

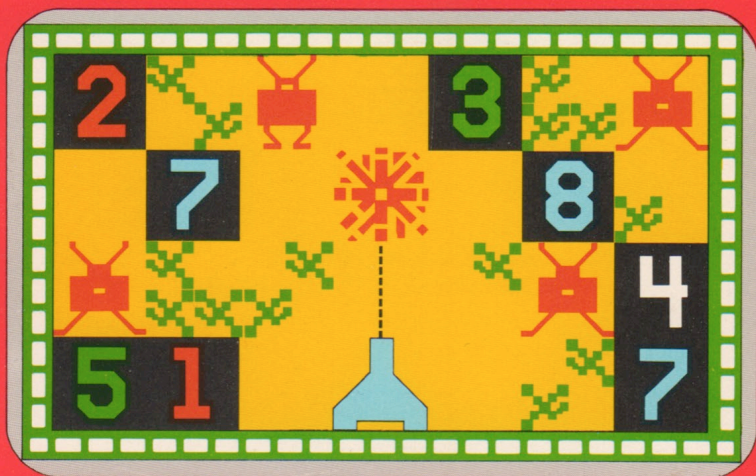


# *The Attack*<sup>\*</sup>

SOLID STATE  
SOFTWARE™

## **COMMAND MODULE**

*You and your ship have been given a mission: Destroy the aliens before they destroy you!*



*\*trademark of Milton Bradley Company*

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## Quick Reference Guide

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Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

### TI-99/4

### TI-99/4A

↑ E	↑ E	Moves the ship up.
← S	← S	Moves the ship to the left.
→ D	→ D	Moves the ship to the right.
↓ X	↓ X	Moves the ship down.
ENTER or SHIFT	ENTER or Q	Fires on the spores and aliens.
SHIFT A (AID)	FCTN 7 (AID)	Displays information on scoring and key functions.
SHIFT R (REDO)	FCTN 8 (REDO)	Restarts game in process.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to selection screen.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to master title screen.

*Note:* If the optional Wired Remote Controllers are being used, just move the lever in the direction you want to go, and press the FIRE button to shoot at the spores and aliens.

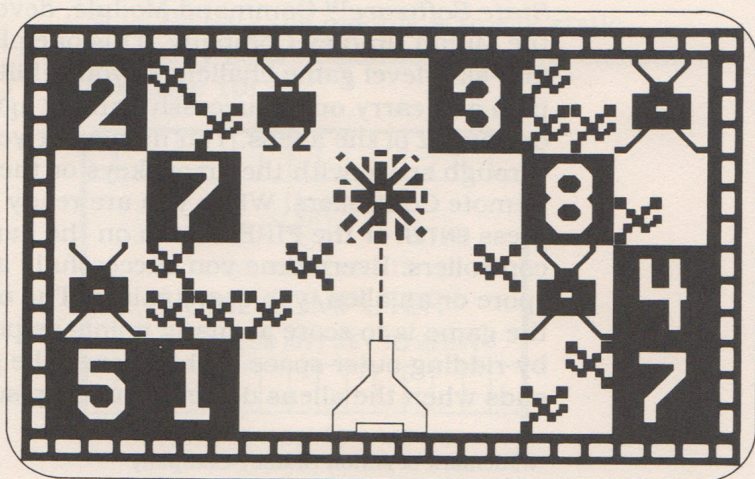
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TEXAS INSTRUMENTS  
HOME COMPUTER

## *The Attack\**



\*trademark of Milton Bradley Company

This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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See important warranty information at back of book.

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# TEXAS INSTRUMENTS HOME COMPUTER

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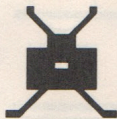
## INTRODUCTION

The report that outer space is being overrun by aliens has been verified. You, equipped with ten ships and your skill as a commander, are assigned to rid the cosmos of these menaces.

Activate all systems.

Texas Instruments brings you *The Attack\* Solid State Software™* Command Module, developed by the Milton Bradley Company. This one-player, four-skill-level game challenges your ability to plan and carry out a successful attack against the onslaught of the aliens. You maneuver your ship through space with the arrow keys or the Wired Remote Controllers. When you are ready to fire, press **ENTER** or the FIRE button on the handheld controllers. Every time you successfully attack a spore or an alien, you score points. The object of the game is to score as many points as possible by ridding outer space of the aliens. The game ends when the aliens deplete your ship supply.

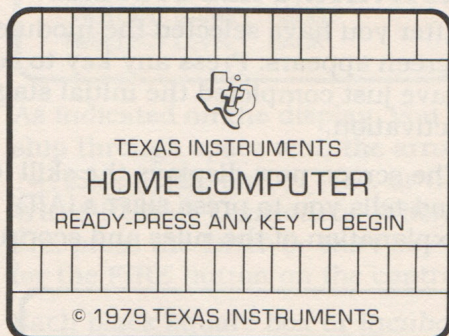
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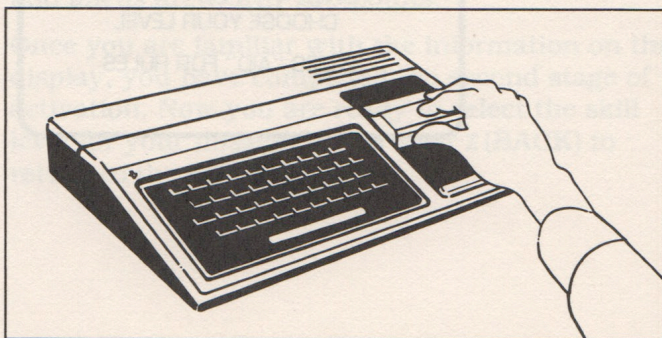
### USING THE SOLID STATE SOFTWARE™ COMMAND MODULE

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

*Note:* Be sure the module is free of static electricity before inserting it into the computer (see page 10).



1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.



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## TEXAS INSTRUMENTS HOME COMPUTER

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2. Press any key to make the master selection list appear. Then press the key corresponding to the number which appears next to THE ATTACK.

*Note:* To remove the module, *first* return the computer to the master title screen by pressing **SHIFT Q**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 11.

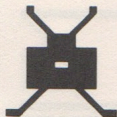
### ACTIVATING ALL SYSTEMS

After you have selected the module, the title screen appears. Press any key to continue. You have just completed the initial stages of activation.

The screen now displays the skill level options and tells you to press **SHIFT A** (AID) for an explanation of the rules and scoring system.

#### THE ATTACK





LEVEL 1 = NOVICE  
LEVEL 2 = INTERMEDIATE  
LEVEL 3 = MASTER  
LEVEL 4 = PRO  
CHOOSE YOUR LEVEL  
PRESS "AID" FOR RULES



## The Attack

As commander, it is necessary for you to check out all systems prior to final activation. Press **SHIFT A (AID)** to display this vital information.

THE ATTACK	
MOVE SHIP	ARROW KEYS
FIRE MISSILES	ENTER/SHIFT
■	0 POINTS
☒	50 POINTS
☒	100 POINTS
RESTART GAME	REDO
RESELECT LEVEL	BACK

As indicated on the display, you maneuver your ship through space with the arrow keys,  (E),  (S),  (D), and  (X), or the lever on the Wired Remote Controllers. When you are ready to fire, press the **ENTER** or **SHIFT** key on the console (or the FIRE button on the controllers).

Each black square box or *incubator* (■) houses *spores* (☒) or an *alien* (☒). No points are scored if you fire on the incubators. However, each time you destroy a spore or an alien, points are added to your score. Spores are worth 50 points each, and aliens are worth 100 points.

Once you are familiar with the information on the display, you have completed the second stage of activation. Now you are ready to select the skill level for your mission. Press **SHIFT Z (BACK)** to return to the selection screen.

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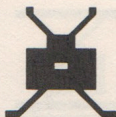
## TEXAS INSTRUMENTS HOME COMPUTER

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There are four skill levels of play:

- **NOVICE** — This region of outer space has the fewest spores and aliens. The attacking aliens move at their slowest speed towards your ship.
- **INTERMEDIATE** — There are more spores and aliens in this area of space. The aliens' attack on your ship is also more aggressive.
- **MASTER** — The onslaught of spores and aliens is relentless. Complete control of your ship and missiles is necessary if you want to maintain your present course.
- **PRO** — This region of space is densely infested with aliens. There are very few spores. Only the ultimate in combat strategy will rid outer space of the aliens.

Press **1, 2, 3,** or **4** to choose the skill level on which you want to play. This completes the final stages of activation. Good luck on your mission!



### ATTACKING THE ALIENS

Once you select your skill level, outer space forms on the display. Incubators and spores randomly appear. (Note: The number of each depends on the selected skill level.) Colored numbers appear inside the incubators and start counting down to zero. When an incubator reaches zero, two or three spores or an alien hatch, depending on the skill level you selected and the *stardate*. The stardates in which attacking aliens hatch from the incubators are shown here:

LEVEL	STARDATE
1 NOVICE	8
2 INTERMEDIATE	6
3 MASTER	4
4 PRO	1

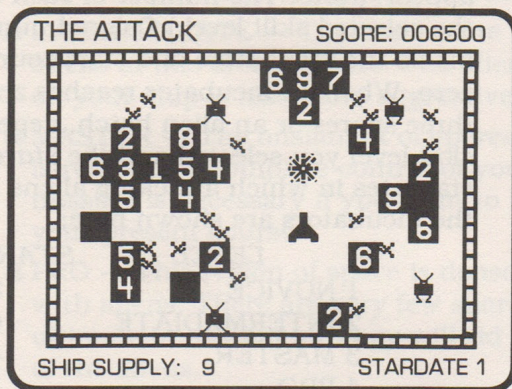
Using the arrow keys or the remote controllers, maneuver your ship and begin firing on the spores and aliens. Plan your attack carefully and you'll be able to destroy a line of spores with repeated fire. When four spores cluster together forming a square, music alerts you that a large red alien has appeared. Skilled maneuvering will get you to the alien before it gets to your ship!

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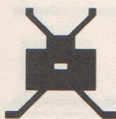
## TEXAS INSTRUMENTS HOME COMPUTER

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Each time you hit a spore, you get 50 points. A destroyed alien increases your score by 100 points, as shown here:



When you are in a stardate where aliens emerge from the incubators, mount your best attack. All hits are doubled! If your attack is extremely skillful and you score 500000 points, the score display rolls over and restarts at 000000. Be sure to add both scores together when calculating your total score.



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## The Attack

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At the beginning of Stardate 1, you command ten ships. Each time your ship is engulfed by an alien, your ship supply decreases by one. Your attack continues when a new ship appears. A stardate is completed when you have destroyed all the aliens and there are less than ten spores remaining. At this time, bonus points (determined by the level of difficulty and the stardate of the game) are added to your score for the remaining spores. Also, one ship is added to your supply. As the stardates increase, so must your ability to carry out a strategic attack. (Note: To start the current game over with the same level of difficulty, you can press **SHIFT R** (REDO) at any time during the game.)

When the aliens deplete your ship supply, the game is over. Your score appears in the upper right-hand corner of the screen. To play another game on the same level, press **SHIFT R** (REDO). To play again with a different level of difficulty, press **SHIFT Z** (BACK) to return to the selection list. Next game, see if you can increase your score, advance your skill level, spend more stardates in space, or do all three!

To deactivate all systems when you have completed your mission, press **SHIFT Q** (QUIT) to return to the master screen.

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## TEXAS INSTRUMENTS HOME COMPUTER

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### CARING FOR THE MODULE

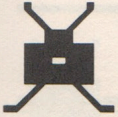
Command modules are durable devices, but they should be handled with the same care you would give any other electronic equipment. Keep the module and its recessed contacts clean and dry.

#### **CAUTION:**

The contents of a module can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in very dry climates). To avoid possible damage to the Command Module, touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem in your area, you may want to purchase a special carpet treatment that reduces static electricity build-up. These commercial preparations are usually available from local hardware and office supply stores.



### IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **SHIFT Q**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. Repeat the selection process. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, wait a few seconds, reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or THE ATTACK module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

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## **THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE**

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Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

### **WARRANTY COVERAGE**

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

### **WARRANTY DURATION**

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

### **WARRANTY DISCLAIMERS**

**ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.**

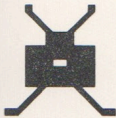
Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

### **LEGAL REMEDIES**

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

### **PERFORMANCE BY TI UNDER WARRANTY**

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

### **TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES**

Texas Instruments Service Facility  
P.O. Box 2500  
Lubbock, Texas 79408

Geophysical Services Incorporated  
41 Shelley Road  
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
831 South Douglas Street  
El Segundo, California 90245  
(213)973-1803

Texas Instruments Consumer Service  
10700 Southwest Beaverton Highway  
Park Plaza West  
Beaverton, Oregon 97005  
(503)643-6758

### **IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS**

The following should be read and understood *before* purchasing and/or using the software module.

TI does not warrant that the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**TEXAS INSTRUMENTS MAKES NO WARRANTY, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE PROGRAMS AND MAKES ALL PROGRAMS AVAILABLE SOLELY ON AN "AS IS" BASIS.**

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Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

With The Attack Command Module, you command a ship that is cruising the far limits of outer space. The region is infested by spores. Suddenly, an alien emerges. You, as commander, are the only one who can maneuver your ship to avoid the clutches of an alien and fire your missiles.

**The Attack** module challenges your skill on four levels:

- **Novice** — The aliens move at their slowest speed towards your ship.
- **Intermediate** — The speed of the aliens picks up and so must your attack.
- **Master** — Complete control of your ship and missiles is necessary if you want to maintain your present course.
- **Pro** — A well-designed attack is mandatory because the aliens are coming at full force.

Activities in this module are also designed to work with the optional Wired Remote Controllers.

**Adds 6K bytes of active memory with stored program to your TI Home Computer.**

Command Module program and data base contents  
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