

ALIEN BREED

VERSION	3.0.0
AUTHOR	James Vernon
EMAIL	jamesv82@live.com.au
GENRE	Shoot-'em-up
MACHINES	TI-84+CE
PLATFORMS	TI-OS or Cesium
LANGUAGE	eZ80 Assembly
RELEASED	November 2021



INSTALLATION

Alien Breed is a game for the TI-84+CE & TI-83 Premium CE calculators.

Send the following files to your calculator Archive:

ab5.8xp
ab5dat.8xv
ab5gfx1.8xv
ab5gfx2.8xv
ab5lvl.8xv

If you have an OS previous to 5.5, you can simply run the AB5 program from the PRGM menu. However, if you have a newer OS that blocks assembly programs, you will need to use arTifiCE.

<https://yvantt.github.io/arTifiCE/>

You will require 4269 bytes of free RAM to play. This space is used to decompress levels for playing. The first time you run the game, you will also require an additional 105 bytes of free RAM, which is used for an application variable for the high scores, achievements & in-game tips data.

To use the quick exit & save feature, you will also need an additional 556 bytes of free RAM to save game variables. If you don't have this space, the quick exit key simply won't work.

GETTING STARTED

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 many 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 and the level will begin to quake and explode.

From the Main Menu, you can start a new game (playing either Episode I or II), enter a passcode to continue from a later level, change the game options, view the high scores, view your achievements, or quit back to the calculator OS.

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! Be careful, as some enemies can fire back at you!

On some levels the aliens will rip holes in the floor and crawl out to attack you. Occasionally you will encounter larger boss-type aliens. These must be destroyed before you can continue. Towards the end of each episode, you will face the Queen alien.

KEYS

MAIN MENU:

Up/Down	Change selection
[2nd]/[ENTER]	Select
[CLEAR]	Quit

IN-GAME (1-player):

Arrow Keys	Move
[2nd]	Shoot
Top Row	Select weapon 1-5 (if available)
[ALPHA]	Use Intex terminal / close fire door
[DEL]	View Radar Scanner (if you have purchased one)
[MODE]	Pause
[MATH]	Teacher key (turns off calculator, goes to Pause screen when turned back on)
[CLEAR]	Quick save & exit

IN-GAME (2-players):

[XTOn],[ALPHA],[2nd],[MATH]	Player 1 move
[WINDOW]	Player 1 shoot
[Y=]	Player 1 use Intex terminal / close fire door
[X ⁻¹],[X ²],[LOG],[LN],[STO→]	Player 1 select weapon 1-5
Arrow Keys	Player 2 move
[TAN]	Player 2 shoot
[^]	Player 2 use Intex terminal / close fire door
[ENTER],[+],[-],[*],[/]	Player 2 select weapon 1-5
[DEL]	View Radar Scanner
[MODE]	Pause
[PRGM]	Quick save & exit

PAUSE:

[2nd]/[ENTER]/[MODE]	Return to game
[STAT]	View achievements
[+]/[-]	Adjust screen contrast
[CLEAR]	Retreat (quit to Main Menu)

INTEX NETWORK SYSTEM:

Up/Down	Change selection
[2nd]/[ENTER]	Select
[ALPHA]	Speed up text printing

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

[2nd]	Continue
[ALPHA]	Speed up text printing

VIEWING CUT SCENES

[Alpha]	Skip
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ENTER PASSCODE / HIGH SCORE NAME:

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

VIEWING ACHIEVEMENTS

Left/Right	Scroll between achievement categories
Up/Down	Move between achievements in current category
[MODE]	Exit

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 in TOUGH difficulty 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.

The Intex network also has a built-in entertainment system, where you can take a break from killing the endless hordes of aliens and play some harmless Space Pong against the calculator. You need to score 15 points to win.

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 strong plasma beam that will wipe out the enemies with more power than the flame arc.

FLAMETHROWER

The flamethrower is the most powerful weapon, shooting out a jet of flame that burns the enemy with the greatest strength.

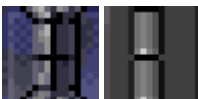
RETREAT FIRING

Using the movement and firing key together, you can walk backwards slowly to retreat from advancing enemies whilst still firing on them. For example, if you are facing up, hold down the shoot button ([2nd] in 1-player mode) and walk down – you will continue to face up until you either stop firing or you turn left/right.

OTHER INTERACTIVE OBJECTS



On many levels, the deck lift or tower 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 lift.



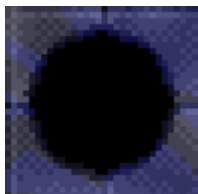
On most levels you will find doors that block access to many areas. These are opened either by having key passes, or by shooting them repeatedly. Note that blasting open a door will use up nearly half an ammo clip!



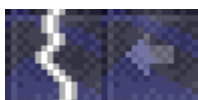
Some levels have fire doors located at various points. These can be closed by walking up to them and pressing [ALPHA]. They will not close if you are standing over the top of them, otherwise this would be fatal. Note that once closed, fire doors will not open again.



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.

2 PLAYER CO-OPERATIVE MODE

If you have a friend you can take on the Alien Breed together. See the KEYS section above to see how the controls differ in 2-player mode.

In 2-player mode, you will each have your own health, lives, keys & ammo. However you will share credits and the weapons cache. If one player runs out of lives, the other player can continue on until they either run out of lives or finish the game.

PASSCODES

When you reach certain levels, you will be given a passcode. This passcode can be used to start again from that position. You also have the option to store the passcode in a file on the calculator to select later – you can save up to 16 passcodes this way.

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 6 key passes (or 3 key passes each in 2-player mode).

You will receive passcodes in both 1-player and 2-player games, however a passcode obtained during a 1-player game cannot be used to load a 2-player game, and vice versa. If you start a 2-player game and one player runs out of lives, any passcodes received from that point onwards will be for 1-player games only.

QUICK SAVE & EXIT

During normal gameplay, you can press [CLEAR] (or [PRGM] in 2 player mode) to perform a quick save of the game and exit to the calculator OS. Next time you run the game you will be where you left off. This is handy if you're halfway through a game and you need to take a break to perform other tasks on your calculator.

ACHIEVEMENTS

There are many achievements that can be completed as you play through the game. You can view these Achievements from the Main Menu and use the arrow keys to navigate through them, and [MODE] to return to the Main Menu. They can also be viewed during game play by pressing [STAT] in the Pause menu.

If you've completed all the Achievements and you want to go through and do them again, you can reset them from the Options menu.

IN-GAME TIPS

There is an in-game tip system that will bring up tips as you first start playing and as you encounter new things. Each of these tips will only show up once, but they can be reset/disabled from the Options menu.

HINTS

- Ammo management can be very important – firing in short bursts can be useful to avoid wasting ammo.
- You will need to occasionally buy items such as key packs & ammo, as you won't always find enough littered around the levels.
- In some situations, it can be more economic to shoot open a door to get supplies, as opposed to using a key pass.
- Be wary of holes in the ground that the aliens will crawl out of – standing near one of these for too long is not recommended.
- Buying a Remote Radar Scanner is recommended, especially until you remember your ways around the levels, although remember that in TOUGH difficulty it will not work during the countdown sequence.
- In TOUGH difficulty the aliens will hit harder and soak up more of your ammo. It might be wise to sacrifice buying a Remote Radar Scanner so that you can buy more powerful weapons earlier on.
- The difficulty curve in Episode II is substantially steeper than Episode I. In Episode III, it varies depending on which path you take through the campaign.
- There is a separate Campaign Guide in this zip, which you can check out if you're having trouble!

SOURCE CODE

The source code to this game is included in this zip file, and you are free to use any bits of code if you find them useful. However I would appreciate if credit is given where it is due (to either me for my code or others for bits of code that I've borrowed) ☺

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. To avoid any potential data loss, I recommend archiving any programs/variables on your calculator before running this or any other assembly program/application.

ORIGINAL ALIEN BREED

Alien Breed 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...

- Everyone at the TCPA back in the day for their support and knowledge!
- Everyone at the Cemotech & Omnimaga forums for their encouragement, ideas & general support!
- Revolution Software for Wabbitemu & SPASM.
- Jimmy Mardell & Florent Dhordain for the HuffExtr routine.
- Jimmy Mardell & Ahmed ElHelw for some of the high score checking / sorting code.
- AssemblyBandit for his "DivAHLby10" routine (also optimised by Xeda on Omnimaga).
- Brandon Wilson & all the contributors for WikiTI.
- Tim Singer & Romain Liévin for the TI file format information contained in their TI Link Protocol Guide.
- Ian Graf for his LCD knowledge & information.
- MateoConLechuga for his inspiration and suggestions with the TI-84+CE LCD rendering/scaling routine.
- MateoConLechuga for his fast tile sprite routine.
- Matt Johnson for Image Studio.
- Team 17 for the original Alien Breed games.
- Flashjesterpunk for a level layout used from Alien Breed Obliteration (fan-made Windows version of Alien Breed with 15 new levels).

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 or www.cemotech.net.

Alien Breed

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jamesv82@live.com.au