

## **Voyager**

Voyager is a game of exploration and acquisition. The basic concept is to explore the provided world, gather resources, build structures and earn wealth – and most of all Survive!

### **System requirements**

Voyager requires a 48K Atari computer, disk drive, a joystick plugged into port 1, a colour monitor and extra blank disks for game saves (optional).

## Meet Flat-Head Jack.

Rumour has it that Jack is the illegitimate son of one of the G.U.E. Kings sent off to make his own way in the world. But let's not dwell on that – the G.U.E. was long ago and far away. Since Jack lacks a trust fund, social safety net, giant government bureaucracy, or anyone else to hold his hand, he is forced to pay his own way as he explores the world. Food, building materials and companions do not come cheaply, and Jack must spend his time ensuring that he has enough resources to see him through each day. Jack wouldn't have it any other way of course!

Jack's ambition is to explore the entire Land of Tetragonia – and live to tell of it. Getting rich in the process would be nice as well. (Jack's quite easy to please you see) In order to accomplish all of this, Jack will need a crew of like-minded companions, plenty of food, building materials and more than a little spare cash.

Jack will spend the next three months (90 days) travelling Tetragonia, hunting, gathering crops, establishing farms, mines, and the occasional fort, trying really hard to be nice to the natives and all too often shivering in the dark every time the campfire reveals a pair of glowing eyes.

At the start his adventure, all Jack has going for him are a few friends, some food and cash and a single fort. He is the Voyager!

## The World

The world of Tetragonia consists of 240 separate locations called tiles. Each of these locations is built on a grid of 32 by 16 characters and can contain forests, mountains or plains. Each tile can also contain one of several structures – Fort, Mine, Farm, Village and Ruin. In some cases, the environments in the tiles are destructible – for example; trees can be cut down and grain can be harvested. Keep in mind that this process, known in the game as reaping, make permanent changes to the environment - so manage your resources carefully!



## The Screen

The computer screen is divided into 4 main sections. The first is a map in the top left hand corner. Although initially the map will be blank, as you explore, more and more of it will be revealed.

Next to the map is the status area – the status area will show you the number of (game) days you have been exploring, how much wealth you have amassed, how many crew you currently direct as well as totals for Iron Wood and Food.

Below the status area is where the game tiles are drawn. This area is 32 x 16 characters in size and will contain all active elements of the game play.

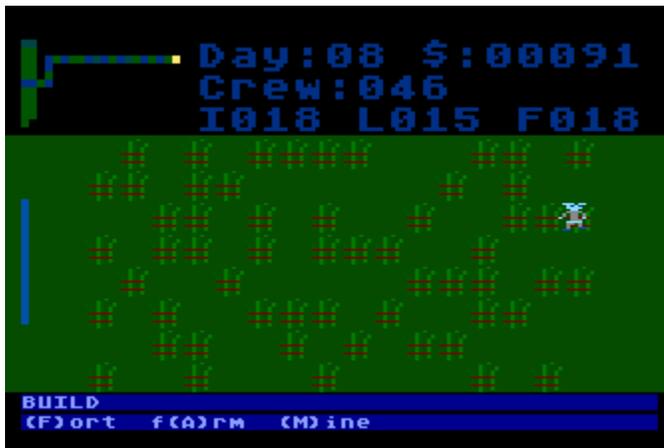
At the bottom of the screen is the menu bars. The top bar displays the name of the current menu, and space for dialog messages with the game. Under this are the menu choices themselves. Use the bracketed letter to make a menu choice.

### Interaction with the game

Use joystick 1 to move your character around the tile or play area. When you reach the edge of a tile you will be moved to the beginning of the next one. You cannot move beyond any of the edges of the maps. Menu options may be selected at any time by pressing the bracketed letter of the menu function – for example “R” to (R)eap. When you attempt to build a structure or set up a trade agreement, the resources necessary to do so will be deducted from your totals. If you do not have sufficient resources, you will not be able to complete the action (no credit terms!).

### Saving and Loading games

Because a typical game of Voyager may take several hours, the game allows you to save your current progress. Choose (S)ave from the (O)ther menu to save the game or (L)oad to reload one. Please note that only one game save may be kept on a single diskette. (Although multiple saves can be stored on multiple diskettes)



## Game Play



### Reaping

As you explore you can harvest or reap some of the resources which populate your world. Trees can be cut down to increase your lumber supply, and wild grain can be similarly collected in order to increase your food supply. These resources are non-renewable and once used, will not grow back. It is highly recommended that you use them as a stop-gap measure to establish more long term supply solutions such as farms and trade agreements.

### Hunting

Forest and plains have a limited amount of wild game available for you to hunt. When in hunting mode, you move more slowly, but can increase your food supply. When the game in a particular tile is exhausted, it will not be replaced.



## War

When you are on a tile that contains a village, you have the option to declare war. War will have the following results:

- 1) Any trade agreements with the village will be cancelled
- 2) You run the (very real) risk of losing some of your crew in the fighting
- 3) The population of the village will be reduced – if it reaches zero, the village will become a ruin
- 4) You will receive an amount of plundered food and wood taken from the villagers
- 5) If any villagers remain they will become hostile and attack you the next time you visit the tile. Hostile villages will also count against you during the daily status update.

Declaring war is a last ditch measure, recommended only if you are desperate for more resources.



## Mining

When on a mountainous tile, you can opt to create a mine. Mines have the following effects:

- 1) They require xxx Iron, xxx Wood resources
- 2) You will have to leave 2 of your crew behind to manage and work the mine
- 3) At the end of each day (Midnight) your day's Iron production will be added to your totals
- 4) Production can be affected by mine

collapse events

## Trade

When you visit a tile that contains a village, you will have the option to open a trade agreement. Assuming the villagers are not in a hostile mood (see War) you can open a trade mission with the following conditions:

- 1) You will have to spend xxx Wood and xxx Food resource units
- 2) You will have to assign 2 of your crew to act as envoys and trade liaisons
- 3) At the end of each day (Midnight) your day's trading will be added to your totals

## Farming

An unoccupied plain or forest tile can be converted to a farm using the following steps

- 1) You will have to use xxx Iron and xxx Wood and xxx Food resources to create the farm
- 2) You will have to assign 2 of your crew to become farm workers
- 3) If you place the farm on a plains tile, it will produce food
- 4) If you place the farm on a forest tile, it will produce lumber
- 5) At the end of each day (at Midnight) your day's harvest will be added to your totals

## Forts

A fort is structure that attracts new crew members and acts as a safe harbour to your exploration efforts. It is possible to create a new secondary fort, but would must keep the following items in mind:

- 1) A fort requires, xxx Food, xxx Iron, xxx Wood to build
- 2) Each fort consumes xxx units of food each day – if you run out of food, your crew will start to starve and die.

## Ruins

As you explore your world, you may come across the occasional ruin. Ruins often contain valuable items such as wealth, iron or lumber.

## Day / Night Cycle

The game environment experiences a Day/Night that lasts approximately 3 minutes of real time. At dusk, the landscape starts to darken, and brightens up again at dawn. Game play is identical for both day and night except for the occasional night-time predator attack (see below). Each day ends at dusk when the production screen is shown. Please refer to the timer bar at the left of the screen to estimate how much time is left in the day.

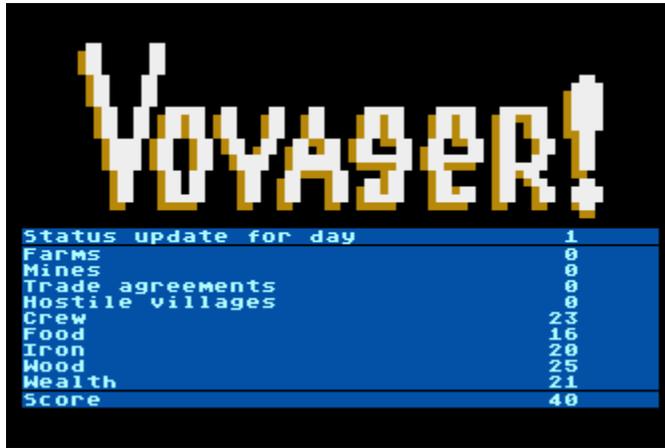


## Predator Attacks

Night time is a very dangerous time. If you are not on a tile that contains a fort, you run the risk of being attacked by wild animals and losing some or even all of your crew. Once a predator starts to pursue you, there is only a very short amount of time to escape the tile. The best strategy is to build multiple forts and return the nearest when evening falls!

## Daily Status

At the end of each day, a status page will be displayed showing the current results of your exploration and development. At this time, the day's production from each of your farms, mines and trade



Status update for day 1	
Farms	0
Mines	0
Trade agreements	0
Hostile villages	0
Crew	23
Food	16
Iron	20
Wood	25
Wealth	21
Score	40

agreements will be tallied. Additionally, any calamities suffered that day (such as famine, mine collapse, plague, pestilence, storms and marauder attacks), will also be calculated and displayed.

To continue after the status display, press START.

## Winning

Survival is success. At the end of 90 days, you will have either established a working productive economy or you'll be dead. Any extra wealth you might have at that point is simply icing on the cake.



## Losing

When your last crew member drops dead, or is eaten, assimilated or posted to a trade mission, the game is over.

## Development Notes

Voyager was written using the QUICK programming language and is designed to run on a 48K Atari with a single disk drive. Although the game had been in design for several months, actual coding started at the beginning of May 2014 and lasted (so far) almost 6 weeks.

The development environment consists of a Windows 7 machine running the Altirra Atari emulator (thanks Avery!). Editing is done in Notepad, and several batch files and windows script files create an ATR ready for compiling. I keep a backup of each set of source files each time they are compiled, currently I'm at compile #1230.

The source code runs about 3000 lines and the actual executable code is approximately 20K in length. To save memory, several datasets are loaded from disk during the initial execution.

CHAR.DAT contains the character data

TITLE.DAT is the title page graphic

DLIST.DAT is the display lists

APM.DAT is the graphics for the animated player

Game save data (VOYGR.SAV) consists of a copy of the variable table, the playfield data and Player/Missile data.

I employed several custom macros in Excel to create an editor for both the title page and the animated player/missile graphics.

Many thanks to AtariAge's "RealBountyBob" for his help testing the game!