

ALIEN ARMADA



by Waldron P. Hodsdon

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By Waldron P. Hodsdon
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Liberty Software Products

ALIEN ARMADA is a real-time arcade game written in machine language for the TRS-80. It features:

- .Sound effects which can be played through an inexpensive amplifier.
- .Extensive graphics.
- .Maximum score of 99,990.
- .Machine language speed.
- .One or two players.
- .3 levels of difficulty.

PROGRAM SPECIFICATIONS

Radio Shack TRS-80 Model I Level II Basic or Model III. Memory size 16K RAM.

LOADING THE PROGRAM

I. CASSETTE: The tape has several copies and is recorded on both sides. Any copy will load both in Model I and in Model III.

A. Model III. Turn off computer system to clear everything from memory. Hold down the <BREAK> key when turning the machine back on. The machine will come up asking "Cass?" Respond by typing in "L". When asked "Memory Size?", default by pressing <ENTER>. Then the machine will display "READY" and ">". At that time, type in "SYSTEM<ENTER>". At the response "??", put in program name **ALIEN** and press enter.

B. Model I. No MEMORY SIZE is required. Default by responding with an <ENTER>. Type "SYSTEM<ENTER>". The machine will respond "??". Rewind the tape and push PLAY button. Type in program name **ALIEN**, press <ENTER>.

C. When correctly loaded, the program automatically begins execution. If "C" error occurs during loading, change volume and begin again. There are copies on each side of the tape. If one does not seem to load, go on to the next. Do try other volume settings as they vary from tape to tape and machine to machine.

II. Diskette:

Turn on your system. Put **ALIEN** into drive 8. Boot up the system by pressing the reset button. **ALIEN** will execute automatically.

NOTE: **ALIEN ARMADA** is provided in a special format which does not readily copy. Therefore, there are several copies on each tape. If you would prefer to have the program on disk, you may send the cassette and \$6.00, and we will send you a disk copy.

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LEVEL OF DIFFICULTY

There are three levels of difficulty which may be selected:

Beginner - The attacking aliens and their bombs are at the slowest speed. This speed will allow you to become familiar with the game without being "wiped out" too frequently.

Intermediate - The attackers continue to move at the same speed, but the bombs that they drop speed up.

Advanced - The attackers now move faster while their bombs continue to be at the same speed as in intermediate.

START OF GAME

Before each player's turn, a prompting message will appear instructing the player to press <ENTER> to start the game. After <ENTER> is pressed, the aliens and rocket base are displayed. There is then a short pause before the player gains control of the rocket base and the aliens begin to attack.

ROCKET BASE CONTROL

The left and right arrow keys are used to position the base. The space bar is used to control firing. The space bar must be released after each rocket is fired for reloading.

SCORING

There are four rows of ten aliens each. Hitting an alien in the lowest row scores 10 points. For the second row, the value is 20; the third, 30; and the top row, 40. The score is doubled if the alien is hit while attacking.

Each player has three bases at the start of the game. If 5000 or more points are scored, an additional base is awarded.

SOUND: Sound effects for this program come out of the cassette cable that normally plugs into the AUX plug on the cassette recorder. There are two ways to listen to the sound effects:

1. Use the earphone with the cassette recorder. Plug the earphone into the cassette recorder loaded with a blank cassette and then press RECORD and PLAY. As an alternative you can plug some speakers directly into the earphone jack.

2. Use a speaker-amplifier like the Radio Shack 277-1008. In this case simply plug the cable that would normally go into the cassette AUX jack directly into the speaker-amplifier.

If you have hooked up a cassette recorder through your expansion interface, the sound will be available at the connector for cassette #2.

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