

Tacwar 1 for TI-83+ 1.14 with MirageOS 1.1  
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Part I:  
Overview

Tacwar is a 2-player game written in TI-BASIC for the 83+. The general idea: to kill all of the troops of your opponent before they kill yours.

Part II:  
Starting the Game  
From MirageOS, run the program TACWAR or Tacwar1 (depending on which GUI you use.

After a few seconds, you should see this screen:

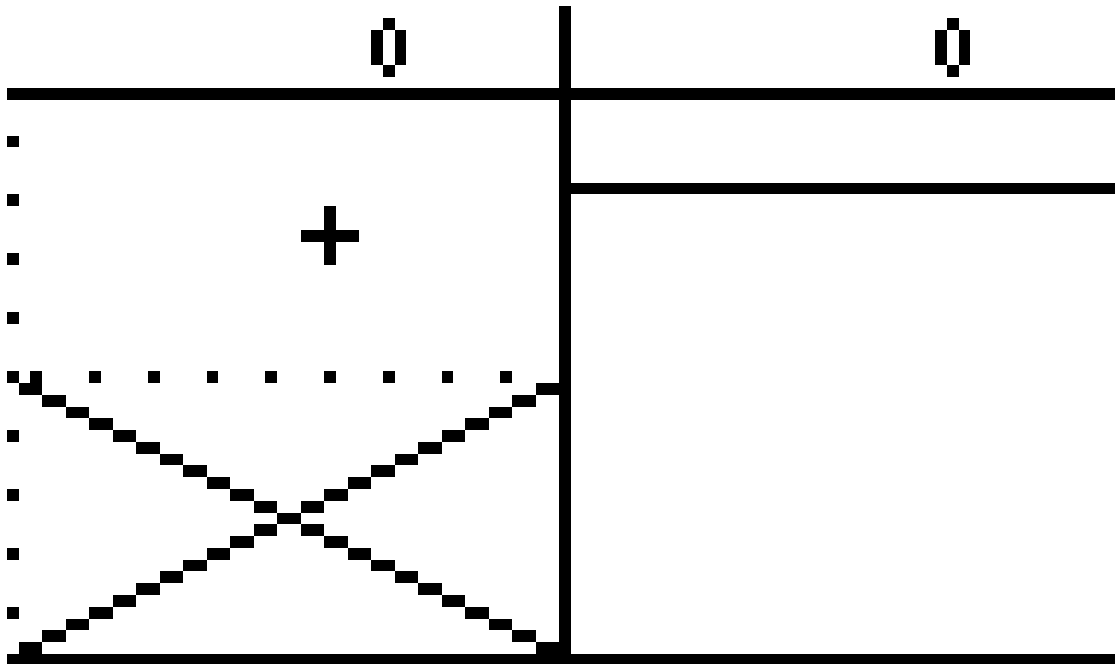
```

      Tacwar
-----
TiLBlackDemon(a)Yahoo.com
      01/02/02
      F1=Y=
      F2=WINDOW
      F3=ZOOM
      F4=TRACE
      F5=GRAPH
-----
New | Old | Exit | Help | About
```

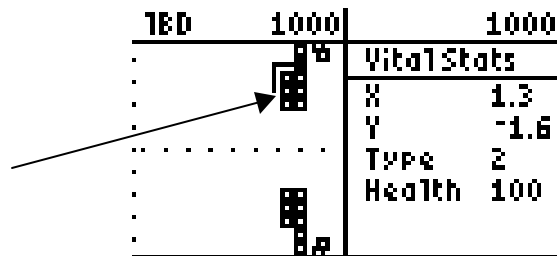
Press Y= (F1) to start a new game, or press WINDOW (F2) to continue an old game. Press ZOOM (F3) to quit, TRACE (F4) for on-calc help, and GRAPH (F5) for more information.

For now, press F1. You will be prompted for your name and for your player number. Enter a maximum of 6 letters/numbers for your name, and 1 or 2 for your player number. For now, select player 1.

You should see this screen shortly afterwards:  
Move the cursor using the arrow keys, and press enter to



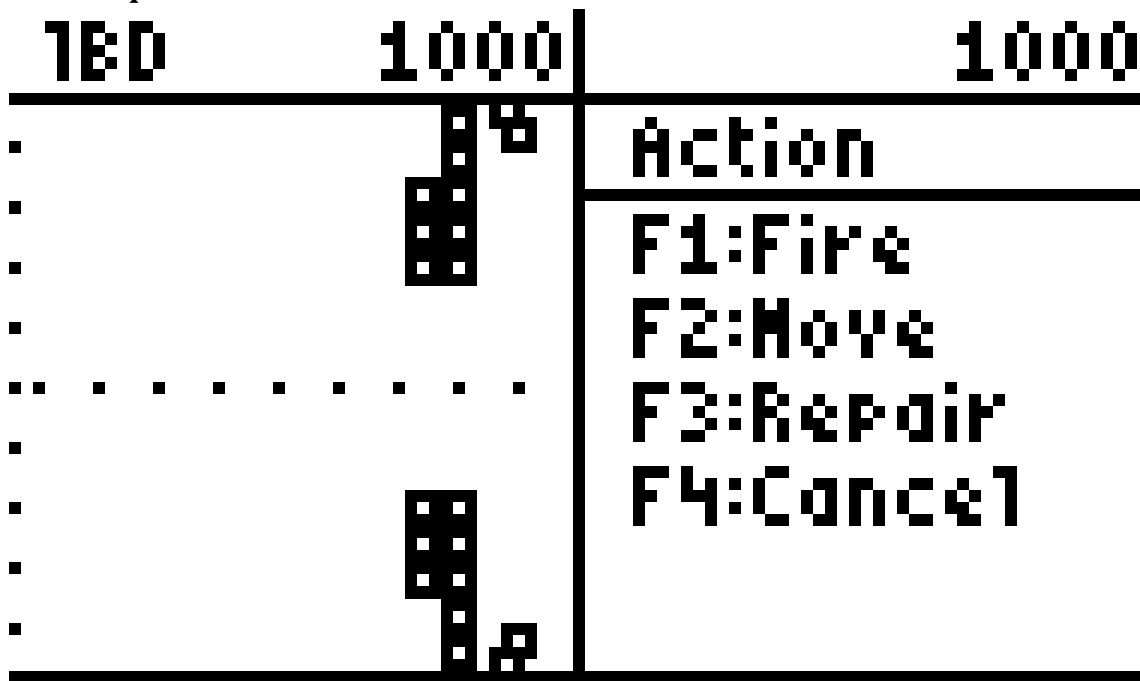
select that position (you can move certain troops later in the game). After pressing enter, you will be prompted for the type. Press 1, 2, or 3. The types are discussed in the on-calc help (see just below the first picture) and later in this file.



After you placed all 10 troops, you should see this screen. The selected troop has a half-square to its upper left. Along the top are the total health levels of both players. If either of these numbers reaches zero, the game is over. Press the up arrow key or the down arrow key to cycle between troops. Press 2ND for action options, ALPHA to return to the main menu, and MODE to quit. You will no longer need to press the ENTER key.

### Part III: The Action Menu

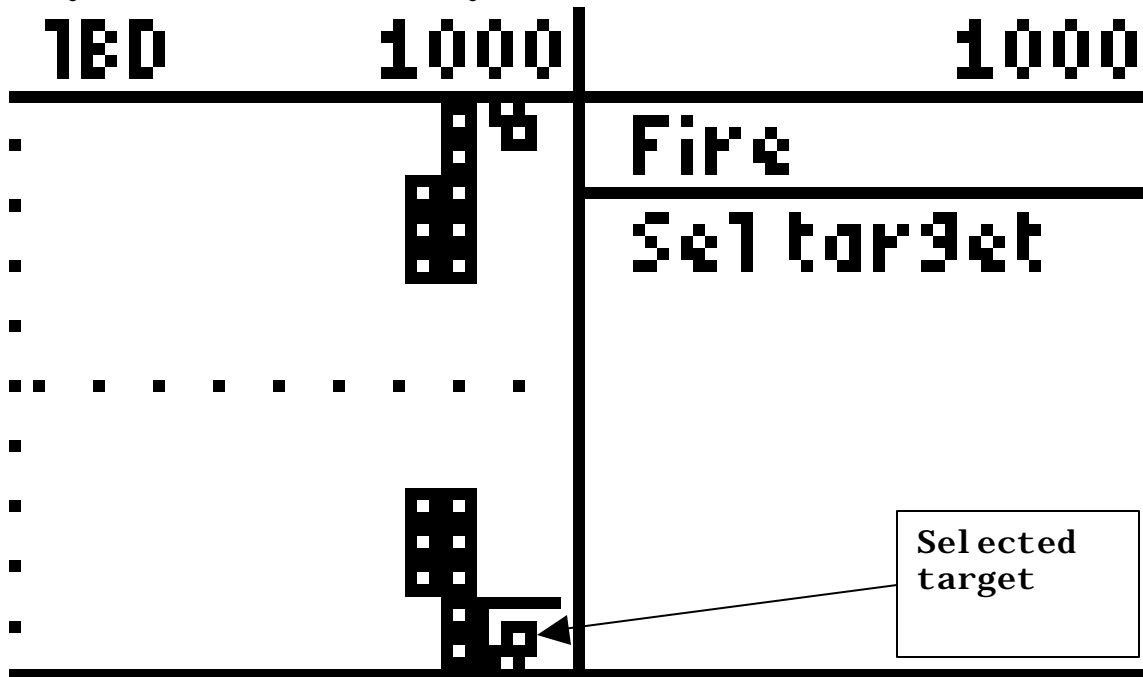
After pressing 2ND, you will see this menu to the left of the map.



Press Y= to fire, WINDOW to move the troop (if able), ZOOM to repair the troop (if able) and TRACE to return to the map in picture 3.

If you decide to move, use the cursor to select a location anywhere on the map. If you want to repair, press ZOOM and the troop will automatically repair itself.

If you decide to fire, you will see this screen:



Press 2ND to select this target, or use the UP and DOWN arrows to select other targets. Damage, range, and probability of strike success are discussed in a later section and in the on-calc help.

If you are hit, the status bar along the bottom will announce if a troop has been hit and possibly destroyed.

#### Part IV: Winning the game

The game is over when one player has a total health of 0 (all troops dead). This will be announced by a score of zero along the top for either player and a [You win!] or [You lose] message in the status bar.

#### Part V: Troop Type Specs

Type 1  
 Heal: N  
 Range: 1x1  
 Damage: 10  
 Move: Y

Type 2

Heal: Y  
Range: 2x2  
Damage: 15  
Move: Y

Type 3

Heal: Y  
Range: Entire Map  
Damage: 5  
Move: N

Part VI:

Bugs

None known. If you find one, email the lBD immediately at [LilBlackDemon@yahoo.com](mailto:LilBlackDemon@yahoo.com).

Part VII:

User Input

If you have questions, comments, or are interested in porting the game to ASM, email the lBD at [LilBlackDemon@yahoo.com](mailto:LilBlackDemon@yahoo.com)

Thank you

01/02/02

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