psychedelia - Light Synthesiser
- Viva Vic - VIC-20 games compilation

Commodore 64

- ROX-64
- Attack of the Mutant Camels

- Gridrunner

- Matrix

- Laser Zone

- Revenge of the Mutant Camels

- Hover Bovver

- Sheep In Space

- Mama Llama

- Metagalactic Llamas Battle at the Edge of Time

- Batalyx

- Ancipital

- Hell Gate

- Void Runner

- Iridis Alpha

- Return of the Mutant Camels

- Psychedelia - Light Synthesiser

- Yak's Progress - C64 games compilation

Sinclair Spectrum

- Super Deflex

- Headbanger's Heaven

- Psychedelia - Light Synthesiser

Atari 8-Bit

- Turboflex

- Gridrunner

- Attack of the Mutant Camels

- Hover Bovver

- Colourspace - Light Synthesiser

MSX

- Psychedelia - Light Synthesiser

BBC Model B

- Colourspace - Light Synthesiser

C16/Plus 4

- Void Runner
- Psychedelia

Atari ST

- Colourspace
- Trip-A-Tron
- Andes Attack
- Super Gridrunner
- Photon Storm
- Defender][
- Llamatron
- Revenge of the Mutant Camels

Commodore Amiga

- Trip-A-Tron
- Photon Storm
- Defender][
- Llamatron
- Revenge of the Mutant Camels

Atari TT030

- Rude Llamatron

- Revenge of the Mutant Camels TT Remix

Atari Falcon

- Llamazap

PC

- Llamatron

- Revenge of the Mutant Camels

Atari Jaguar

- Tempest 2000

- Virtual Light Machine

- Defender 2000