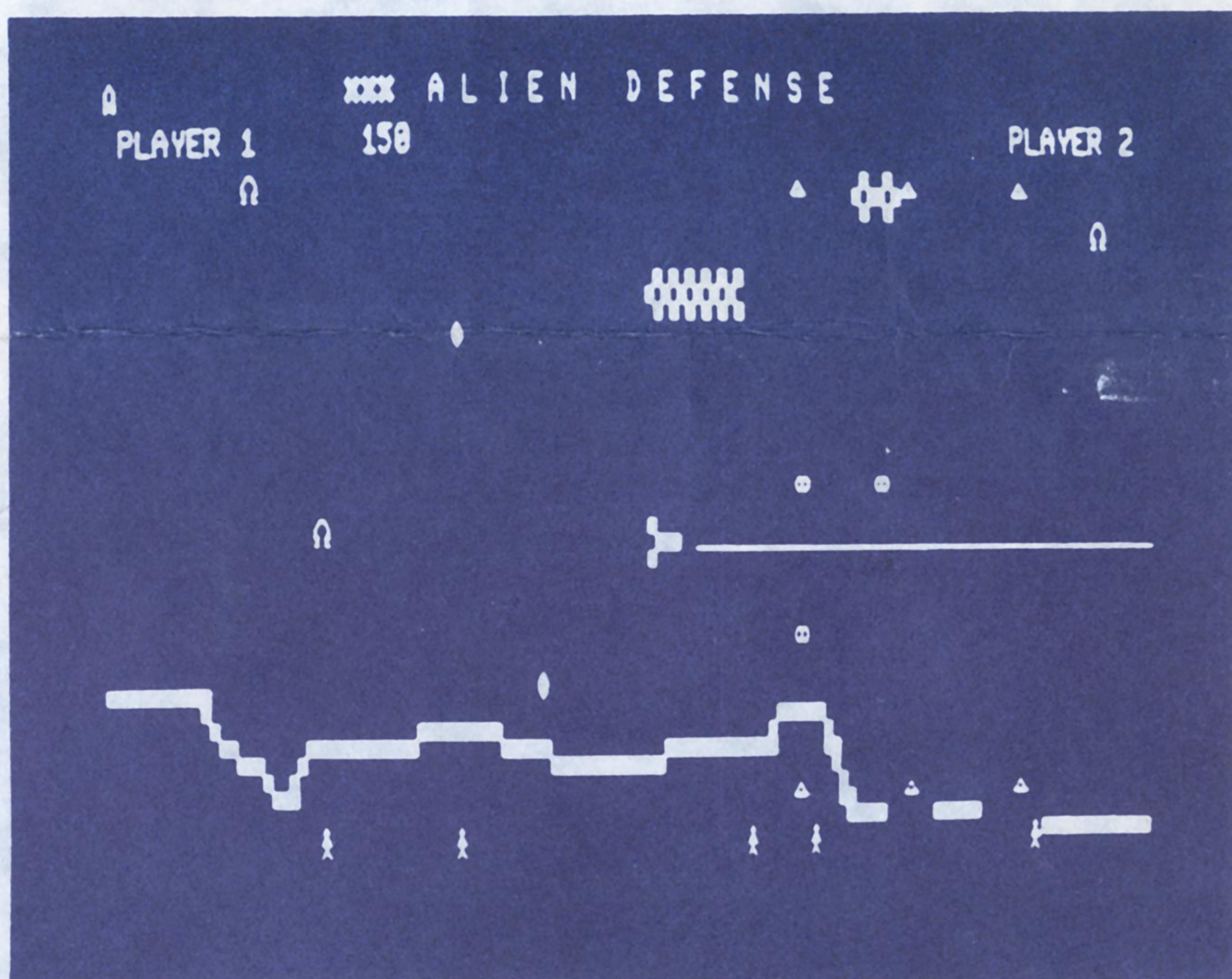WITH SOUND

For Mod III Only
– 1 or 2 Players –

ALIEN DEFENSE© 1981

Written by Larry Ashmun
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The First Machine Language Arcade Game
Written To Use All Those Special Features
Of Your MOD III.

ALIEN DEFENSE

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Alien Defense is a fast action, machine language, arcade type game, with sound. It is written for the Radio Shack Model III microcomputer and requires 16K for cassette or 32K for disk.

Loading Procedure – Cassette

1. Turn on the computer and answer the "Cass ?" question with H.
2. Answer the "Memory size ?" question by pressing ENTER.
3. Type "SYSTEM" and press ENTER.
4. Load the Alien Defense tape into the recorder and rewind to the beginning of the tape.
5. Type "A" and press enter.
6. Press the play button on the recorder.
7. After the program has finished loading type "/" and press ENTER.

Loading Procedure – Disk

1. Turn on the computer
2. After the disk drive turns off (red light goes out) insert the Alien Defense disk in Drive 0 (bottom drive) and press the reset button.

Due to the size of the program, loading will take a little while. If "ERROR" appears on the screen press the reset button again.

Sound

To get sound with the game plug the cassette cable into the back of the computer and the large grey plug at the other end into an audio amplifier with speaker. Any type of audio amplifier will do but the better the amplifier the better the sound.

Attract Mode

When the program first starts it is in the "Attract Mode". It will continue to cycle through this mode, displaying score values and game controls, until any key (except SHIFT) is pressed.

It will then ask if one or two players are playing – reply by pressing "1" or "2".

After selecting the number of players the game starts – alternating between players if two are playing. The score of the player who is up will flash and the action will start as soon as any key is pressed.

GAME CONTROLS

1	Change direction
2	Move UP
3	Move DOWN
8	Move FORWARD
9	Fire
Space Bar	Smart Bomb
Enter Key	Warp Drive

Playing the Game

Each player starts out with three Ships and three Smart Bombs. An additional Ship and Smart Bomb is awarded for every 10,000 points achieved.

A Smart bomb will destroy everything on the screen (including your men on the bottom but excluding your ship) at the instant it is activated – but not aliens appearing on the screen while the explosions are taking place.

The Warp Drive gives you the ability to get out of tight situations in a hurry – or vise versa – use with extreme caution.

You are given fifteen men, positioned at random in the mountains, to protect from the aliens. For every 25 aliens that you destroy (excluding Mutants and Swarmers) you will get a Bonus of 100 points for every man that you have left. When all of the men are gone (destroyed by Smart Bombs or picked up by Landers) the terrain will be destroyed and you will end up in space with an unbelievable number of aliens after you.

If you destroy a Lander while it is carrying one of your men, the man will start falling toward the ground. If you catch him before he hits bottom you get 500 points. If you set him down by moving your Ship all the way down, you get another 500 points. Activating the Warp Drive while carrying a man has dire consequences for the man (no points for you either).

While you are firing at the Aliens they, of course, will be firing at you and the missles that they fire can only be destroyed by a Smart Bomb. Don't confuse the Bombs (hollow diamonds)

with the missles (infinity sign) though, because the Bombs CAN be destroyed by your fire.

When you destroy a Pod (filled in diamond) it bursts into Swarmers that make Kamakazi Pilots look tame so it would probably be a good idea to have a Smart Bomb left when you go after one.

At the end of the game, each player's score is checked to see if it falls within the top ten. If it does, the player will be asked to type his/her initials and press ENTER. The top ten scores will be displayed while the game is in the "Attract Mode".

DISK VERSION ONLY

The Disk version has the added feature of allowing you to save the high scores to Disk. They will be read in when the game is first loaded.

To save the scores just press the SHIFT key anytime you are in the "Attract Mode". If there is an I/O error the operation will be aborted and it will go back to the Attract Mode. If NO Disk or a Disk other than the Alien Defense Disk is in Drive 0 the operation will be aborted and it will go back to the Attract Mode.

Because of Radio Shack's policy of prosecuting anyone who distributes programs on TRSDOS Diskettes this program is distributed on a standard formatted diskette with its own boot loader.

Please address any comments, complaints or suggestions to:

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NOTICE