**ISTRADARION**

**STORY OF THE GAME**

Istradarion... the lost colony of the Andraxian Empire has been discovered by none other than the people of planet earth, 53.000 years after it was abandoned. The unique makeup of its alien crystals can make the impossible happen and nay propel Earth thousands of years into the future or bring its very doom within days if they somehow end up in the wrong hands. The strange Artificial Intelligence of the abandoned colony senses no traces of its former masters and as it draws its final breaths, detects and teleports four people of completely different convictions within the heart of the alien complex. Its unique for this planet machines can heal any wound and restore then to life time and time again should their bodies cease to function... at least until the final traces of their fading resources are depleted. All four are creative people, good people, but that won’t do. They'll have to fight for their ideals and use the colony's resources effectively, otherwise the Andraxian foes whose approach the

AI senses will seize planet Earth for themselves.

'I have little tine, future rulers of Earth. I changed you so that you nay freely fight each other. Death cannot touch you until I end myself, but stay no more than needed for you will surely perish as I collapse into myself and eradicate all traces of my existence. Live and save your race, for my Andraxian creators are beyond the reach of your star system and nay no longer protect this biosphere. Thrive and triumph. It is within your potential. Other humans approach, too ill-natured and too heavily flawed to be trusted. Haste is advised, for I shall destroy myself before they enter this area.'

The four heard the voice in their head. Some of then were uncertain of whether they were dreaming or not, but this thought quickly faded. Whatever this being talking to then was it gave then the means to destroy all after all of earth so as to gather strange crystals that could shape the destiny of humanity. There was no longer a shadow of a doubt in their heart. They knew exactly what had to

be done...

**ABOUT THIS GAME**

Oh... Amstrad CPC. This beautiful 8-bit wonder was the first hone computer I got at the age of 10 and it opened my mind to countless worlds of creativity, imagination and expression. The system’s Loconotive basic nay not be the most powerful programming language available in the system, it was however my first contact with software design tool of any kind. I went ahead and coded this game mostly cut of curiosity to see how far I night be able to push through basic's limitations and create a decently playable gameplay experience for 4 players. Unfortunately, basic's interpreter made the speed of the program far too slow to be worth more than a look. This did not nark the end of the game though since I was lucky enough to discover a powerful compiler available on-line, the Amstrad CPC basic compiler. With a bit of effort. I managed to pack as much content as the memory of the machine and the limitations of the programming tools I challenged myself to use allowed ne and Istradarion version 1.0 came to life. It was a good month for coming in contact again with my childhood's first computer machine (the game was created between the 11th of July of 2020 and the 10th of August of 2020) and I hope my game gives you as

much fun as it can for as long as possible!

**ABOUT ME**

My name is Konstantinos Katsoris. I am a resident of Greece at the time of writing this text and have been so for all of my life up to this point. Though I do have experience in making computer games, and have created quite a few since childhood, I always considered my doing so a hobby and never chose or dared to publish any of my works. Nell, the CPC was my first computer and it seems almost natural for it to be also chosen as my initial target in which to make available on the internet Istradarion as the first most game I share through the web with others who loved and nay still love this extraordinary machine!

My email for anyone who wishes to contact ne{ just to say hi or to share their views about the game is KonstantinosKatsoris@yahoo.con