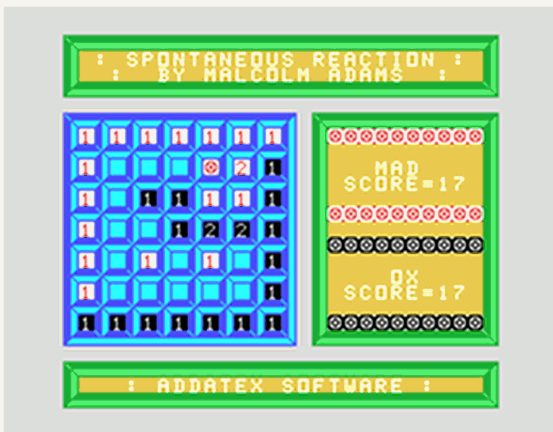
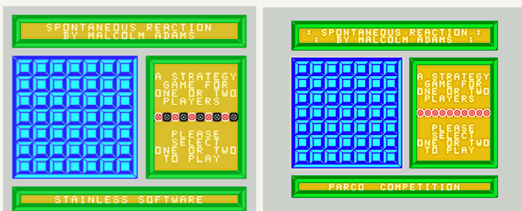

 * SPONTANEOUS REACTION Malcolm Adams *

TI BASIC
 or EXTENDED BASIC
 Speech Synth option
 Joystick option

An addictive and exciting modern strategy game. A battle of logical concentration between you and your opponent, with the final aim being to take complete possession of the playing area. You may think that you have complete control of the board, but the game can be completely reversed on the last move of the game!

Written in console Basic, the game will also run in Extended Basic (faster response). Keyboard or Joysticks can be selected and a colour or b/w TV can be used. The game is for one or two players, and an option to use speech (with Speech Editor or Extended Basic) is incorporated.



RULES

The game is played on a 7 x 7 rectangular board. Half of the outer edges occupied by one player, the other half being occupied by the opponent. The board must be completely covered by one players' pieces before the game is won. A changing colour bar will randomly choose who moves first.

Each of the squares of the board has a reaction number associated with it. This number is derived from the number of adjacent squares touching it. For example, the corner squares have a reaction value of 2, the sides a value of 3, and all the inner squares a value of 4. The player to go moves by moving his colour-coded cursor around the board, when in position another piece is added to the board. A new piece can be added only to an empty square or to a square already occupied by the moving player. The number of pieces on each square is indicated by the number shown. When a square has reached its reactive value, all of its pieces are shifted onto its adjacent squares and therefore adding the value of the adjacent squares and also capturing them if they belong to the opponent.

The square that has 'reacted' now has a value of '0' but retains the players' possession. The adjacent squares may now be at 'reaction' point, so these will react and a spontaneous chain reaction may be set up.

MOVING THE CURSOR

Joysticks - Player 1 uses joystick 1. Player 2 uses joystick 2. Eight directions are active, and when in position press the fire button.

Keyboard (split) - Player 1 uses the usual eight direction keys on the left side of board (E X S D W R Z C) and presses 'Q' when in position. Player 2 uses equivalent keys on right hand side (I M J K U O N ,) and presses Y when in position.

Listing for program published in Parco Magazine V1 N3
 Documentation published in Parco Magazine V1 N4
 1985.

The game is in the TI99/4A GAMEBASE and also on tigameshelf.net/tibasic.htm