

**MARYLAND
MODEL II**



GAMES

CDC
1223-00
SINGLE SIDE
DOUBLE DENSITY
SOFT SECTOR



GAMES FOR THE II (VOL. 1)

Maryland Model II Games
3304 Carlton Avenue
Temple Hills, MD 20748

Radio Shack

Welcome to the world of MARYLAND MODEL II GAMES. We are proud to offer "Games for the II (Volume I)". We hope that all Model II/12/16 owners will enjoy playing these five games. They are unusual in the world of computer games in that they are written in interpretive BASIC, yet they are real-time games. Also, they are designed specifically for the Model II/12/16. The five games (in ascending order of difficulty) are:

- (1) SKYDIVER
- (2) STAR BATTLE
- (3) THE WALL
- (4) SPACE SWARM
- (5) MAYHEM

The enclosed 8-inch TRSDOS formatted diskette contains the five games. The diskette does not contain the TRSDOS operating system which comes with all Model II/12/16s.

In order to play a game on a one-disc drive system:

- (1) Make a backup disc (or 2). Store the master, use the backups;
- (2) Transfer a TRSDOS system to the MARYLAND MODEL II GAMES diskette using the XFERSYS utility;
- (3) Enter BASIC;
- (4) Type in one of the following commands, depending on which game you want to play:

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RUN"SKYDIVER"  
RUN"STARBAT"  
RUN"THEWALL"  
RUN"SWARM"  
RUN"MAYHEM"
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Owners of two-drive (or more) systems will have no trouble playing the games. Just enter BASIC and RUN whichever game you choose. Depress the CAPS key throughout each game.

To replay any game, type RUN.

To end a game in the middle, press the BREAK key.

To pause in the middle of a game, press the HOLD key; then to restart, press HOLD again.

To play a new game, type RUN and the name of the game.

For best visual effects, play the games in a darkened room.

That's all there is to it. We at MARYLAND MODEL II GAMES hope you enjoy this package. Please let us know how you like it.

SKYDIVER

SKYDIVER pits a death-defying parachutist against time and the elements.

OBJECT:

The object of SKYDIVER is to effect a safe parachute jump from a speeding airplane to a small landing pad.

GENERAL INFORMATION:

The skydiver must take into account several factors: size and location of the landing zone, plane speed, and wind speed and direction.

To run the game: enter Game Speed (equivalent to speed of plane and diver fall rate), Wind Speed (MPH), and Target Size. Type these values in as integers, separated by commas.

The ready game screen includes: indicators for Wind Speed (1-30) and Direction (E-W), Game Speed (1=fastest, 50=slowest), and Target Size (0-20) at the top, and a barren landscape containing the landing pad at the bottom. At the right of the landing pad is a marker post, signified by a narrow rectangle with a zero on top. An airplane tracks across the screen above the landscape.

TO PLAY:

Press the spacebar once to eject the diver from the plane. To open the diver's parachute, press the spacebar again. Note: wind speed has a greater effect when the chute is open. At low wind speeds there is minimal drift.

A successful landing is one in which the diver lands safely on the pad. An unsuccessful landing occurs when the diver lands elsewhere, or lands without a functioning parachute.

In unsuccessful landings, an emergency rescue helicopter will intervene.

SCORING:

- 1 Good Landing Point for each successful landing.
- 1 Bad Landing Point for each unsuccessful landing.

SKYDIVER

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TO WIN:

Rack up Good Landing Points! Beat the Experts! (see Player Proficiency Ratings, below.)

PLAYER PROFICIENCY RATINGS:

Novice.....	30%	Successful landings.
Average.....	60%	Successful landings.
Expert.....	90%	Successful landings.

STAR BATTLE

STAR BATTLE is a game of will and wits between a space fighter entrusted to protect an energy base and five feisty enemies who seek to blast the base into infinity.

OBJECT:

The object of STAR BATTLE is to protect the energy base by intercepting and destroying enemy ships.

GENERAL INFORMATION:

To run the game: the screen will display all five types of enemies, along with their point values.

TANKER.....	10 points
CRUISER.....	20 points
FIGHTER.....	30 points
DESTROYER.....	40 points
BATTLESHIP.....	50 points

Select a skill level (1=easiest, 5=hardest). With each increment in skill level, the aliens' speed will increase. For example, at skill level #1, the aliens stay at the same speed the entire game. At skill level #2, the second-round speed exceeds the first, but the rest of the game proceeds at second-round speed, and so on.

The ready game screen includes: a star-studded void with an energy base, represented by a '+', at the center. The player is a fighter pilot looking out the window of his spaceship toward the base.

TO PLAY:

Suddenly an enemy ship slashes the void, moving swiftly toward the level of the base. Protect the base by firing the ship's lasers (spacebar.) The lasers move from the left and right periphery toward the base. They keep moving inward until they approximate the base or the player fires again, by depressing the spacebar. In each case, the "old" lasers disappear.

The enemy continues toward the base along the central plane of the screen. If an alien reaches the base before laser fire reaches the alien, the '+' flashes on and off, signifying that the base is doomed. If the enemy ship is hit by laser fire, it explodes and new aliens keep coming

STAR BATTLE

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until the entire wave is destroyed.

Note: the fifth type of enemy (BATTLESHIP) can self-destruct. It gives a warning beforehand by flashing off and on. Then, within seconds, it explodes, scattering debris across its last position on the screen. The energy base can be destroyed by hurtling debris...player beware!

When lasers will not suffice (example: the enemy is too far out of range), the ultimate weapon is the Annihilator Bomb. These bombs are limited in number and are detonated by depressing the ENTER key. As the name indicates, annihilators destroy everything on the screen except the energy base.

SCORING:

All enemies behave in the same way, but vary in points yielded when hit. See point values on previous page for the five different aliens.

The game continues until all bases are gone. The player begins with 3 bases and can earn extras during the course of the game. If the player scores exactly 1,000 points at any time during the skirmish, a reward is provided: 200 bonus points, 1 bonus Annihilator Bomb, and 1 bonus base.

TO WIN:

Rack up points, Annihilator Bombs, and extra bases! Beat the Experts! (See Player Proficiency Ratings, below.)

PLAYER PROFICIENCY RATINGS:

NOVICE.....1,000 POINTS

AVERAGE.....7,000 POINTS

EXPERT.....25,000 POINTS

THE WALL

In THE WALL a spaceship captain must protect his vehicle from a number of hazards generated by enemies at an outlying base: hair-trigger mines, deadly BATS, persistent PESTS, and - terror of terrors - an enormous, encroaching horizontal wall.

OBJECT:

The object of THE WALL is to spare the player's ship by breaching the wall, successfully avoiding mines and attackers, and - finally - by demolishing the enemy base.

GENERAL INFORMATION:

To run the game: enter the desired Wave Number. Waves increase in difficulty from 1-8.

The ready game screen includes: a spaceship at the bottom, a wall which runs the width of the screen above the ship, and - above the wall - a stationary enemy base.

TO PLAY:

The wall descends, slowly in the early waves, rapidly later on. Evade the wall by moving the spaceship to left or right using the < or > keys (plus the REPEAT key.) Meanwhile, attack the wall with the ship's lasers (spacebar.) Through holes blasted in the wall, aim the lasers (spacebar again) at the enemy base. If one laser shot is airborne and the spacebar is depressed again, the old blast disappears and a new one fires.

The descending wall contains both prizes and hazards. Box shapes on the wall represent point bonuses. *'s represent mines. V-shaped enemy PESTS zigzag randomly through the wall's holes to the bottom of the screen. Deadly BATS escape through the holes, track the player's ship, and attempt to ram her. A collision with either PESTS or BATS spells death to the ship.

A final avoidance technique: leap into hyperspace by depressing the ENTER key. Hyperspacing lands the ship in a new, random position at the bottom of the screen. Hyperspace has its hazards, though - a 1 in 6 chance that the spacecraft will explode upon reentry.

THE WALL

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If, perish the thought, the wall reaches the bottom of the screen and there is no hole above the ship's topmost laser nozzle, the ship is crushed.

SCORING:

Each hunk of wall nets 10 points. A chunk of base yields 100-300 points. Shoot a bonus prize box, collect 500 points. Kill a PEST, win 250 points. Zap a BAT, chalk up 500 points.

Every time the pilot evades the wall, a wave bonus of 100-1000 points is issued.

The player starts the game with 3 ships. The game ends when all ships have been destroyed. A bonus ship is awarded every 10,000 points. No more than 8 ships can be accumulated, however, in any game.

Note: The wall speeds up with each subsequent wave in numbers 1-7. At wave 8 it slows to accomodate a left-to-right rotation across the screen. Eventually it reaccelerates even while rotating.

TO WIN: Escape the wall! Capture the enemy base! Beat the Experts! (See Player Proficiency Ratings, below.)

PLAYER PROFICIENCY RATINGS:

Novice.....5,000 points

Average.....25,000 points

Expert.....100,000 points

SPACE SWARM

SPACE SWARM is a no-holds-barred dogfight between steel-nerved starship pilots.

OBJECT:

The object of SPACE SWARM is to destroy each wave of aliens, thereby saving the player's ship.

GENERAL INFORMATION:

To run the game: study the screen display of the enemies and their scoring values. Enter the names of the types of enemies desired in the first wave (1-9). The types of enemies, each of which may appear in unlimited numbers, are as follows:

MONGOL.....	10
PEST.....	20
DRONE.....	30
APHID.....	40
FIGHTER.....	50
DEVIL.....	60
SWARMER.....	70
WARRIOR.....	80
DESTROYER.....	90
BATTLESTAR.....	100

Note: The value of enemy bombs is 100 points.

The ready game screen includes: the player's small ship at the bottom, an alien ship at the top.

TO PLAY:

The alien ship begins to dive, dropping bombs as it descends. If an enemy bomb hits the player's ship, that ship disintegrates. To defend his/her ship, the player must fake to left or right by using the < or > keys. Use the REPEAT key for smoother movement.

The player has another evasive option, hyperspace, which puts his/her ship in a new, random position at the bottom of the screen. To enter hyperspace, press the ENTER key.

Note: Each time the ship enters hyperspace, there is a 1 in 8 chance that it will be destroyed during reentry.

Each time one alien explodes, a new one appears until the entire wave is wiped out. At that time, the game warps to the next time frame, which presents one more enemy than the previous frame.

SPACE SWARM

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Of the ten types of enemies, the last three types (WARRIOR, DESTROYER, and BATTLESTAR) attempt to track the player's ship by moving in the same direction it does. The last five types of enemies (DEVIL, SWARMER, WARRIOR, DESTROYER, and BATTLESTAR) have another deadly weapon: the high-intensity ENERGY RAY. This ray appears as a fan of segmented lines. The enemy must stop in order to fire it. If an ENERGY RAY touches the player's ship, the ship explodes. When the enemy finishes shooting, it retracts the ray and continues diving.

The player begins the game with 3 ships. The game ends when all player ships have been destroyed.

SCORING:

All ten types of enemies yield different point values when hit. See GENERAL INFORMATION section for points. Note: enemy bombs, worth 100 points each, are sometimes referred to as "enemy lasers."

If, during the game, the player runs up exactly 1000 points, he/she gets 100 bonus points and a bonus ship. When all the aliens in a wave have been destroyed, the player gets 100-500 bonus points and a bonus ship. The player can accumulate no more than 8 ships in any game.

TO WIN:

Hold off all the enemies! Protect the player's ship! Beat the Experts! (See Player Proficiency Ratings, below.)

PLAYER PROFICIENCY RATINGS:

Novice.....1,000 points

Average.....10,000 points

Expert.....50,000 points

MAYHEM

MAYHEM pits the inhabitants of four vulnerable cities against deadly invaders. A lone missile guards the terrain.

OBJECT:

The object of MAYHEM is to keep all four cities, plus their protective missile silo, intact.

GENERAL INFORMATION:

To run the game: first, enter "Game Variation 1" or "Game Variation 2." Variation 1 runs slowly, but involves four types of attackers. Variation 2 serves as a type of training mission. It has only a weapon-laden BOMBER, but runs rapidly. Next, enter the names of four cities as directed.

The ready game screen includes: a missile launcher (represented by a small stem) at the bottom center, a missile silo (represented by a large stem) beneath the launcher, and four cities (with names indicated by the player) paired on either side of the launcher.

TO PLAY:

Attackers appear on the screen, zooming toward the player's cities and missile base. To retaliate, aim the missile launcher by moving it to left or right with the < or > keys. Note: lateral movement is limited in degree.

To launch a defensive missile, press the spacebar. A missile, symbolized by a '+', will shoot out in the direction aimed. Aiming and firing are tricky (using the REPEAT key for lateral moves helps), but the player will become proficient quickly with practice and concentration.

Each launched missile continues upwards in its initial direction until it hits an enemy or goes off the screen. If a new missile is launched, the old one disappears.

There are four possible types of attackers.

TYPE 1BOMBERS. BOMBERS fly horizontally across the screen. They drop V-shaped BOMBS, which fall straight down until they hit the surface or collide with another enemy.

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BOMBERS accelerate at 3,000, 5,000, and 8,000 points.

TYPE 2BOMBS. BOMBS are dropped by BOMBERS. See above.

TYPE 3ICBM's. Looking like flying dots, ICBM's soar in either straight or zigzag paths. They fall downward until they strike something, leaving a trail of dots behind them.

TYPE 4LUNATIC BOMBS. These X-shaped menaces can appear suddenly in the upper atmosphere. They fall in zigzag patterns to the surface.

NOTE: Only one type of enemy can appear on the screen at any given time. If two enemies collide, both disintegrate.

When a city is destroyed by a direct hit from the enemy, it explodes in a small mushroom cloud. When a silo is destroyed (or all four cities bite the dust), there is a nuclear explosion and the screen announces "GAME OVER."

SCORING:

BOMBER.....	100 points
BOMB.....	500 points
ICBM.....	750 points
LUNATIC BOMB.....	1,000 points

TO WIN: Save the cities! Save the silo! Beat the Experts!
(See Player Proficiency Ratings, below.)

PLAYER PROFICIENCY RATINGS:

Novice.....	1,000 points
Average.....	10,000 points
Expert.....	25,000 points

