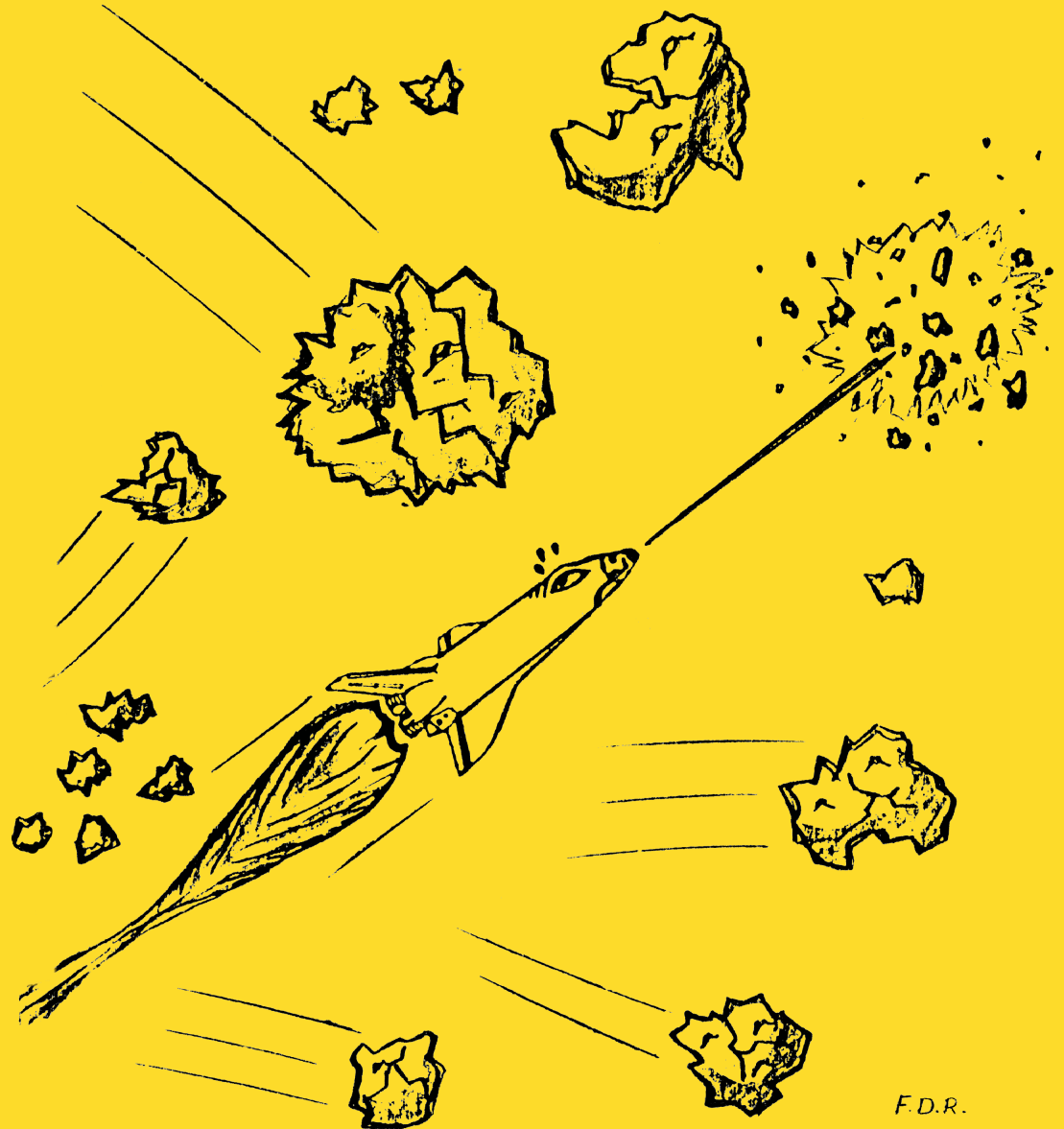


FFF SOFTWARE presents....

ASTEROIDS

Extended BASIC Software For The Texas Instruments Home Computer



F.D.R.

TI-ASTEROIDS

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INTRODUCTION

The year is 1993. It has been twelve years since Voyager 2 detected life on the Saturnian moon, Titan. Twelve years of planning and now the United States is ready to send a manned mission to Titan. Because of cuts in the U.S. budget during the early 1980's only three ships are available to make the long journey. A fourth ship is under construction, but it will not be ready in time to be launched with the others.

This mission will be particularly dangerous. In order to rendezvous with the Saturn system, it will be necessary to fly through the asteroid belt between the planets Mars and Jupiter. The required flight path takes the spaceships through the densest part of the asteroid belt on a long, sweeping arc. This path will make the journey through the asteroid belt seem almost endless. The utmost caution is needed since the slightest contact with an asteroid will destroy a spaceship.

Fortunately, the spaceships are not defenseless. Each ship is equipped with two PULSAR cannons which fire short bursts of high energy. The cannons fire simultaneously and are able to split large asteroids in two; or completely destroy smaller asteroids. For emergencies each ship has a hyperspace generator. When activated, the generator enables the ship to enter a hyperspace field for a few seconds. Upon leaving the hyperspace field the ship will reappear in the vicinity where hyperspace was entered. This can be as dangerous as it is beneficial; since it is possible to materialize in the path of an oncoming asteroid.

INSTRUCTIONS FOR RUNNING PROGRAM

Select TI Extended BASIC.

Loading from diskette:

1. Type CALL FILES(1) and press ENTER.
2. Type NEW and press ENTER.
3. Type RUN "DSK1.ASTERIDS" and press ENTER.

Loading from cassette:

1. Type OLD C51 and press ENTER.
2. Follow the instructions displayed on the screen.
3. When the program has been entered, type RUN and press ENTER.

PLAYING THE GAME

After the title screen appears, the level of difficulty option menu is displayed (the cassette version has an optional feature which may be displayed first--see HIGH SCORE FEATURE, Cassette version for details). The higher the level, the faster the asteroids move. Select the desired level and you are ready to play TI-ASTERIODS.

----- TI-ASTERIODS -----

LEVEL 1 = NOVICE
LEVEL 2 = INTERMEDIATE
LEVEL 3 = MASTER
LEVEL 4 = PRO

PLEASE SELECT YOUR LEVEL

The game begins with the player in control of three spaceships. Use one ship at a time to destroy as many asteroids as possible. This is done by firing the PULSAR cannons. Points are awarded by splitting or destroying asteroids with cannon fire. If a ship is hit by an asteroid, it explodes and a reserve ship takes its place.

Each ship can turn clockwise [PRESS 1 (ONE)], turn counter-clockwise [PRESS 2 (TWO)], or move forward [PRESS 9 (NINE)]. The PULSAR cannons are fired by pressing 0 (ZERO). The cannons have a limited range of between 30 and 60 percent of the screen width. When the cannons are fired, all other ship motion ceases.

A ship may enter hyperspace at any time by pressing the SPACE bar. When hyperspace is activated, the ship disappears for a short period of time. During this time, a negative view of space is displayed on the screen. The ship reappears at a random location on the screen.

The asteroids occur in swarms, with five large asteroids in each swarm. When a large asteroid is hit, it breaks into two small asteroids and 450 points are scored. When a small asteroid is hit, it is destroyed and 900 points are scored. Destroying all the asteroids in a swarm scores a bonus of 500 points multiplied by the number of swarms destroyed. Then a new swarm appears with the asteroids moving faster than in the previous swarm. For each swarm that is destroyed, an asteroid symbol is displayed in the swarm counter area at the bottom portion of the screen. When four swarms have been destroyed, an additional ship is gained. Only one extra ship can be gained per game.

Whenever you are in control of the ship during the game, you may do any one of the following:

1. Restart the game in progress by pressing REDD, or
2. End TI-ASTEROIDS by pressing ERASE, or
3. Return to the level of difficulty option menu by pressing BACK.

When all of the ships are destroyed, a GAME OVER message is displayed. Press any key to begin a new game at the current level of difficulty. The level may be changed by pressing BACK and selecting a new level from the option menu. To end TI-ASTEROIDS, press ERASE.

GOOD LUCK AND MAY THE FORCE BE WITH YOU!

HIGH SCORE FEATURE

General Information

TI-ASTEROIDS has four independent high score registers, one for each level of difficulty.

The current high score for the selected level of difficulty is displayed at the top center of the screen and is bracketed by double asterisks. If the level of difficulty is changed (by pressing BACK and selecting a new level), the high score for this new level will be displayed.

At the end of a game, if a new high score is achieved, an audible sound confirms that the score just attained exceeds the displayed high score. The new high score is now displayed on the screen.

Disk Version

The high score to date is automatically read by the program and is updated on the disk memory when necessary. No action is required of the user.

The high score values stored on the disk for the four levels of play may be changed manually, if desired, via the HIGH SCORE UTILITY PROGRAM which is described in a later section.

Cassette Version

The high scores for the cassette version are valid only for a particular session. When the computer is turned off or a new program entered, the high scores are lost. However, the cassette version has an option that allows high scores from a previous game to be entered by the user before starting each session. If a game is started with the RUN command, then the user will be given the opportunity to insert any

values desired into the four high score registers. The option is entitled HIGH SCORE INSERTION ROUTINE and appears immediately after the introduction. After entering values for the four levels, the display instructs the user to press PROC'D to play TI-ASTERDIDS or REDO to change selections.

```
-----  
HIGH SCORE INSERTION ROUTINE  
-----  
  
PLEASE ENTER HIGH SCORES:  
  
LEVEL 1 = 0  
LEVEL 2 = 0  
LEVEL 3 = 0  
LEVEL 4 = 0
```

If the user does not wish to insert any high scores into the program, he may start the game with the command, RUN 10. This will skip the HIGH SCORE INSERTION ROUTINE option.

When the user quits the game by pressing ERASE, the current high scores for each level are displayed on the screen in the HIGH SCORE STATUS REPORT. These values can be written down and re-entered when the game is played at a later time. A form is provided at the end of this manual to record high scores.

```
-----  
HIGH SCORE STATUS REPORT  
-----  
  
LEVEL 1 =  
LEVEL 2 =  
LEVEL 3 =  
LEVEL 4 =  
  
* READY *
```

ZERO-OUT Feature

The program contains a high score ZERO-OUT feature. This enables the user of replace the displayed high score with zero and play the game with temporary high scores. The true high scores are always retained internally by the program.

The displayed high score is zeroed out by doing one of the following:

1. Press SHIFT 0 (ZERO) at the conclusion of any game. The displayed high score will be replaced by zero and a new game started.
2. Press SHIFT 0 (ZERO) when the level of difficulty menu is displayed. The screen will turn from light yellow to light red. Select the level of play. When the game starts, the displayed high score will be zero. Pressing SHIFT 0 (ZERO) a second time, before selecting the level of play will turn the screen back to light yellow and cancel the ZERO-OUT option.

When the zero-out option is activated, the displayed high score will be replaced by zero. The first score that is earned becomes the temporary high score and will be displayed. The true high score is always retained internally by the program and may be restored to the screen by returning to the level of difficulty option menu (press BACK) and re-select the appropriate level of play. If the zero-out option is in use and a score is earned that is greater than the true high score, the true high score register is updated accordingly. In the disk version, this score will be written to the disk.

The zero-out option is useful in that it allows a two player version of II-ASTEROIDS to be played. The following is an outline of the procedure for a two player game:

1. Activate the zero-out option as previously described.
2. The first player completes a game. His score will be displayed as the high score.
3. The second player begins the game. His score will be displayed in the upper left portion of the screen.
4. If the second player's score exceeds the first player's score, this will be audibly announced and the second player's score becomes the high score.
5. Press SHIFT 0 (ZERO) to start another two player game.
6. The true high score (to date/per session) is always retained by the program and may be displayed on the screen as described in the previous paragraph.

HIGH SCORE UTILITY PROGRAM

This is a stand alone program, available on the disk version only. It will allow the user to enter values into the four high score registers that are used by the TI-ASTERDIDS program. After entering values using the HIGH SCORE UTILITY PROGRAM, the user can play TI-ASTERDIDS directly or save the values on disk for future games. All user input requirements are prompted by messages displayed on the screen. To run the HIGH SCORE UTILITY PROGRAM, do the following:

1. Select TI Extended BASIC.
2. Type CALL FILES(1) and press ENTER.
3. Type NEW and press ENTER.
4. Type RUN "DSK1.SCORE" and press ENTER.

HOME COMPUTER

TEXAS INSTRUMENTS



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Thanks to 99'er:

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Scan and Rework by:

TI99 Italian User Club in the year 2019

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Downloaded from www.ti99iuc.it

QUICK REFERENCE GUIDE

<u>Press</u>	<u>Action</u>
1	Turn ship counter-clockwise
2	Turn ship clockwise
9	Move ship forward
0(ZERO)	Fire PULSAR cannons
SPACE BAR	Activate hyperspace
ERASE	End TI-ASTEROIDS
BACK	Return to Level of Difficulty option menu
REDO	Restart game in progress
SHIFT 0(ZERO)	Activate high score zero-out option. See HIGH SCORE section for details.

SCREEN DISPLAY

****HIGH SCORE****

CURRENT SCORE

RESERVE SHIPS

SWARM COUNTER

PLAYING LEVEL