

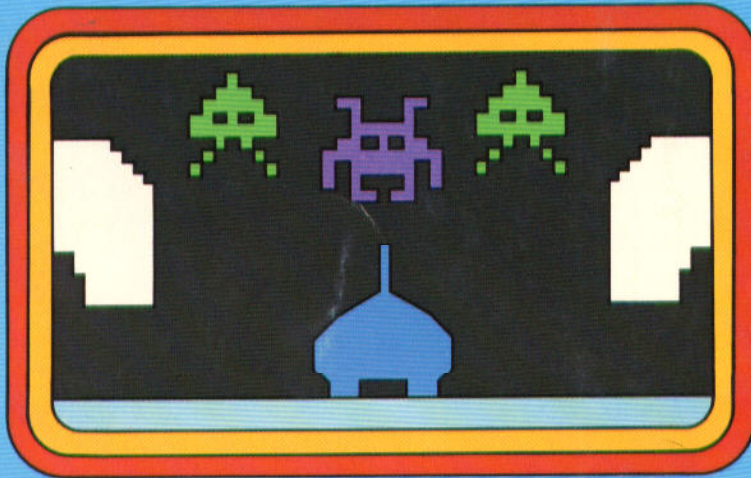
Texas Instruments Home Computer



# TI Invaders

SOLID STATE SOFTWARE™ **COMMAND MODULE**

*Numerous downright nasty space creatures challenge your survival instincts when they attack your world. Try to destroy these swarming invaders before they demolish your missiles.*





# TEXAS INSTRUMENTS HOME COMPUTER

## TI INVADERS

ARCADE ENTERTAINMENT

### SOLID STATE CARTRIDGE

This game can be played using the optional Wired Remote Controllers.

Numerous downright nasty space creatures challenge your survival instincts when they attack your world. Try to destroy these swarming invaders before they demolish your missiles.



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## Quick Reference Guide

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Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

<u>TI-99/4</u>	<u>TI-99/4A</u>	
←(S),→(D)	←(S),→(D)	Moves the missile across the playing field.
	or	
←(J),→(K)	←(J),→(K)	
Y or ENTER	Y or .	Fires the missile if the ←(S) and →(D) keys are used.
Q	Q	Fires the missile if the ←(J) and →(K) keys are used.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game with the same skill level as in the previous game.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the skill selection display.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.

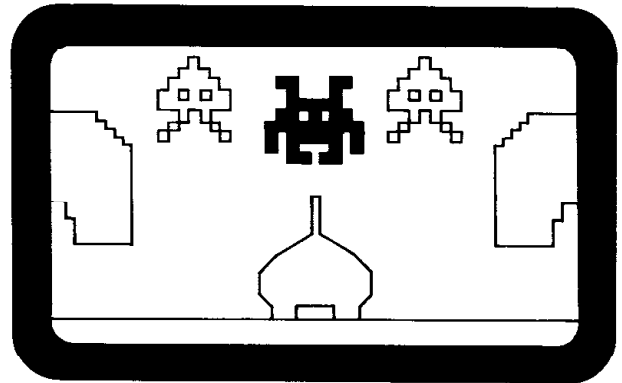
*Note:* If the optional Wired Remote Controllers are used, move the lever to maneuver the missile and press the FIRE button to fire the missile. The missile can only be moved horizontally.



TEXAS INSTRUMENTS  
HOME COMPUTER

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## TI Invaders



This *Solid State Software*<sup>™</sup> Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

*Programmed by:* Texas Instruments Personal Computer Division  
*Book developed and written by:* Staff members of the Texas Instruments Education and Communications Center

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See important warranty information at back of book.

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### INTRODUCTION

Your world is under attack by downright nasty creatures from the black pit of Space. It's up to you — can you save your world from this hostile horde? You must use your wit and quick movements to destroy the multi-colored creatures. But, as you shoot down each attacker, the swarming horde increases its speed and sprays shots at your missile. Your missiles are limited, so you also must be cautious. Your goals are to:

- attack and destroy the invaders.
- shoot down the yellow control ship.

No sooner have you destroyed all the attackers than the red spaceship appears to challenge you. If you let the ship slip off the screen, a new mass of creatures appears.

A one-player game, the TI Invaders game tests your skills and strategy. Movement on the screen may be controlled from the keyboard or the Wired Remote Controllers.

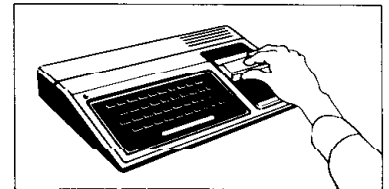
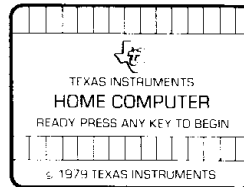
TI Invaders is available as either a Solid State Software™ Command Module or a diskette based game. Note that the diskette-based version requires the TI Disk Memory System and must be used with either the TI Extended BASIC or Editor/Assembler Command Module (all sold separately). Follow the set of directions that applies to your version of the game.

### USING THE TI INVADERS COMMAND MODULE

If the TI Invaders game is a Command Module, follow these directions.

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

*Note:* Be sure the module is free of static electricity before inserting it into the computer (see page 7).



1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.
2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside TI INVADERS.

*Note:* To remove the module, first return the computer to the master title screen by pressing **QUIT**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 7.

### USING THE TI INVADERS DISKETTE

If the TI Invaders game is diskette-based, follow these directions.

Be sure that the TI Disk Memory System (Disk Drive Controller and Disk Memory Drive) and the Memory Expansion unit are properly connected and turned on, and that the TI Extended BASIC or the Editor/Assembler Command Module is inserted into the console.

Turn on the computer and press any key to pass the master title screen. Next, insert the TI Invaders diskette into Disk Drive 1. Then press the appropriate key to select TI Extended BASIC. The game loads automatically. (*Note:* If you select TI Extended BASIC before you insert the program diskette, you can load the game by typing **RUN "DSK1.LOAD"** and pressing **ENTER**.)

After the game is loaded, the TI Invaders title screen appears.

(*Note:* If the program is to be loaded with the Editor/Assembler, please refer to the game instructions in Section 2 of the Editor/Assembler owner's manual. The name to be used is "GAME".)

### GETTING STARTED

After you select the TI Invaders game, you are shown the value of the first three types (or colors) of attacker, as well as the value of the spaceships.

You now choose from two skill levels. The attackers may be "merely aggressive," or they may be "downright nasty."

- *Merely Aggressive* — The creatures fire at your missile in a rapid, but consistent, pattern and are unaware of your missile's location.
- *Downright Nasty* — Not only do the attackers rapidly fire at your missile, but they also know the position of your missile, and they fire directly at it.

Press **1** or **2** to choose the skill level for the game.

### PLAYING THE GAME

After you select your skill level, the game begins immediately with the creatures moving in regimental form to attack your missile. The invading army is 11 creatures wide and five creatures deep. Those attackers having the least value head the attack. The most valuable, or highest ranked, creatures are at the rear of the attack. You have three missiles with which to defend your world. You may obtain an additional missile when you score over 3000 points. One of your demolished missiles is repaired for you each time you earn 10,000 points.

As the invading creatures march across and down the screen, they rapidly fire shots to try to destroy your missile. If necessary, you may protect your missile by hiding behind one of the four white shields. When a shot hits your missile, it is destroyed and is automatically replaced by one of your remaining missiles.



You must shoot down the invaders one at a time. To move right or left, press the ←(S) or →(D) keys as needed, and press **Y** to fire your missile. Keep in mind that the invaders are firing at your missile too, so be prepared to maneuver quickly. You may also press the ←(J) or →(K) keys to move your missile and **Q** to fire your missile if you prefer to use the other side of the keyboard. If you use the Wired Remote Controllers, move the lever horizontally to maneuver the missile and press the **FIRE** button to fire the missile.

When your missile has been demolished, you can return to the option screen by pressing **BACK** or you may begin a new game with the same options by pressing **REDO**.

### Object of the Game

The object of the game is to score as many points as possible by destroying the invaders before they destroy all your missiles.

While the attack is in progress, a yellow control spaceship periodically cruises across the top of the screen to "supervise" the creatures' attack. If you hit the spaceship, you earn from 25 to 300 points depending on the location on the hit. This spaceship appears approximately every 20 seconds giving you several opportunities to increase your score substantially.

When all of the creatures have been destroyed, a red spaceship crosses the top of the screen. Each hit causes the red ship to shrink, reverse direction, and race for the other screen edge. Track the ship down and hit it again and again to keep it on the screen. Each hit delays the creatures from attacking again and earns you points.

If the red spaceship slips off the screen, a new group of creatures attacks. The new attack is like the previous one except there are more attackers of higher point value, allowing you to increase your score more rapidly. As you progress through several attacks, new creatures are being added to the attack.

### END OF THE GAME

The game is over when all of your missiles have been demolished or when the invading creatures reach the level of your missile. To play another game with the same skill level, press **REDO**. To play a game at a different skill level, press **BACK**, and the program returns to the skill selection list. To end a session with the game, press **QUIT** to return to the master title screen.



### CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

#### **CAUTION:**

The contents of a Command Module can be damaged by static electricity.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

### IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the module title screen appear. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn it on again.

If you have any difficulty with your computer or the TI INVADERS module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

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**THREE-MONTH LIMITED WARRANTY  
HOME COMPUTER SOFTWARE MEDIA**

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Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

**WARRANTY COVERAGE**

This warranty covers the electronic and case components of the software program storage media. These components include all semiconductor chips and devices, diskettes, plastics, boards, wiring and all other hardware contained in this storage media ("the Hardware"). This limited warranty does not extend to the programs contained in the storage media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

**WARRANTY DURATION**

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

**WARRANTY DISCLAIMERS**

**ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

**LEGAL REMEDIES**

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

**PERFORMANCE BY TI UNDER WARRANTY**

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

**TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES**

Texas Instruments Service Facility  
P.O. Box 2500  
Lubbock, Texas 79408

Geophysical Services Incorporated  
41 Shelley Road  
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
891 South Douglas Street  
El Segundo, California 90245  
(213)973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristin Square, Suite 110  
Beaverton, Oregon 97005  
(503)643-6758

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Your world is under attack by downright nasty creatures from Space. It's up to you — can you save your world from this hostile horde? Use your wit and skill to destroy the multi-colored creatures with your missiles.

**TI INVADERS** challenges you to:

- attack and destroy the invaders.
- shoot down the yellow control ship.

Activities in this module are also designed to work with the optional Wired Remote Controllers.

**Adds 6K bytes of active memory with stored program to your TI Home Computer.**

Command Module program and data base contents  
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*Texas Instruments invented the integrated circuit,  
the microprocessor, and the microcomputer.  
Being first is our tradition.*



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