

RING DESTROYER

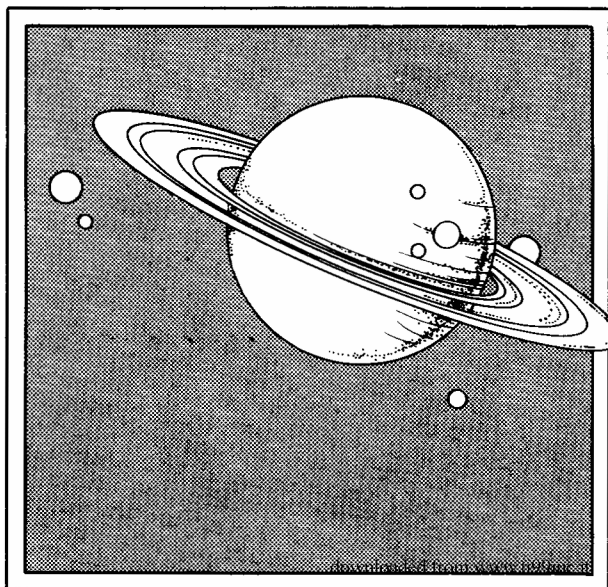
A fast-action space game for the Texas Instruments 99/4 or 99/4A home computer. Requires Extended BASIC and **either** Joysticks (for execution in Extended BASIC) **or** Expansion RAM (for execution in Machine Language).

**REPUBLIC
SOFTWARE**

RING DESTROYER™

Instruction Manual

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Washington, D.C. 20024



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RING DESTROYER

Congratulations! You have just purchased a high quality software game that will adapt itself to your computer system's capabilities as your system grows. The cassette tape or disk that you have purchased contains both an Extended BASIC version of RING DESTROYER and a version that uses machine language routines. The Extended BASIC version, which you will play if you don't have the Expansion Random Access Memory (RAM), has been described as "the best game for the Texas Instruments home computer written in Extended BASIC." The Extended BASIC version requires joysticks. If you have the Expansion RAM peripheral or board, you will play the machine language version. This version, which can be used with joysticks or without, equals the quality, action, and speed of arcade video games.

Detailed instructions have been included in this manual and we encourage all RING DESTROYER owners to read them. However, experienced users may wish to start playing immediately. For their benefit, an abbreviated version of these instructions may be found on the back cover of this manual.

Required Equipment

- Texas Instruments 99/4 or 99/4A Personal Computer
- Texas Instruments monitor **OR** RF modulator and TV set
- Texas Instruments Extended BASIC Solid State Software™ Command Module
- Joysticks (for Extended BASIC play) **OR** Expansion RAM (for machine language play)

Important Note

Attempting to copy this program may "crash" your system or destroy the program. If your system "crashes" or "locks up," it will be necessary to shut off the computer and peripherals before attempting to reload the program. If you have the disk-based RING DESTROYER, make sure that you remove the disk from the disk drive before turning off any equipment.

The Scenario

Aliens have invaded the solar system! Massing their forces in the rings of Saturn, they have already raided and destroyed a number of scientific and mining communities among the ringed planet's satellites. After they viciously attacked the unarmed diplomatic mission we sent to negotiate with them, it became clear that peace is impossible. While they continue to attack our bases, a squadron of scout ships is being sent into the rings to set the stage for a major invasion by our forces. You are the squadron leader. Your mission is to penetrate the rings and destroy any of the ring fragments that are large enough to interfere with our invading forces. Naturally, you will also blast any enemy ships sent to harass you. Good Luck, Commander!

Getting Started

Disk

1. Switch on the disk drive.
2. Switch on the Peripheral Expansion Box or the Disk Controller and the Expansion RAM (if you have one).
3. Insert the Extended BASIC module into the console.
4. Switch on the console.
5. Turn on the monitor or TV set.
6. Insert the **RING DESTROYER** disk into disk drive 1.
7. Close the front cover of the disk drive.
8. Press any key on the console.
9. Select Extended BASIC.

Alternatively, if your equipment is already on and you are in Extended BASIC, you may insert the **RING DESTROYER** disk into disk drive 1 and enter RUN "DSK1.LOAD". In either case, the program will determine whether your system has the Expansion RAM and will select and run the machine language version of **RING DESTROYER** if the Expansion RAM is available or the Extended BASIC version if it is not. Please leave the disk in the disk drive as you play—the program may need additional information from the disk.

Cassette

1. Turn on the cassette tape recorder. Make sure it is connected to the console as CS1.
2. Switch on the Peripheral Expansion Box or Expansion RAM (if you have one).
3. Insert the Extended BASIC module into the console.
4. Switch on the console.
5. Turn on the monitor or TV set.
6. Insert the **RING DESTROYER** cassette into the tape recorder with the label facing out.
7. Press any key on the console.
8. Select Extended BASIC. (If you have the Disk Controller attached to your system and turned on, you must do the following before attempting to load the cassette-based **RING DESTROYER**: enter CALL FILES(1) and then enter NEW.)

The cassette-based **RING DESTROYER** has the Extended BASIC and machine language versions of the game recorded separately on side 1 (the side with the label) of the tape. The Extended BASIC version is first. Each version has a spoken title recorded on the tape immediately preceding the program in order to help you locate the version you want. Remember that the Expansion RAM is needed to run the machine language version. Locate the beginning of the program you will play and enter OLD CS1. Then follow the instructions on the screen for loading the program. Once it's loaded, enter RUN.

A Few More Preliminaries

The next thing you will see on your monitor or TV set is the title screen for **RING DESTROYER**. Once it has played its song, it will proceed to the "demonstration mode" on its own. We like the title screen, but if you get tired of it the third or fourth time you load the program, press and HOLD the "enter" key during the screen display and the program will skip the rest of the title screen activities and move directly to "demonstration mode". Release the "enter" key once the screen clears.

The “demonstration mode” is next. This mode puts a little action on the screen to keep you entertained while we go over a few more points. In the upper-left corner of the screen are displayed the ships remaining available for play. This part of the screen doesn’t change during the “demo”, but will become important to you as you play. Your score will appear in the upper-right corner of the screen once you get started. Your current ship (the one you will be able to control) is in the middle of the screen. Don’t try to move it yet—the “demo mode” won’t let you. You can also see some other characters moving on the screen. These are explained in detail under **PLAYING THE GAME**, below. If you have the disk-based **RING DESTROYER**, the initials and scores of the top five competitors who have used this disk will be displayed in the lower right quarter of the screen. If you’re just getting started, you should see a lot of blanks and zeroes there.

The final item on the “demo” screen is the start-up message. Extended BASIC players are told to press and **HOLD** the “enter” key to start playing. Machine language players are given the choice of pressing the “J” key (to use the joysticks to control your ships) or the “K” key (to use the keyboard). If you are using the joysticks on a 99/4A console, make sure that the “alpha lock” key is up (off). When it’s down, the forward (up) position on the joysticks is disabled. Extended BASIC players must use joystick #1; machine language players may use either joystick.

O.K. Now we’re about ready to start . . .

Playing the Game



your
ship


Once you’ve left the “demo mode”, the keys or the joysticks can be used to control your ships. The drawing on the left is what one of these looks like. In the next paragraph, the joystick controls are explained in the text, with the equivalent keyboard controls in parentheses.

Moving the stick to the left (“S” key) rotates your ship counterclockwise. Moving the stick to the right (“D” key) rotates the ship clockwise. Pushing the stick forward (“,” or “.” key) applies acceleration in the direction toward which your ship is **POINTED**, regardless of the direction in which it

is MOVING. Just as with a real space ship, you must rotate and decelerate in order to slow down. Intermediate stick positions provide both rotation and acceleration. (Keyboard does not permit this.) The “fire” button (“enter” key) launches a torpedo in the direction toward which your ship is pointed. Machine language players have an additional option. Pulling the stick back (“space” bar) sends your ship into hyperspace and brings it back at a random location on the screen.



This is a large ring fragment. If you hit it with one of your torpedoes, it breaks into smaller ring fragments and you collect points. On the other hand, if it runs into one of your ships, the ship is destroyed. The smaller ring fragments are also shown here. If you torpedo one of these, it blows up completely and you earn even more points. Naturally, they are just as dangerous to your ships as the large fragments.

Here is your nemesis—an enemy space ship. Enemy ships are worth the largest number of points (if you manage to hit one) and are extremely dangerous. They launch mines, which look like this  and that home in on your ship. Your torpedoes cannot destroy enemy mines. The enemy ships are about the same size as the smaller ring fragments, so you must watch for them diligently.

After a ship is destroyed, it leaves debris floating in space. This debris is too small to damage your ships and should be ignored when choosing targets for your torpedoes.

Scores over 10,000 are very impressive.

Strategy

You will probably develop your own strategies for achieving high-scoring **RING DESTROYER** games, but here are a few suggestions to get you started:

- Machine language players should be careful of overusing hyperspace. Your ship may be returned right on top of or in front of a ring fragment or an enemy mine. Additionally, your

ship may be returned into the off-screen area (see below) and be unable to defend itself.

- **RING DESTROYER** features a “wrap-around” screen—any object that goes off the screen on one border comes back onto the screen on the opposite border. However, there is a small off-screen area just beyond the top and bottom borders where ships, fragments, torpedoes, and mines can exist but cannot be seen on the screen. Consequently, this is a very dangerous area for your ships. You have been warned.
- The enemy ship calculates your speed and direction of movement before launching its mines, and sends them directly into the path of your ship. The danger is increased by the fact that the enemy can launch its mines from off-screen. Once a mine is launched, it is extremely likely that it will hit your ship unless you take evasive action—and the mines become more accurate as the game progresses. We suggest that you listen carefully for the sound of an enemy launch and **ACCELERATE** your ship as soon as you hear it.

Heeding this strategic advice should enable you to earn many points—and high-scorers are rewarded with additional ships.

Stopping the Game

When all of your ships have been destroyed, you will be returned to the “demo mode” and screen. High scorers on the disk-based **RING DESTROYER** will be given the opportunity to enter their initials at the conclusion of a game (please use capital letters only for initials) so they may be saved on the disk for posterity. Pressing the “enter” key before entering initials will send the computer directly to the “demo” screen without affecting the scores and initials already stored on the disk.

When you decide to stop playing **RING DESTROYER**, either at the “demo” screen or during a game, you may find that pressing “function 4” (“shift C” on the 99/4) will not stop the program. It may be necessary to press “function =” (“shift Q”) or to actually shut off the computer. Disk players must remember to remove the disk from the disk drive before turning off any equipment.

A Final Note From REPUBLIC SOFTWARE

We thank you for your decision to purchase **RING DESTROYER**. We have worked hard to make this game easy to use as well as entertaining. However, if you have any questions or suggestions concerning the game or these instructions, please feel free to contact us.

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Thanks to 99'er:

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for this scan.

*Editing and digital version
reassembled in 2020 by:*

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RING DESTROYER

Abbreviated Instructions

Cassette—

The Extended BASIC version of **RING DESTROYER** is the first program on the tape, followed by the machine language version. Load either version normally. (If you have the Disk Controller attached to your system and turned on, you must do the following before attempting to load either version of the cassette-based **RING DESTROYER**: enter CALL FILES(1) and then enter NEW.)

Disk—

Place the disk in disk drive 1. The program is named LOAD and will be booted and run automatically upon selection of Extended BASIC from the computer's main menu. If you are already in Extended BASIC, enter RUN "DSK1.LOAD". In either case, the program will determine whether or not the Expansion RAM is available. If it is, the program will run the machine language version; if not, it will run the Extended BASIC version. Leave the disk in the disk drive while you play.

Extended BASIC players must use joystick #1. Machine language players may use the keyboard or either joystick. If you use the joysticks with a 99/4A console, make sure the "alpha lock" key is up (off).

Joystick (keys)

Result

left ("S")	rotates your ship to the left
right ("D")	rotates your ship to the right
forward (";" or ".")	accelerates your ship in the direction toward which it is POINTED regardless of the direction in which it is MOVING
back ("space bar")	for machine language players only — sends your ship into hyperspace and returns it to the screen at a random location
fire button ("enter")	fires a torpedo in the direction toward which your ship is pointed

Enemy space ships are worth a large number of points, and ring fragments a lesser amount, with smaller fragments worth more than large fragments. High scores earn additional ships. The debris remaining after a ship explodes is too small to damage your ships. Enemy mines can destroy your ships, but can't be hit by your torpedoes. Shooting at debris or mines is a waste of time.

High-scoring players using the disk-based **RING DESTROYER** may be asked to enter their initials. Please use capital letters only for initials.

Scores over 10,000 points are extremely impressive. Good luck!