

ALIEN BREED 5

VERSION 1.1.1
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GENRE Shoot-'em-up
MACHINES TI-83, TI-83+, TI-84+
PLATFORMS Flash app, DoorsCS, MirageOS, Ion
LANGUAGE Z80 Assembly
RELEASED June 2013



INSTALLATION

Alien Breed 5 is available on the TI-84+/84+ as a flash application or it can run on the TI-83/83+/84+ from any of the following shells: DoorsCS, MirageOS or Ion. If you haven't got one of them on your calculator, they can be downloaded from:

TI-83+/84+ DoorsCS shell @ <http://www.ticalc.org/archives/files/fileinfo/430/43068.html>

TI-83+/84+ MirageOS shell @ <http://www.ticalc.org/archives/files/fileinfo/139/13949.html>

TI-83+/84+ Ion shell @ <http://www.ticalc.org/archives/files/fileinfo/130/13058.html>

TI-83 Ion shell @ <http://www.ticalc.org/archives/files/fileinfo/260/26097.html>

TI-83+/84+ Flash Application:

Send the file ab5.8xk to your calculator, as well as the level files you wish to play. Press the [APPS] button and select "AB5". You will require 3256 bytes of free RAM to play. This space is used to decompress levels for playing and also to allow for an appvar for the high score data. I recommend storing level files in the Archive, as long as you have the additional free RAM for a single level file to be copied from Archive to RAM during gameplay (on top of the aforementioned RAM requirement).

TI-83+/84+ DoorsCS:

Send the file ab5.8xp to your calculator, as well as the level files you wish to play. Run DoorsCS & select "AB5". You will require 3189 bytes of free RAM to play. This space is used to decompress levels for playing. I recommend storing level files in the Archive, as long as you have the additional free RAM for a single level file to be copied from Archive to RAM during gameplay (on top of the aforementioned RAM requirement).

TI-83+/84+ MirageOS:

Send the file ab5.8xp to your calculator, as well as the level files you wish to play. Run MirageOS & select "Alien Breed 5". You will require 3189 bytes of free RAM to play. This space is used to decompress levels for playing. I recommend storing level files in the Archive, as long as you have the additional free RAM for a single level file to be copied from Archive to RAM during gameplay (on top of the aforementioned RAM requirement).

TI-83+/84+ Ion:

Send the file ab5.8xp to your calculator, as well as the level files you wish to play. Run Ion & select "Alien Breed 5". You will require 3189 bytes of free RAM to play. This space is used to decompress levels for playing. I recommend storing level files in the Archive, as long as you have the additional free RAM for a single level file to be copied from Archive to RAM during gameplay (on top of the aforementioned RAM requirement).

TI-83 Ion:

Send the file ab5.83p to your calculator, as well as the level files you wish to play. Run Ion & select "Alien Breed 5". You will require 3189 bytes of free RAM to play. This space is used to decompress levels for playing.

Level files:

Due to the size & number of levels included with the game, they are split across 6 data files. Depending on where in the game you are up to, you will require certain data files on your calculator. On the TI-83, due to limited memory, you will only be able to fit 1-3 data files (equivalent to 2-6 levels) at a time. However on the TI-83+/84+ calculator, you can fit all the data files in Archive memory.

Upon completion of the last level of each data file, you will be given a passcode that you can use to continue your game in the next data file. If the next data file is already present on your calculator, you will automatically continue on to the next level.

The data files / levels are as follows:

ZAB5E1F1	Levels 1 & 2
ZAB5E1F2	Levels 3 & 4
ZAB5E1F3	Levels 5 & 6
ZAB5E1F4	Levels 7 & 8
ZAB5E1F5	Levels 9 & 10
ZAB5E1F6	Levels 11 & 12

OBJECT OF THE GAME

The general object of the game is to blast away the forces of the Alien Breed, whilst achieving the objectives that are shown at the start of each level. You will find supplies scattered around on the ground in the areas you are exploring, as well as have the opportunity to purchase weapons & supplies from the computer consoles that give you access to the Intex Network System.

Depending on your location, you will need to find either a Deck Lift or some other specified point to advance to the next level. Some levels will also require you to perform one or more tasks prior to being able to advance to the next level. In most cases, upon completing this set of tasks, the Intex Security System will go into overload and trigger the auto-destruct sequence, giving you a limited time to escape the level. When this happens, you will see a countdown timer at the top-left of screen.

KEYS

MAIN MENU:

Up/Down	Change selection
[2nd]	Select

IN-GAME:

Arrow Keys	Move
[2nd]	Shoot
Top Row	Select weapon 1-5 (if available)
[ALPHA]	Use / Activate (Intex consoles, fire doors, etc.)
[DEL]	View Radar Scanner (if you own it – also won't work during self-destruct sequence)
[MODE]	Pause
[MATH]	Teacher key (turns off calculator, goes to Pause screen when turned back on)

PAUSE:

[ENTER]	Return to game
[CLEAR]	Quit to Main Menu

INTEX NETWORK SYSTEM:

Up/Down	Change selection
[2nd]	Select

VIEWING MISSION OBJECTIVES / RADAR SCANNER / END OF LEVEL / GAME OVER / HIGH SCORES:

[2nd]	Continue
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ENTER PASSCODE / HIGH SCORE NAME:

[A]-[Z]	Enter letter (no need to press [ALPHA])
[DEL]	Backspace
[ENTER]	Done

PICKUP ITEMS



Weapons & tools are acquired with "credits" (money looking notes littered around the floor), so gather as many of these as you can. Credits come in 2 variations: 10CR & 100CR.



Key passes are required to open doors.



Spare ammo clips are also found littered around the floor - make sure you collect these so that you've always got plenty of ammo to blast away. You can carry a maximum of 4 spare clips, plus 1 clip loaded in your weapon.



If you're low on health, first aid kits can be found, or even extra lives in case you die.

INTEX NETWORK SYSTEMS



Intex Network computer consoles can be found during your mission. Log on to these to buy new weapons & stock up on other supplies, view a map of the current level or to review the current mission objectives.

You can also purchase a Radar Scanner so that you can view a map of the level from anywhere. Note that if the self-destruct sequence on a level has been initiated, the remote Radar Scanner won't work, however you can still access Intex terminals to view a map of the level.

PASSCODES

After certain levels, you will be given a passcode. This passcode can be used to start again from that position at a later time, should you either die or need to stop playing.

You can enter a passcode from the main menu. If a passcode is entered successfully, you will return to the level that you were up to, with the weapons you had acquired (including the Radar Scanner if you owned it), as well as the credits you had. Note also if you continue a game using a passcode, you will start with 5 key passes.

OTHER INTERACTIVE OBJECTS



On many levels, the deck lift will be the finishing point, although this is not always the case. Some levels will require you to fulfil certain objectives before you can use the deck lift.



On most levels you will find doors that block access to many areas. These are opened either by having key passes, or by shooting them repeatedly. However, shooting doors open is not very economic, and should only be done as a last resort as it takes nearly half an ammo clip to blast open a door!



Some levels have fire doors located at various points. These can be closed by walking up to them and pressing [ALPHA]. They will not close if you are standing over the top of them, otherwise this would be fatal. Note that once closed, fire doors will not open again.



Occasionally you may come across power domes / reactors. In some cases you may be required to either: destroy them by shooting them repeatedly; or deactivate / reactivate them by walking up to them.



Air ducts are located on some levels. For the most part, these should be avoided, lest you be sucked into the processing plant. However, on occasion you may be required to use one to make your way to another level. Only enter an air duct when instructed to.



Due to the high security of many of the areas you will be exploring, you will encounter one-way energy beams, which will only allow travel in one direction. Unfortunately, the alien enemies seem to be impervious to the effects of these beams and can pass through in either direction.

WEAPONS

There are different weapons that can be purchased during your mission:

MACHINE GUN

The weapon you start your mission with – basic machine gun for blasting away at the enemy.

TWIN LASER

The twin laser gun shoots two laser beams towards your enemy, packing slightly more punch than the machine gun.

FLAME ARC

The flame arc shoots a burst of flame towards the enemy, covering a wider area than the twin laser as well as destroying your enemies marginally faster.

PLASMA RIFLE

The plasma rifle shoots a plasma beam that whilst not being quite as strong as the flame arc, can blast through multiple enemies in a row!

FLAMETHROWER

The flamethrower is the most powerful weapon, shooting out a jet of flame that burns the enemy with the greatest strength, as well as tearing through sequential enemies, similar to the plasma rifle.

THE ALIEN BREED

There are many different enemies that you will encounter on your mission. They each vary in strength and speed, but their aim is all the same – to devour the human race. Your goal is simple – kill them before they kill you!

On some levels you will encounter larger boss-type aliens. These must be destroyed before you can continue. Your ultimate goal is to destroy the Queen alien.

VERSION HISTORY

v1.0.0 <> October 2012

- First full release.
- 12 levels.
- New & improved graphics since past TI Alien Breed games.
- Improved game play.
- Finally achieved my original goal in TI calculator programming – to recreate Team 17's Alien Breed Special Edition '92 on a TI calculator!

v1.0.1 <> December 2012

- Fixed level 4 to be more like ABSE'92 level 4.
- Code updated to be compiled with SPASM instead of TASM.

v1.1.0 <> May 2013

- Flash app version available for TI-83+/84+.
- Flash app levels stored as appvars.
- New enemy AI.
- Levels automatically start loading during viewing of mission objectives to save time.
- Miscellaneous bits of code optimisation.
- Enemies are no longer deactivated as soon as they are off screen – they now stay active within a certain distance of the screen edge.
- Flash app version has a reduced version of the Intex Info Base so that it fits on one flash page.
- Checked & fixed game speed on each build (different builds were running at different speeds).

v1.1.1 <> June 2013

- Fixed a minor high score table bug in flash app build.
- Fixed an exploit with lowered floor sections.

SOURCE CODE

The source code to this game is not included in this zip file, but it will become available at www.jvti.org & www.ticalc.org.

DISCLAIMER

This program is written in assembly language and therefore could crash your calculator, although it has been tested extensively and shouldn't cause any issues. In any case, I take no responsibility for the consequences of you using this program on your calculator.

Alien Breed 5 is based on the original Alien Breed game series for PC & Amiga 500 by Team 17. For the latest Alien Breed games for PC, head to store.steampowered.com. The original Alien Breed games are available for iPhone & iPad and also on PS3.

THANKS TO...

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- Ian Graf for his LCD knowledge & information.
- Matt Johnson for Image Studio.
- Team 17 for the original Alien Breed games.

CLOSING NOTES

Enjoy the game 😊 Feel free to email me with your comments/suggestions or bug reports.

For more great TI calculator programs, check out www.ticalc.org.

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