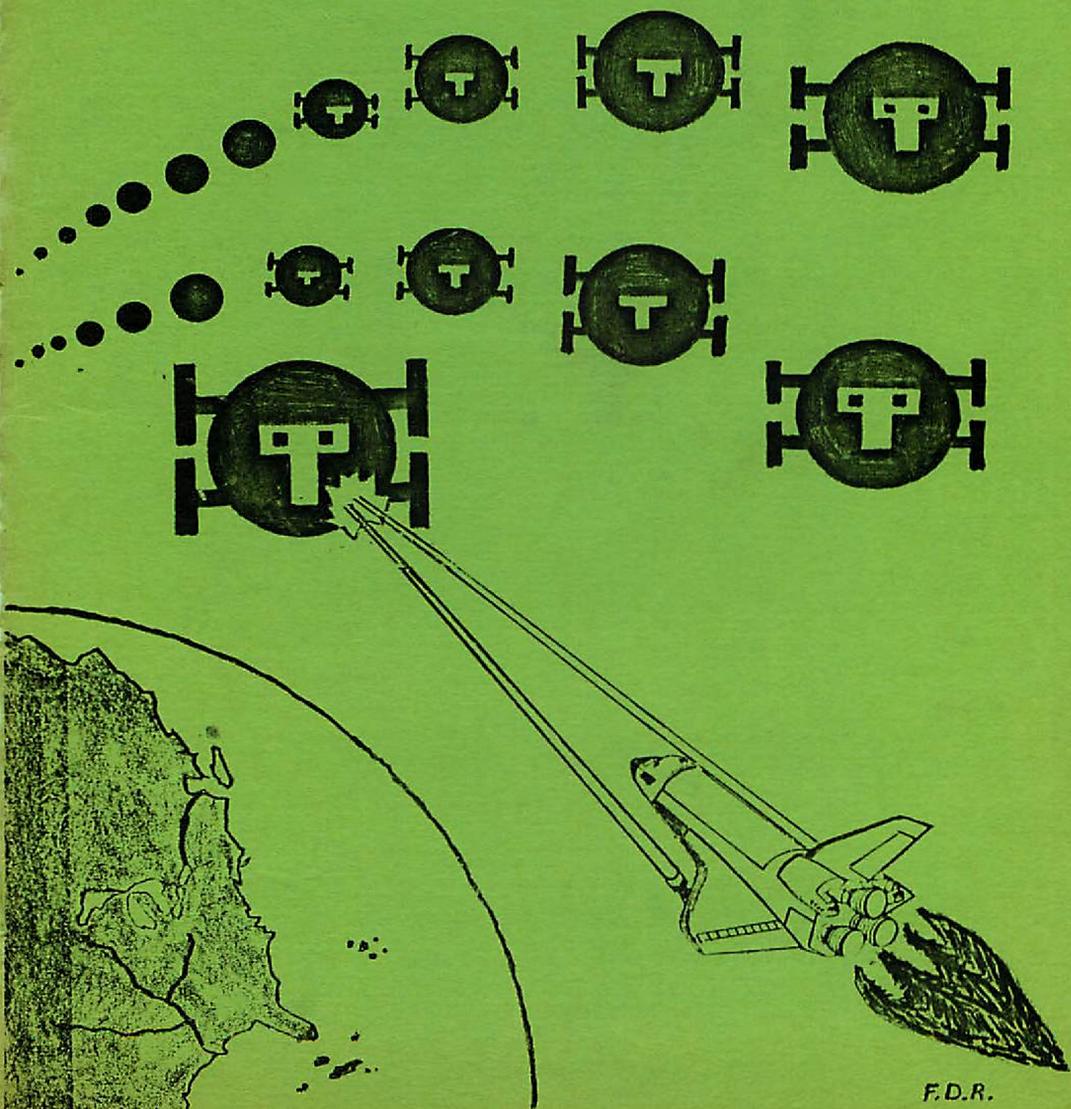


FFF Software Presents . . .

SHUTTLE COMMAND

Extended BASIC Software For The Texas Instruments Home Computer



F.D.R.

SHUTTLE COMMAND

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INTRODUCTION

CAPE CANAVERAL, FLA. (UPI) NASA officials today announced that the space shuttle, ENTERPRISE, is being readied for a special mission. Tracking stations around the world have detected the launching of thousands of satellites from inside the Soviet Union. They have been identified as unmanned, unarmed robot satellites. The only statement from the Russians is that they have launched a "small" number of satellites for scientific research purposes. Sources in the Pentagon have determined that the Russians intend to saturate space with these satellites in the hope that they will collide with United States communications and surveillance satellites. NASA refers to them as RAM (Russian Attack Military) satellites. The mission of the ENTERPRISE is to destroy the RAM satellites before they have a chance to harm any U.S. satellites. The existing fleet of four space shuttles cannot be used because they have military and commercial commitments that cannot be interrupted. Therefore, the ENTERPRISE, which was never intended to fly in space, will be launched within a few days. It will be equipped with two powerful lasers whose converging beams can vaporize the RAM satellites.

INSTRUCTIONS FOR RUNNING PROGRAM

Select TI Extended BASIC.

Loading from diskette:

1. Type NEW and press ENTER.
2. Type RUN "DSK1.SHUTTLE" and press ENTER.
(Do not remove disk. SHUTTLE COMMAND consists of two programs.)

Loading from cassette:

1. Type OLD CS1 and press ENTER.
2. Follow the instructions displayed on the screen.
3. When the program has been entered, type RUN and press ENTER.

When using the TI-99/4A and the joysticks, the ALPHA LOCK must be disengaged.

GAME START-UP

1. The title screen sequence is displayed.
2. The option menu for selecting joystick or keyboard operation is displayed.
3. The option menu for "Satellite Difficulty Level" selection is displayed.
 - Beginner - all RAM satellites approach at slow speed.
 - Intermediate - two RAM satellites approach slowly and one approaches at double speed.
 - Master - one RAM satellite approaches slowly and two approach at double speed.
 - Pro - all RAM satellites approach at double speed.
4. The option menu for "Laser Beam Accuracy" selection is displayed.
 - Wide - the laser beams destroy RAM satellites by hitting them directly or in close proximity to them.
 - Normal - the laser beams destroy RAM satellites only by a direct hit.
 - Narrow - the laser beams must score a hit to the central portion of the RAM satellite to destroy it.

If the joystick method of operation was selected, an additional option menu is displayed. The available options are described in the section on JOYSTICK OPERATION.

While the screen displays the option menus described in #3 and #4 above, a message appears at the bottom of the screen indicating the one- or two-player game, whichever is activated. Press -AID- to switch between these options. The rules for one and two player games are described in a later section.

After the "Laser Beam Accuracy" is selected, the screen changes to display the view looking out from the shuttle's cockpit into space. The game begins when the shuttle's engines become audible.

PLAYING THE GAME

Objective

The RAM satellites approach from deep space and can be seen in the shuttle's viewscreen. They appear very small when first observed because of their extreme distance. At this distance they are hardest to hit. As they approach, the RAM satellites appear to grow in size, becoming easier to hit.

Using either Joystick #1, or the Keyboard, whichever was selected, the shuttle can maneuver left, right, up, down, or diagonally. To fire the lasers at the approaching RAM satellites, use either the joystick fire button or the keyboard space bar. If a RAM satellite is beneath the cross-hair when the two laser beams converge, it will be destroyed. If a RAM satellite is allowed to approach too close, it will collide with the shuttle and damage or destroy it.

Scoring

Points are earned by destroying the RAM satellites. The farther they are from the shuttle when destroyed, the higher the score earned. The points range from one, for the nearest hit, to eight, for the farthest hit. When a RAM satellite is destroyed, the points earned are displayed on the screen near the explosion site.

Damage

When a RAM satellite approaches too near the shuttle without being destroyed, it will damage, or possibly destroy the shuttle. If a RAM satellite is either above, below, or off to the edge of the viewscreen when it reaches maximum size it will pass harmlessly by the shuttle. This allows the shuttle to maneuver out of danger if the lasers cannot be fired in time. Allowing a RAM satellite to reach maximum size anywhere else will cause some damage to the shuttle. The closer a RAM satellite is to the cross-hair when it strikes the shuttle, the greater the damage. Damage is expressed as a percent and ranges from one to fifty percent. When the ship sustains 100% damage, the viewscreen will crack, the shuttle-along with its pilot(that's you)-will be destroyed and the game will end.

Energy

The shuttle begins its mission with 4000 units of energy. This energy is used to maneuver the shuttle as well as power the laser weapons system. When the energy supply reaches zero, all control of the shuttle will be lost. This will result in destruction by one of the RAM satellites.

Bonus

By achieving certain scores, bonuses are awarded. For every 25 points that are scored, one-half of the damage to the shuttle will be repaired. For every 50 points scored, 2000 units of energy will be added to the current supply. Whenever a bonus is awarded, it will be signalled by a green flash along the perimeter of the viewscreen.

GAME TYPES

One Player

For the one player game, the shuttle display board will continually show the shuttle's status, i.e. points, damage and energy. After being struck by a RAM satellite, the damage register will be updated and play will continue without interruption. Points will be awarded as they are scored.

Two Players

For the two player game, the shuttle display board will continually show the first player's score on the left side and the second player's score on the right side. The damage and energy registers will display the data for the player who is currently in control of the shuttle. On the display board, the player in control is identified by an arrow pointing to the appropriate scoring register. If the joystick option was selected, ONLY JOYSTICK #1 IS USED. The two players pass the joystick back and forth.

Whenever a player sustains a hit, play is interrupted and it becomes the other player's turn. The beginning of play will be signaled by a flashing arrow that points to the appropriate player's score. Play starts when the shuttle's engines become audible. When a player's damage reaches 100%, or the energy supply runs out, the viewscreen will crack and that player's game will be over. The other player will then take over and continue to play until sustaining 100% damage or running out of energy.

JOYSTICK OPERATION

If the joystick method of operation was selected, an option menu for selecting the type of joystick control is displayed. The two options are described below:

Standard Shuttle Control

Move the joystick lever to any position to move the shuttle in that direction. The RAM satellites move in the opposite direction to the joystick lever position.

Airplane-type Control

Move the joystick lever to the left or right to move the shuttle in the desired direction. RAM satellites will move in the opposite direction to the joystick lever. Pull back on the joystick lever to raise the nose of the shuttle. The RAM satellites will move downward. Push forward on the joystick lever to lower the nose of the shuttle. The RAM satellites will move upward. If the joystick lever is moved to one of the diagonal positions, the shuttle's movement will be a combination of the movements discussed above.

In either type of control, it is the shuttle that is being controlled by the joystick lever, not the RAM satellites. Press the fire button to fire the lasers. At the conclusion of a game, press the fire button or any console key to start another game.

KEYBOARD OPERATION

Pressing any of the following keys will result in the described motion of the shuttle:

- E - upward
- X - downward
- S - left
- D - right
- W - upward and to the left
- R - upward and to the right
- Z - downward and to the left
- C - downward and to the right

Press the space bar to fire the lasers. At the conclusion of a game, press any key to start a new game.

SPECIAL FUNCTIONS

When the Keyboard/Joystick Selection menu is displayed.

- A. Press -ERASE- to quit the program.

When the Type Of Joystick Control menu is displayed.

- A. Press -ERASE- to quit the program.
- B. Press -BACK- to return to the Keyboard/Joystick Selection menu.

When the Satellite Difficulty Level menu is displayed.

- A. Press -ERASE- to quit the program.
- B. Press -BACK- to return to the Keyboard/Joystick Selection menu.

When the Laser Beam Accuracy menu is displayed.

- A. Press -ERASE- to quit the program.
- B. Press -BACK- to return to the Satellite Difficulty Level menu.

At the conclusion of a game.

- A. Press -ERASE- to quit the game.
- B. Press -BACK- to return to the Satellite Difficulty Level menu.
- C. Press the fire button on Joystick #1 or any key on the console to start a new game with the same options.

During the play of the game.

- A. Press the 1(one) key to halt the motion of the RAM satellites (if in motion, the stars will continue to move) and suspend the play of the game. The perimeter of the viewscreen will change to red to indicate that the play interrupt option is in effect. Press one of the following keys:
 - a. -ERASE- to quit the program
 - b. -BACK- to return to the Satellite Difficulty Level menu
 - c. -REDO- to reset all registers and restart the game
 - d. -PROC'D- to continue the game being interrupted.

HOME COMPUTER

TEXAS INSTRUMENTS



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