

SPACESTATION PHETA

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EXPLORE A MYSTERIOUS ABANDONED SPACESTATION

A CHALLENGING GAME OF SKILL

Exciting Features:

- ✦ Written in WYCOVE FORTH
- ✦ Graphics, color, and sound
- ✦ Uses sprites for realistic animation
- ✦ 79 built-in game screens
- ✦ Full Game Editor which allows you to create screens of your own design
- ✦ Built-in solutions to all 79 original screens, plus Solution Editor for your screens
- ✦ High score feature
- ✦ Joystick or keyboard control
- ✦ Game speed control
- ✦ Much more . . .

Computer System Requirements:

- ✦ TI 99/4A computer
- ✦ 32K Memory Expansion
- ✦ Single disk drive
- ✦ Any one: Extended BASIC, Editor/Assembler, Mini Memory or TI-Writer

Distributor:

Disk Only Software • P.O. Box 244 • Lorton, VA 22079

1-800-456-9272 • (703) 339-7097

SPACESTATION PHETA - THE GAME

- Many advanced features packed into 27K bytes of memory. Over 90K bytes of information on the game diskette!
- Memory image format loads game in less than 25 seconds.
- Graphics and Sound plus Sprites for better animation.
- 79 built-in playing screens. (See THE EDITOR below to see why there are actually an unlimited number of screens!)
- You, as the spaceman, encounter many strange objects as you explore the abandoned spacestation. Each new screen is filled with surprises. There are anti-gravity fields, cannons, booters, conveyor belts, secret ladders, transporters, materializers, plus many more!
- Have the computer show you how to solve any screen!

SPACESTATION PHETA - THE EDITOR

- The editor is the most powerful part of the game. View screens here before playing them or design your own!
- The special screen editor allows you to use the keyboard to create and play your own screens. This makes the number of screens virtually limitless!
- Other editor commands let you change the game speed, view screens, make copies of screens from one disk to another, clear screens, select your own movement control, set solutions for screens you create, and start game play on any screen.

MAKING A BACKUP

Before playing Spacestation Pheta you should make a backup of your master diskette. Consult your Disk Manager System manual for further information. Be sure to use a different disk name for your backup copy. Your distribution diskette is identified to a specific purchaser by a hidden release number. Producing copies for any purpose other than the personal use of the original purchaser is not authorized by the copyright holder and therefore a violation of copyright laws. See COPYRIGHT NOTICE below.

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WARRANTY INFORMATION

For a period of ninety (90) days after purchase, T&T Software will replace defective Spacestation Pheta distribution diskettes free of charge. To get a replacement please return your ORIGINAL DISK along with \$2.00 to cover shipping to:

T&T Software
109 Tee Circle
Salem, VA 24153

After this period of ninety days, an \$8.00 fee will be charged for replacement, shipping and handling. Because of the nature of the software, we will only ship replacement diskettes to the original purchaser upon receipt of the original distribution diskettes. The purchaser assumes all responsibility for any application of Spacestation Pheta and any damages caused by the application.

T&T Software thanks you for purchasing Spacestation Pheta and we solicit your comments. We are happy to assist you with any problem concerning the game package. Send correspondence to T&T Software, ATTN: Consumer Relations, at the above address.

LOADING THE GAME

- ① Place the module you will use to load Spacestation Pheta in the command port of the computer (Extended BASIC, Editor/Assembler, Mini Memory, or TI-Writer).
- ② Be sure all equipment is set up correctly. Turn on the necessary peripherals (P-Box, monitor, etc.) and computer.
- ③ Place either your backup copy or your master disk in drive one. Note that if you load the game from your backup copy you will be instructed to insert the master disk. After doing so and the game's title screen appears you may replace your backup copy in drive one.
- ④ Follow the appropriate instructions below to load and run Spacestation Pheta:

EXTENDED BASIC

After the computer has been turned on and the master diskette put in drive one, select Extended BASIC from the main menu screen. Spacestation Pheta will load and start automatically. See step 3 above if you are loading from a backup copy.

EDITOR/ASSEMBLER

After the computer has been turned on and the master diskette put in drive one, select Editor/Assembler from the main menu screen. Then select option 5 (RUN PROGRAM FILE). You will be prompted for a file name. Type DSK1.PHETA and press ENTER. Spacestation Pheta will load and start au-

tomatically. See step 3 above if you are loading from a backup copy.

MINI MEMORY

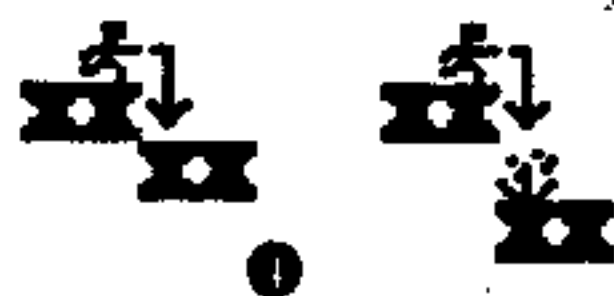
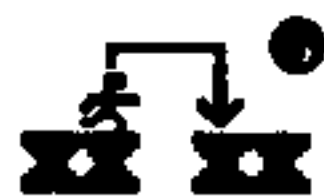
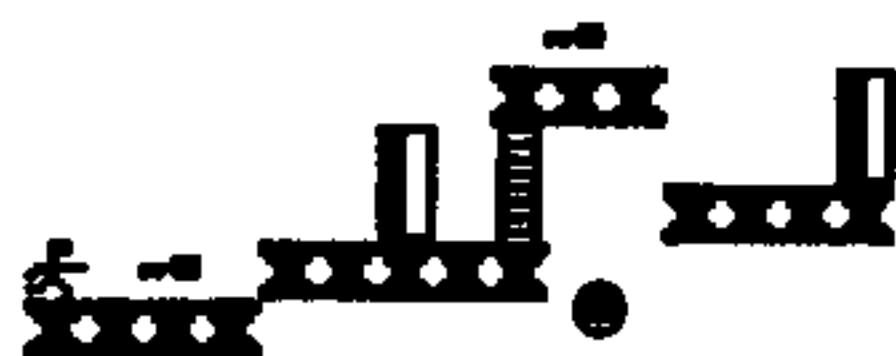
After the computer has been turned on and the master diskette put in drive one, select TI BASIC from the main menu screen. Then Type OLD DSK1. LOAD and press ENTER. After the program loads type RUN and press ENTER. Spacestation Pheta will load and start automatically. See step 3 above if you are loading from a backup copy.

TI WRITER

After the computer has been turned on and the master diskette put in drive one, select TI-Writer from the main menu screen. Then select option 3 (UTILITY). You will be prompted for a file name. Type DSK1.PHETA and press ENTER. Spacestation Pheta will load and start automatically. See step 3 above if you are loading from a backup copy.

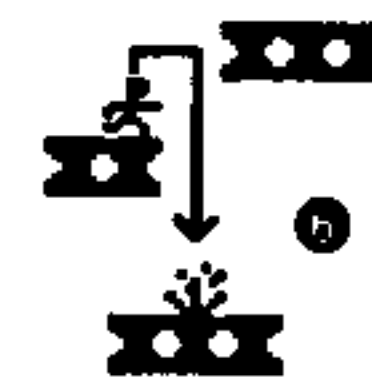
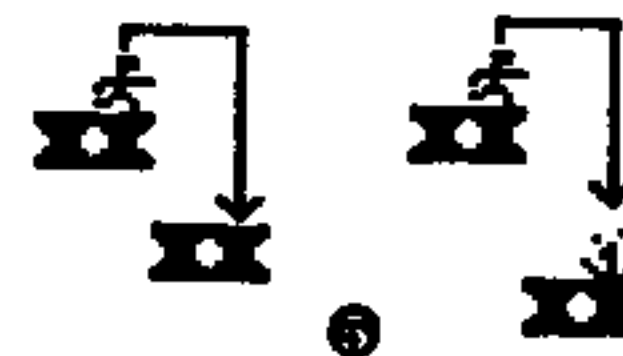
PLAYING INSTRUCTIONS

- You are in control of the spaceman. ①
- Either a joystick or the keyboard can be used to control movement. The exact keys or joystick number depend on what you set in edit mode. The default settings are: Joystick #1, E (up), X (down), S (left), D (right), and space-bar or fire-button (jump).
- Each new game starts with four spacemen.
- Extra spacemen are awarded at 10,000, 20,000, 40,000, etc. points.
- The object of the game is to exit through the door farthest to the right. ②
- A separate key must be used to open each door. Only one key can be carried at a time. ③
- Your spaceman always jumps in the direction he is facing; the last direction moved.
- Your spaceman can safely make a one-character jump. ④
- Only a one-character level fall can be survived. A two or more character level fall results in death. ⑤
- A jump as far as two-character levels downward can be survived. ⑥
- Watch your head when jumping, careless moves



could result in death. ⑤

- Anytime a spaceman dies you must start that screen completely over with a new spaceman.
- You may immediately end the game at any time by pressing BACK (FCTN 9).
- When the game is over, if you obtain the high score it is saved on disk. You have the option to press REDO, BACK, or PROCEED. REDO starts the game over on the screen that the last game started on. PROCEED continues the game with the screen you last died on. And BACK returns to the game's title screen. If no key is pressed after twenty seconds, BACK is invoked automatically.



SCORING

oxygen		$\left(\frac{\text{level}}{79} + 1 \right) \times 100$
energy pack		$\left(\frac{\text{level}}{79} + 1 \right) \times 200$
key		level X 10

Bonus points are awarded upon the completion of each level (i.e. screen), and are determined by the level number and amount of remaining oxygen.

Once level 79 is completed play continues on screen 1, but the actual level number used for scoring is 80.

SHOWING THE SOLUTION

This feature is not only useful, but fun. If you play a screen many times and simply can't find a way to solve it, this is the feature you will want to use. Even if you have solved a screen, you can use it to find a better solution. Simply press S while the game's title screen is being displayed. Then select the number of the screen you need to see how to solve. The computer shows you the best way to solve the screen.

Before you can have the computer show solutions to screens you have made, you must show the computer the solution you want it to use. This is done with the solution editor (see command S, Set Solution For Screen, under EDIT MODE). REDO and PROCEED work a little differently after showing a solution than at the end of a game. REDO shows again the solution of the most recent screen and PROCEED moves on to the next screen's solution.

INPUT/OUTPUT ERRORS

Any time an I/O (disk) error occurs, the system returns to the game's title screen. If this happens all system variables are reset, including game speed. The following are frequent causes for I/O errors:

- ☛ No disk in drive.
- ☛ Attempting to read from a disk uninitialized (Disk Manager) and/or uninitialized by Spacestation Pheta for screens.
- ☛ Attempting to write to a Write-Protected disk (write-protect notch covered).

Although it may appear that you are able to clear and edit screens on the master Spacestation Pheta diskette, no changes are saved. Change the disk name of any backup disk you plan to edit/create your own screens on.

HELPFUL GAME PLAYING HINTS

- Some objects may be "trick objects." This means that by removing the object you have unknowingly caused the death of your spaceman later during play of the screen. Pick up objects cautiously!
- See the description of MATERIALIZERS under SPECIAL CHARACTERS. An example of a situation where you must move up a ladder before moving on a materializer can be found near the bottom of screen 23.
- Examine screens carefully! Watch their solution if necessary.
- You don't always have to start playing on screen one. See description of edit mode command P (Play Screen) under EDIT MODE.
- You can "cheat"—give yourself extra spacemen by pressing FCTN Z during game play. Remember that by doing this you cannot obtain the high score that game.
- Engage the DEMO/AUTO PROCEED mode by pressing FCTN D within two seconds after GAME OVER is displayed.

EDIT MODE

Edit mode is entered by pressing E while the title screen is being displayed. Once in edit mode a list of single letter commands is displayed by pressing an invalid command, such as the space-bar. Edit mode commands are individually described below. Exit most any edit mode function by entering zero (0) as a screen number.

C - Clear Screens. Completely erases any screen.

D - Duplicate Screens. Allows you to copy one screen at a time from one disk of screens to another.

E - Edit Screens. This is the powerful command that allows you to make your

own screens. See SPECIAL CHARACTERS and EDITOR GRAPHICS sections. Be sure you create new screens in order; anytime during play if the game comes to a blank screen play continues on screen one.

G - Game Speed. Allows you to choose a comfortable speed for game play. A slower speed may be helpful when it is necessary to observe detailed moves in a solution. The initial game speed is 14. This command also controls whether the movement ("click") sound is heard. This sound slows movement while playing with faster speeds, therefore this "on/off" switch is provided.

I - Initialize Screens Disk. Before you can edit your own screens and solutions, a "data base" (i.e. place to store screens) is needed. You must provide a diskette (preferably empty) for this. The computer informs you of any problems before the initialization process begins (with the exception of I/O errors—see INPUT/OUTPUT ERRORS section). The entire process takes just over three and a half minutes. Not only is the diskette prepared for screen editing, but a backup copy of the game is placed on it. If you are using Extended BASIC you need to place a copy of the LOAD file on the diskette. (see MAKING A BACKUP).

M - Movement Control. Allows you to pick which joystick number and/or keys are used for controlling the spaceman during game play. The controls currently set are displayed as you are prompted for new choices. The choices you make are saved on disk and loaded along with the high score each time you load the game. Note that a small "SP" is displayed to represent the space-bar. The ENTER key can also be used, however it is seen only as a blank.

P - Play Screen. Lets you start play on any screen. Remember that you cannot obtain the high score by starting on any screen besides screen one.

S - Set Solution For Screen. Allows you to "show" the computer how to solve your screens. The computer "stops" to wait for you to "show" it a move each time the keyboard is "scanned" for a move. If successful, the computer saves the solutions on disk and you can watch the computer show your solution by using the S command while the title screen is being displayed. If you make a mistake while showing the computer a solution, press BACK (FCTN 9) at any time. If the memory counter reaches zero while setting a solution, you need to find a quicker solution. When dealing with transporters, press any key until the spaceman appears at the desirable location, at which time press ENTER. (See descriptions of TRANSPORTERS under the SPECIAL CHARACTERS section.) Note that keyboard control must be used when setting a solution; the joysticks will not function.

V - View Screens. Allows you to view screens before playing them. Remember that in edit mode certain characters are visible that are not visible when playing them.

X - Exit Edit Mode. Returns the display to the game's title screen.

SPECIAL CHARACTERS

Following is a description of the functions of each special character found in Spacestation Pheta. These should be helpful in both playing and creating screens.

TEMPORARY FLOOR is a bit smaller than regular floor, but both are the same color. It cannot hold your spaceman's weight and quickly falls out from under him. You have time to make only one move after moving on to temporary floor.

MATERIALIZERS are in the same shape as regular floor, but they are black. There are two different types of materializers; both move your spaceman five character spaces to a new position. One kind of materializer causes your spaceman to move in a horizontal direction depending on the last horizontal direction your spaceman moved. The other type causes your spaceman to move in a vertical direction depending on the last vertical direction your spaceman moved. Several other special characters change the last direction your spaceman moved. For example, if you move into a cannon from the left, and it spits you out to the right, then the last horizontal direction moved becomes right. The same idea is used for chutes, which cause the last vertical direction to be down. Two exceptions to this theory are ① making a one character fall and ② jumping.

CHUTES are simply safe ways to fall. By moving into or on top of a chute, your spaceman falls through the chute and you regain control after the fall. Always be ready to make the first move upon reaching the bottom of the chute. Sometimes you find invisible chutes, in which only part of the chute may be visible.

TRANSPORTERS instantly transport your spaceman to another position on the screen. The new position is always by another transporter, picked at random by the computer. Your spaceman is placed at the side opposite that of which he entered the transporter. If there are no other transporters to be moved to, your spaceman is placed at the top left hand corner of the screen. While showing a solution, the spaceman is moved to the ideal location, determined when the solution is set. While setting a solution, if there are other transporters, press any key until the spaceman appears at the desirable location, at which time press ENTER.

CANNONS spit your spaceman back into play when he falls into one. The new position of your spaceman is determined by a screen "scan" for a regular piece of floor. The scan starts at the character just above the upper right corner of the cannon. Every character from here to the top of the screen is "scanned." If no regular floor character is found then the scan restarts at the character just above the upper left corner of the cannon. Again every character from here to the top is "scanned." If no regular floor character is found the scan restarts on the right, one column farther to the right than the previous

"scan." The scan alternates sides until a regular floor character is found. Once one is found the new position of your spaceman is directly above the floor.

FALLING FLOOR is the same shape as regular floor, but a darker red than regular floor. Like temporary floor, falling floor cannot hold the weight of your spaceman. However, falling floor is a bit "stronger" and doesn't disappear, instead it pulls one character on each side of it down with it. As long as your spaceman stands on top of falling floor the floor continues to fall. Once at the bottom of the playing screen, falling floor stops falling.

ANTI-GRAVITY FIELDS have such a strong force that they act like low gravity zones. Sometimes these "low gravity zones" are visible only in the screen editor and some are stronger than others. You can move your spaceman out of an anti-gravity field at any time, or wait until it is too weak to push any higher.

BOOTERS send your spaceman flying across the screen until stopped by another character blocking the path. There are left booters and right booters, each must be moved into from the opposite direction. Remember that you can jump booters to get around them and be sure to take notice of where your spaceman is going to end up before allowing your spaceman to be "booted."

CONVEYOR BELTS are made of white, oval shaped characters that combine to make the conveyor belts. Each of these push your spaceman one character farther in the last horizontal direction moved. Be careful when using these in conjunction with transporters, especially when designing solution patterns for your screens.























ELECTRICAL FLOOR is found at the bottom of every screen. It may also be found in other places throughout screens. Your spaceman is "fried" instantly if he stands on electrical floor.

SECRET LADDERS are invisible until your spaceman "picks up" a round, purple object known as a *secret ladder appearer*. Once secret ladders appear they look and function as normal ladders. In the screen editor secret ladders appear with an "S" in the middle.

COPYRIGHT SYMBOLS serve as an extra character to use when desired. Your spaceman can walk on top of them.

YOUR SPACEMAN starts each screen facing in the direction determined while in the screen editor. Attempting to place another spaceman on top of an existing one changes the direction in which the spaceman is facing. You cannot save a screen without a spaceman on it. No more than one spaceman will appear on a single screen.

EDITOR GRAPHICS

CHARACTER DESCRIPTIONS	CHARACTER / COLOR	EDITOR KEY
REGULAR FLOOR	 light red	1
TEMPORARY FLOOR	 light red	R
VERTICAL MATERIALIZER	 black	W
HORIZONTAL MATERIALIZER	 black	2
LADDER	 blue	3
OXYGEN	 blue	4
ENERGY PACK	 black	5
CHUTE	 black	6
TRANSPORTER	 black	7
KEY	 black	8
DOOR	 red & yellow	9
SPACEMAN	 black	0 (zero)
CANNON	 black	-
ANTI-GRAVITY FIELD	 blue	Y
FALLING FLOOR	 dark red	T
RIGHT BOOTER	 white	U
LEFT BOOTER	 white	I
CONVEYOR BELT	 white	O
ELECTRICAL FLOOR	 light red	Q
SECRET LADDER	 blue	P
SECRET LADDER APPEARER	 purple	L
COPYRIGHT SYMBOL	 black	K
BLANK		/
SAVE SCREEN & EXIT		ENTER
EXIT		BACK