

INTERCEPTOR

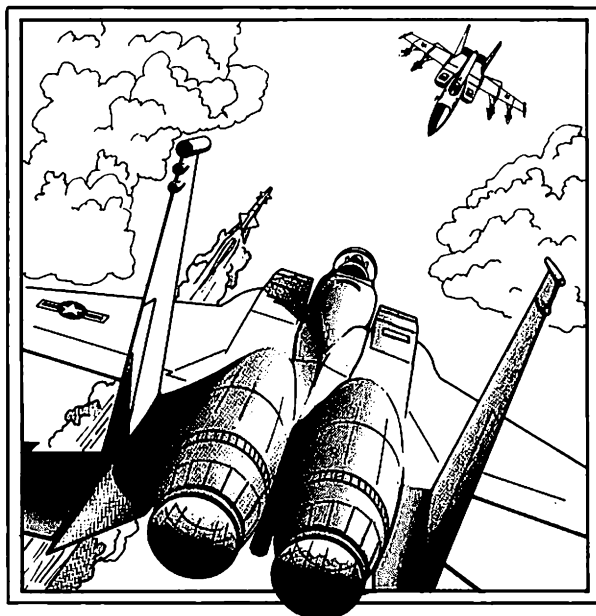
A fast-action game for the Texas Instruments 99/4 or 99/4A Home Computer. Executes in console BASIC or Extended BASIC. Joysticks optional.

**REPUBLIC
SOFTWARE**

INTERCEPTOR™

Instruction Manual

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Washington, D.C. 20024



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INTERCEPTOR

Congratulations! You have just purchased a high-quality software game that can take advantage of your computer system's capabilities as your system grows. INTERCEPTOR will execute in console BASIC with no optional equipment, but can also take advantage of the greater speed of Extended BASIC and/or Joysticks.

Detailed instructions are included in this manual and we encourage all INTERCEPTOR owners to read them. However, experienced users may wish to start playing immediately. For their benefit, an abbreviated version of these instructions may be found on the back cover of this manual.

Required Equipment

- Texas Instruments 99/4 or 99/4A Home Computer
- Texas Instruments monitor or RF modulator and television set
- Compatible tape recorder and connecting cables or Texas Instruments disk memory system

Optional Equipment

- Extended BASIC cartridge
- Joysticks

Important Note

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The Scenario

The time is June, 1998. You are assigned to VF-121, a fighter squadron performing coastal defense for the United States mainland. Your aircraft is the Navy's newest hypersonic air superiority fighter, the F-23 Foxhound. World War III has broken out. The Soviet Union has invaded Poland for the fourth time since 1935, and this time Western Europe is rallying to her defense. Air and ground fighting is intense in Europe and, in order to keep the United States from sending additional forces to the battlefield, the USSR is executing an air strike against the United States mainland. Your squadron of F-23's is about to take off to intercept this air strike. As the Squadron Commander, your mission is to intercept the invading forces and shoot them down—without hitting any of our allies' aircraft, which are also out there over the ocean trying to blow the enemy out of the sky. Good (but careful) hunting!

Getting Started

Disk System

1. Switch on the disk drive(s) and the Peripheral Expansion Box or Disk Controller peripheral.
2. Insert the Extended BASIC cartridge (if available) into the console.
3. Switch on the console.
4. Turn on the monitor or television set.
5. Insert the INTERCEPTOR disk into disk drive 1.
6. Close the front cover of the disk drive.
7. Press any key on the console.
8. Select Extended BASIC, if available; the program will load and run automatically. Otherwise, select BASIC, and enter OLD DSK1.LOAD; once the program is loaded, enter RUN.

If you are already in Extended BASIC when you insert the INTERCEPTOR disk into disk drive 1, you may enter RUN "DSK1.LOAD". The program will load and run automatically.

Cassette System

1. Turn on the cassette tape recorder. Make sure it is connected to the console as CS1. If you have a Peripheral Expansion Box or other peripherals you need **not** turn them on in order to run the cassette version of the program.
2. Insert the Extended BASIC cartridge (if available) into the console.
3. Switch on the console.
4. Turn on the monitor or television set.
5. Insert the INTERCEPTOR tape into the tape recorder with the label facing out.
6. Press any key on the console.
7. Select Extended BASIC, if available; otherwise, select BASIC. Enter OLD CS1. Then follow the instructions on the screen for loading the program. Once it is loaded, enter RUN.

A Few More Preliminaries

The next thing you will see on your monitor or television is the title screen for INTERCEPTOR. It shows the view from the cockpit of your aircraft as you look down the runway under overcast skies. After a few seconds, your aircraft begins to move along the ground and becomes airborne. The runway and the sand on the beach stream past you. Once you are airborne, your inflight computer comes on and, using an optical Heads Up Display (HUD), prints out its messages on your windscreen. Some of these messages are very important, so pay close attention.

At this time, you will be given the option of using joysticks or the keyboard to play the game. Enter your choice. 99/4A users must release the "alpha lock" key to use the joysticks, and lock the "alpha lock" key down to use the keyboard controls. If you choose to use the optional joystick controls, please use joystick number two.

Next you will be asked to select the level of difficulty. If this is the first time you have played INTERCEPTOR, we recommend that you select "Novice".

Once you have made this choice, your aircraft continues its ascent through the clouds, and soon reaches the clear blue skies of the high altitude combat area. At this point, the rest of your Heads Up Display becomes active. The red line at the top of the screen shows your aircraft's fuel level. This will decrease steadily as you fly, and must be replenished at intervals. The number at the top left corner of the screen is the number of aircraft you have in reserve within your squadron. You start combat with three F-23's (two in reserve), so this number is initially "2". The number at the top right corner of the screen is the number of enemy aircraft you have shot down. This number, of course, is "0" at the beginning of the game. The crosshairs in the center of your screen are the sight for your weapons system.

Playing the Game

The joystick controls work like the joystick controls of an actual aircraft: pushing the control to the **right** moves the target blip to the **left**, as it would if your stick were moving the nose of your plane. Pushing the stick in other directions also moves the cross hairs, rather than the target, in the direction of stick travel. This may be counter-intuitive until you realize that your controls affect your aircraft rather than your target. The fire key on the joystick launches your missiles.

The keyboard controls are intuitive. The "S", "D", "E", and "X" keys control, respectively, left, right, up, and down movement of the target. The intermediate keys "W", "R", "C", and "Z" control diagonal movement. The "Y" key (or any other convenient key on the right side of the keyboard) launches your missiles.

Your computer will tell you when you are in a "combat area". That means a "bandit", or unidentified aircraft, is nearby. As soon as it is within range of your aircraft's on-board radar, its position is displayed as a blip on your screen. Use your controls to center it as quickly as possible. Your computer can't identify the target as an ally or enemy until you have centered it, so move fast! An enemy can "lock-on" to your aircraft, center itself on the screen, and fire a missile at you anytime after it first becomes visible; however your missiles won't hit it unless **you** have centered it on the screen with the joysticks or keyboard. Make sure you don't shoot down any friendly aircraft; if you do, your own

forces will almost certainly assume you are an enemy and shoot you out of the sky. Be careful!

When your fuel gets too low, you will need to undergo air-to-air refueling. Your computer will identify a "refueling area", and a refueling boom will appear in front of your aircraft. You will be required to center the refueling boom in your crosshairs in order to avoid fuel exhaustion. If you run out of fuel, you will get a fleeting last look at the clouds and the sea before your plane crashes. Don't let that boom get away from you.

Strategy

The object of the game is to shoot down as many enemy aircraft as possible, but especially to shoot down five and become an ace. An additional plane is allocated to your squadron for every five enemy planes you destroy.

No matter which level of difficulty you choose, the game becomes more difficult as it proceeds. Eventually (soon, if you select the "Expert" level of difficulty), enemy aircraft lock on and shoot very quickly and will hit your plane about half the time. Remember that you can center the target more quickly if you move it diagonally on the screen rather than centering it first horizontally and then vertically or vice versa.

Stopping the Game

Once all of your aircraft have been destroyed, you will be asked if you wish to play again. Press "N" to quit. Pressing "Y" will allow you to reset the joystick/keyboard and level-of-difficulty options and play the game once more. At any time during play, pressing "function 4" ("shift C" on a 99/4) will stop the program; entering RUN will restart the program from the title screen.

A Final Note From REPUBLIC SOFTWARE

We thank you for your decision to purchase INTERCEPTOR. We have worked hard to make this game easy to use as well as entertaining. However, if you have any questions or suggestions concerning the game or these instructions, please let us know.

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Thanks to 99'er:

Ernest Pergrem

for this scan.

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INTERCEPTOR

Abbreviated Instructions

Cassette

Turn on the computer, monitor or television, and tape recorder. (It is not necessary to turn on the Peripheral Expansion Box or other peripherals in order to load and run the cassette version of this program.) Select Extended BASIC, if available; otherwise select BASIC. Load normally.

Disk

Place the disk in disk drive 1. Select Extended BASIC, if available; otherwise select BASIC. The program is named LOAD and will be loaded and run upon selection of Extended BASIC from the computer's main menu; if you are already in Extended BASIC, enter RUN "DSK1.LOAD". If you have selected BASIC, enter OLD DSK1.LOAD; once the program is loaded, enter RUN.

99/4A users must lock the "alpha lock" key down to use the keyboard controls, and must release the "alpha lock" key to use the joysticks. Joystick players must use joystick #2.

Joystick controls move the nose of **your** aircraft, not the target, in the direction of stick movement. The "fire" key launches missiles.

Keyboard arrow keys "S", "D", "E", and "X" move the **target**, respectively, left, right, up, and down; "W", "R", "C", and "Z" control diagonal movement. Any convenient key on the right side of the keyboard launches missiles.

Center the target aircraft as quickly as possible and let your computer identify it as ally or enemy. Blast enemies before they destroy you, but don't shoot down allies—doing so may prove fatal to you. When you're low on fuel, center the refueling boom to top off your tanks. Move fast—fuel exhaustion is also fatal.

You receive a new plane for every five enemies you destroy, but the game gets more difficult as you proceed. Good luck!