



General

PERSECUTORS! has been programmed in JavaScript/Dynamic Hypertext Markup Language and is for this reason played in your web browser. Optimally, you should use the Microsoft Internet Explorer version 4.0 or later at a resolution of 800×600, because the game has been tested under these conditions. To start the game, just double-click on the file *persecutors.htm* and PERSECUTORS! will be opened in your browser. Then select *NEW GAME* in order to play, or *EXIT GAME* for leaving PERSECUTORS!

Goal of the game

By clicking with your mouse, you are navigating a figure through 25 levels, where you are being confronted with Persecutors, persecuting you the whole time in order to destroy you. In level 1 there are only 2 Persecutors chasing you at lowest speed, and in level 25 you will face 10 Persecutors moving at highest speed over the field. While trying to escape the Persecutors, you also have to collect objects increasing your score, because the final goal of the game is getting a high-score.

The field

On the 400×400-pixels-sized field your figure – a yellow dot – is at the beginning situated in upper left corner. In the opposite corner, the Persecutors – the green dots – are already awaiting you. In the field's middle the objects that will bring you points are scattered over.

The status display

In the status display on the right of the screen you will find the following information:

1. Your SCORE
2. Your ENERGY displayed as a bar
3. The current LEVEL
4. The number of MOVES you have made in the current level

Furthermore, there is the button *QUIT GAME*, allowing you at each time to quit the current game.

Moves

You make a move by clicking in the field. At this you have the following possibilities explained below:

- Moving
- Collecting points
- Taking a rest
- Shooting a Persecutor
- Leave the level

Moving

When clicking in an empty area of the field, your figure is moving there. There is no limit of speed. Though, when moving you will lose energy growing quadratically with the distance. Just moving 20 pixels will only cost 0.04 % of your energy. A distance of 100 pixels will decrease the energy by 1 %, and when jumping from one corner to the opposite, 28.8 % of your essential energy resources will be lost. On the other hand, continuous creeping is also useless, because the Persecutors are chasing you all the time.

Collecting points

When clicking on one of the objects in the middle of the field, you – of course under loss of energy – will move there, and collect it, increasing your score as follows:

- blue square: 100 points
- green triangle: 200 points
- red circle: 500 points

Taking a rest

When clicking on your figure, it will stay at its position for this move. By taking this rest, you are able to gather strength – you will get back 10 % of your lost energy. Though, to be allowed to take a rest, you will have to move at least once in the current level.

Shooting a Persecutor

When clicking on a Persecutor, you have the possibility of shooting it, meaning that it disappears from the field and has no more chance of harassing you. Unfortunately, this is expensive – for each shoot your score will be decreased by 1,000 points. And your score may not be negative, meaning that you need at least 1,000 points to be able to shoot a Persecutor. Furthermore, to be allowed to shoot, you will have to move at least once in the current level. The level of your energy is not effected on such a move.

Leave the level

When clicking in the right corner at the bottom of the field, you always have the possibility of moving there in order to leave the current level. After that, you will get a bonus depending on the number of moves you made: the earlier you leave a level, the higher the bonus. On the other hand, when leaving a level early, you won't have any chance of collecting the objects also bringing you points.

The Persecutors

After each move you have made, the Persecutors are moving straight to you at the speed announced at the beginning of each level. There are the following speeds:

- lowest: 10 – 30 pixels
- low: 30 – 50 pixels
- average: 50 – 70 pixels
- high: 70 – 90 pixels
- highest: 90 – 110 pixels

End of the game

The game will end at one of the following four events:

- You have been caught by a persecutor
- You ran out of energy
- You made it through all of the 25 levels
- You quit the game

After the game is over, you may choose between *NEW GAME* and *EXIT GAME*. You are also able to view statistics of the last game, what may be useful in your next game. The statistics contain the following figures:

- Final score
- Distance covered in pixels
- average pixels per step
- total of moves and how much of them you have moved, rest and shot in per cent
- Move efficiency in points per move
- Score rating
- Distance/energy rating
- Move/score rating
- Final result

The ratings reach from very bad and band over average to good and very good.