

TI SCRAMBLE

A remake of the classic Scramble Coin-Op game (© Konami 1981) For the TI-99/4A Home Computer

Version 1.0 - © Rasmus Moustgaard 2013 rasmus.moustgaard@gmail.com

Introduction

How far can you make it into the Scramble System before you are shot down in flames? This game requires quick reflexes and talent to invade deep into the system and rack up a decent score. Are you up to the challenge?

System Requirements

32K RAM - Memory Expansion (real or emulated)
Disk Drive - (real or emulated)

Optional Equipment

Speech Synthesizer F18A Video Upgrade

With the F18A video upgrade installed, the original 4 color sprites will be utilized, otherwise the game falls back to using monochrome sprites. To see the monochrome sprites on your F18A enhanced console, hold down the F button while the game is starting.

Note: The monochrome toggle is not available once the game is loaded.

Disabling multi-color sprites also maintains the F18A jumper setting for more than 4 sprites on a scan line. With the F18A support enabled this setting will be overridden to allow up to 16 sprites per line.

The game has been tested to work in Classic99 and MESS emulators, but will in most cases look better on real TI-99/4A hardware.

Game Play Controls

	Joystick	Keyboard
Go Up	Up	E
Go Down Go Right	Down Right	X D
GO Left	Left	S
Fire Gun	Fire Button	Space Bar
Drop Bombs	Fire Button	FCTN Button

In two player mode, the second player uses "joystick 2". If the keyboard is used for play, the controls are shared.

To start a single player game, press "1" on the keyboard, or the fire button on "joystick 1". To start a two player game, press "2" on the keyboard.

Special Keys

- Press S on the start page to disable speech. Reload the game to reenable.
- Press F while the game is starting up to disable F18A support and use monochrome sprites.
- *** The source code and the compiled game is provided free of charge to the TI-99/4A community. The source code and/or the compiled game must not under any circumstances be sold without the express permission of the author.