

MILLIONAIRE

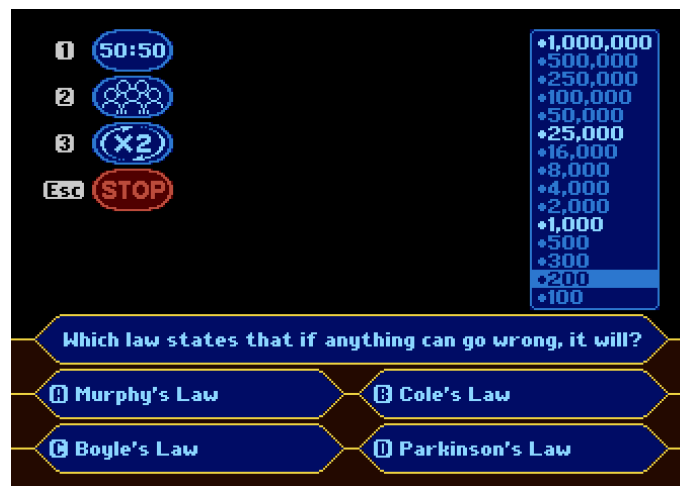
A game entry by MPG Productions for the annual ABBUC Software Contest 2018



Title screen

Description

The game is based on a TV show “Who Wants to Be a Millionaire”, which debuted in 1998 in the UK. To win the top prize of 1 million points, the player has to answer 15 questions of increasing difficulty. The player only has one attempt to answer each question (with an exception noted below in the “Lifelines” section). The sum won for every question increases with each correct answer (the succession is 100 – 200 – 300 – 500 – 1,000 – 2,000 – 4,000 – 8,000 – 16,000 – 25,000 – 50,000 – 100,000 – 250,000 – 500,000 – 1,000,000). When the player gives an incorrect answer, the game ends and points earned are lost if not safeguarded by a milestone question (see below).



Ingame screen

Milestone questions

Questions number 5 and 10 are so-called milestone questions. This means that if the player answers any of the following questions incorrectly, he/she does not lose all points earned, but instead falls down to the amount secured in the milestone question (that is 1,000 or 25,000 points).

Lifelines

At the start of every game, the player is given 3 lifelines that he/she can use when he/she cannot answer a question. Each lifeline can only be used once per game. The following lifelines are available:



50:50. Two of the incorrect answers are removed from the choices.



Ask the Audience. The virtual audience votes for the answers and a graph with their guesses is shown. Bear in mind that with increasing difficulty, the audience may not be correct.



Double Dip. Allows the player to make two guesses at a question. However, after selecting this lifeline, the player cannot use any other lifeline for that question and the game cannot be ended after the first (wrong) guess.



With the exception of the Double Dip lifeline, if the player does not know the answer and is not willing to take the risk of answering incorrectly, he/she has an option to end the game and “walk away” with what he/she has won so far.

Controls

The game is controlled by keyboard only.

Language Selection:

After loading the game, the player can choose the language of the question set. Press 1 for English or 2 for German. You can press space bar to skip the countdown and go to the title screen.



Language selection screen

Game:

To start the game, press any key on the title screen.

On the game screen, use letters *A/B/C/D* to choose an answer. Use numbers *1/2/3* to choose a lifeline. Press *Esc* to walk away and end the game with what you earned so far.

Fun Facts

- The development of the game started in the middle of May 2018.
- There are 400 English questions and 547 German questions.
- The game adjusts palette and music tempo according to the video system (PAL/NTSC)
- No animals were harmed during the making of the game.

Requirements

Atari 8-bit computer with 48 KBytes of RAM. Runs on both PAL and NTSC models.

Authors

Code by Marek Pavlík (MaPa)

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