

BASE INVADE 3 Color Edition

BASE INVADE 3
Color Edition

AchakClaw 
1.1

Base Invade 3: Color Edition is the new and improved version of it's predecessor Base Invade.

What's new

In this version of Base Invade, many things have changed. Because of this being ez80, Celtic III cannot run on this calculator, so I had to do things differently.

Here's a short (not really) run-down of what's changed:

- COLOR TEXT!!!
- 13 new achievements
- Re-did all achievements system
- Revised difficulty modes
- Improved Game Stats, with the option to actually see them
- Dropped Base Attack
- INSANE!! difficulty mode
- 3 new rooms
- More enemies
- Mini-boss and Final boss
- More objects and items

- ~Secret room~
- Heaven
- Final Run
- Destroyable Laser Guns and Cores
- Much more!

What happened with Celtic 3?

Sadly, Celtic III is not compatible on the TI-84 Plus CE, and never will be. Because of this, the save data will not be stored in an app var, instead it will be stored to three lists.

Security

To protect your save data, the program has built-in security checks to make sure the data is still usable. If you tamper with it, you'll pay the price for it. Just leave it alone and all's good.

Controls

The game controls and everything is pretty much the same as Base Invade.

- To move, use the arrow keys
- To place and detonate a bomb, press alpha, then use the arrow keys to choose a direction of where you want the bomb to be placed, then press enter/2nd to place it.

NOTE: The player can only place bombs when they're one unit (x,y) inside the room. They cannot do it in the outer edges of the room.

- To pause, press enter
- To forfeit, press clear
- To pick up and destroy items, press 2nd

Achievements

There are 41 achievements in the game, all of them can be unlocked. Some of them require a LOT of playing, so if you want to unlock all of them, you need to shell out hours into this game.

Untouched I: Win without taking damage 5 times

Untouched II: Win without taking damage 10 times

Untouched III: Win without taking damage 30 times

Untouched IV: Win without taking damage 60 times

Slayer: Kill 10 enemies

Killer: Kill 25 enemies

Murderer: Kill 100 enemies

Assassinator: Kill 200 enemies

Tough Guy: Win 10 times without collecting the 6-Health on any difficulty

Loser I: Lose 10 times on any difficulty

Loser II: Lose 20 times on any difficulty

Loser III: Lose 40 times on any difficulty

Loser IV: Lose 80 times on any difficulty

Bomb's Away! I: Use 10 bombs

Bomb's Away! II: Use 50 bombs

Bomb's Away! III: Use 100 bombs

Bomb's Away! IV: Use 250 bombs

Bomb's Away! V: Use 500 bombs

I don't wanna save I: Quit the program without saving 5 times

I don't wanna save II: Quit the program without saving 20 times

Where's my bomb?: Win while leaving your bomb behind in the Base

So close!: Don't get out in time 10 times

OwO? What's this??: Collect the OwO in room 5 128 times

Trying it out: Play 5 times on any difficulty

Liking it: Play 20 times on any difficulty

Loving it: Play 50 times on any difficulty

Obsessed into it: Play 100 times

Addicted to it: Play 300 times

That's pretty sus: Kill 69 crewmates

That was fake?!: Collect 20 Fake 6-Health hearts

Break the glass!: Completely break 100 panes of glass

Rookie: Play easy mode 12 times

Normie: Play normal mode 12 times

Professional: Play hard mode 12 times

Expert: Play Crazy! Mode 12 times

God: Play INSANE!! mode 10 times

Shh... it's a secret!: Find the secret room once

Quitter! I: Forfeit 10 times

Quitter! II: Forfeit 20 times

Oh, I was playing?: Pause the game for one day, one time

PLATINUM: Collect all the above achievements

The Story

A small city of Synths lived together in peace with the Protogens. Until one day, an evil being named Claw took over the city. The Synths and Protogens did everything they could, but failed. Claw was too powerful.

Over the years, Claw and his underlings built a large base and ruled the city. Many have tried and failed to infiltrate the base and destroy it.

Until today, a courageous Synth decided to take a stand for his city and invade the base.

Game-play

Inside the base, there are 8 rooms. Each room has one of Claw's trusted underlings. Defeat them* and then advance to the next room.

In each room, there is crap everywhere. Some things are destroyable (press 2nd when you're next to the item). Some are not. The destroyable objects disappear by pressing 2nd or from the bomb explosion.

When you reach room 4, you will encounter a mini-boss. The mini-boss has more health, and higher attack. When you defeat him, three green arrows on the bottom right will appear. This is the entrance to room 5, go to next to it and press 2nd to go up.

In room 5, it's the same routine as the other rooms. Defeat the enemies and advance to the next.

NOTE: In room 6, you will encounter the Imposter crewmate. Be careful and NOT get hit from him, because he kills you in one hit- no matter how much health you have.

In the final room, you will encounter Claw- the final boss. Defeat him like the other enemies, except this will be harder.

Once you defeat Claw, you have to destroy all of the 9 Laser Guns to reveal the cores. Then, destroy the cores by punching them.

Once you do that, the game's gonna tell you to **RUN**, meaning you have to hurry and go back to the entrance of room 1 before the timer expires. The base is going to self-destruct. If you don't make it out in time, you get caught in the explosion.

If you die, you have 1% chance for every round you play to get a second chance. If you're lucky enough, you get 6HP without it counting against your Tough Guy achievement.

Characters

(This section will be redone later)

Items and Objects

(This section will be redone later)

What's with the furies?

You may have noticed the Ow0s and the Synth. I am a furry, and your character is a Synth (who is a furry).



Compatibility

Wondering which calculators this program works on?

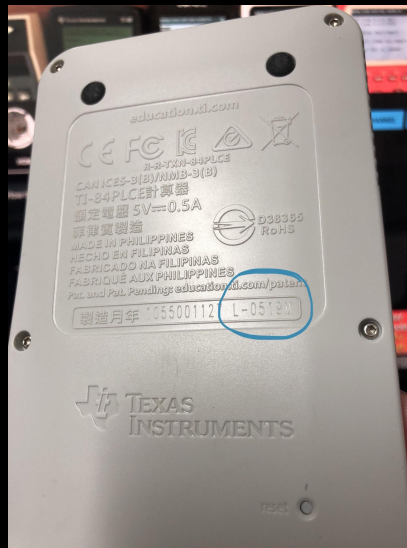
TI-84 Plus CE/T/Python

Operating System 5.3.0.0037 and newer
Boot code 5.0.0 and newer
Revision I and newer (better performance)

TI-83 Premium CE

Operating System 5.3.0.0037 and newer
Boot code 5.0.0 and newer
Revision I and newer (better performance)

To check which revision you have, turn your calculator on the back side and slide off the protective case. Look at the serial number and look at the last five digits.



You will see a letter, followed by four numbers, then another letter.

- The first letter represents which manufacturer the unit was made in.
- The four numbers represent the month and year it was made (YYMM).
- The final letter is the revision.

Author and information

Made by Achak Claw.

Version 1.1

Other programs not made by me (CE TextLib 1.12 for example) belong to their respectful owners.

What's new in version 1.1 (Jun 1 2022)

- CHEAT CODES (press [prgm] to input said cheat codes)
- Fixed and changed the interface text colors for inconsistencies
- You can place bombs on the edges of the screen, including the corners
- Fixed a few odd bugs here and there.
- Happy pride month!

Cheat Codes

An important note, using cheats will make it so you cannot earn any extra achievements after games are played. Some of your stats won't update either. Below is a list of the cheat codes.

949237: Full HP (3)
917486: 6 HP
232019: Kill the enemy in the current room
563231: Collect the OwO automatically (sets the flag to 1, doesn't erase it)
465228: Teleport to the secret room
760431: Set the final run timer to 999 seconds
139592: Kill all enemies in the base, including the mini and final boss
405426: Teleport to room 8
995919: Teleport to room 4
280306: Bring the remote bomb to you, regardless of the room it's in
818263: Destroy 8 of 9 guns, the final gun with 1 hit point to trigger the cores
956708: Commit die
298880: Random heart value
432533: Make the room invisible
107054: Teleport player's coords to (1,1), and fill the empty spaces with glass
941642: Make the 1% chance of heaven happen
197210: Redraw the map (for any misbehaving sprites and whatnot)
105636: Redraw the screen and map
594087: Reset the the current game (you will lose all progress)
870022: Softlock Base 3 CE. Reset the calculator or use [on] to break it
979375: Display an orange Hello at (1,1)
350477: Display an orange Hewwo at (1,1)
347692: Reboot Base 3 CE (unsaved data is not saved)

Additional notes for the cheats:

- Some cheats may or may not work correctly (like **232019** or **139592**)
- **139592** does not clear the boss dialog, that will be fixed later
- **818263** only works when the player is in room 8
- **280306** does not remove the yellow location text, that will be fixed too
- **432533** is only temporary, only affects the room until redrawn or left
- **941662** will be changed later. It currently can be used any time during the game, but will be changed so it only works when you die
- Some stats will be required to use the cheats (play 5 times for example)
- Totally wasn't lazy when making the code numbers, or use `randInt()`