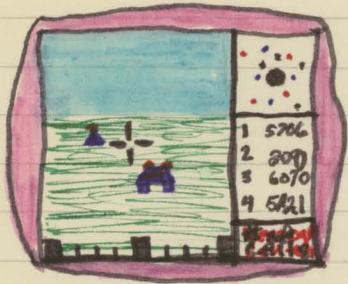


BATTLE CRY

object - Protect city from invaders.
planes, tanks, and ~~infantry~~ attacks. when all fuel is removed, power for weapon stops.
as fuel is removed, weapon takes longer to fire.



Control functions

- JX Rotate tower - view moves left/right
- JY controls elevation of crosshairs
- IF fires shot
- KN NO Function

Planes - attack, drop bombs	fast	must hit (few)
TANKS - tanks shot missiles	med	must hit 2 (many)
infantry - destroy power cells	slow	easy kill (close to kill)

Points scored for tanks, planes, and infantry destroyed.
less if tanks or infantry reach power cells and try returning.

Set number of power cells possible, destroyed cells can be reproduced as a function of time

Make it so that aliens can lose a battle!

when you destroy a wave you are sent to another city to defend.

direction indicator

1	56000
2	6210
3	16
4	97772
# of cells	57
Cities left	2
WAVES DESTROYED	2

260 |||| 270 |||| 280

interrupts are used to update screen. Because of the small amount of moving items we should have clean graphics