

HEART CHASER 3!

by Sakis Kaffesakis 2020

Loading instructions:

If you use tape, go to tape mode by typing < ltape > (the first letter l can be typed using shift and the key just right of the letter p)

Type < run"chaser3.bas" >

You can visit <https://amstradsakis.blogspot.com/p/how-to-play.html> for detailed instructions (photos/videos).

This game is based on HEART CHASER 1

(<https://amstradsakis.blogspot.com/2020/04/heart-chaser.html>)

and HEART CHASER 2

(<https://amstradsakis.blogspot.com/2020/05/heart-chaser-2.html>),

but with more features and advanced levels.

Keys used can be chosen from the menu option (Joystick, AWSD keys, QAOP keys). Do not use capital keys. If you have a non English keyboard, keep in mind that you may have problem with <w>, so you can try another option.

In this game, you have to collect the hearts, but without getting caught by the angry enemies.

You have to collect 6 hearts for each level.

There are 10 levels, but the enemy gets a bit smarter in every level! (But not so smart if there is a wall between you and him, so sometimes you can try to make them come out).

You have only 10 lives! (But there is a secret way in the menu to get 99 lives!)

In the last level only (level 10), you may activate the <save yourself button>. This can be done by pressing <Y> or any of the fire keys in the joystick.

This can be helpful if you have only 1 life and you are closely surrounded by the enemies. If you do that, you will not die, and you will start from the previous level with 3 lives more, so you have another chance to complete the game, without starting from the beginning.

Other instructions:

The sad enemy in all stages cannot move on the bottom line (if this line is a part of the stage). Moving there can sometimes be helpful, but be careful not to be surrounded by both enemies.

To complete this game, you need luck, reflexes, and tactics.

In order to be tactical, that is needed most in the last stages, you have to understand how the enemies are moving.

The enemies, at first levels, have some chance of making a random move. This possibility decreases as we move to higher levels. The top of their intelligence is

reached at level 7 (and is the same until level 10), where the sad enemy never makes a random move, and the smiled enemy rarely makes a random move.

But: when you go round of a wall, there is a possibility of them being confused. So, if they have come very close to you, try move round of walls in order to get some distance, if you are lucky. The same happens with the sad enemy if you move at the bottom line (it is a <wall> for him).

In level 9, the sad enemy only, has an additional skill. He can move through the green walls, but cannot move through the yellow walls. When he moves through the wall **he makes it invisible, but you, and the smiled enemy, still cannot move there.** But you have **to remember where the wall was,** as you may get stuck.

In level 10, both enemies have this additional skill. In this stage, it is critical to remember where the green walls were, that's why the arrows try to help you, by pointing the lines and columns that include green walls.

Generally, in last levels you have to try to make the enemies move where you want, and make them get stuck behind a wall, so that you collect the hearts.

Try to be patient and prefer to make a big circle in order to get an advantage than going straight away. **10 lives are not a lot!**

In last levels, if you want to make the enemy move quickly towards you, it is better to be at the same line or column with him. Then, he comes directly to you, if there is no wall between you and him.

If someone wants to edit the number of lives or the number of hearts needed to complete a level, you can change <LIVES> in line 20 (edit 20) and put the number of lives you want, and change <SCORE> (6) in line 622 (edit 622) and put the number you want.

Have fun!

Runs better in Winape emulator (Winape 2.0 beta 2)

Hope you enjoy! Many thx for your interest!

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Your comments are welcomed at

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