

Czorian Siege

A challenging arcade-type invasion game.



DISKETTE

IBM® PC compatible systems
64K / One disk drive
Monochrome or color adapter and monitor
Optional: joystick

by

Sams™

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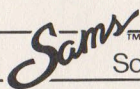
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Czorian Siege

by Jeff Krantz and David Willen

COMPUTER APPLICATIONS UNLIMITED

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Software

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LOADING INSTRUCTIONS

Czorian Siege is written for IBM PC compatible systems with at least 64K of random access memory (RAM) and one disk drive. You can use a color adapter and either a color television or monitor. If necessary, you can use a monochrome monitor. **Czorian Siege** will produce extra voice effects on IBM PC compatible systems with 128K or more of RAM.

To run **Czorian Siege**, follow these steps:

1. With your computer and monitor on, insert the **Czorian Siege** floppy disk (label side up) in disk drive A (left hand drive).
2. Close the disk drive door.
3. Press and hold down the **Ctrl** and **Alt** keys while you press **Del**.
4. You will see three preliminary screens, then the **Czorian Siege** title screen.

When your computer is connected to both color and monochrome monitors, **Czorian Siege** will automatically load to the monochrome monitor each time you load the game. The configuration menu allows you to change to the color monitor.

If any step doesn't work, turn off your computer, check all electrical connections, and reload the program. If you still have problems, ask your dealer who can help with almost any problem you encounter.

ABOUT THE GAME

You are General Tsiber, commander of the Gselstarian ground-based air-defense cannons. A beautiful planet, located in the Dsameron galaxy, Gselstar is admired as a leader in the search for universal peace.

But, billions of years ago, during the birth of your galaxy, tranquil Gselstar formed close to Czor, a barren, harsh planet. The inhabitants of your sister planet are barbarians, preferring piracy and looting to friendly harmony. The warrior Czorians have declared themselves to be Gselstar's mortal enemies.

After eons of inconclusive battles, the Czorians have determined, once and for all, to annihilate Gselstar.

When the Czorians begin their ferocious and unexpected attack, Gselstar's air fleet is peacefully exploring faraway galaxies. It will be one light year before the first reinforcements can reach your vastly outnumbered force.

Historically, planets in the Dsameron galaxy have concentrated on developing attack weaponry. Air ships which can both fly and successfully defend against an attack at the same time have never been invented.

Czorians swoop freely to and fro in Gselstarian airspace, while the four air-defense cannons in your arsenal are restricted to the surface of Gselstar. As reinforcements arrive, they are also restricted to the planet's surface. Your cannons have unlimited ammunition, and you can move them left and right at will. Using one cannon at a time, you must repulse the terrible **Czorian Siege**.

The Czorian fleet has eight different kinds of air ships (see illustrations on page 11). None of these ships can land on Gselstar, though they can dive low enough to hit and explode your active air-defense cannon.

During much of the battle, Czorian ships are partially protected by a force field. The Czorian ships drop bombs. Transforming into terrifying screamers which slice through the field, they can blow up your active cannon. You must blast holes through the force field with your cannon's rockets to be able to hit the Czorian ships.

All peace-loving Dsamerons hope for your success as you attempt to defend Gselstar from the dreaded **Czorian Siege**.

THE TITLE SCREEN

Czorian Siege's title screen will show after you load the program and see some initial information about the game's publisher and authors. The title screen gives you the following choices:

Press P for PLAY; H for HELP;
or C for CONFIGURATION MENU.

CONFIGURING CZORIAN SIEGE

A menu, like a restaurant's menu, lists all your available choices. Use the configuration menu to adjust the game's many options to your computer system. Each of the options is explained on the menu. The following gives you more information than can be included on the screen.

Joysticks

You can control **Czorian Siege** play with two kinds of joysticks: directional (spring loaded—the joystick pops back to the center when you let go), and positional (free floating—the joystick stays in the same place when you let go). For the most enjoyment, precisely adjust your joystick for best operation by pressing **F4** and following the instructions on the screen.

Difficulty Levels

Of the difficulty levels listed in the configuration menu, 0 is the easiest and 9 is the hardest. The difficulty level automatically increases as you play **Czorian Siege**. When you begin playing the game, you will notice a legend which reads "L0" (if the difficulty level is set at 0) in the center top of the screen. When the starting difficulty level is less than three, the level will always go to three at the end of the first wave (waves and barrages are described in another section of this manual). This feature ensures that the game moves faster and is constantly challenging.

Changing Color and Background Color

Czorian Siege gives you color choices. Press **F5** to see the various colors available for letters and figures. Change the background color by pressing **F6**

High Scores

The game allows you to save up to ten high scores. If you decide to erase the high scores, the top three will remain.

Saving Configurations

You can save configuration changes to the disk by pressing **S**. Once saved, the changes will be in effect every time you load the disk. You can change the configuration as often as you wish. Whenever you wish to save a new configuration to disk, press **S**.

The on/off setting for sound and voice and the choice of active monitor (monochrome or color) can't be saved. Sound and voice are always "on" when the game is first loaded. If you have both monochrome and color monitors connected, the game will always be shown on the monochrome monitor unless changed from the configuration menu.

If the Screen Reads "Diskette NOT READY"

Sometimes you may not want to save a high score, or you may be trying to save a configuration or a high score but the disk is not in the drive. The screen will show "Diskette NOT READY". If the problem can be corrected, press **Enter**. If it cannot be corrected, (the disk is misplaced, for example) then hold down **Del** while you press **Enter**.

GETTING HELP

Press **H** to look at the help screen. You will see an illustration of the eight kinds of ships in the Czorian air fleet. Illustrations (one for monochrome; one for color) are drawn below so you can use the scoring information while playing the game.

You can get to the help screen while playing the game by pressing **Q** (Quit) which takes you to the title screen; press **H** for the help screen.

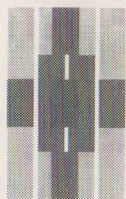
NOTE: Returning to the title screen in mid-game means you forfeit the game you are currently playing.

Joystick Controls

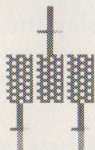
Press the button to fire.

If you have a directional (spring loaded) joystick, you move the joystick left to move the cannon left. The cannon keeps moving until you allow the joystick to return to its center position. Your cannon will stop, of course, when it reaches the edge of the screen. Moving the joystick right will move the cannon right. Move the positional (free-floating) joystick left to move the cannon left; move the joystick right to move the cannon right. The cannon will stop when you stop moving the joystick.

Monochrome



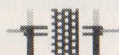
TRANSPORT
80 POINTS



ATTACK SHIP
50 POINTS



ATTACK SHIP
50 POINTS



ROBOT SATELLITE
20 POINTS



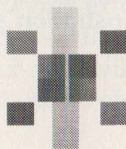
CARRIER
65 POINTS



HEAVY CRUISER
500 POINTS



MUTANT
35 POINTS



SCREAMER
900 POINTS

Figure 1

Color

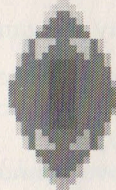




Figure 2

Keyboard Controls

To play the game with the keyboard, use these keys:

Fire with the  (shift keys)

Move cannon to your left with  ("4" key on numeric keypad)

Move cannon to your right with  ("6" key on numeric keypad)

Whether you're using a joystick or keyboard to play the game, certain control keys can be used during play:

F7 Turn on/off sound effects

F8 Turn on/off voice effects

F9 Executive pause; suspends game (screen blanks; you may type on the screen if you wish)

F10 Ends executive pause (clears screen of typed material; returns to suspended game)

Q Quits game (returns to title screen; current game is lost)

P Pause game (the action freezes on the screen); press any key to resume play

THE DEMO

Each **Czorian Siege** disk includes a demonstration game. This demo isn't meant to teach the game, but will show you what its action is like.

If you leave the title screen for approximately a minute, the help screen will appear. If the help screen is showing, and you do nothing for approximately a minute, the demonstration game will begin.

PLAYING CZORIAN SIEGE

From either the title or help screens, press **P** to begin play. Next you'll see a question:

One or Two Players (1/2)?

Press the appropriate number in the top row of keys on your keyboard. The computer will tell you to prepare for battle. A few seconds later, the game will begin.

There are ten difficulty levels (0 is the easiest). Higher levels feature more, faster moving Czorian ships.

Waves and Barrages

There are numerous "waves" in **Czorian Siege**, because most Czorian ships move from one wave to another unless they're destroyed. However, the three main waves are identifiable by the way the force field looks or by the force field's absence. The game moves from one wave to the next when you explode all of the Czorian ships in the barrage, or when a time limit runs out. The higher the difficulty level, the shorter the time limit for each barrage.

Wave 1—

Force field is three sided. Your cannon's rockets will not penetrate the dark sections of the field, but you can shoot holes in the lighter sections.

Next wave will appear when you destroy the last transport.

Wave 2—

Force field extends the width of the screen. Like wave 1, your rockets will only penetrate the lighter sections.

Next wave will appear when you destroy the last carrier or the last carrier changes into a screamer.

Wave 3—

Force field does not appear during this wave, but Czorian ships move down onto your cannon and destroy you and themselves.

When you clear the screen of all attack ships, a second barrage of mutants appears.

Return to wave 1 by destroying all ships in wave three.

Losing and Earning Cannons

You begin the game with four cannons. When a cannon is exploded by either a bomb or contact with a Czorian ship, it is replaced by one of your spare cannons. When one of your cannons is destroyed, the Czorians' bombs and ships can't destroy you for the first ten seconds after the game starts again. This gives you time to position your cannon. You become vulnerable to the Czorians two seconds after the warning signal sounds or immediately after you fire a rocket.

The game ends when all your cannons are gone.

Every time you score 5,000 points a reinforcement arrives, giving you a bonus cannon. A musical sequence signals each time a bonus cannon is added to your reserves.

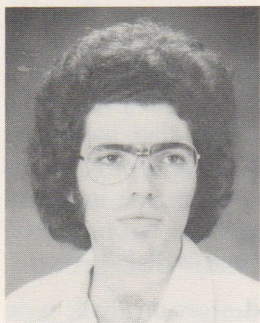
RECORDING HIGH SCORES

When you complete a game and your score is high enough, the voice effects in **Czorian Siege** will congratulate you, while the screen shows the score you earned. It also asks you to enter your name. If you make a mistake while typing, press **←** (key to left of "Num Lock") until you reach the incorrect letter(s), then retype the correct letters over the wrong entry. Press **Enter** to save your name and high score to disk.

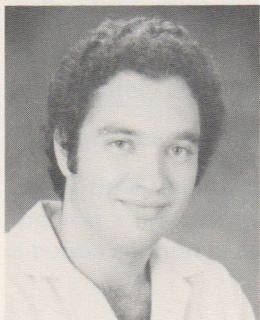
If you don't want to save your name and score to disk, type your name but press and hold **Del** while you press **Enter**. Your name will appear on the high score menu as long as the computer is on, but it will not be saved to disk.

When you erase the high scores, the top three scores will remain on disk, always providing you with a goal.

Best of luck as you battle the wicked Czorians!



With a B.S. and M.S. in electrical engineering from the Polytechnic Institute of New York, **David Willen** has worked for IBM as a senior associate engineer in advanced processor development. He is a member of IEEE and ACM and teaches computer science at his alma mater. Co-author, with Jeff Krantz, of *8088 Assembler Language Programming: The IBM PC*, a Howard W. Sams & Co., Inc. book, Dave is president of CAU, Inc. which specializes in the design and development of microcomputer software.



Jeff Krantz is the author of numerous microcomputer software development tools. Formerly at IBM, where he was responsible for investigating future MVS design and performance issues, Jeff received his B.S. in electrical engineering and M.S. in computer science from the Polytechnic Institute of New York. He is vice president of CAU, Inc. and is in charge of custom microcomputer applications development.