Welcome to Mac Bzone!!!

History

Mac Bzone is a version of bzone derived from the Fortran sources written by Justin S. Revenaugh.   This version also contains many of the improvements found in the cbzone program written by Todd W Mummert.

Hardware Requirements

The Mac Bzone program requires the following: A 68020 with an FPU (or higher) and system 6.0.7 or higher.   It will run on Mac IIs and SEs with accelerator cards.   The game does make use of the 64 point Helivetica font which may not be available on most systems.   The use of TrueType is suggested for best text display.   Mac Bzone will make use of color if available.   A color display/machine is not required.   Note that the program runs best in 1bit and 4bit modes.

Game Objective

In Mac Bzone you drive a tank through a playing field filled with indestructable blocks and enemy tanks,   missiles and landers.   The object is simple: kill all the enemy tanks (a hopeless task as there are an infinite number of them), missles, and helicopters and shoot the landers for extra points.   Enemy tanks come in two varieties, plain and super with the proportion of each changing in relation with the score.

Scoring

Enemy tank: 3,000
Super tank: 5,000
 Missile: 5,000
Helicopter: 5,000
Lander: 10,000
A free tank is awarded every 100,000 points.

The Controls

The playing field looks somewhat like this:

ontrol of the your tank is primarily through the mouse, although some keyboard commands are accepted.   The mouse button will fire a salvo; the 'S' key will switch between low/high mouse sensitivity (sensitivity determines how sensitive the joystick is to pointer motion).   The 'P' key will pause the current game and the spacebar will resume the game.   The 'Q' key will abort the current game.   Directional control of the tank is by moving the mouse to different portions of the screen.   The joystick in the lower right hand of the screen will correspond to your tanks current movement and rotation.   Occasionally the program may conflict with screen saver special corners. Generally the conflict manifests itself as a reappearance of the cursor (possibly scrambled) during games play.   The user may enable/disable the sound via a menu toggle.   The user may also clear the high score file via a menu option.   The game can be reconfigured as to the number of simultaneous objects via a menu selection. Scores are only eligible for the high score list if they are played with the default game options.

Shareware

This program is being released as shareware.   The program has a serial number system in it which limits non-registered copies to 20 salvos per game.   Registering the copy removes this limit.   If you send me $10US to the address below, I will send you a serial number.   Please feel free to pass the unregistered version of the program about freely.

To obtain a serial number send $10US to:
Randy Frank
1936 Northridge Dr
Coralville, IA 52241

Please include your name, USmail address, and Email address (where applicable).