Shoot Star Game

History:

I first became aware of the "Shoot Star" game when it appeared on the cover of BYTE Vol1 #1 (that's right....the very first one!). It was written in 8080 assembler code and used a tape recorder to handle the message strings (due to the fact that the target machine only had 4K of RAM). Because I had a 6800 based machine, I had to translate, hand-assemble, and then type the hex-codes in by hand. I then sat up all night and played the game....it is truly addictive.

I have translated the original idea into a Windows 3.x game. I have tried to be as faithful to the original as I could given the fact that the original copy of Byte has since reduced to primordial atoms.

Loading The Game:

You load ShootStar just like any other Windows application. There is only one file of consequence to the running of ShootStar and that is SHOTSTAR.EXE. Place this file in a directory accessible by Windows.

For those of you who don't know how to do this....
1.   Find a window where you would like this game to live
2.   In the Program Manager...NEW...PROGRAM ITEM...OK...BROWSE
3.   Find the directory you stashed ShootStar in and hit OK
4.   Hit OK once more to finish install

If this did not install ShootStar....ask a friend.

The Game and its Rules:

The play of the game is deceptively simple.

The playing field is made of STARS and HOLES. You may only shoot at STARS (hence the name). When you shoot at a STAR the result is that neighbor STARS and HOLES are effected based on their proximity to the target (and rules known only to me). The effects is that STARS become HOLES and HOLES become STARS. The exact cosmological reasons for this are unknown. Please see D. Adam's definitive work on Life, the Universe, and Everything...it might help.

The game begins with a single STAR, burning brightly in the center of an otherwise dark universe. Your first shot is thus a given. Move the cross-hairs of the Galactic Blaster over that single STAR and CLICK LEFT. Behold, new STARS flair into existence and the center STAR flames out. This is symbolic of the big bang. From here on, your on your own! <note: the game can be won in six (6) moves>

The Win:

The goal of the game is to end up with the exact opposite of the starting position. That is a ring of STARS with a HOLE in the center. Sounds easy enough, right? Please look under the HELP / RULES for a graphical description of all this.

The Lose:

You know what they say...if its possible to win it is also possible to lose. In this case you lose if all STARS become HOLES. Should you every snuff out the universe, you lose. All life in the universe is extinguished and everyone is blaming YOU!

<u>Legal Stuff:</u>

Windows is a registered trademark (and a handy piece of work) of Microsoft.
8080 is a mind-numbing solution to the microprocessor question from Intel.
6800 is a elegant solution to the microprocessor question from Motorola.
Byte is a foundation of the art / science of programming. Please subscribe.

ShootStar is copyrighted (form TX filed) by ShoesString Systems........
 ShootStar is shareware...not freeware!
 There is a $5.00 registration and licensing fee.
 You may share ShootStar amongst all friends, debtors, aliens, and other persons with whom you
  have casual or intimate acquaintance providing;
   a. The ShootStar distribution package is complete (see READ.ME).
   b. You add nothing to the ShootStar distribution package.
   c. You are a warm and wonderful person for at least one day.

<u>Registration:</u>

I would really, really, really like it if you would register you copy of ShootStar.

First of all is makes the sweat and agony of writing Windows code a little more worth the time.

Second, it promotes free enterprise and rewards individuals who are trying to make a buck in the cold, cruel world.

Third, it will make you feel much better.

Forth (sic.) (and perhaps best) you get a real good version of the game...one that;

   Keeps track of your score based on time and number of turns!
   Lists the top ten players!
   Has truly exotic sound effects using the speaker in your PC.
   Provides NO nag message.
   Thanks you for registering every time you play.

All for a measly $5.00. What do you say? Be a real person and send off the registration form TODAY!

Registration Form

YES! I want to be a responsible Shareware user and I want to register my copy of ShootStar.

Name:_____

Address:_____

_____

City:_____ State:_____ ZIP:_____

I have enclosed $5.00 in check / money order for a registered copy of ShootStar.
My check is made payable to Jan Allbright.
I want this magnificent piece of software on;

     Big Disk____ (5")   Small Disk____(3")

I fully understand that it will take a couple of weeks for the FIRST CLASS MAIL to move this back to me.

I heard about / got my shareware copy from:

_____

Thank you for registering.....share and enjoy...

Progress Through Indian Unity
Yaateeh

Mail to:

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