



TEXAS INSTRUMENTS HOME COMPUTER

AVARIS

**FLY INTO DEADLY COMBAT AGAINST
ALIEN INVADERS WITH THE
STARSHIP AVARIS!**



**REQUIRES 32KB MEMORY EXPANSION,
TI EXTENDED BASIC AND JOYSTICK**

CREATED BY RETROSPECT & OLD CS1

PEACE TALKS WITH GALACTIC FEDERATION AND THE DRACO EMPIRE HAVE BROKEN DOWN AND THE GALAXY IS ONCE MORE AT WAR! WITH LIMITED RESOURCES AT THEIR DISPOSAL, YOU ARE ASSIGNED TO FLY INTO OUTER SPACE TO COMBAT THE DRACO ALIENS WITH AN ANCIENT STAR SHIP THAT HAS BEEN SITTING IN A MUSEUM FOR THE PAST 50 YEARS - THE STARSHIP AVARIS!

AVARIS WAS THE MOST POWERFUL STARSHIP WHEN CREATED IN 2061, IT'S LASER PHOTON WAS DEVASTATING AND THE SHIP WOULD MANEUVER WITH SPEED AND PRECISION. SINCE THEN BETTER STARSHIPS HAVE BEEN MADE BUT NONE ARE LEFT - ALL HAVE BEEN DESTROYED AT THE START OF THE WAR.

THE DRACO EMPIRE ARE INTENT ON STEALING ALL EARTH'S RESOURCES AND DESTROYING THE PLANET.

THE FEDERATION'S LAST HOPE IS YOU, AND AVARIS. CAN YOU HELP?

PLAYING THE GAME

THE GAME HAS 3 STAGES. YOU START AT THE FIRST STAGE, A SPACE TUNNEL WITH AN ASTEROID BELT. THESE ASTEROIDS WILL DESTROY AVARIS IF THEY TOUCH IT, SO MOVE OUT OF THEIR WAY OR BETTER STILL, SHOOT THEM!

EACH ASTEROID SHOT IS WORTH 100 POINTS IN LEVEL 1.

NEXT UP IS THE COMBAT STAGE. HERE THERE IS A FLAGSHIP AT THE TOP, WITH A LAYER OF PROTECTIVE BLOCKS BENEATH IT, AND LETHAL BOMBER SHIPS THAT FLY OVER DROPPING BOMBS IN THE HOPE OF KILLING YOU.

YOUR PHOTON LASER CAN PENETRATE THE BLOCKS BUT WILL REBOUND BACK TOWARDS YOU! BE CAREFUL TO AVOID THE REBOUNDED PHOTON LASER, BUT PLAY IT TO YOUR ADVANTAGE AND GET A "TRICK SHOT" ON THE BOMBERS BY BOUNCING THE PHOTON DOWN ONTO THEM FOR EXTRA POINTS!

PLAYING THE GAME

EACH BOMBER KILLED IN THE NORMAL WAY GETS YOU 200 POINTS, IF YOU KILL THEM WITH A TRICK-SHOT YOU GET 500 POINTS! THE FLAGSHIP WILL GET YOU 1000 POINTS BUT WILL TAKE MORE THAN ONE SHOT TO KILL.

THE THIRD STAGE, SHOULD YOU SURVIVE THE SECOND, IS ANOTHER SPACE TUNNEL BUT THIS TIME THERE'S A HOSTILE ENEMY FIRING BRUTAL LASERS AT YOU! THIS ENEMY WILL TAKE 4 SHOTS TO KILL ON THE FIRST LEVEL , AND THIS INCREMENTS THE MORE LEVELS YOU PASS.

IT WILL MOVE VERY QUICKLY AND FIRE EACH TIME IT PASSES YOU. YOU'LL NEED DEXTERITY, SKILL, AND LUCK TO DEFEAT THIS ENEMY. THERE ARE 8 DIFFERENT SHAPED HOSTILE ENEMIES, EACH ONE MORE DIFFICULT THAN THE LAST.

PLAYING THE GAME

WHEN THE THIRD STAGE IS PASSED, YOU WILL GO BACK TO THE SPACE TUNNEL WITH THE ASTEROIDS. THIS TIME THOUGH, THE ASTEROIDS ARE SLIGHTLY FASTER AND THE TUNNEL LONGER.

ALSO TO NOTE; YOUR SCORE IS MULTIPLIED BY THE LEVEL YOU ARE ON. EACH ASTEROID SHOT IN LEVEL 2 GETS YOU 200 POINTS. THERE'S A BONUS FOR YOU IF YOU DON'T LET A SINGLE ASTEROID PASS YOU. IN LEVEL 1 THIS BONUS IS 10,000 POINTS AND AN EXTRA SHIP. IN LEVEL 2, IT'S 20,000 POINTS, AND SO ON.

THE SECOND STAGE IN LATER LEVELS HAS MORE LAYERS OF PROTECTIVE BLOCKS, MORE AGGRESSIVE BOMBERS, AND THE FLAGSHIP WILL FIRE SPECIFICALLY AT YOU RATHER THAN AT RANDOM AND WILL TAKE MORE SHOTS TO KILL.

PLAYING THE GAME

TO MOVE THE STARSHIP, USE JOYSTICK-1.

LEFT AND RIGHT MOVEMENTS ARE CONTROLLED BY THE JOYSTICK, AND YOU CAN FIRE AT THE SAME TIME AS MOVING.

IT'S ADVISED TO TAKE CARE WITH YOUR SHOTS AS YOU CAN ONLY FIRE THE LASER ONCE AT A TIME.

IN-GAME MUSIC

AVARIS HAS IN-GAME MUSIC THAT PLAYS WHILST THE ACTION TAKES PLACE. THIS MUSIC WAS CREATED BY "OLD CS1" FROM THE ATARIAGE TI-99/4A FORUMS. THE SOUND TRACKS WERE BASED ON MUSIC FROM "SAWSQUARENOISE" WITH THEIR PERMISSION. YOU CAN FIND THEIR TRACKS ON THE "FREE MUSIC ARCHIVE" ONLINE.