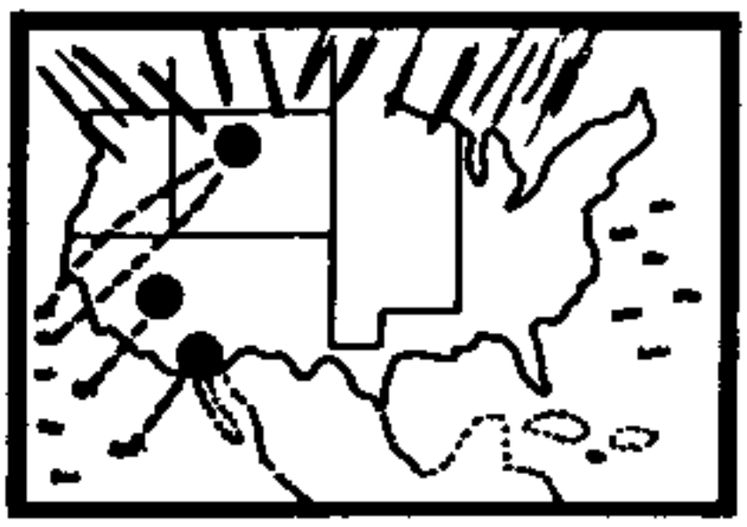
COMPUTER WAR

for the  TI 99/4A

from

microfal ®

INSTRUCTIONS FOR PLAYING COMPUTER WAR

THE DISPLAY

1) The score of the current game is displayed in the top left of the right window. The high score of the current session is displayed in the top right of the screen.

2) The map of the United States shows the location of all the cities targeted by enemy missiles and the NORAD headquarters. Your task is to defend these sites.

3) The left of the screen shows a matrix and below this is the current DEFCON (defence condition). 5 is the start of the game. 1 is game over with all cities and NORAD destroyed.

HOW TO PLAY COMPUTER WAR

1) Press the fire button on the joystick to start the game. Do not touch the fire button again until it is necessary.

2) From the edges of the screen, enemy missiles will appear, advancing towards selected targets. Move the cross on the screen (with the joystick) until it is immediately over the advancing missile. At this point press the fire button.

3) At this point, the display will change to one of two: if the missile was in the centre of the cross, then the display will become that of a fighter pilot through the cockpit window. Beneath the screen are three boxes, depicting current DEFCON status (on the left), the time until impact of the enemy missile (on the right) and in the centre is a box depicting where the enemy missile is in relationship to the view from the cockpit. To chase the missile, move the joystick towards the missiles location. To move left or right, push the joystick in the appropriate direction. To move up, pull the joystick back, and to dive push the joystick forward. When the missile is in view, press fire. Ammunition is unlimited so keep firing until the missile is destroyed. When the time until impact indicator reaches 10, an alarm will sound.

4) If you do not destroy the enemy missile in the alloted time, you will lose a city.

5) If the cross was not positioned correctly over a missile the message NO ENEMY MISSILES IN INTERCEPT RANGE will appear. The game will return to the map screen, but you will not be given a second chance to knock out that particular missile.

6) After all missiles in a wave have either been destroyed or have hit their targets, then the bonus screen is presented. At the middle left of the screen in a 3 x 3 matrix is the code you have to match. This is achieved by moving the white 3 x 3 square around the screen above until a similar mix is achieved. If an identical mix does not exist, then patterns can be built by spinning the squares by pressing the fire button. When an identical match is found, press the fire button again and the computer will move onto the next square to be matched. If all matches are made, then a bonus of 1000 points is added to your score. (on subsequent matches, the bonus is increased by 1000 points per time).

7) The game then re-starts with further attacks of missiles, in increasing number and speed.

The game is over when all cities and NORAD are destroyed. Even if all cities are intact, should NORAD be destroyed, then the game is over. As each city is destroyed, the DEFCON factor is reduced. Game is over when DEFCON REACHES 1.

SCORING

150 points per enemy missile shot down.
1000 points for a full code screen cracked. (With subsequent 1000 point increases for each time this is achieved.

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