

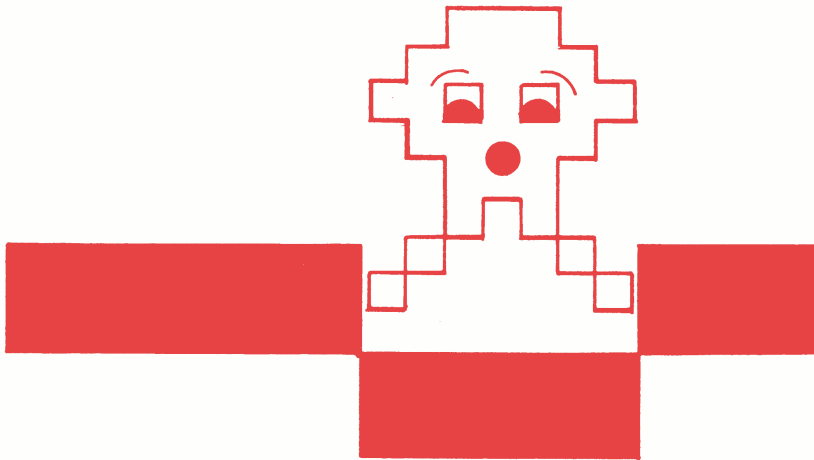
# ENTRAPMENT

(An Arcade Game You Can Beat)

TI 99/4    TI 99/4A

Now you can bring the speed and fun of video arcade games home at a reasonable price. Entrapment is written in assembly language for fast moving excitement. Blast the advancing bugs before they land. Set traps and put obstacles in their way. Complete the wall and actually beat this arcade game. You better hurry though, each wave of bugs moves faster than the previous one.

Six levels of difficulty make this game fun for the beginner and expert alike. Recommended for ages 10 and up. Either the Extended Basic, Mini-Memory or the Editor/Assembler module are required. Memory expansion and disk system also required. Joysticks optional.



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# ENTRAPMENT

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## INTRODUCTION

Get ready for an arcade game unique in many respects. It's an arcade game you can actually beat! It has 6 skill levels so when you finally win there are harder levels that will continue to challenge you. It has the speed and action that make arcade games fun. Be alert for the subtle strategies that make the difference between winning and losing.

## OBJECTIVE

The objective of the game is to build a wall between you and the bugs. Your position is represented by a gun at the bottom of the screen. You build the wall by shooting the bugs on their way down. When they get shot they turn into part of the wall. If any of the bugs make it all the way down you lose the game.

## ORDER OF PLAY

After a short title page the computer will display "PRESS SKILL LEVEL (1 TO 6)". Press the skill level you want and get ready for action. Three bugs will hatch from the eggs at the top of the screen and proceed down. Use the arrow keys ("S" and "D") to move your gun and use "F" to fire. You can also use joysticks if you prefer. Note that your gun needs to reload after it shoots four bullets. When all the bugs are destroyed but the wall isn't complete a new set of eggs will be displayed across the top of the screen. Each new set of eggs contains faster bugs than the previous set.

## TRAPS

You can destroy the bugs by trapping them rather than shooting them. The bugs can only move down or to the side. When a bug moves into an area that has a wall on the bottom and both sides it is trapped and can't get out. A bullet or another bug may also be in the way of a bug and force it to change directions. This bug may think it's trapped. A trapped bug will try to get out for awhile and then it will die. Remember you get double point value when you trap a bug.

## WINNING

To win the game you must build a wall from one side of the screen to the other. Once you have done that press "W" to speed up the game.

## POINTS

The points scored are shown on the upper right hand side of the screen. The upper left hand side of the screen shows the highest points scored that day.

During the first wave of bugs your point value for each bug shot is equal to your skill level. For instance at skill level 2 each bug shot is worth 2 points. During each following wave of bugs the point value goes up by 1. For instance each bug shot during the 2nd wave at skill level 3 is worth 4 points. The following chart gives the point values when bugs are shot at various skill levels.

Addendum: This booklet relates to the original game sold on disk by AD&D in 1983. Other releases may use different "hurry up" keys to the W specified here.

## SKILL LEVEL

	1	2	3	4	5	6
WAVE 1 :	1	2	3	4	5	6
WAVE 2 :	2	3	4	5	6	7
WAVE 3 :	3	4	5	6	7	8

Capturing a bug is worth twice the amount given in the above chart.

## HINTS

The side of the screen the bugs hatch on is controlled by the position of the gun. The direction the bugs choose to go around an object is also controlled by the position of your gun. Also note that the bugs come straight down the screen until something gets in their way. They sometimes even dodge your bullets.

## LOADING

If the game is loaded by the extended basic module use "OLD DSK1.LOAD".

If you are loading the game from the editor/assembler or the mini memory module use THE LOAD AND RUN option. When the computer says "FILE NAME" type in "DSK1.ALOAD" then press "ENTER."