MARYLAND MODEL II

MM

GAMES

Disk No:

hT Information Terminals
Flexible Disk
FD 34-1000

GAMES FOR THE II (VOLUME 2)

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

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3304 CARLTON AVENUE
TEMPLE HILLS, MD. 20748
•
(301) 894-1274
630-5206

Welcome once again to the fantasy world of MARYLAND MODEL II
GAMES. Volume II presents three games for owners of
II/12/16 computers. Like the games in Volume I, these
offerings are written in interpretive BASIC, but are
real-time in execution. The three games are:

PALESTINE
APE ESCAPE
SAUCERS

The enclosed 8-inch TRSDOS formatted diskette contains the
three 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-disk drive system:
(1) Make a backup disk (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:

RUN"PAL"
RUN"APE"
RUN"SAUCERS"

RUNNING THE GAMES:

To play, you must first enter BASIC. From TRSDOS READY,
type BASIC -F:1 and wait for BASIC to load. Then type RUN
"(file name)" and the selected game will start.

Each game has a title page. To skip this page, press any
key before the title page is displayed or while it is being
displayed.

A game is finished when you see 'GAME OVER' in the middle of
the screen. To play the game again, type RUN. To play
another game, type RUN "(file name)". To go back to TRSDOS,
type SYSTEM.

Each game has a high score file which saves the high score
attained for that game. Don't forget to copy these files
along with the games. If you get the high score, you can
enter your initials and they will be saved to the disk along
with your score.

The files on the distribution diskette are:
*   PAL   - PALESTINE
*   PAL/HSC   - PALESTINE high score file
*   APE   - APE ESCAPE
*   APE/HSC   - APE ESCAPE high score file
*   SAUCERS   - SAUCERS
*   SAUCERS/HSC   - SAUCERS high score file
*   BREAKDIS   - BREAK disable program
*   BREAKENA   - BREAK enable program

BREAKDIS and BREAKENA are for convenience. If you want the
BREAK key 'enabled' so you can stop a game by pressing
BREAK, do nothing. However, if you tend to halt games
accidentally by repeatedly hitting BREAK, you can 'disable'
the BREAK key by typing SYSTEM "BREAKDIS" after you load
BASIC. To get BREAK back, type SYSTEM "BREAKENA" after
completing a game.

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

That's it. You're ready to play. We at MARYLAND MODEL II
GAMES hope you'll find these games even more challenging
than those you've mastered on Volume I. We're eager to hear
your reactions.

PALESTINE

Somewhere in the desert in the Middle East, a terrorist group has built a large base, and the navy wants you to destroy it. You'll be flying the navy's new Q10 experimental fighter, which is equipped with a radar cloaking/jamming device so you can avoid detection until you reach the target area.

To reach the base, you must fly through ten stages. Each has different terrain and different structures scattered on the surface. Two structures found in every stage are the nuclear reactor and SAM (Surface-to-Air Missile) base, both of which must be destroyed to complete a wave.

To control the Q10, use the up-arrow and down-arrow keys to climb and dive. Use the spacebar to fire missiles, of which you have an unlimited supply. Only one missile can be onscreen at a time, so pressing the spacebar while a missile is in flight will 'cancel' it and fire a new one. The missiles are launched in the direction that the Q10 is moving.

If the Q10 crashes into terrain or structures, it is destroyed. It is also destroyed if it is hit by a SAM. SAMs are indestructable. They can fly through anything, and you can't finish them off with your missiles. If the Q10 hits a structure, both the structure and the plane are usually destroyed. Sometimes, part of a structure will survive. The SAM base and nuclear reactor can be destroyed only by a direct hit. The terrorist base can only be destoyed by hitting it with one of your missiles.

Your missiles can destroy structures on the surface, and can even punch craters in the surface. A structure explodes when it is destroyed. Rarely, flying directly into an explosion will destroy the Q10.

After you complete a wave, you get a bonus based on the level of the wave you've completed, multiplied by the round. (The round is the number of bases you've destroyed + 1).

If you complete wave nine by destroying the base, you'll get 1,000 points for the base and 1,000 multiplied by the round. in addition, you'll get bonus Q10s. However, if you complete wave nine by destroying the SAM base and nuclear reactor, you must keep repeating wave nine until you demolish the terrorist base.

When you run PALESTINE, you will be prompted to enter either
a number (0-9) or an R (for random terrain) to select a
starting wave. If you select a number, you can bypass all
waves up to that number. This allows experienced players to
skip the relatively 'easy' early waves. Random terrain is
totally different. Once you choose this option, you stay
with it the whole game. Random terrain is generally used
for practice, since some random waves are practically
impossible!

It's important to understand the readout at the top of the
screen. Shown below is a _sample_ readout with brief
explanations. On screen, you'll see the readout
horizontally; here it's reproduced vertically.

SCORE --> 553
PLANES --> 7
TWIN CANYONS
750
1/1
NRK
27,934

SCORE: Your current score
PLANES: The number of planes you have left,
*   including the one onscreen
TWIN CANYONS: The name of the current wave
750:             The maximum possible points for destroying
*   every structure
1/1:   The wave/round numbers
NRK: The high scorer's initials
27,934:   The high score

SCORING:
terrain...............1
village...............50
missile base........100
nuclear reactor.....150
power plant.........200
oil refinery........300
base...............1,000
bonus for completing a wave: 100 X (wave+1) X round
bonus for destroying base: 1000 X round + 1000

If you get the high score, enter your initials. Use < and >
to 'rotate' the letters until your initial appears. Press
the spacebar to enter it. Repeat.

CUSTOMIZING PALESTINE

This is a special section that explains how you can
customize PALESTINE to fit your playing abilities.

First, make sure you have BACKUP COPIES. DO NOT make these
changes on the distribution disk. That way, if you make a
mistake, you can always rebackup the distribution copy.
Type each line exactly as instructed and press ENTER at the
end of each one.

To make the changes: type LOAD "PAL" to load PALESTINE into
memory. Then make the changes, and type SAVE "PAL" if the
disk you want to make changes on is in drive 0, or SAVE
"PAL:1" if the disk is in drive 1 (expansion drive).

MODIFICATIONS:

If you're left-handed, you may find the current key
arrangement difficult. This modification moves the 'fire
missile' function from the spacebar to the ENTER key on the
numeric pad:
*   52 KS=13

This modification moves the 'fire missile' function back to
the spacebar:
*   52 KS=32

This modification eliminates the nuclear reactor's
importance. With this change you can complete a wave simply
by destroying the SAM base:
*   85 NF=0

This modification eliminates the SAM base's importance.
With this change you can complete a wave simply by
destroying the nuclear reactor. Also, you no longer have to
worry about SAMs.
*   86 MF=0

To reinstate the nuclear reactor's importance:
*   85 MF=1

To reinstate the SAM base's importance:
*   86 MF=1

To change the number of Q10s you get for each game:
*   53 PL = n   n = the number of Q10s you
*   want. The number must be between 1 and
*   32767.

APE ESCAPE

Poor little Alvin Ape. All he wants to do is swing through
the jungle and eat bananas, but he finds trouble at every
turn. Falling coconuts, poachers' arrows, and flying
Dingbats are intent on making him one dead ape. Alvin's
fate is up to you.

APE ESCAPE presents five different levels. You control
Alvin, using the '8', '4', '6', and '2' keys on the numeric
pad to move him up, left, right, and down, respectively.
Alvin moves through the jungle by grabbing vines. He can
move left or right to an adjacent vine, or can climb up and
down vines. Be careful! If Alvin grabs for a vine that
isn't there, he plummets to the ground. Alvin can also fall
if he slips off the bottom of a vine, or slides down over a
gap in a vine.

Alvin is safe when he reaches the palm tree in the lower
right corner of the screen. However, getting there isn't
easy. One problem is the coconuts, which hang throughout
the jungle on vines. If one hits Alvin, it knocks him off
the vine. When a coconut falls, it is replaced by a new
one. Alvin can't hold on to the coconuts; he must climb
over or around them.

More peril comes from the arrows. Evil poachers on the
jungle floor want to capture Alvin by shooting him with
these arrows. They don't pierce Alvin, but they do make him
loose his grip and fall.

The last danger Alvin faces is the Dingbats. They cause
problems by creating gaps in the vines. Alvin is not hurt
if they touch him directly.

Horizontal platforms are suspended from some vines. These
hinder Alvin's movement. He must climb around them.

Alvin does have some help. There are springs located on the
jungle floor which have the power to bounce him back up,
unharmed, should he fall onto one.

SCORING:

Every time a coconut falls and misses Alvin, you get 5
points. You get 50 points when Alvin dodges an arrow.

You begin each game with three Alvins. When you complete a
wave, you get 100 points, times the level of the wave just
completed, plus a bonus Alvin. When Alvin makes it through

wave five, he starts back at wave one again.

If you beat the high score, enter your initials. They will
be saved on the disk along with the new high score.

The highest score recorded on APE ESCAPE to date is 5,785.

Hurry up and save Alvin!

SAUCERS

The inhabitants of ANDOR had never had pest-control problems
until a swarm of XORian beasts decided they wanted to
cohabit the planet. This caused no problems until the
ANDORians discovered that the XORians enjoyed swooping in
and out of the atmosphere, making a most annoying droning
noise.

Day and night the ANDORians were tormented by the hubbub,
until ANDORian scientists finally completed a pest-control
craft with a built-in PBWS (Particle Beam Weapons System).
Unfortunately, none of the citizens of ANDOR could figure
out how to operate the craft. You happen to be vacationing
in ANDOR and, being a generous person, decide to help your
hosts. To help you know what you're up against, the
ANDORian scientists have compiled an XORian Pest Profile
Library. They warn that contact with any of the XORians
means death for you and the search-and-destroy ship. They
also encourage you to avoid a powerful plasma-fan weapon
used by the most dreaded enemy, the 'Bouncer'.

To control the ship, use the < and > keys to move left and
right. To fire a blast from the PBWS, press the spacebar.
You don't have to worry about encountering more than one
XORian at a time, because they annoy each other as much as
they irritate the ANDORians.

How to run SAUCERS: After the title page, all the XORians
will be displayed so you can see what they look like. You
will be prompted to enter a number for 'level', then
'evasiveness'. In general, the XORians get meaner in the
higher levels. 'Evasiveness' refers to how erratic the
XORians' flight will be. If you're a beginner, use '0'.
NOTE: When you answer the prompts, you don't need to press
ENTER, just type in the number (0-9).

XORian Pest Profile

Compiled by Dr. O. R. Gate, ANDORian Science Center

---Syncho---
SPEED/MANEUVERABILITY: medium
TARGET SIZE: medium
SPECIAL ATTRIBUTES: none
POINT VALUE: 10

---Saucer---
SPEED/MANEUVERABILITY: medium
TARGET SIZE: medium

```
SPECIAL ATTRIBUTES:      none
POINT VALUE:             30


---Flagship---
SPEED/MANEUVERABILITY:   low - medium
TARGET SIZE:             medium
SPECIAL ATTRIBUTES:      leaves a harmless, but annoying,
*                        debris trail; when hit, it explodes
*                        to reveal a Saucer
POINT VALUE:             50


---Bouncer---
SPEED/MANEUVERABILITY:   medium - high
TARGET SIZE:             small
SPECIAL ATTRIBUTES:      fires a plasma-fan ray which is
*                        deadly to touch; mutates into a
*                        Saucer when hit
POINT VALUE:             100
*                        500 if hit when firing plasma-fan


---Pod---
SPEED/MANEUVERABILITY:   medium - high
TARGET SIZE:             medium
SPECIAL ATTRIBUTES:      causes a harmless particle explosion
*                        when hit; after 'warp', a Bouncer
*                        appears near the spot where the Pod
*                        was hit
POINT VALUE:             200


---Qt---
SPEED/MANEUVERABILITY:   medium
TARGET SIZE:             medium
SPECIAL ATTRIBUTES:      when hit releases four particle
*                        streams deadly to touch; a Bouncer
*                        appears at the end of one of these
*                        streams
POINT VALUE:             500


---Gargantuan---
SPEED/MANEUVERABILITY:   low
TARGET SIZE:             high
SPECIAL ATTRIBUTES:      (harmless) explosion - when hit
*                        reveals a blinker; only appears in
*                        wave 20 and every five waves
*                        thereafter
POINT VALUE:             300
```

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---Blinker---
SPEED/MANUEVERABILITY: medium - high
TARGET SIZE: medium
SPECIAL ATTRIBUTES: becomes invisible for short periods
*   of time; still vulnerable when
*   invisible
POINT VALUE: 300

The highest score recorded for SAUCERS is 8,680.