



**FOR THE
TI 99/4A COMPUTER**

INTERCEPT is a computer conversion of the classic 70's electromechanical game with the same name.

As the *defender*, you have to protect your city from an incoming stealth enemy plane on a bombing run through the judicious placement of anti-aircraft missile batteries and combat air patrols by your own air force.

As the *attacker*, you have to use your stealth bomber to sneak through enemy defenses and avoid being detected by the enemy planes and shot down with your mission being to bomb the city.

Regardless of the role you choose, you will be faced with a competent computer opponent who would like nothing more than to blow you up to smithereens...

Game Requirements

In order to play ***INTERCEPT***, you will need a TI 99/4A computer with the Extended Basic cartridge, 32K of RAM expansion and a disk drive.

Credits

Programming: Walid Maalouli – October 2017

Splash screen creation tool: Convert9918 by Mike Brent

Gameplay

To start the game, type RUN "DSK1.INTERCEPT" and press "ENTER". The game consists of 2 files called INTERCEPT and INTERMAIN and both should be on the same disk. If you wish to run the game from a different drive, just change line 240 in the INTERCEPT file with the disk path desired and save the file again.

To get past the splash screen, press "ENTER" and the game will take a few moments to load then you will be presented with the playing field and a choice between playing the attacker or the defender.

The top 2 rows of the field represent the city. The bottom row is the attacker's starting area.

Attacker Play

The computer will automatically place its defensive missile batteries on the field, then you will be asked to pick a starting square on the starting row by using the right and left arrow keys then pressing ENTER when done.

At that point, you can start moving your bomber. Remember that at no time during the game does the computer have knowledge of your exact position, including your starting square.

You can move horizontally and vertically but not diagonally for a total of 4 squares per turn using the arrow keys. You cannot cross or land on missile batteries locations. Your move count will be displayed on the right going from A to D. If you want to take back a move, press the FCTN-9 key. When satisfied with your position, press ENTER.

Your objective is any square within the 2 city rows on top of the playfield.

Then it will be the computer's turn to move and it will send out 2 waves of fighter aircraft to hunt you down. Each wave will travel to a location on the playfield and fire missiles. If that location happens to be your current position, then your bomber is destroyed and you lose the game. Otherwise, it's your turn again to move. If the computer fails to find your bomber, then a black marker indicating your last position will be placed on the field, which the computer will use in its target computations during the following game turn.

Your move and the subsequent computer move represent one game turn, and you have 10 game turns, from A to J, to complete your mission. The game turn letter will be displayed on the bottom right of the screen.

In order to win the game, you have to safely reach one of the city squares within that 10 turns limit. It is important to remember however that even when you do reach the target, the computer still gets to launch one final set of fighter waves before you get to declare victory!

Defender Play

Here the roles are reversed and now it's your turn to defend the city. At the start of the game, you will have to choose the location of the defensive missile batteries. You have at your disposal 4 batteries in different configurations and these will be displayed on the right-hand side of the screen.

To place a battery on the playfield, first press its corresponding letter, and a small yellow marker will appear next to it. You can only pick any particular battery once. At that point, a cursor will be displayed on the playfield which you can move with the arrow keys. The cursor represents the leftmost or left uppermost square of the battery, and you will not be able to place a battery unless all of its squares are within the playfield. Once satisfied with the location, press ENTER and the battery will be placed on the playfield. Follow the same process with the remaining batteries, and when you place the last one, it will be the computer's turn.

The computer will then start its bombing run following the same rules outlined in the attacker section, and you will be prompted to move your fighter waves after each run. A cursor will appear on the playfield which you will be able to move with the arrow keys. Select a target square by pressing ENTER then sit back and watch the fighter plane make its attack. You have 2 attack waves per turn. If you manage to hit the enemy bomber then you win the game, otherwise it's on to the next game turn and a black marker will appear on the playfield indicating the last position of the enemy bomber.

Here again, the computer will have 10 game turns to reach a city square. If it fails to do so, then you win. Otherwise, you lose the game.