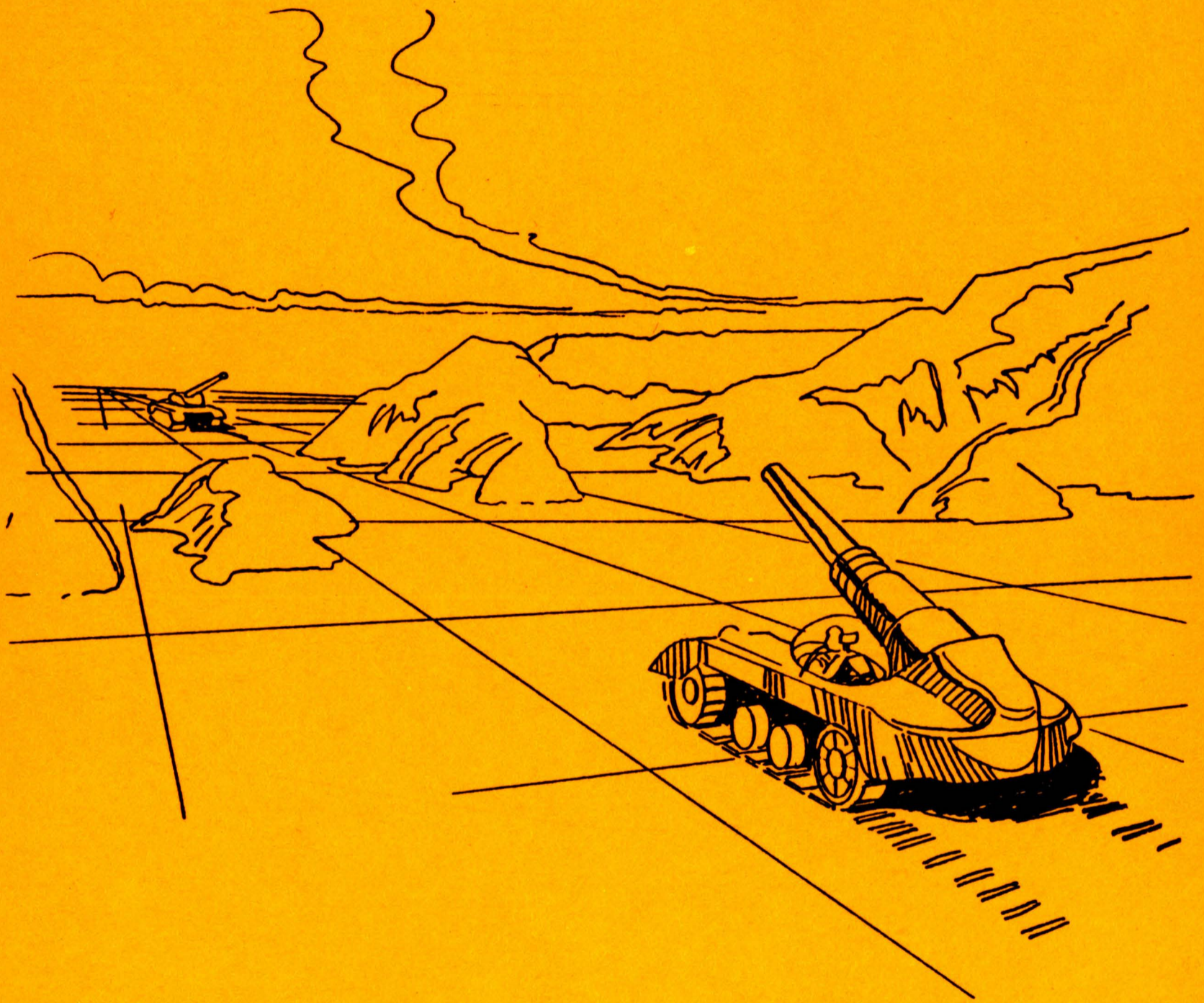# Barrage

MINIMUM REQUIREMENTS

- TI 99/4A Home Computer

B A R R A G E

INTRODUCTION - The Fiendish Draks are raining terrible acid balls on the planet. As commander of the Mission Control Center, your job is to subvert their efforts. You have awesome laser fire power at your disposal.

SETUP:

1) Insert the module into the slot on the console. Turn the computer ON, and wait for the master title screen to appear.
2a) TI/MYARC Disk Controllers - Press any key to make the master selection list appear. Press the key corresponding to the number beside BARRAGE.
2b) CorComp Disk Controller - Press the space bar twice to make the master selection list appear. Press the key corresponding to the number beside BARRAGE.

Note: To remove the module, power OFF the the computer. Then remove the module from the slot.

Once loaded, the game will display the title screen. Start the game by pressing any key. Make sure the ALPHA LOCK is OFF.

GAME PLAY - Either the keyboard, joystick 1 or joystick 2 may be used to control laser cannon, which must protect the objects at the bottom of the screen.

OPTION 1		
Direction (1 Player - Right Handed)		(1 Player - Left Handed)
Up	E	I
Down	X	M
Left	S	J
Right	D	K
Left & Up	W	U
Right & Up	R	O
Left & Down	Z	N
Right & Down	C	, (COMMA)
Fire	Q or V	

OPTION 2/3		
Direction (2 Player - Player One)		(2 Player - Player 2)
Up	E	I
Down	X	M
Left	S	J
Right	D	K
Left & Up	W	O
Right & Up	R	N
Left & Down	Z	, (Comma)
Right & Down	C	. (Period) or Y
Fire	Q or V	

Barrage was written by Garth Dollahite (Sofmachine Inc.)

SPECIAL KEYS

    P or T - Pauses the game.
    FCTN 8 - (REDO) Restarts the game with same player option.
    FCTN 9 - (BACK) Quits current screen and displays Option Selection Screen.

    FCTN 6 - (PROCEED) Cheat mode, enables practice. High score is not updated.

GAME PROGRESSION - The number of acid balls in a given Attack is equal to 15
plus the Attack number. Attacks are devided into waves with a maximum of 10
acid balls dropping in a given wave. The color of the explosions will change
to indicate the number of waves in an Attack. Dark red is two (2) waves, light
yellow is three (3) waves, magenta is four (4) waves, medium green is six (6)
waves and cyan is seven (7) waves.

The acid ball's speed increases with each additional Attack. Acid ball
re-targeting starts on the second Attack. These acid balls change course at
any point in their descent. Watch for Hydrazine Meteors to start raining in
Attack three (3).

END OF ATTACK - If both laser cannons run out of ammunition (or are blown
up), the remaining acid balls speed up (after a two second delay) to finish the
Attack quickly. Also, all Hydrazine Meteors are released rather than
one-at-a-time. Extra military equipment is awarded between Attacks only, at
50,000, 100,000, and every 100,00 points thereafter.

Both laser cannon are rebuilt and restocked at the beginning of each Attack.
In Options 1 and 2, each cannon is stocked with 15 charges. In Option 3, each
player cannon is stocked with 20 charges. STARTEGY TIPS - Try for multiple
acid ball bonus whenever you can. To ignite two acid balls with one explosion,
the charge must be between two acid balls, otherwise a chain reaction occurs,
which does not earn a bonus.

In an Advanced Attack the acid balls are dropping too fast to shoot each one
individually. Set off your explosions below the lowest acid balls, so the
chain reaction will destroy the higher acid balls. This will not provide a
bonus, but it helps save your arsenal. During a Meteor shower, as in Attack
14, you must destroy the acid balls between each Meteor to keep from losing the
objects at the Mission Control Center.

 SCORING - 100 points are awarded for each acid ball hit. Bonus points are
awarded when a single charge destroys multiple acid balls. A chain reaction
will earn points for each acid ball destroyed, but no bonus is awarded.

Number of Acid Balls Hit	Bonus Points Awarded
2	250
3	600
4	1000
5	1500
6	2500
7	4000
8	6000

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