Coleco ADAM ELITE Addendum

This is a port of the excellent version of ELITE programmed for the MSX 1 line of computers by Rob Nicholson for Mr. Micro Ltd.

Requirements

1. SGM or ADAM Sound board for sound.
2. Minimum 64K ADAM RAM expansion.

ELITE has a fairly large memory requirement for its time. The MSX version uses around 62K of the available 64K. Because of this and the need to be able to support both keyboard and file access on the Coleco ADAM the 64K RAM expansion was required.

Emulation

Only a Colecovision emulator that can emulate both the Coleco ADAM and expanded memory will be able to load this game. Also, in order to hear any sound effects or music SGM emulation would be required. AdamEm can load the game but there is no sound because of the lack of SGM emulation.

Loading the Game

The DSK image provided is self-booting. At the ELITE Title screen simply press any key to continue the loading process. Once the game has loaded you can remove the Game disk.

NOTE: You should never save your progress to the Game disk. Saving any files on the Games disk will destroy it.

Loading and Saving Progress

Before loading ELITE, you should create a Save disk. Progress should only be saved to a prepared Save disk. The Save disk should be created as a 1 block directory disk with a volume name.

Loading and Saving progress will always be accomplished using the drive number of the boot device. For example, if you booted the game from Disk Drive 1 you will put your Save disk in Disk Drive 1.

When docked at the Space Station you can press the "[" (left bracket) key to access file options in ELITE.

Loading a Saved Game

1. Press the number 1 key to Load a Commander.
2. Type the name of the Commander to load and hit RETURN.
3. Press the number 5 key to exit the file functions menu.

Saving a Game

1. Press the number 2 key to Save Commander.
2. Type the name of the Commander you want to save and press RETURN.
   (You can use different Commander names to save progress at different points in time for the same game.)
3. You will be prompted to insert your save disk and press a key.
4. Press a key to save the file.

   (You can update a previous save file with current progress by using the same Commander's name.)

Catalog

Pressing the number 3 key will display a list of the files on your save disk on the screen.

In-Flight Controls

ELITE gives the option of keyboard (A,X,S, <Comma>, <Period>) and joystick (Fire, Down, Up, Left Right) for in-flight maneuvering/fire controls. In normal mode, the key control on the Coleco ADAM version can be somewhat sluggish. (I've tried multiple variations of keyboard input but have not found a better solution yet. I think it has to do with the amount of time required for the ADAM to return a keypress over ADAMNet in combination with the keyboard recentering routine in the game). Shutting off keyboard recentering seems to improve keyboard responsiveness but changes the way the ship handles. The joystick responsiveness is perfect and the recommended input method.

ELITE Rating

Nr.	Rating	Score	Which is
0.	Harmless	0	Start
1.	Mostly Harmless	2,000	~27 kills
2.	Poor	4,000	~55 kills
3.	Average	8,192	2^13, ~113 kills
4.	Above Average	16,384	2 x Average, ~227 kills
5.	Competent	32,768	2 x Above Average, ~453 kills
6.	Dangerous	131,072	4 x Competent, ~1,814 kills
7.	Deadly	655,360	2^16 x 10, ~9,096 kills
8.	Elite	1,638,400	2.5 x Deadly, ~22,673 kills

Ships

Name	Bounty	Points	ECM	Max Speed
Adder	12	100		?
Anaconda	?	60		?
Asp Mk II	12	110		?
Boa Class Cruiser	15	30		?
Cobra MK I	?	60	YES	10
Cobra MK III	5	80	YES	12
Constrictor	400	5000	YES	?
Gecko	5	90		?
Krait	10	90		?
Mamba	15	60		?
Moray Star Boat	7	90		?
Orbit Shuttle	0	3		2.5
Python	?	40		7
Sidewinder	5	80		?
Thargoid	15	150	YES	?
Thargon	1	20		7
Transporter	0	50		12
Viper	0	50		?
Wolf MK II	15	150	YES	?
Asteroid	0	0.5		11
Space Station	?	?	YES	0

Equipment

Item	Cost	Tech Level	Trigger Key
Pulse Laser	400.0	3	A or Fire
Beam Laser	1000.0	4	A or Fire
Mining Laser	800.0	10	A or Fire
Military Laser	6000.0	10	A or Fire
Missile	30.0	1	T to lock, then M to fire
Large Cargo Bay	400.0	1	
Fuel Scoop	525.0	5	
Docking Computer	1500.0	9	C
ECM System	600.0	2	E
Escape Capsule	1000.0	6	ESC
Extra Energy Unit	1500.0	8	
Galactic Hyperdrive	1500.0	10	G
Cloaking Device	Not for sale		Y
ECM Jammer	Not for sale		L

Missions

Coleco ADAM Elite has five missions. According to Ian Bell's Elite FAQ they are triggered when the player reaches a specific number of points.

1. Constrictor

   Triggered at 175,455 points

   Payment: 400 c bounty, plus 10000 c from the navy

A navy ship prototype has been stolen. You are to find and destroy it. First you must follow directions given to you after landing at each station you visit. This goes on for some time, after which the instruction will read: "There is a mean and vicious ship out here." After you take off, you will be attacked by a Constrictor, the prototype ship in question. Destroy it using your lasers.

2. Thargoid documents

   Triggered at 249,745 points

   Payment: Naval energy unit

The navy has obtained blue prints of a Thargoid battle ship. You are to transport these documents to a navy base. You will be told that you won't be bothered by Thargoids, but you will.

3. Supernova

   Triggered at 407,507 points

   Prerequisites: galactic hyperdrive

   Payment: 50kg gems

The sun of the system where you happen to be will go supernova. You are to help evacuating the people, which you can only do using a galactic hyper drive.

4. Cougar

Triggered at 556,461 points

Payment: Cloaking device, as well as 500 c bounty

This is more like a special event than a mission. After emerging from hyper space you will be attacked by a Cougar. The Cougar is equipped with a cloaking device which makes it invisible to your eyes as well as your radar. After destroying it pick up the cargo canister it leaves behind. It will contain the cloaking device.

5. Thargoid invasion

Triggered at 677,864 points

Payment: ECM jammer

A system has been invaded by Thargoids. They are using a space station as their base. Fight your way through the Thargoid fleet and destroy the station. Dock somewhere else to collect your payment

ELITE Save File Format

The ELITE Save File is 139 bytes long. Following are some of variables stored that I have noticed. Flags have a value of 00h or 01h:

BYTE	DESCRIPTION
0-0A	Commander Name
0B	
0C-0D	seed s0 for system 0, galaxy 0
0E-0F	seed s1 for system 0, galaxy 0
10-11	seed s2 for system 0, galaxy 0
12	
13	
14-17	CASH
18	
19	
1A	
1F	
20	Fuel Level
21	# of Missiles
22	Large Cargo Bay flag
23	ECM System flag
24	Pulse Laser 80h = none, 88h = Front, 84h=Rear, 82h=left, 81h=Right eg. 8Fh = Pulse FRLR
25	Beam Laser (same format as Pulse)

26	Fuel Scoop flag
27	Escape Capsule flag
28	Energy Bomb flag
29	Energy Unit flag
2A	Docking Computer flag
2B	Galactic Hyperdrive flag
2C	Mining Laser (same format as Pulse)
2D	Military Laser (same format as Pulse)
2E	ECM Jammer flag
2F	Cloaking Device flag
30	Documents flag
31-	Cargo (3 bytes each item)